

NOD

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Our cover this month, in honor of the holidays, is The Archangel Michael, by Guido Reni. Here, we see Michael giving Lucifer what for – or, at least I think it is Lucifer. Either way – enjoy the holidays, folks!

The Gourmand

Illustration by Frans Hals (1624)

World traveler, bon vivant, explorer; the gourmand is all of these things, traipsing across the globe to experience everything edible (or purportedly edible) it has to offer. Even dungeons cannot escape the curiosity of the gourmand. After all, how are you to know what fresh shrieker or violet fungus tastes like if you don't crawl into the underworld and harvest it yourself!

The Basics

Hit Dice: 1d8 per level, +2 hp per level after 10th.

Prime Requisite: Constitution, +5% bonus to earned XP if 13+. A gourmand needs a strong stomach to tread where their palette guides them.

Armor: Gourmands can wear any armor but plate, for it is too restrictive. They can use shields.

Weapons: Gourmands have traveled all over and gotten into plenty of trouble, so they are capable of using most weapons. They are barred only from those that take a bit of advanced training, i.e. swords and bows.

Special Abilities

Gourmands specialize in eating, in both quantity and variety. A gourmand's goal is to taste everything that is edible and non-poisonous in the cosmos at least once. They are neither fools nor cannibals; they are not going to nibble a zombie or give green slime a try. They are, however, intrigued by owlbear steaks or a tossed salad of assassin vine leaves and treant nuts (they're flora, not fauna; get your mind out of the gutter). To succeed (and survive) at this quest, a gourmand must have an iron stomach. Their training grants them a +2 bonus on saving throws against poison. Their enhanced search for caloric satisfaction, however, requires them to consume double the normal amount of food for members of their species.

Gourmands are driven to try exotic foods. They must consume something new (a new spice, a new meat, a new



fruit, etc) once per week or suffer a -5% penalty to earned experience until they have. This penalty is cumulative, up to a maximum -20% penalty. Each new food consumed, however, is worth a 100 XP bonus to the gourmand.

Where magic-users keep spellbooks and leech's keep leechbooks, gourmands keep cookery books, collecting and inventing all manner of recipes, and recording their culinary experiences. These books must be kept, but they do not offer a gourmand any special abilities or impose on them any special restrictions if lost.

Gourmands are, of course, expert chefs. They can cook almost anything and make it palatable to others, and can take quality ingredients and make dishes so exquisite that they act as a balm to body, mind and spirit. A gourmand with a pound of grain (processed, preferably), a pound of meat, a pound of fruit or sweetener (honey, for example),

a bottle of spirits (or beer, wine, etc) and a pinch of salt or spice, can prepare a meal for up to six people that can have healing qualities. The gourmand must decide how magnificent his dish will be and then make a percentile roll to see if he succeeds. Failure means he concocts an awful mess with no benefits other than food in the belly.

Restore Vigor: Restores 1d8 hit points plus one hit point per gourmand level.

Cure What Ails You: Removes any disease afflicting the eater, but does not remove damage already done.

Soothe Mind: Frees the eater's mind from any curse or enchantment.

Revitalize: Restores 3d8 hit points plus one per gourmand level and removes all damage from ability scores.

Restore Spirit: Restores all hit point damage, ability score damage and one lost level.

This meal can be stretched to more than six people by imposing a -5% penalty to the gourmand's roll per extra person. Each exotic ingredient added (i.e. owlbear in place of beef) either gives the gourmand a +10% or -10% to his roll. The Referee should determine this with a flip of a coin (or equivalent) without informing the gourmand of the result. The meal takes one hour to prepare and requires basic cooking equipment (pot, pan, knife and fire).

A gourmand's fame often precedes her, and can be a curse as well as a blessing. Gourmands of 1st to 4th level never have trouble finding an invitation to dinner in their home town and have a 10% chance of an invitation by a local aristocrat. Gourmands of 5th to 8th level enjoy such

invitations within their home kingdom or country, gourmands from 9th to 10th level in their home region and gourmands of 11th to 12th level throughout the world and gourmands of 13th level or higher anywhere in the cosmos. These invitations come at a price, of course, for the host expects the impress the gourmand and receive a hearty endorsement of their table. The gourmand, however, becomes increasingly picky as they grow older, and their dedication to their art and philosophy require them to render an honest verdict of the sampled fare.

A gourmand that has dined by invitation must roll 1d20 and roll higher than his own level to find the meal satisfying. Every 100 gp spent on the feast by the host grants a +1 bonus to the roll, up to a maximum bonus of +5. However it goes, the gourmand must give a monologue on the quality and creativity of the prepared feast and then suffer a reaction roll from his host. If he praises the feast, the reaction roll is made at a +3 bonus. If he derides it, the reaction roll is made at a -3 penalty. Naturally, the companions of a gourmand are also invited to these repasts, and they must suffer the same consequences as the gourmand.

The final challenge of the gourmand is one of weight. Each week the gourmand does not spend in vigorous exercise (i.e. fighting monsters or at least running away from them) results in a gain of one pound. Pound gained in excess of what would be considered "standard" or "average" for their species and gender, are treated as extra encumbrance and can thus slow them down.

Level	XP	HD	Attack	Save	Title	Restore Vigor	Cure What Ails You	Soothe Mind	Revitalize	Restore Spirit
1	0	1d8	+0	14	Nibbler	65%	50%	-	-	-
2	1,500	2d8	+1	13	Cooke	70%	54%	-	-	-
3	3,000	3d8	+1	12	Bon Vivant	75%	58%	50%	-	-
4	6,000	4d8	+2	11	Gastronome	80%	62%	53%	-	-
5	12,500	5d8	+2	10	Chef	85%	66%	56%	50%	-
6	25,000	6d8	+3	9	Connoisseur	90%	70%	59%	52%	-
7	55,000	7d8	+3	8	Gourmet	95%	74%	62%	54%	50%
8	110,000	8d8	+4	7	Epicurean	96%	78%	65%	56%	51%
9	165,000	9d8	+5	6	Gourmand	97%	82%	68%	58%	52%
10	220,000	10d8	+5	5	Gourmand	98%	86%	71%	60%	53%
11	275,000	10d8+1	+6	4	Gourmand	99%	90%	74%	62%	54%
12	430,000	10d8+2	+7	4	Gourmand	100%	94%	77%	64%	55%

Exotic Dining

The party has made it through the Labyrinth of Ultimate Despair with a couple sacks of coins and not a day's rations left. They enter the keep located in or near the borderlands and make their way to the inn where they have ... another joint of mutton? A stew? Ale?

Come on! A world of both dungeons and dragons can surely provide more interesting fare than, well, the local renaissance faire.

The following tables are designed to liven up the cuisine in your campaign. First, roll on Table 1: Dish to discover what kind of dish has been prepared. Looking along the

row, you see the number and kinds of ingredients in the dish. If a percentage is shown, this is the percentage chance that that ingredient is present in the dish. Go to each of those tables below and roll a dice to determine the precise ingredient. That's it. In a few seconds, you can assemble a feast worthy of an emperor.

If you don't have a need for exotic dining in your campaign, you might still use these tables to randomly determine the foodstuffs in a castle pantry.

Table 1: The Dish

D20	Dish	Drink	Egg	Fruit	Grain	Meat	Milk	Oil	Spice	Sweet	Veg
1	Aspic		1	50%		1					50%
2	Blawmanger			1	1	1				1	
3	Bread				1		1	1			
4	Brewet	1				1			2	1	1
5	Composte	1		1						1	
6	Frose		1			1	1	1			
7	Frytour				1			1	1		
8	Makeroun		1		1		1*	1			
9	Papyns		1		1		1		1	1	
10	Pasty	1	1		1	1	1		1		1
11	Pudding		1	1	1		1			1	
12	Punch	1		1							
13	Roast	1				1			3		1
14	Salad			1				1			3
15	Sambocade	1	1	1	1		1 + 1*		1		
16	Sausage		1		1	1			1		
17	Soup					1			1		2
18	Stew	1				1			3		2
19	Tart	1		1	1				2	1	
20	Waffre		1		1		1*		1	1	

* For the milk category, this denotes a cheese

Table 2: Drink

D6	Type
1-4	Beer or Wine
5-6	Spirits

D%	Beer or Wine	Made from / Notes	D%	Spirit	Made from / Notes
01-03	Ale	Barley	01	Absinthe	Wormwood
04	Apfelwein	Apples	02	Aguardente	Pomace; from Portugal
05	Barley Wine	Barley	03	Aila	Rice; from Nepal
06	Basi	Molasses	04-06	Akvavit	Potatoes; from Scandinavia
07	Bee-Ale	Honey	07-08	Applejack	Apples
08-10	Beer	Barley	09-10	Aqua Vita	
11	Belly-Vengeance	Weak, sour beer	11	Arak	Grapes; from Levant
12	Berry Wine	Berry	12	Arak	Pomace; from Iraq
13	Bilibili	Sorghum; from Chad	13-14	Armagnac	Grapes
14	Blaand	Milk	15	Arrack	Coconut
15-16	Bock	Dark beer	16	Awamori	Rice; from Japan
17	Burukutu	Sorghum; from Nigeria	17	Baijiu	Sorghum; from China
18	Caudell	Wine thickened with eggs	18	Bourbon whiskey	Corn
19	Charneco	Sweet wine	19-22	Brandy	Grapes
20	Chicha	Cassava; from Ecuador	23	Branntwein	Grapes
21	Choujiu	Rice; from China	24	Calvados	Apples
22	Chuoi hot	Banana; from Vietnam	25	Clamberskull	Any strong drink
23-25	Cider	Apples	26-27	Cognac	Grapes
26	Clary	Mulled wine and honey	28	Eau-de-vie	Pears; from France
27	Comet-Wine	Superior wine	29	Flap-Dragon	Raisins in burning brandy
28	Corn Beer	Maize	30	Four-water rum	Rum, water, lime and sugar
29	Coyol Wine	Palm sap; from C. America	31	Gaoliang	Sorghum; from China
30	Flower Wine	Flowers	32-34	Gin	Juniper berries
31-33	Fortified Wine		35-36	Gin, Aromatic	
34	Galloped-Beer	Boiled small beer	37-38	Gin, Golden	
35	Ginger Ale		39-40	Gin, Sweetened	
36	Ginger Beer	Ginger root; from Botswana	41	Ginger Brandy	
37	Ginger Wine		42-44	Grappa	Pomace; from Italy
38	Glogg	Red wine and spices	45	Guaro	Molasses
39	Gouqi jiu	Wolfberry; from China	46	Honey Brandy	Honey
40	Huangjiu	Rice	47-48	Irish Whiskey	Barley
41	Hypocras	Wine, sugar and cinnamon	49	Kirschwasser	Cherries
42	Kasikisi	Banana & sorghum malt; Congo	50	Kleren	Caribbean
43	Kasiri	Cassava; from Sub-Saharan Africa	51	Kokuto shochu	Brown sugar; from Japan
44	Kefir	Milk	52	Kumiss	
45	Kilju	Sugar	53	Lambanog	Coconut; from India
46	Kumis	Milk	54	Maotai	Sorghum; from China
47	Kvass	Rye	55	Marc	Pomace; from France
48	Lamb's Wool	Ale and mashed apples	56	Mescal	Maguey (agave)
49	Makgeolli	Rice; from Korea	57-59	Ouzo	Pomace; from Turkey and Greece
50	Malmsey	Wine	60	Palinca	Plum
51	Mbege	Banana & millet malt; Tanzania	61	Palinka	Pears; from Hungary
52	Mead	Honey	62	Pear Brandy	
53	Merisa	Sorghum; from Sudan	63	Pinga	Molasses; from Brazil
54	Millet Beer	From Sub-Saharan Africa	64	Pisco	Grapes; from Chile and Peru
55	Mulled Wine	Red wine and spices	65	Poitin	Potatoes; from Ireland
56	Muskadell	Wine	66	Pulque	Maguey (Agave)
57	Nihamanchi	Cassava; from S. America	67	Rakia	Grapes; from Balkans & Turkey
58	Pear Cider	Apples and pears	68	Rice baijiu	Rice; from China
59	Perry	Perry Pears	69	Roggenkorn	Rye; from Germany
60	Pito	Sorghum; from Ghana	70-73	Rum	Molasses; from Caribbean
61	Plum Wine		74	Runnet	Sheep's stomach
62	Poire	Pears; from France	75-76	Rye Whiskey	
63	Pomace Wine		77-78	Scotch Whiskey	Barley
64	Port	Sweet red wine	79	Shochu	Barley or Rice
65	Posset	Hot milk and spirits	80	Singani	Grapes; from Bolivia
66	Potato Beer		81	Slivovitz	Plum
67	Pulque	Agave	82	Sloe Gin	Sloe
68	Purl	Absinthum and ale	83	Sobajochu	Buckwheat; from Japan

69	Ruou gao	Rice; from Vietnam	84	Soju	Rice or sweet potato; from Korea
70	Rye Beer		85	Tequila	Agave
71	Sack	White fortified wine; from Spain or Canary Islands	86	Tickle-brain	
72	Sake	Rice; from Japan	87	Tsipouro	Pomace; from Greece
73	Sangria	Wine	88	Tzuica	Plum
74	Sherry	White fortified wine; from Jerez de la Frontera	89	Umeshu	Plum
75	Sima	Sugar; from Finland	90-92	Vermouth	Grapes
76-77	Small Beer	Weak, inferior beer	93-96	Vodka	Potatoes
78	Sonti	Rice; from India	97	Weizenkorn	Wheat; from Germany
79	Steel-Wine	Wine used to cool hot steel	98-00	Wine-brandy	
80-81	Stout	Beer			
82	Tej	Honey; from Ethiopia			
83	Tembo	Palm sap; from Sub-Saharan Africa			
84	Tepache	Pineapple; from Mexico			
85	Tesguino	Corn			
86	Thwon	Rice; from Nepal			
87	Toddy	Coconut; from Sri Lanka			
88	Toddy	Palm sap; from India			
89	Tongba	Millet; from Nepal and Tibet			
90	Tuak	Rice; from Borneo			
91	Urgwagwa	Banana; from Uganda			
92	Vermouth	Wine spiced with cardamom, cinnamon, marjoram and/or chamomile			
93	Wheat Beer				
94-96	Wine, Red				
97-99	Wine, White				
00	Yangmei jiu	Myrica rubra; from China			

Table 3: Eggs

D20	Source/Type	Notes	D10	Exotic Source
1	Caviar		1	Achaierai
2-11	Chicken		2	Arrowhawk
12	Cock Egg	A yolkless hen egg	3	Chimera
13-14	Duck		4	Cockatrice
15-16	Guineafowl		5	Dinosaur
17	Ostrich		6	Dragon
18	Pickled Egg	Roll again for type	7	Giant Eagle
19	Roe		8	Giant Owl
20	Exotic Source	Roll on table to right	9	Wyvern
			10	Yrthak

Table 4: Grain

D%	Grain	Notes
01-03	Amaranth	S. American
04-12	Barley	
13-18	Bulgur	
19-23	Buckwheat	
24-27	Chickpea	
28-30	Durum	
31-33	Einkorn Wheat	
34-36	Emmer Wheat	
37-39	Fonio	African
40	Kañiwa	S. American
41-44	Maize	American

45-49	Millet	
50-55	Oats	
56	Quinoa	S. American
57-63	Rice	
64-70	Rye	
71-76	Semolina	
77-82	Sorghum	
83-85	Spelt	
86-87	Teff	Ethiopian
88	Wild Rice	N. American
89-00	Wheat	

Table 5: Fruit

D6	Fruit
1-5	Temperate Fruit
6	Tropical Fruit

D%	Temperate Fruit	D%	Tropical Fruit
01	Alligator-apple	01	Acai
02	Apple	02	Ackee
03	Apricot	03	African cherry orange
04	Avocado	04	Almond
05	Barberry	05	Amra
06	Bearberry	06	Assai
07	Bilberry	07	Avocado
08	Black mulberry	08	Bacuri
09	Blackberry	09	Banana
10	Blood orange	10	Betel nut
11	Blueberry	11	Brazil nut
12	Boysenberry	12	Breadfruit
13	Boquilla	13	Breadnut
14	Carob	14	Calabash
15	Cherry	15	Calamansi
16	Chokecherry	16	Candlenut tree
17	Citron	17	Capulin cherry
18	Clementine	18	Carambola
19	Cloudberry	19	Cashew
20	Cornelian cherry	20	Cassava
21	Crabapple	21	Chupa-chupa
22	Cranberry	22	Cocoa
23	Currant	23	Coconut
24	Date	24	Cola nut
25	Dewberry	25	Cupuacu
26	Elderberry	26	Custard apple
27	Falberry	27	Damson plum
28	Fig	28	Dragonfruit
29	Gooseberry	29	Durian
30	Grape	30	Elephant apple
31	Grapefruit	31	Gamboges
32	Greengage	32	Genip
33	Guava	33	Grapefruit
34	Hackberry	34	Guava
35	Hawthorn	35	Hog plum
36	Honeyberry	36	Horned melon
37	Huckleberry	37	Huito
38	Jujube	38	Jackfruit
39	Kabosu	39	Jujube
40	Kaffir lime	40	Kaffir lime

41	Key lime	41	Kapok
42	Kumquat	42	Kei apple
43	Lemon	43	Kitembilla
44	Lime	44	Kiwifruit
45	Lingonberry	45	Kumquat
46	Loganberry	46	Lablab
47	Longan	47	Langsat
48	Loquat	48	Lanzones
49	Lychee	49	Lemon
50	Mandarin	50	Lime
51	Maqui	51	longan
52	Mayapple	52	loquat
53	Medlar	53	lychee
54	Monkey-apple	54	macadamia
55	Mulberry, red	55	madrone
56	Mulberry, white	56	mandarin
57	Naartjie	57	mango
58	Nannyberry	58	maypop
59	Olallieberry	59	medlar
60	Orange	60	melon pear
61	Oroblanco	61	monstera
62	Partridge berry	62	mulberry
63	Passion fruit	63	mung bean
64	Pawpaw	64	muskmelon
65	Peach	65	naranjilla
66	Peanut	66	nutmeg
67	Pear	67	palmyra palm
68	Persian lime	68	papaya
69	Pimento	69	passionfruit
70	Plum	70	paw paw
71	Pomegranate	71	pecan
72	Pomelo	72	persimmon
73	Pomewater	73	pewa
74	Pond-apple	74	pili nut
75	Quince	75	pineapple
76	Raspberry	76	pistachio
77	Rose hip	77	plantain
78	Rowan	78	pomegranate
79	Salmonberry	79	pommerac
80	Sea-buckthorn	80	pummelo
81	Serviceberry	81	pupunha
82	Shaddock	82	quince
83	Sheepberry	83	rambutan
84	Shipova	84	rose apple
85	Sorb	85	rumberry
86	Strawberry	86	salak
87	Strawberry guava	87	sapodilla
88	Strawberry tree	88	sea grape
89	Sweet lemon	89	soursop
90	Sycamore fig	90	starfruit
91	Sycomore	91	sweet orange
92	Tamarillo / tree tomato	92	sweet pepper
93	Tangerine	93	sweetsop (sugar apple)
94	Tayberry	94	tamarind
95	Thimbleberry	95	vanilla
96	Ugniberry	96	watermelon
97	Warder (large pear)	97	white sapote
98	Whortleberry	98	winged bean
99	Wineberry	99	wood apple
00	Wolfberry	00	yantok

Table 6: Meat (Includes Fish, Fowl and Fungi)

D%	Table
01-45	Turf
46-89	Surf
90-99	Rare
00	Exotic

D20	Turf	D50	Surf	D%	Rare
1	Beaver	1	Abalone	01	Alligator
2	Cattle Beef	2	Anchovy	02-06	Antelope Venison
3	Chicken	3	Basa	07-11	Barbary Sheep
4	Deer Venison	4	Bass	12-16	Bison beef
5	Duck	5	Catfish	17	Bushpig
6	Goat	6	Carp	18	Capybara
7	Goose	7	Clam	19-23	Carabao Beef
8	Grouse	8	Cod	24-28	Caribou Venison
9	Guineafowl	9	Conch	29	Crocodile
10	Hare	10	Crab	30-34	Dall Sheep
11	Lamb	11	Crapple	35	Donkey
12	Mushroom	12	Crayfish	36	Dove
13	Mutton	13	Cuttlefish	37	Emu
14	Pheasant	14	Dolphin	38-42	Frog
15	Pigeon	15	Eel	43	Giraffe Venison
16-17	Pork	16	Flounder	44	Grasscutter Rat
18	Rabbit	17	Grouper	45	Groundhog
19	Turkey	18	Haddock	46	Guinea Pig
20	Veal	19	Halibut	47-51	Horse
		20	Herring	52	Iguana
		21	Lobster	53	Kangaroo
		22	Prawn	54	Koala
		23	Mackerel	55-56	Lizard
		24	Mahi Mahi	57	Moose Venison
		25	Marlin	58	Mountain Goat
		26	Mussel	59	Muskrat
		27	Octopus	60	Nutria
		28	Orange Roughy	61	Opossum
		29	Oyster	62	Ostrich
		30	Perch	63	Paca
		31	Pike	64-68	Partridge
		32	Pollock	69	Peccary
		33	Salmon	70	Ptarmigan
		34	Sardine	71-75	Quail
		35	Scallop	76-77	Snake
		36	Seal	78-82	Squirrel
		37	Shark	83	Wallaby
		38	Shrimp	84-88	Wild Boar
		39	Snail	89	Wild Goat
		40	Snapper	90-94	Woodcock
		41	Sole	95-99	Yak beef
		42	Squid	00	Zebra
		43	Swordfish		
		44	Tilapia		
		45	Trout		
		46	Tuna		
		47	Turtle		
		48	Walleye		
		49	Walrus		
		50	Whale		

D66	Exotic	Notes
1-1	Amphisbaena	Only the middle portion is safe, the remainder causes gastric distress
1-2	Ankheg	Tastes like an angry crab
1-3	Arrowhawk	Don't overcook – gets very tough
1-4	Baric	Plenty of drumsticks
1-5	Basidirond	
1-6	Basilisk	
2-1	Behir	Soak in vinegar for one hour to remove the coppery taste
2-2	Bulette	Sometimes served on the half-shell
2-3	Bunyip	
2-4	Catoblepas	
2-5	Cave Eel	
2-6	Chimera	
3-1	Cockatrice	The gullet and throat can petrify if not cooked properly
3-2	Dinosaur	Bronto-ribs – you know you always wanted to try them
3-3	Dragon	Roll randomly for color, if you wish
3-4	Flail Snail	Doubles in size when cooked – watch out
3-5	Gorbel	Only the rubbery skin is eaten
3-6	Gorgon	
4-1	Hydra	
4-2	Mammoth	
4-3	Owlbear	
4-4	Phase Spider	Leaves you hungry an hour later
4-5	Phycomid	
4-6	Purple Worm	Only the top 3 inches of the beast is edible
5-1	Pyrolisk	Spicy version of cockatrice
5-2	Roc	
5-3	Rust Monster	Must be boiled like lobsters
5-4	Sea Cat	
5-5	Shrieker	Avoid the bitter core
5-6	Stegocentipede	The spines are often carved into eating utensils
6-1	Stench Kow	Must be marinated in blessed oil and pressed under heavy stones for 3 days to remove stench
6-2	Stirge	
6-3	Tentamort	Rubbery if over cooked
6-4	Trapper Beast	Only the internal organs are edible
6-5	Violet Fungus	
6-6	Wyvern	The tail is not poisonous, but is very bitter

Table 7: Milk (Includes Cheese & Butter)

D%	Source/Type	D6	Exotic Source	Notes
01-03	Almond Milk	1	Catoblepas	
04-14	Camel	2	Gorgon	
15-64	Cattle	3	Minotaur	Please warm you hands
65	Donkey	4	Shedu	Make sure you ask permission
66-85	Goat	5	Sphinx	Gyno-, of course
86	Horse	6	Worg	The Romulus special
87	Reindeer			
88-97	Sheep			
98-99	Yak			
00	Exotic Source			

Table 8: Oil

D20	Common Oils	D%	Rare Oils
1-4	Animal oil	01	Acai
5	Coconut	02-07	Almond
6	Corn	08	Amaranth
7	Cottonseed	09	Apricot
8-11	Olive	10	Apple seed
12-13	Palm	11	Argan
14	Peanut	12	Artichoke
15	Rapeseed (Canola)	13	Avocado
16	Safflower	14	Babassu
17	Sesame	15	Ben
18	Soybean	16	Blackcurrant seed
19	Sunflower	17	Borage seed
20	Rare (roll on table to right)	18-21	Bottle gourd
		22-25	Buffalo gourd
		26	Cape chestnut
		27	Carob pod
		28-29	Cashew
		30	Cassia
		31	Cocklebur
		32	Cocoa butter
		33	Coriander seed
		34	Dika
		35	Evening primrose
		36-40	Flax seed
		41	Grape seed
		42-45	Hazelnut
		46	Hemp oil
		47	Kapok seed
		48	Lallemantia
		49-51	Macadamia
		52	Marula
		53	Meadowfoam seed
		54-55	Mongongo
		56-58	Mustard
		59	Nutmeg butter
		60	Okra seed
		61	Papaya seed
		62-66	Pecan
		67	Perilla seed
		68	Pequi
		69-73	Pine nut
		74-76	Pistachio
		77	Poppyseed
		78	Prune kernel
		79-81	Pumpkin seed
		82	Quinoa
		83	Rice bran
		84	Royle
		85-87	Sancha inchi
		88	Tea seed
		89	Thistle
		90	Tigernut
		91	Tomato seed
		92-96	Walnut
		97-99	Watermelon seed
		00	Wheat germ

Table 9: Spices (Includes Herbs)

D6	Table
1-3	Table I
4-6	Table II

D%	Table I	D%	Table II
01	Ajwain	01	Lavender
02	Akudjura	02	Lemon balm
03	Alexanders	03	Lemongrass
04	Alkanet	04	Lemon ironbark
05	Alligator pepper	05	Lemon myrtle
06	Allspice	06	Lemon verbena
07	Anardana	07	Lesser calamint
08	Angelica	08	Liquorice
09-10	Anise	09	Lime flower
11	Aniseed myrtle	10	Lovage
12	Annatto	11	Mace
13	Apple mint	12	Mahlab
14	Asafetida	13	Malabathrum
15	Asarabacca	14	Marjoram
16	Avocado leaf	15	Marsh mallow
17	Barberry	16	Mastic
18-19	Basil	17	Mbongo spice
20-21	Bay leaf	18	Mesquite
22	Bergamot	19-21	Mint
23	Boldo	22	Musk mallow
24	Borage	23-24	Mustard, Black
25	Blue fenugreek	25-26	Mustard, Brown
26	Calendula	27-28	Mustard, White
27	Camphor laurel	29-30	Mustard, Yellow
28	Candle nut	31	Nasturtium
29	Capers	32	Nigella
30	Caraway	33	Njangsa
31	Cardamom	34	Nutmeg
32	Cardamom, Black	35	Olida
33	Carob	36-37	Oregano
34	Cassia	38	Orris root
35	Cayenne pepper	39	Pandan flower
36-37	Celery seed	40	Pandan leaf
38	Chervil	41	Paprika
39	Chicory	42	Paracress
40	Chili pepper	43-44	Parsley
41	Chipotle	45	Pepper, Black
42	Charoli	46	Pepper, Dorrigio
43	Chives	47	Pepper, Green
44	Cicely	48	Pepper, Long
45	Cilantro	49	Pepper, Mountain 47
46	Cinnamon	50	Pepper, White
47	Clary	51	Peppermint
48-49	Clove	52	Perilla
50	Coriander	53	Pink pepper
51	Costmary	54-55	Poppy seed
52	Cubeb pepper	56	Quassia
53	Cudweed	57	Ramsons
54	Culangot	58	Rice paddy herb
55	Cumin	59-61	Rosemary
56	Curry leaf	62	Rue
57	Curry plant	63	Safflower

58	Dill seed	64	Saffron
59	Dill weed	65-66	Sage
60	Ehuru	67	Salad burnet
61	Elderflower	68	Salep
62	Epazote	69	Sassafras
63-64	Fennel	70	Savory
65-66	Fenugreek	71	Sesame seed
67	File powder / gumbo file	72	Shiso
68	Fingerroot	73	Silphium
69	Galangal	74	Silphion
70	Galingale	75	Sorrel
71	Gambooge	76	Spearmint
72-74	Garlic	77	Spikenard
75	Ginger	78	Star anise
76	Golpar	79	Stinging nettle
77	Goraka	80	Sumac
78	Gotu kola	81	Sweet woodruff
79	Grains of paradise	82	Szechuan pepper
80	Grains of selim	83	Tarragon
81	Ground ivy	84-85	Thyme
82	Harlock (mustard seed)	86	Turmeric
83	Hepper pepper	87	Vanilla
84	Hops	88	Wasabi
85-86	Horseradish	89	Water-pepper
87	Houttuynia	90	Watercress
88	Huacatay	91	Wattleseed
89	Hyssop	92	Wild thyme
90	Jasmine	93	Willow herb
91	Jimbu	94	Wintergreen
92	Juniper berry	95	Wood avens
93	Kaffir lime leaves	96	Woodruff
94	Kala jeera	97	Wormwood
95	Kencur	98	Yerba buena
96	Kepayang	99	Za'atar
97	Kewra	100	Zedoary
98	Kokam seed		
99	Korarima		
00	Koseret		

Table 10: Sweetener

D%	Source	D%	Source
01	Agave nectar	82	Muscovado
02	Amazake	83	Palm sugar
03-07	Barley malt syrup	84	Panela
08-12	Beet sugar	85	Pekmez
13	Birch syrup	86	Piloncillo
14	Brown rice malt syrup	87	Pumpkin sugar
15	Cane juice	88	Sucanat
16	Carob molasses	89	Sugar pine resin
17-21	Dates	90	Sugarcane
22	Demerara	91	Sorghum
23-72	Honey	92	Sugar beet syrup
73	Jaggery	93-97	Sugarbag (honey)
74	Jallab	98	Turbinado sugar
75	Licorice root	99	Watermelon sugar
76	Maize sugar	00	Yacon syrup
77-81	Maple syrup		

Table 11: Vegetables (Includes Pulses and Roots)

D6	Table
1-3	Table I
4-6	Table II

D%	Table I	D%	Table II
01	Amaranth	01	Okra
02	Arugula	02-03	Pea
03-04	Beet	04	Peanut
05	Bitterleaf	05	Pigeon pea
06	Bok choy	06	Ricebean
07	Broccoli	07	Runner bean
08	Brussels sprout	08	Soybean
09-10	Cabbage	09	Tarwi
11	Catsear	10	Tepary bean
12-13	Celery	11	Urad bean
14	Celtuce	12	Velvet bean
15	Chard	13	Winged bean
16	Chaya	14	Yardlong bean
17	Chickweed	15-16	Asparagus
18	Chicory	17	Cardoon
19	Chrysanthemum leaves	18	Celeriac
20	Collard greens	19	Elephant garlic
21	Corn salad	20	Florence fennel
22	Cress	21-22	Garlic
23	Dandelion	23	Kohlrabi
24	Endive	24	Kurrat
25	Epazote	25	Leek
26	Fat hen	26	Lotus root
27	Fiddlehead	27	Nopal
28	Fluted pumpkin	28-29	Onion
29	Garden rocket	30-31	Scallion
30	Golden samphire	32-33	Shallot
31	Good king henry	34	Wild leek
32	Greater platan	35	Ahipa
33	Kai-lan	36	Arracacha
34	Kale	37	Bamboo shoot
35	Komatsuna	38	Beetroot
36	Kuka	39	Burdock
37	Lagos bologi	40	Broadleaf arrowhead
38	Land cress	41	Camas
39-40	Lettuce	42	Canna
41	Lizard's tail	43-44	Carrot
42	Melokhia	45	Cassava
43	Mizuna greens	46	Daikon
44	Orache	47	Earthnut pea
45	Pak choy	48	Elephant foot yam
46	Paracress	49	Ensete
47-48	Pea	50	Ginger
49	Polk	51	Gobo
50	Radicchio	52	Jicama
51	Samphire	53	Mooli
52	Sea beet	54-55	Parsnip
53	Seakale	56	Pignut
54	Soko	57	Plectranthus
55	Sorrel	58	Potato

56-57	Spinach	59	Prairie turnip
58	Summer purslane	60-61	Radish
59	Tatsoi	62	Rutabega
60	Turnip greens	63	Salsify
61	Watercress	64	Scorzonera
62	Water spinach	65	Skirret
63	Winter purslane	66	Sweet potato (kumara)
64	Yarrow	67	Taro
65	Bell pepper	68	Ti
66	Bitter melon	69	Tigernut
67	Bitter gourd	70-71	Turnip
68	Cucumber	72	Ulluco
69-70	Squash	73	Wasabi
71	Sweet corn	74	Water chestnut
72	Sweet pepper	75	Yacon
73	Tinda	76	Yam
74	Tomatillo	77	Tomato
75	Winter melon	78-79	Kidney bean
76	Gherkin	80	Haricot bean
77	Zucchini	81	Pinto bean
78-79	Artichoke	82	Navy bean
80-81	Cauliflower	83	Black gram / urad
82	Squash blossoms	84	Scarlet runner bean
83	Groundnut	85	Horse bean
84	Azuki bean	86-87	Broad bean
85	Black-eyed pea	88	Field bean
86	Chickpea	89	Garden pea
87	Common bean	90	Dry cowpea
88	Drumstick	91	Blackeye bean
89	Dolichos bean	92	Bambara groundnut
90	Fava bean	93	Vetch
91-92	Green bean	94-95	Lupins
93	Guar	96	Lablab
94	Horse gram	97	Hyacinth bean
95	Indian pea	98	Jack bean
96-97	Lentil	99	Sword bean
98	Lima bean	00	Yam bean
99	Moth bean		
00	Mung bean		

The following websites were invaluable sources of information for the different types of dishes served in medieval times: Medieval Cookery at <http://www.medievalcookery.com/> and Gode Cookery at <http://www.godecookery.com>.

Welcome Back to Hell

Illustrations by Gustav Dore, Odilon Redon, William Blake, Steve Robertson, V. Shane and others

In the last issue of NOD, I introduced a hex crawl located in Hell. That issue covered the northern half of the area surrounding Hell, the Grooms, and the first two circles of Hell, Asphodel and Erebus. This issue covers the southern half of upper Hell. NOD 13 will cover the third through fifth rings of Hell. You can find more information on the Grooms and first two rings of Hell in NOD 11, including what they look like and wandering monster tables for them.

THE GROOMS

1.91. Temple of Amfelyn: A trail of phosphorescent flagstones leads to a plaza of like construction atop a wide basalt ridge. The plaza measures about 100 ft. on either side, has a crypt in its center and a round towers at each corner. The towers and crypt are carved from polished obsidian. The crypt is an 8-ft. cube with no obvious entrance. The towers measure about 4 ft. in diameter and are 8 ft. tall. Each tower is just a stairwell for a narrow, spiral staircase that leads about twenty feet below the tunnel floor to a large cavern littered with dead drow. Each drow has had its heart removed with surgical precision, the organ being replaced by an iron sphere.

The crypt has channels carved into the top in an “X” shape with a slight depression at the intersection. These channels extend down the sides and onto the plaza floor. Should a male touch the crypt, the sides become transparent, revealing a female drow interred inside. The woman has the dull, charcoal gray skin of a dead drow, though her form remains lovely. Her eyes are a brilliant violet and their look can *dominate* any male humanoid (saving throw to negate). When the walls of her crypt become clear, she stirs and attempts to use her gaze, commanding any person so dominated to deliver to her the heart of a comrade. The heart must be placed atop the crypt, allowing blood to flow into the tiny channels and down the sides. When filled with blood, these side channels form the sides of a portal, which opens to allow access to the crypt.

The female drow, Amfelyn, is a vampire of sorts. She will emerge from crypt and attempt to slay the dominated man, feasting on his heart. If the man is a priest, as the ones below the crypt were, the iron heart grows in their wound and animates them as a huecuva. Otherwise, their body is simply cast into the darkness to feed the oozes. Amfelyn can remain out of her crypt for one year and one day when she feasts on a heart, and then must return to her supernatural slumber.

As mentioned above, the eight bodies below the crypt are all huecuvas. They animate when the crypt is touched, but only interfere if it looks as though the dominated man will fail to slay a victim and open the crypt. The crypt, which measures about 12 feet on either side, contains Amfelyn’s treasure of 1,500 gp, a horn fashioned of white gold (worth 1,000 gp), a silver morningstar, a container of salve that grants a +1 bonus to save vs. poisons, a large bottle of green liquid (*potion of heroism*), a bone wand (10 charges, *lightning bolt*) and a single agate worth 250 gp.

HUECUVA: HD 2; AC 2 [17]; Atk 1 claws (1d4+1 + disease); Move 12; Save 16; CL/XP 5/240; Special: Change self, disease, silver or +1 weapon to hit.

AMFELYN, VAMPIRE: HD 9 (49 hp); AC 2 [17]; Atk 1 bite (1d10 + level drain); Move 12 (F18); Save 6; CL/XP 12/2000; Special: +1 weapon to hit, gaseous form, regenerate 3 hp/rd, change into giant bat, summon bat swarm, charm gaze (-2 to save), drain levels (bite, 2 levels).

2.58 Mechanical Misfits: A little tribe of mechanical men, refugees from the experiments of the Master [4.105], dwell in a ruined kobold fortress. The fortress is carved into the wall and consists of a guarded, fortified entry chamber (locked portcullis, the ledge in front of it is trapped to collapse, sending people 50 feet to the cavern floor). Beyond the entry chamber there are about 20 chambers, mostly small, inhabited by the mechanical men. The mechanical men number 40 individuals built of scrap. Most are about 3 to 4 feet in height. They are sneaky little devils, scavenging far and wide for replacement parts and metal that they can melt down and forge into new parts. They have a working forge and a fine crucible and are open

to trade, but find it difficult to resist the temptation presented by adventurers toting metal.

MECHANICAL MAN: HD 1+2; AC 7 [12]; Atk 1d3 weapons (1d6); Move 9; Save 17; CL/XP 1/15; Special: Immune to poison and disease.

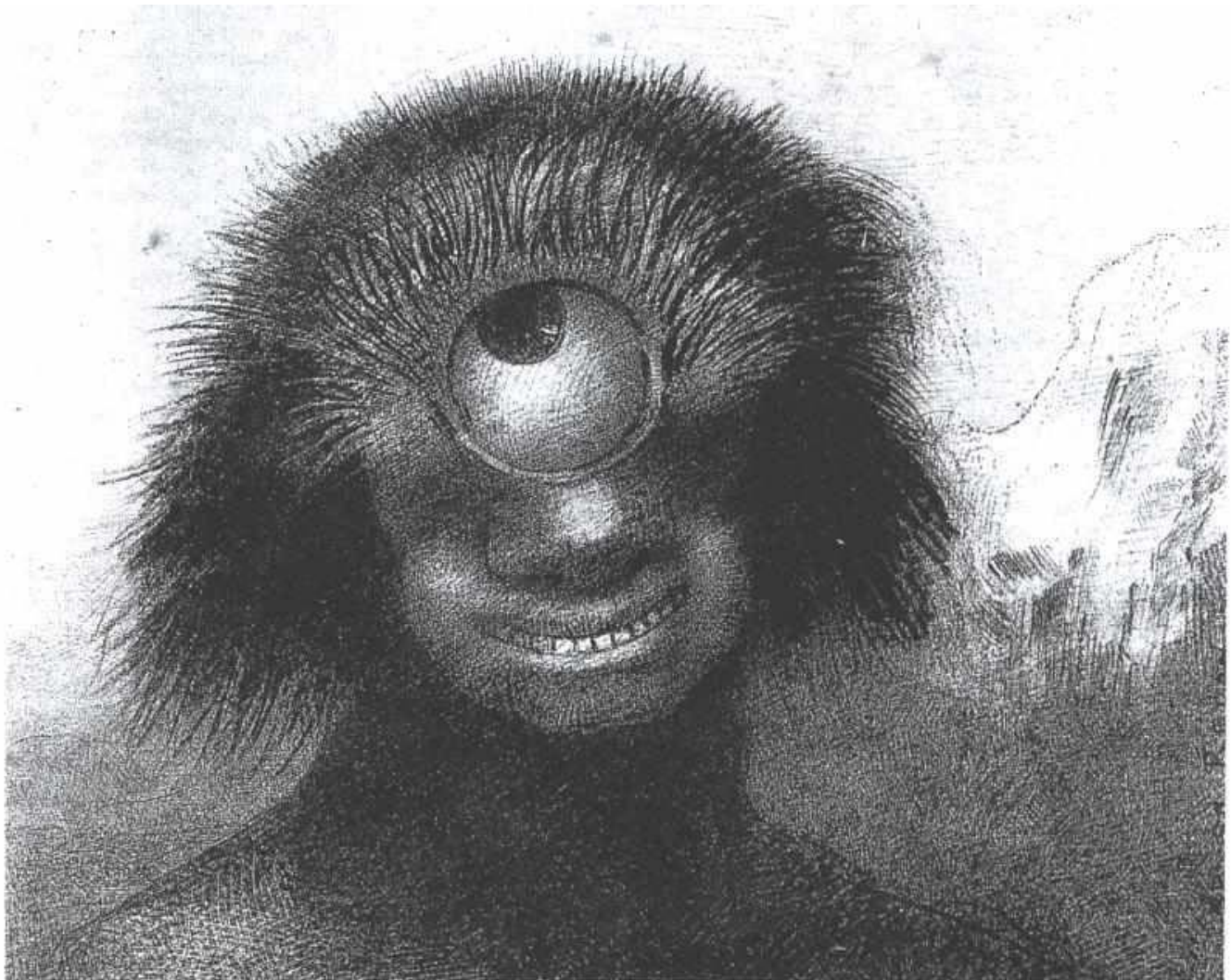
2.61 Cyclops: A band of six cyclops has made a lair in a high cave in the wall of the cavern. The cave is located about 30 feet above the floor and seems to be at the epicenter of thousands of spider webs as thick as cables. The webs belong to giant, woolly spiders that are kept by the cyclops in lieu of sheep. The cyclops are warned of travelers by the spiders, who set up vibrations on the webs, which are hung with tiny bells. They appear at the entrance to their cavern with a supply of boulders (20) for throwing and demand tribute from those who would pass. The cyclops have a treasure of 2,160 cp, 1,290 sp, 980 ep, 580 gp and a

terracotta vase inlaid with jet worth 800 gp.

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

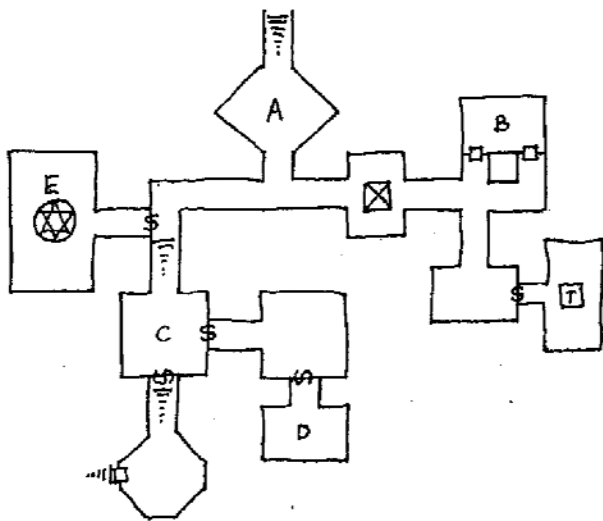
2.64 Brass Drum: A brass drum, about 6 feet tall and 3 feet diameter sits on the ground here. An obvious door on the drum is locked, its margins ornamentally engraved. Twelve vargouille are locked inside the drum, and somebody listening at the door can probably hear them wheezing and fluttering about. If they are released, they flutter about the person who released them, promising them riches if they agree to follow them to a secret place.

The secret place is a cavern beyond a narrow tunnel in the cavern wall. This cavern contains a massive mosaic of a woman. The mosaic is 40 feet wide and 60 feet tall and



depicts the portrait of a pallid woman with a wan, noble face, small, pretty mouth, pale, shadowed eyes and a raven perched on her shoulder. The vargouille begin chanting “speak her name”. The woman’s name is Lenore. When this is spoken, a magic mouth appears over her mouth, opening wide and releasing a cloud of poisonous gas (60 feet in diameter, save or suffer 3d6 damage). The mouth emits a hollow moan and then remains open, allowing access into a series of caverns that stink of rotting eggs. The vargouille remain outside, perched on ledges and waiting to attack the adventurers when they emerge.

VARGOUILLE: HD 1; AC 8 [11]; Atk 1 bite (1d4); Move 0 (F12); Save 17; CL/XP 4/120; Special: Permanent hit point loss.



[A] The walls of this diamond-shaped chamber are thick with tree roots of a crimson shade that is not entirely wholesome. Crystallized sap grows from these roots, forming sweet candies that alleviate fear (+1 bonus to save vs. fear). The roots grow down the walls and head towards a deep, dark well in the middle of the room, perhaps measuring 4-ft. in diameter, but clogged with the roots and so only really about 2-ft. in diameter.

The room is guarded by six wasp women. They are armed with glaives. Each one carries 4d6 gp and a spellbook containing 1d4+1 first level magic-user spells.

WASP WOMAN: HD 1d6; AC 6 [13]; Atk 1 glaive (1d10); Move 12; Save 17 (15 vs. acid & poison); CL/XP 1/15; Special: Spells (1st level magic-user)

[B] This long room has two doors, each embossed with glyphs in silver. One of them is the drow glyph for ice, the

other the drow glyph for fire. Those who enter via the “ice” door find a room held in the grip of a blizzard. Those who use the other door find a room like an oven. Both of these effects are mere illusions, but they can be deadly, for those who believe in them suffer 1d6 points of cold or fire damage each round they spend in the room. The true room has walls of an emerald-colored crystal. This crystal is alive, in a weird way, and begins to grow around those who enter and believe the illusion – it is this crystal that is robbing them of 1d6 points of damage each round, not the illusory cold or heat. When a person runs out of hit points, they are completely encased in the crystal, which then grows inward, turning their bodies into a sort of mush that it siphons into itself. The crystal that encased the body then turns brittle and falls into shards.

[C] This room would be unremarkable if not for the two secret doors, one of which leads to the sanctum of Brother Bones in [D], the other to deeper portions of the dungeon. The room is guarded by ten zombie minotaurs who are chained to the walls, but have enough room to reach from wall to wall. Each of them has a ring of black gold in their nose which animates them and could animate other minotaurs if placed in their noses after death.

ZOMBIE MINOTAUR: HD 7+4; AC 4 [15]; Atk Head butt (2d4), bite (1d3) and two-handed axe (2d6); Move 12; Save 11; CL/XP 7/600; Special: Never get lost in labyrinths, undead.

[D] This is the chamber of Brother Bones, a monk of great ability who retired here to meditate. Taking the path of the sokushinbutsu, he now has the powers of a lich in addition to his monk abilities. He sits in this bare room in the lotus position, the walls stained with gore from past encounters that obscure ancient frescoes of a garden. Unfortunately, his descent into lich-hood has made him thoroughly chaotic. He remains still while people search the room, only delivering an attack when somebody approaches too close to him. A secret door in one wall leads to a deep shaft with a rope that can take people to deeper levels.

BROTHER BONES: HD 14; AC 0 [19]; Atk 3 open hand (3d8+4 + automatic paralysis); Move 24; Save 3; CL/XP 22/5000; Special: Appearance causes paralytic fear, deadly strike (75% paralysis, 25% kill), surprised on 1 in 6, deflect missiles, climb walls 97%, delicate tasks 100%, hear sounds 6 in 6, hide in shadows 100%, move silently 100%, open locks 100%, slow fall any distance, speak with animals, mastery of silence, mastery of mind, mastery of body, mastery of self, oneness with self, harmonic touch.

[E] The floor of this room is engraved with a magic circle coated in gold dust (about 100 gp worth) with the intersections marked with small, red garnets (worth 50 gp each). The circle maintains the room's current condition. If broken or disturbed, the area within the circle becomes a basalt platform sticking about five feet above the bubbling lava that fills the remainder of the room.

2.74 Seekers: A band of 12 synthoids and 8 mechanical dogs are seeking a rare spectral slime in this tunnel, the Master needing it for some experiment of his. Although gruff, the synthoids do not seek battle. There is a 1% chance of a spectral slime actually making an appearance.

MECHANICAL DOG: HD 2; AC 4 [15]; Atk 1 bite (1d8); Move 15; Save 16; CL/XP 3/60; Special: Lock jaw (save or auto damage each round).

SYNTHOID: HD 2+2; AC 7 [12]; Atk 1 slam (1d4) or weapon (1d8+1); Move 12; Save 16; CL/XP 2/30; Special: None.

SPECTRAL SLIME: HD 10; AC 8 [11]; Atk 1 slam (1d6); Move 12; Save 5; CL/XP 12/2000; Special: Prismatic pseudopods (as prismatic sphere, one color per round), light spells heal 1 hp per level of spell.

2.106 Troupe: A troupe consisting of five drow overseers and their master, Qodvigo, and 13 enslaved ophidian dancing girls. The troupe is gradually picking their way through the ooze-filled tunnel using picturesque wagons painted with phosphorescent paint (skeletons, owls, the words "Master Q's Traveling Show") and supported on four spindly elephant legs.

There are three wagons in all, each one carrying three or four ophidians huddled around a coal-burning stove, a driver and a guard. The ophidians wear torqs that have a permanent *charm monster* effect cast on them and tied to Qodvigo. Qodvigo's wagon is the largest and contains a separate, raised chamber (about 6 feet long and 4 feet wide) containing his ritual objects and spellbook.

OPHIDIAN: HD 3; AC 4 [15]; Atk 1 dagger (1d4); Move 12; Save 14; CL/XP 3/60; Special: None.

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%)

WAGON: HD 8; AC 6 [13]; Atk 1 stomp (2d8); Move 15; Save 8; CL/XP 8/800; Special: Immune to mind effects, trample.

QODVIGO, DROW FIGHTER 4/MAGIC-USER 8: HP 28; AC 5 [14]; Save 8 (6 vs. spells); CL/XP 4/120, Special: Spells (4/3/3/2), multiple attacks, parry, darkvision 120', light blindness, drow spells. Elven chain, longsword, dagger, spellbook.

3.60 Spheres of Quartz: There is a field here of 20 large spheres (10 ft. in diameter) of rose quartz. Atop each sphere there sits a clawed fiend in a tattered black cloak. The fiends are capable of causing the spheres to roll from their position on the ground, where they cover deep shafts of glowing rock. The spheres attack each round as a 4 HD monster that deals 3d6 points of damage. After rolling about for 1d4 rounds at a movement rate of 9 it returns to its position atop a shaft.

At the bottom of the shafts there is a subterranean cathedral dedicated to Moloch. The entire place reeks of smoke and ash and the walls glow reddish orange. The cathedral holds the typical brass idol of Moloch, with its bull head and pot belly open to accept sacrifices. This particular idol sits atop a bubbling lava pit. The cathedral is home to a band of wicked fire nymphs led by the very seductive Caeluvea.

CLAWED FIEND: HD 2; AC 7 [12]; Atk 2 claws (1d8/1d8); Move 3; Save 16; CL/XP 3/60; Special: None.

FIRE NYMPH: HD 2; AC 5 [14]; Atk Dagger (1d4 + 1d4 fire) or slam (1d2 + 1d4 fire); Move 12; Save 16; CL/XP 6/400; Special: Heat, spells, immune to fire, magic resistance (5%), x2 damage from cold.

CAELUVEA: HD 4 (20 hp); AC 5 [14]; Atk Dagger (1d4 + 1d6 fire) or slam (1d2 + 1d6 fire); Move 12; Save 13; CL/XP 8/800; Special: Heat, spells, immune to fire, magic resistance (10%), x2 damage from cold.

3.66 Worm Food: A tunnel in the wall here features a series of stairs downward leading to a branch of three tunnels. In the nexus there is a brass idol of Tricrucia, the petty goddess of forks in underground tunnels. The three-faced, three-legged, three-armed idol has all three arms pointing down towards the three different passages. One of the passages has an "X" carved above the cave entrance, the second a short series of three white marble steps down and the third the smell of rotting vegetation. The third tunnel is the safe one, the other two containing great lantern worms. At the end of the stinking tunnel there is a small shrine to Tricrucia containing sacred coins (6,100 sp, 5,710 ep, 4,300 gp) in bronze pots. If any of these are stolen, the thieves suffer a divine curse that

keeps them from ever knowing their way underground, at least until the treasures are restored.

GREAT LANTERN WORM: HD 30; AC 7[12]; Atk Acid spray (3d4) Move 6; Save 3; CL/XP 30/8400 ; Special: acid spray, swallow whole.

3.73 Vat of Monsters: A covey of three crones sits here around a bubbling vat, pondering its secrets. The hags look rather bored, and invite visitors to cozy up to the fire. They happily explain that the vat can be activated by dropping in a gemstone of any value. The vat then shows the person their immediate future – about one minute per gold piece value of the gemstone.

Of course, this is a lie – or a half lie. Gemstones do activate the vat, but they do not show the future. Instead, they summon monsters. When a stone is dropped in, the water becomes crystal clear and a tiny shape appears in the bottom of the vat. The shape looks like it is floating up to the surface from a great depth, finally bursting from the vat and attacking whatever summoned them. The crones will have already backed up to enjoy the show.

The monster summoned is worth approximately as many experience points as the summoning gem was worth gold pieces. The monster's skin, fur or scales is the same color of the gem, and it has additional special abilities based on the color of the gem.

GP VALUE	APPROXIMATE CHALLENGE LEVEL
10	B
50	3
100	4
500	7
1,000	9
5,000	22
10,000	40

GEM COLOR	SPECIAL ABILITIES
Black	Immune to poison, touch drains one level for 24 hours (save to negate), surrounded by 10-ft radius of darkness
Blue	Immune to cold, blink ability (as blink dog), surrounded by a frigid aura (1d6 damage per round)
Green/Brown	Can move through solid earth as easily as through air, only hit by +1 or better weapon, surrounded by poisonous fume (10-ft radius, save or sleep)
Purple	Magic resistance (40%), gaze attack (save or held per <i>hold monster</i> spell), immune to electricity
Red	Burning skin (1d6 damage if touched, weapons must save or melt), immune to fire, blurry aura (+2 to AC)
White	Immune to illusions, <i>mirror image</i> effect, searing light rays from eyes (60-ft range, 5d6 damage, 3/day)
Yellow	Immune to acid, touch deals 2d4 acid damage, blurry aura (+2 to AC)

CRONE: HD 6; AC 2 [17]; Atk 2 claws (1d4) and bite (1d6); Move 18 (S12); Save 11; CL/XP 8/800; Special: Spells (*bane* (r. of *bless*), *cause blindness*, *divination*, *eyebite*, *polymorph self*, *stinking cloud*, *suggestion*).

4.64 Amorphous Petitioners: A trio of phasms is making their way through this hex towards the gates of Hell, for they are worshipers of Jubilex, the jellied lord of slimy evil. Since phasms can assume any shape, these phasms are traveling as pteranodons. Their leader is a cleric of Jubilex.

PHASM: HD 15; AC 2 [17]; Atk 1 slam (1d4); Move 12; Save 3; CL/XP 16/3200; Special: Polymorph self, telepathy 100 ft.

PHASM CLERIC: HD 15; AC 2 [17]; Atk 1 slam (1d4); Move 12; Save 3; CL/XP 17/3500; Special: Polymorph self, telepathy 100 ft., spells as 5th level anti-cleric.

PTERANODON: HD 6; AC 4 [15]; Atk 1 bite (1d8); Move 6 (F18); Save 11; CL/XP 7/600; Special: None.

4.68 Kobolds in Distress: A band of 15 kobolds have been trapped on a ledge about 30 feet above the ground. They are armed with javelins and clubs, and especially worried about the cave located about 10 feet above their ledge, where a lone howler dwells. Below the ledge there are four chaos beasts that escaped the Master [4.105].

HOWLER: HD 6; AC 2 [17]; Atk 1 bite (2d8) and 1d4 quills (1d6); Move 18; Save 11; CL/XP 8/800; Special: Quills (save or quill breaks in flesh, imposing -1 penalty to d20 rolls, removing deals 1d6 damage), howl (those who hear for one hour must save or become *confused* (per spell)).

CHAOS BEAST: HD 8; AC 3 [16]; Atk 2 claws (1d4); Move 9; Save 8; CL/XP 10/1400; Special: Magic resistance (20%), corporeal instability (save or become amorphous mass and lose one point of wisdom per round; at 0 wisdom the victim turns into a chaos beast).

4.72 Bloated Corpse: A massive creature that looks like a hybrid of a brontosaurus and mammoth is lying here, apparently dead. Nine giant ticks are attached to the corpse and are feeding on it. The beast was used as a transport by a wizard from Vath [123.95]. A howdah has been attached to the beast's back and dozens of javelins (kobold-sized) are sticking in its body. This surprise attack forced the wizard into a hasty retreat, though he will undoubtedly come back for the treasure map hidden in the howdah. The beast is actually not quite dead yet, and healing could save the creature.

GIANT TICK: HD 3; AC 4 [15]; Atk 1 bite (1d4); Move 3; Save 14; CL/XP 3/60; Special: Drain blood.

SHAGGY BEAST: HD 25; AC 6 [13]; Atk 1 stomp (4d10), 2 gore (1d10) and 2 stomps (2d6); Move 9; Save 3; CL/XP 26/6200; Special: None.

4.105 The Master: Steaming water streams down a narrow defile from bubbling geysers above. The water turns a water wheel that apparently powers a tall, perfectly smooth iron tower. The tower is electrified (1d6 points of damage from touching the thing) and is the dwelling of a man known in the Glooms as “the Master”. The Master is a scientist from the upper world who delved deep into Nod to conduct unwholesome experiments. Most of his work is devoted to vat-grown creatures like synthoids, franken-zombies, chemical men and chaos beasts. The Master’s proclivity for experimentation on living subjects keeps the steamy nymphs away from the tower. The oozes that wander through the tunnel have no such fear, but they are driven away by the presence of the electricity.

Besides the laboratories filled with sealed copper vats there are also libraries, bed chambers, a sparkling water closet with an angry water elemental and a spinning room that can fuse creatures into hybrids and open time rifts.

MASTER, SCIENTIST LVL 16: HP 22; AC 9 [10]; Save 4; CL/XP 13/2300; Special: Trivia, brew formulae, discover invention. Chromaticon (*color spray rod*), pyro-gauntlet (*scorching ray* from a jewel set in the forefinger of a gauntlet), mento-helm (*clairaudience/clairvoyance*) and dimension belt (*dimension door*), silver dagger.



5.57 Onyx Mine: Onyx is mined here by twenty kobold skeletons animated and controlled by the drow necromancer Ophon, who dwells in luxury within his private chambers in the mines. His chambers are in the deepest portions of the mines and guarded by two

bugbears in platemail (it tugs at their fur and they’re unhappy) and wielding two-handed axes. The door to the chamber is made of iron and studded with six large, polished onyxes. The onyxes transmit images of people outside the door to Ophon inside, who is usually lounging on a couch and reading or tormenting something small and scaly. Ophon can also cast spells through the onyxes, making his chambers very difficult to crack.

Ophon’s treasure consists of 1,660 sp and 2,660 gp in a locked chest. He also has three sets of magical false teeth. One set is made from those of vampire and grant him the bite attack (level drain) and the ability to take *gaseous form* at will. He usually keeps these in. He also has sets carved from the teeth of a howler (gains a scream attack that causes *confusion*) and a set from a blink dog (bite attack for 1d4 damage and *teleport* ability).

BUGBEAR: HD 5+1 (23, 18); AC 1 [18]; Atk 1 bite (2d4) or axe (2d6+1); Move 9; Save 14; CL/XP 3/120; Special: Surprise (2 in 6).

OPHON, DROW MAGIC-USER LVL 9: HP 29; AC 9 [10]; Save 7 (5 vs. spells); CL/XP 9/1100; Special: Spells (4/3/3/2/1). Weapon (dagger, staff, dart), spellbook, darkvision 120’, light blindness, drow spells.

5.68 Nightcreepers: Nightcreepers flit about this hex within weird, limestone canyons set into the gray floor of the vault. Air flowing through these canyons creates a trilling sound that attracts the beasts. The addition of other people within the canyons causes the trilling to become shriller, with each additional person or creature having a 1 in 8 chance of bringing the trilling to such a high pitch that a portal to a bizarre realm is opened. The realm appears to be an infinite black void. Within the void (perhaps at its center – it is impossible to tell) there is a swirling vortex of flickering time elementals marching about a white sphere. The sphere is about 1,000 feet in diameter and the time elementals form a ring 3,000 feet in radius. Sitting atop the sphere is the brooding form of the slaad lord of entropy, whom some call Nyarlathotep. He beckons petitioners forward to their destruction.

The portal appears as a swirling plane of crimson and dark grey at the canyon roof. The nightcreepers do their best to grab hold of people and fly them through the portal.

NIGHTCREEPER: HD 10; AC 3 [16]; Atk 2 pinches (1d8); Move 15 (F18); Save 5; CL/XP 14/2600; Special: Evil gaze (*cause fear* in 30’ radius), spells

(1/day - *cause disease, darkness, dispel magic, hold monster*), silver weapons to hit, magic resistance (15%), immune to cold.

5.69 Goons: A tribe of 370 goons and their 60 females and 40 children dwell here in an ornate, garish palace of stone set with ornamental stones. The carvings depict cavorting demons, hunting beasts and scenes of terrible melancholy. The palace contains barracks and living chambers, fungal gardens, cruel prisons and kennels for the goons' 30 champion hunting dogs. The palace is laid out in rings separated by fungal gardens crawling with shriekers who double as guard animals.

The goons are ruled by Vodic, a brutal priest of Cali, the demon queen of assassins. Vodic dwells at the center of the palace in a shrine of Cali. The ring just beyond the shrine is inhabited by 30 louts. The shrine contains a bronze idol of Cali and three iron chests hanging from thick, iron chains attached to the ceiling. The idol holds aloft in one hand a compass carved from a single large sapphire (worth 4,000 gp). The compass has a permanent *find the path* effect cast on it, activated by holding upright on one's palm and blowing on it.

GOON: HD 1+1; AC 4 [15]; Atk 1 weapon (1d8+1); Move 12; Save 17 (12 vs. *hold* spells); CL/XP 4/120; Special: Crown (if knocked from his head, he either slinks away in embarrassment or flies into a rage, gaining +2 bonus to hit and damage until reduced to -5 hit points), magic immunity (immune to mind-affecting spells).

LOUTS: HD 5+1; AC 4 [15]; Atk 1 weapon (1d8+5); Move 12; Save 12 (7 vs. *hold* spells); CL/XP 8/800; Special: Crown (if knocked from his head, he either slinks away in embarrassment or flies into a rage, gaining +2 bonus to hit and damage until reduced to -5 hit points), magic immunity (immune to mind-affecting spells).

VODIC: HD 8+1 (40 hp); AC 4 [15]; Atk 1 +2 *mace* (1d8+10); Move 12; Save 8 (3 vs. *hold* spells); CL/XP 13/2300; Special: Crown (if knocked from his head, he either slinks away in embarrassment or flies into a rage, gaining +2 bonus to hit and damage until reduced to -5 hit points), magic immunity (immune to mind-affecting spells), spells at 8th level cleric.

5.71 Four Bad Brothers: Four blackguards dwell in this hex in a cave shaped vaguely like a skull. Just inside the entrance there are black steps descending about 300 ft. at a sharp angle. At the bottom of the stairs there is a circular pit with four other stairs leading up. All three are blocked by a portcullis, and a portcullis appears by magic barring the entrance staircase. These other stairs lead into the complexes of the four blackguards, named by their demonic masters Influenzus, Malastrue, Sciaurato and

Sidus, each one despising the other yet loving them as deeply as any brother. The four were bound to dwell on the threshold of Hell for all time by a lawful magic-user that they might never carry their evil beyond the Gloom or go to their "reward" in Hell.

The blackguards ride giant rattlesnakes and each one holds a *Chime of the Apocalypse*. Influenzus holds the *chime of plague* (all within 100 ft. when struck must save or be struck by mummy rot), Malastrue the *chime of war* (all within 100 ft. must save or fly into a berserk rage, attacking at random), Sciaurato the *chime of starvation* (save or lose half your body weight and 1d4 points of constitution) and Sidus the *chime of death* (30-ft. range, per the *death spell*.)

GIANT SNAKE: HD 6; AC 5 [14]; Atk 1 bite (1d3 + poison); Move 12; Save 11; CL/XP 7/600; Special: Lethal poison.

BLACKGUARD: HD 10; AC 2 [17]; Atk 1 weapon (1d8+1); Move 9; Save 5; CL/XP 13/2300; Special: Cast spells and turn undead as 7th level anti-cleric, unholy smite 1/day (double damage on lawful creature).

5.74 Waterfall: A waterfall pours from a hole about 100 feet above the cavern floor into a large, clear pond that empties into a river that flows to the Acheron. The waterfall is the end of a long, subterranean river. About 30 ft. above the cavern floor there is a small (4-ft. tall) wooden door that leads to a vault first dug by the svirfneblin as an emergency storehouse. One must get behind the waterfall and then climb iron spikes driven into the stone to reach the door. Within the storehouse there are barrels of wine (somewhat sour), pickle barrels, hard tack (sealed in wax in iron coffers) and an ancient glaive. The glaive is actually a magic staff of black wood topped by a woman's skull. The staff can control iron via magnetism (per the *telekinesis* spell, up to 10 minutes per day).

6.59 Oracle Statue: Perched over cliffs on the banks of the Acheron there is a blue marble pedestal. Atop the pedestal there is a statue of a woman in platemail holding two curved swords. At the sound of gold hitting gold, the statue animates (it is a Marrosian statue) and tells of one location within the Gloom and how to find it. At the same time, all who hear it speak must pass a saving throw or be the subject of a *quest* spell forcing them to visit the place of which the statue spoke.

MARROSIAN STATUE: HD 3; AC 1 [18]; Atk 1 stone weapon (1d8); Move 12; Save 14; CL/XP 5/240; Special: Soul Chill, Slashing/Piercing Resistance.

6.64 Killing Fields: On the banks of the Acheron there has been a terrible battle. An army of kobolds went head to head against several companies of synthoid warriors of the Master [4.105]. All that remains from the battle are about 60 dead kobolds and 18 dead synthoids. One of the synthoids is still barely alive. He wears chainmail armor and carries a mace that causes shock waves when struck against metal, warping it in the manner of a *warp wood* spell. Carcass scavengers have found the battlefield, and 1d8+4 of the creatures are now gobbling up the bodies.

CARCASS SCAVENGER: HD 3+1; AC 7 [12]; Atk 8 stingers (paralysis); Move 12; Save 14; CL/XP 5/240; Special: Swallow paralyzed creatures whole, paralysis for 2d4 turns.

6.68 Dogwood Grove: This hex and the ones around it are filled a weird, glowing gas that lights the area up as bright as daylight. This hex holds a thick grove of pretty, flowering dogwoods that are tended by aasimar warrior-nuns. The nuns gather the blossoms to add to their holy water, and the keep bees to pollinate them, turning the honey into mead, which they keep in silver flagons and serve to honored guests. The wood of the trees is used to make longbows and lochaber axes, the primary armaments of the nuns. They dwell in a white abbey in the middle of the wood, a fortified affair with a shrine to Freyja. The nuns treasury contains 6 pounds of frankincense (worth 160 gp/lb.), 16 golden ram skins worth 60 gp each, a rock crystal worth 700 gp, 1,790 sp and 710 ep.

AASIMAR, CLERIC LVL 3 (30): HP 3d8; AC 2 [17]; Save 13 (11 vs. paralysis and poison); CL/XP 4/120; Special: Spells (1st), turn undead, light. Platemail, shield, mace, holy symbol.

AASIMAR, CLERIC LVL 6 (6): HP 6d8; AC 2 [17]; Save 10 (8 vs. paralysis and poison); CL/XP 8/800; Special: Spells (4th), turn undead, light. Platemail, shield, mace, holy symbol.

XARINA, AASIMAR CLERIC LVL 9: HP 9d8; AC 2 [17]; Save 7 (5 vs. paralysis and poison); CL/XP 12/2000; Special: Spells (5th), turn undead, light. Platemail, shield, mace, holy symbol, potion of undead control.

6.71 Gatehouse: On this bleak, empty plain there stands a gatehouse without a castle. The towers are cast in bronze with onion domes. Between the two towers there is a thick portcullis guarded by two fire-spawned trolls wearing sooty, black platemail and wielding massive two-handed

swords and their hell hound, Zak. Walking through the gatehouse transports people into the Ruby Palace [7.71].

HELL HOUND: HD 7; AC 4 [15]; Atk 1 bite (1d6); Move 12; Save 9; CL/XP 8/800; Special: Breathe fire (14hp).

FLAME-SPAWNED 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, immune to fire, x2 damage from acid and cold.

6.102 Dusty Halls: There is a small castle here, abandoned ages ago while under siege by the wizard Porin Bloody Bones. Porin devised a wondrous spell that sealed the castle – a powerful variation on the venerable *hold portal* enchantment. In time, the garrison succumbed to hunger and cannibalism and eventually wiped themselves out. Unfortunately, the wizard didn't last long enough to enjoy his victory, having succumbed to the venom of a serpent that crawled into his tent one night. The castle has been sealed ever since, and is now inhabited by 20 ravenous zombies. Within these dusty hallways one might discover the great hall with its magnificent opal-studded throne (ten opals worth 250 gp each).

The castle's treasure is hidden in a room within a room. The walls of the outer room are studded with spikes. When the inner door is tampered with, it opens with a powerful gust of wind. Anyone in front of the door must pass a saving throw or be flung back on the spikes for 1d6 points of damage. If the damage rolled is "6", the spiked walls of the circular chamber begin to spin, first at a rate of 10 feet per round. The speed increases by 10 feet per round until it reaches a maximum speed of 90 feet per round. Once the speed reaches 30 feet per round, anyone still on the spikes begins to suffer 1d6 points of damage per round.

Within the treasure chamber there are 5,650 sp, 2,310 ep, 1,060 gp, a tiny pair of gold dice (30 gp), a small book of dirty kobold limericks with a gray-brown cover (by reading the first word of each page you discover a *wish* spell that works only once) and a +1 *broadsword*.

CANNIBAL ZOMBIE: HD 4; AC 8 [11]; Atk 2 claws (1d4) and bite (1d6); Move 9; Save 13; CL/XP 4/120; Special: Immune to sleep and charm.

6.104 Green Shrine: Up a small defile branching from the main cavern here there is a shrine made of glistening green stone. The stones of the small shrine are actually composed of green slime that has been freeze dried into

bricks. The presence of heat (torches, for example) begins to melt these bricks, dropping copious amounts of green slime on all within. The center piece of the shrine is a brass idol of Jubilex surrounded by a golden warhammer (worth 200 gp, useless as a weapon), a vial filled with a violet liquid (*potion of healing*), a suit of rusty chainmail, a necklace of moss agates (worth 40 gp), a container of balm (doubles healing from burn wounds) and a small electrum mask worth 150 gp that, if placed on the face, *polymorphs* a person into a black pudding.

7.71 Ruby Palace: There is a wondrous palace here composed of ruby-colored crystal. The crystal is three feet thick. The palace is composed of a grand dome 500 ft. diameter. Within the dome there is a maze of tunnels and chambers in which dwell a princely efreeti called Qatadah with his court of fire creatures. The prince was summoned here by its original owner, the Pasha Udeen, a great elemental mage who fell victim to over-confidence. Qatadah is now trapped here, but is determined to make the best of it. The dome has no obvious entrance, but can be entered via a brass gatehouse [6.71] many miles away. The halls of the palace are cleaned and maintained by kobold slaves with ruby scales. These kobolds are immune to fire.

KOBOLD: HD 1d4 hp; AC 6 [13]; Atk 1 weapon (1d6); Move 6; Save 18; CL/XP A/15; Special: Immune to fire.

[A] This great central pavilion is lit by ruby light. The floor is paved with polished white marble and the walls are made of the same substance. Braziers are set along the periphery of the room, producing flames of blue, green and white with no smoke. The center of the pavilion is laid out with black and white squares like a chess board. Two salamanders are here, occupying bronze settees and playing a rousing game of chess with miniature (half size) clay golems. There are 32 golems in all, making this a very dangerous place to cause trouble.

CLAY GOLEM: HD 12 (50hp); AC 7 [12]; Atk 1 fist (3d10); Move 8; Save 5; CL/XP: 14/2700; Special: Immune to slashing and piercing weapons, Immune to most spells.

SALAMANDERS (2): HD 7 (30, 29 hp); AC 5 [14] (torso); 3[16] (serpent body); Atk Touch and constrict (2d8 + 1d6 heat), 1 weapon (1d6); Move 9; Save 9; CL/XP 8/800; Special: Heat, constrict.

[B] This room is something of a spa or sauna. It consists of walls of black marble veined with red with shiny brass

fittings throughout. A pool of lava in the center of the room is enjoyed by ten giggling fire nymphs, who are not shy about splashing onlookers. If they feel threatened, their screams are heard by a lava elemental who dwells within the pool. It will rise and destroy their tormentors.

FIRE NYMPH: HD 2; AC 5 [14]; Atk 1 dagger (1d4 + 1d4 fire) or slam (1d2 + 1d4 fire); Move 12; Save 16; CL/XP 6/400; Special: Heat, spells, immunity to fire, magic resistance (5%), double damage from cold

LAVA ELEMENTAL: HD 16 (70 hp); AC 2 [17]; Atk 1 strike (4d6 + 1d6 fire); Move 6 (B12); Save 3; CL/XP 16/3100; Special: Immune to fire.

[C] This massive chamber appears to be a temple. It is composed of white marble and curtains of golden silk. In the center of the room there is a massive elephant made of lead and fitted with golden tusks (1,000 gp each) and ruby eyes (2,500 gp each). One can crawl inside the elephant via a trap door in its belly. Within they find that it is clad in white quartz and holds a small altar of rose quartz on which is carved the face of a beautiful goddess with an aura of chestnut locks in bas-relief. After people have been inside the elephant for 3 rounds, the trap door closes and latches (per wizard lock from a 12th level magic-user) and the interior begins to freeze, dealing 1d6 points of damage in the first round, 2d6 in the second, 3d6 in the third, and so on, until it reaches a maximum of 6d6 points of damage per round. After ten rounds, the trap door opens and a loud gong sounds, summoning 20 kobolds to clear out the dead bodies, which are to be sacrificed in the name of the rose quartz goddess Daumak.

[D] This room is clad in shiny obsidian tiles and appears to be a ballroom. The walls are snowflake obsidian and quite beautiful, and a large dais against the outer wall is large enough to hold musicians. One tile in six, when stepped upon, collapses, sending people on a ride on a slick obsidian chutes that throw people into spherical chambers (about 6-ft. in diameter) filled 1/3 of the way with boiling water (1d6 damage per round). Giant, fire-proof goldfish live in these bowls. They are aggressive and can swallow a person whole with their gaping mouths.

GIANT GOLDFISH: HD 3; AC 6 [13]; Atk 1 bite (1d4+1); Move S24; Save 14; CL/XP 3/60; Special: Swallow whole.

[E] This chamber is filled with furnishings of burnished copper and tapestries of gold, silver and copper coins strung together on wire. It is the dwelling of Ifstahan, a

princely efreet that was summoned to this place and trapped. It had no difficulty in killing its summoner, but has been unable to flee and has remade the place to please himself. The efreet takes his frustrations out on others with the help of its 10 sorcerous kobold servants. The items in the room are worth at least 20,000 gp.

SORCEROUS KOBOLD: HD 3; AC 6 [13]; Atk 1 weapon (1d6); Move 6; Save 18; CL/XP A/15; Special: Cast spells as 5th level magic-user.

IFSTAHAN: 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.

7.90 Owl Statue: This cavern holds a giant brass statue of an owl. When people pass the statue, it asks “Who?” in a deep, sonorous voice. Those who answer have one of two fates awaiting them. If the owl likes them (percentage chance equal to their charisma x5), it allows them to pass and grants them darkvision for 24 hours. If it does not like them, it teleports them to a random tunnel:

D6	Teleported to ...
1	Adalark's Tomb [7.91]
2	Brass Drum [2.64]
3	Glass Funnel [NOD 11, 5.51]
4	Nixie Pool [NOD 11, 35.8]
5	Ruby Palace [7.71]
6	Sunken Ship [7.61]

7.91 Adalark's Tomb: A tall cenotaph of black marble stands 20 feet tall here. On the top there is a sculpture of a sculpture of a giant serpent, mouth open and fangs bared. The serpent is the entrance to a small tomb complex located about 40 ft. below the ground. One cannot fit in the serpent's mouth, of course, but by reaching deep into its mouth (unfortunately impossible for halflings or gnomes) and touching a stone lodged therein, a person is teleported beneath the ground.

[A] The entry chamber into the tomb is a square room with black marble walls and a 30 ft. high ceiling. Against one wall there is a copper plaque bearing the following inscription: “Adalark | Called Great | Was Great | He cannot blame lesser thieves for following in his steps.”

There is a terracotta statue here of a weeping woman looking at the plaque, on hand reaching toward it. Approaching any of the walls in the room causes a subsection (10' wide by 10' tall) of that wall to move backward – apparently one cannot step closer than 5 ft. toward a

wall. The walls extend back 10 ft., at which point a metal portcullis descends from the ceiling, locking them in. The walls then slowly begin to crawl back to their original position to crush the intruder. The section of the wall with the plaque does the same as the others.

If all four walls are forced back at the same time, the wall with the plaque disappears completely and reveals a second chamber, and the other three traps do not spring.

[B] The trapped chamber opens here onto a balcony overlooking a square room about 10 ft. below. In the room below there is gathered the treasure of Adalark, which consists of three gold ingots (3 lb. each), a brass icon of a winged woman (worth 1,000 gp), a cape of deep red velvet (100 gp), six silver shields (250 gp each), 30 pairs of chartreuse gloves (they were Adalark's trademark), a suit of halfling-sized platemail and 8,000 gp. The interior of the platemail is coated with platinum (2,000 gp worth).

Extending from the balcony there is a *wall of force* that does not allow one access to the treasures below. The treasure chamber is actually an optical trick called “Pepper's Ghost”. The treasure is actually located in a room beneath the balcony. A large pane of glass slanted across the open area reflects the treasure, which is illuminated from below using a *continual light* spell. The most likely way of dropping into the treasure chamber is to use *dispel magic* to remove the *wall of force*. Any who then drop into the chamber without being very careful may drop through the glass into a pool of acid below (inflicts 3d6 points of damage from the fall and 1d6 points of damage each round from the acid).

8.72 Mining Operation: Two dozen metallic crab-like mechanisms (worker amphorons of Yothri) are digging into the rock here in search of cavorite. A warrior amphoron is standing guard and will quickly move to intercept any intruders. They have so far collected 5 pounds of cavorite.

WORKER: HD 2; AC 2 [17]; Atk 2 pincer-arms (1d6); Save 16; Move 9; CL/XP 4/120; Special: Magic resistance (25%), immune to piercing weapons, chance of flickering (1 in 6 chance), chance of electrical belch (1 damage, 10' range).

WARRIOR: HD 5; AC 2 [17]; Atk 2 pincer arms (1d6+2); Save 12; Move 9; CL/XP 8/800; Special: Magic resistance (25%), immune to piercing weapons, chance of flickering, flamethrower (1d6 damage, 100' range).

8.97 Earth Sowers: A band of 10 earth elementals that are encrusted with sparkling gems are sowing gems into the earth here. They are tearing open the stone, throwing in dozens of garnets and then sealing the ground as though it had never been disrupted. They do not give free samples, and do not appreciate greedy dwarves trying to get at their recently sown gems. They'll be working here for at least 1d4 days before burrowing away. If destroyed, they explode in a cloud of dust and grit that irritates the eyes (save or blinded for 1d6 rounds). Each earth elemental is holding 1d10 x 10 small garnets worth 1d6 x 10 gp each.

EARTH ELEMENTAL: HD 8; AC 2 [17]; Atk 1 strike (3d6); Move 6; Save 8; CL/XP 9/1100; Special: Tear down stonework.

12.80 Mirror Lake: There is a placid, black lake here in a depressed portion of this hex. The water is so black and so still that people's reflections take on a sinister life of their own. They immediately make a grab at their "doubles", their bodies rising up from the water (down to their waist) and their arms stretching up to 20 feet and acting like constrictor snakes. They attempt to drag people into the water and drown them. The forms above water cannot be harmed by neither sword nor spell – all attacks must be directed at their lower bodies reflected in the water. Beneath the waters of the lake there is a rich vein of silver, worth at least 50,000 gp if completely mined.

MIRROR IMAGE: HD 8; AC 2 [17]; Atk 1 grab (1d6 + constriction); Move 0; Save 8; CL/XP 10/1100; Special: Immune to attacks on upper body, those hit by grab must make saving throw or be grappled and constricted for 1d6 damage each round, open doors check to escape, dragged 5 feet closer to water each round and then drowned.

12.84 Were-Totem: There is a totem pole carved from a limestone column here. The totem depicts (from the bottom up) a werebear, weretiger, wereboar, werewolf and wererat in gruesome detail. Each image has an open maw that contains a small pool of water that gathers from the liquid dripping down the column from above. Drinking this liquid heals all wounds and even returns up to one lost level, but infects the person with the appropriate form of lycanthropy (no save). Fortunately, the person is shielded from the moon underground, so their first change and the onset of their powers does not occur until then.

The area around the totem is inhabited by little creatures called shadow creeps. The creeps look like little men with large, balloon-like noses, sleepy white eyes and completely

black skin. They have arms and hands, but do not appear to have legs or feet – they just slide along the floor or wall and then disappear into areas of shadow. People visiting the totem have a 3 in 6 chance of running into 4d6 of the shadow creeps, who are not necessarily hostile. They do not speak, though, and their motives are completely alien.

SHADOW CREEP: HD 3; AC 5 [14]; Atk 1 buffet (1d4); Move 12; Save 14; CL/XP 5/240; Special: Merge with shadows and move through them (per *dimension door*), immune to spells and bludgeoning weapons.

13.88 Demon Ninjas: A clan of demonic ninjas has constructed in this hex a black pagoda that is impossible to notice except by the exceptional eyes of elves and dwarves (1 in 6 chance) or by walking right into it (1 point of damage, 1 in 100 chance). The clan consists of 70 ninjas, their leader Dashu and his assistants, 7 genin and a chunin named Atan. The clan moved to these fantastic depths to be closer to their sire, Caacrinolaas. They now operate as his eyes, ears and hands outside Hell, killing the servants of his rivals and spreading his influence far and wide.

The ninjas have made pets of five shadow foxes. The foxes can attack individually, or can merge to become a giant fox with potent powers over darkness.

The ninjas have a treasure of 1,050 sp, 3,480 ep, 10,080 gp, 200 pp, a silver trencher engraved with a sinuous dragon (worth 800 gp), a 500 gp ruby, fourteen fox skins (worth 14 gp each), an obsidian blade (cursed -1 *short sword*, if it hits and does max. damage it shatters, inflicting 1d6 points of damage on all within 10 ft. and 3d6 damage on wielder), two pounds of saffron (worth 15 gp/lb) and a bronze statue of a dark saint worth 155 gp.

NINJA: HD 2; AC 4 [15]; Atk 1 slam (1d4) or weapon (1d6); Move 15 (C6); Save 16; CL/XP 6/400; Special: Death attack, spells, stun.

GENIN: HD 3; AC 4 [15]; Atk 1 slam (1d4) or weapon (1d6); Move 15 (C6); Save 14; CL/XP 7/600; Special: Death attack, spells, stun.

ATAN, CHUNIN: HD 5 (29 hp); AC 4 [15]; Atk 1 slam (1d4) or weapon (1d6); Move 15 (C6); Save 12; CL/XP 10/1400; Special: Death attack, spells, stun, flip out.

DASHU, JONIN: HD 8 (44 hp); AC 4 [15]; Atk 1 slam (1d4) or weapon (1d6); Move 15 (C6); Save 8; CL/XP 13/2300; Special: Death attack, spells, stun, flip out.

SHADOW FOX: HD 1d6 hp; AC 7 [12]; Atk 1 bite (1d3); Move 15; Save 18; CL/XP 1/15; Special: Shadow walk (as *dimension door*).

GIANT SHADOW FOX: HD 6; AC 7 [12]; Atk 1 bite (2d6); Move 18; Save 11; CL/XP 8/800 XP; Special: Darkness (10' radius), breathes cone of shadows (save or blindness), shadow walk (as *dimension door*).

14.87 Boring Wreck: A large earth borer made of steel with brass highlights has been abandoned here by the Master's synthoids after the drill bit broke. The Master was already on to other projects and never reclaimed it. Eight were-weasels have now adopted it as a lair, and keep 60 cp, 170 gp, fifteen wolf skins (worth 8 gp each) and a small pearl worth 3 gp hidden inside.

WEREWEASEL: HD 3+2; AC 4 [15]; Atk 1 bite (1d6) and weapon (1d8); Move 15; Save 14; CL/XP 5/240; Special: Drain blood, lycanthropy, +1 initiative, hit only by magical or silver weapons.

16.87 Ancient Sewer: A network of canals was carved into the rock here. The canals are about 6 ft. wide and 8 ft. deep and contain sewage and black water. Numerous slimes, molds and fungi grow on the walls and in the sewage itself, and the canals are populated by a large number of muckdwellers (3d6 appear on a roll of 1-2 on 1d6, check each hour). There are many sets of slippery stone stairs leading down into the muck and a few arched bridges crossing the canals, but if there was ever a city here it has long since disappeared.

Beneath one such bridge there is a secret door that leads into a series of long, dusty catacombs. The catacombs are empty and appear to have never been occupied. Multiple secret doors lead into dark chambers inhabited by a small tribe of skulks. The skulks once dwelled above in a fine city, but it was razed by the drow about 500 years ago and has now disappeared entirely. The skulks have a hidden temple here dedicated to their nameless goddess of secrets and silence. Her idol is carved from stone that blends with the walls of the temple, which is otherwise unadorned.

The goddess' priests do not speak and they do not attack unless somebody else speaks or brings light into their temple, or unless somebody attempts to touch the idol.

MUCKDWELLER: HD 1d6; AC 5 [14]; Atk 1 bite (1d3); Move 6 (S12); Save 18; CL/XP 1/15; Special: Blinding spray.

SKULK: HD 2; AC 6 [13]; Atk 1 short sword (1d6); Move 12; Save 17; CL/XP 2/30; Special: Surprise (4 in 6).

SKULK PRIEST, CLERIC 8: HD 8 (36 hp); AC 6 [13]; Atk 1 mace (1d8); Move 12; Save 17; CL/XP 2/30; Special: Surprise (4 in 6), cleric spells.

16.95 Last Stand: A shallow cave here holds the remains of Thargarsh, a bugbear warlord who "died with his boots on" killing at least a dozen orcs. Dry winds somewhat mummified the bugbear and orcs, who are still dressed in their armor and carry their tarnished weapons. Both orcs and bugbears treat the site as a holy place and never disturb it. The bugbear warlord's spirit now inhabits the site in the form of a dust devil. The devil waits for people to enter the cave before forming behind them as a swirling ochre cloud. The dust particles are particularly abrasive.

THARGARSH: HD 7; AC -1 [20]; Atk 2 touches (1d6); Move 12 (F18); Save 9; CL/XP 8/800; Special: Grit cloud (save or inhale and suffer 3d4 points of damage per round; a new save can be attempted each round).

17.88 Crystal Caves: There is a series of caverns here composed entirely of glass. Several lithonnites dwell within these caves. They are also made of crystal, and are very difficult to spot in the caves. Because of their glassy hides, spells cast at them have a 75% chance of bouncing off of them and a 15% chance of turning on the spell's caster or one of his allies (roll randomly for target). Buried within this maze of crystal tunnels there is a crystal tablet covered with tiny sapphires and garnets. This tablet is a *scroll of protection from earth elementals*.

18.87 Kinetoscope: There is a shiny, brass kinetoscope set here. If a copper coin is dropped into the slot and one looks into the viewer, they see a kaleidoscope of colors and images that force them to pass a saving throw or seek out Fraz-Urb'luu in Hell's second circle per a *quest*.

18.89 Yellow Keep: There is an old keep here consisting of a 20-ft. tall stone wall, 40-ft. tall towers (square) with windows set 30-ft. up. The interior features a keep (also 40-ft. tall, connects to two of the towers) and a courtyard filled with rubble and smashed furniture. The entire fortress is covered in yellow mold. A trapdoor in one of the towers leads into the keep's dungeons, where dwells an ancient svirfneblin smith named Einnus. Einnus is known as a maker of wondrous weapons, if his price can be met.

18.91 Dangerous Exile: There is a deep, winding cave here inhabited by two basilisks and their mistress, an exiled drow priestess named Ulbethes. Ulbethes is blind, her eyes having been removed as part of a ghastly ritual. She controls the basilisks and uses them as her eyes and ears in the Glooms. Her cave is streaked with veins of gold that

are inhabited by electrical spirits that carry information over vast distances underground. They can be communed with (per the spell) to learn secrets.

BASILISK: HD 6; AC 4 [15]; Atk 1 bite (2d6); Move 12; Save 11; CL/XP 8/800; Special: Petrifying gaze.

20.92 Iromir Mine: Iromir is a natural alloy of iron and mithral. A very deep mine here, run by kobolds (who took it from a clan of svirfneblin), produced a good amount of the material, which the drow favor for their weapons and armor when they cannot find pure mithral. The shipments recently stopped. When a band of orog from the village in [32.98] appeared to investigate, they discovered the mine (it has seven levels) crawling with kobold zombies. There are now 50 orogs camped outside the mine and making some shallow forays into the place.

OROG: HD 3; AC 2 [17]; Atk 1 battleaxe (1d8+1) or javelin (1d4+1); Move 12; Save 14; CL/XP 3/60; Special: None.

22.93 Old Trail: An old trail has been constructed here using wide blocks of granite, about 3 feet wide and 2 feet high. The trail is overgrown with mushrooms. The trail leads to a chasm in [22.94].

22.94 Howling Chasm: A mile deep chasm cuts across this hex. The walls are sloped and pocked and easy to scale. Wind howls through the chasm, pouring from caves at the bottom of the chasm. The wind tastes of bitter cherry. The southern caves lead to the lair of Findish, a dragon that can command air elementals. Findish is an enormous wyrm with light, pink scales. It has dusky pink wings.

FINDISH: HD 7 (35 hp); AC 8 [11]; Atk 1 bite (1d12); Move 9 (F30); Save 9; CL/XP 12/2000; Special: Breath lightning (200' line), hiss a minor curse 1/day (reverse of *bless*), control wind, summon 8 HD air elemental 1/day.

23.94 Useless Engine: A large ballista has been left here a wreck. The ballista points to the tomb in [23.95].

23.95 Hrodulf's Vault: Hrodulf was a successful duergar adventurer who constructed a difficult-to-access vault high in the cliff face here to hide from his relations, who pestered him for loans night and day.

The vault is located about 100 feet up from the floor of the cavern. It is accessible via a 3-ft diameter tunnel that bores 50 feet back into the rock. The tunnel slants downward and the back portions are filled with poisonous vapor (save

or die). At the end of the tunnel there is a thick iron door with a combination lock (-15% to pick).

Beyond the door there is a very simple living space consisting of a morose antechamber (gray walls, wooden benches and a wooden table with gray candles). From here one can access a sitting room containing a large, uncomfortable chair and mosaics depicting dour duergar in some grim, meaningful procession. This sitting room contains a locked iron box (fire trap, 3d6 damage) holding several maps of the underworld (covering whatever you want them to cover and five tins of a foul smelling salve (doubles healing of fire wounds). A secret door in this chamber leads into a privy with a single empty scone on the wall. If the scone is not turned upside down, the toilet collapses when sat on, dropping a person 60 feet into about 10 feet of old waste material (falling damage and must pass a saving throw to avoid disease).

Beyond the sitting room there is a bed chamber holding the mortal remains of Hrodulf, a skeleton wrapped in a scratchy wool blanket. Hrodulf wears three talismans around his neck. One offers protection from lawful creatures, another delivers electric shocks (6d6 points of damage) to anyone who touches the bones and the third, made of fired clay with the image of a swine stamped onto it, teleports everyone within 30 feet to the Palace of Minos [61.100] if any valuable in the room is handled.

The room holds a complex Oriental rug rolled up in a corner (worth 150 gp) and a suit of cold iron platemail propped up in another corner. Underneath the bed there is a large (3 ft. x 1.5 ft.) arcane tome (belonged to a 10th level magic-user). A wardrobe holds an ensemble in gray (one robe has a vial of orange liquid in it, a *potion of ethereality*) and a small ebony holding two small gold nose rings worth 15 gp each.

Spellbook of Palayne: 1st – *hold portal, light, read magic, sleep*; 2nd – *ESP, phantasmal force, strength, web*; 3rd – *clairvoyance, invisibility 10-ft radius, protection from evil 10-ft radius*; 4th – *hallucinatory terrain, monster summoning II*; 5th – *cloudkill, feeblemind*.

24.94 Old Buckle: The ground here is quite uneven, with deep (1d4 x 100 feet) canyons and narrow ridges. On the edge of one such ridge an adventurer might spot a buckle

and the remains of a leather belt hung on a small spike of stone attached to the ridge. An adventurer tried to use the belt as a rope to swing themselves down to a ledge located about 6 feet below the edge of the ridge. On this ledge there is a small idol of Lilith made of gold with inlaid ruby lips and amethyst eyes (worth 500 gp, weighs 100 lb). Touching the idol causes one to lose their balance. Kissing the idol teleports them into the stronghold of Lilith in Erebus [NOD 11, 77.15], the second circle of Hell.

28.97 Bubbling Lake: The cavern floor here descends sharply into a shallow lake of bubbling, pink ooze. The lake is about 3 miles in diameter and irregularly shaped, with small islands jutting out of the middle and 12 to 15-ft tall cliffs surrounding it. Once every 1d6 turns a random wandering monster climbs from the muck and attempts to scale the cliffs. Such monsters, if they are humanoids, are not clothed, armored or equipped in any way. Those who do make it out of the lake are famished.

32.98 Skirvir: A clan of orogs has established itself in a sprawling town of crude huts of dried mud and stone around older stone ruins. This was Skirvir, a powerful orc town that was once the seat of a veritable empire of orcs. Like all empires (especially orc empires), Skirvir's was only temporary and now plunder and vandalism has rendered little more than cracked paving stones and tumbled walls and columns. The orog descend from Skirvir's "Varangian Guard", and still do their best to lord it over the other folk of the Grooms. They now number 80 warriors and their females and children, along with 120 slaves (kobolds and goblins, mostly) and an orc cleric of Balor named Karn. The chieftain of the orog is Grela, a particularly large female orog infected by lycanthropy (wereboar). Her "consorts" are five other orog wereboars. Skirvir has a treasure of 1,020 sp, 7,170 gp, an opal worth 30 gp, a brass aquamanile worth 1,450 gp.

OROG: HD 3; AC 2 [17]; Atk 1 axe (1d8+1) or javelin (1d4+1); Move 12; Save 14; CL/XP 3/60; Special: None.

KARN, ORC CLERIC LVL 6: HP 6d8; AC 2 [17]; Save 10 (8 vs. paralysis and poison); CL/XP 8/800; Special: Spells (4th), turn undead, orc traits. Platemail, shield, mace, unholy symbol.

WEREBOAR: HD 5+2; AC 4 [15]; Atk 1 bite (2d6+1) or axe (1d8+1); Move 12; Save 12; CL/XP 6/400; Special: Lycanthropy.

GRELA: HD 7+2 (35 hp); AC 4 [15]; Atk 1 bite (2d6+1) and axe (1d8+1); Move 12; Save 12; CL/XP 8/800; Special: Lycanthropy.

35.104 Swarming Hands: The cavern walls here contain hundreds of corpses interred in small alcoves stacked up to 10 high and shut behind rusty iron bars. The bodies are all human, the mouths, nose and eye sockets all sealed with brownish wax. The shades of these bodies are trapped inside and would dearly love to escape. Breaking a wax seal allows a lesser shadow to escape the corpse. The hands of these hundreds of corpses are lightly stitched to the bodies and can leap off and move independently of them, forming swarms of hands.

HAND SWARM: HD 3; AC 7 [12]; Atk 1 swarm (1d4+1 + strangle); Move 12 (C12); Save 14; CL/XP 4/120; Special: On natural '20' attack roll, a person is strangled for 1d4 damage, open doors to remove hand, reduce opponent's movement to half.

37.102 Asphalt Plain: There is a natural plain of asphalt here, the material bubbling up from below the earth. The middle area of the hex (8 miles in diameter) is a rolling plateau of sticky, hot asphalt. In several places the asphalt actually bubbles up in a liquid state. Walking across the plain is at 3/4 normal movement because of the stickiness and leather or cloth boots have a 1 in 6 chance per hour of catching fire. Damage per hour is 2d6 points of damage.

39.107 Quarry Men: A tribe of 200 rock men have an extensive quarry here, pulling granite from the walls of the cavern and selling it throughout the Grooms. Despite their stodgy and staid ways and dull way of speaking, the rock men are quite intelligent and excellent bargainers. The rock men dwell in small caves dug into the sides of their ever-expanding quarry. The best granite is retained and carved into new rock men. The rock men have a treasure of 2,130 sp, 380 ep, 2,520 gp, a brass icon of Vulcanus (worth 30 gp), two fine rhodochrosites worth 500 gp each and 20 barrels of mineral spirits (worth 6 gp each).

ROCK MAN: HD 1; AC 4 [15]; Atk 1 thrown rock (1d4) or fist (1d4); Move 9; Save 17; CL/XP 2/30; Special: Immunities.

40.102 Mites: The ground here is riddled with little tunnels and caves that lead to little, spherical caverns connected by similar tunnels that radiate from a larger cavern. The tunnels and caverns are inhabited by 250 mites, who like to pop up and steal little articles they can reach. The

tunnels are only large enough for gnomes and halflings to squeeze through, and the mites have many traps set.

MITES: HD 1; AC 7 [12]; Atk 1 club (1d4) and bite (1d3); Move 9; Save 17; CL/XP 1/15; Special: None.

41.105 Howling Hound: A tall pinnacle of stone here is the lair of a seven hounds of yith. The hounds are black and sleek and wear leather collars hung with silver bells. Their baying echoes through the area to a range of 1 mile.

HOUND OF YITH: HD 3; AC 1 [18]; Atk 1 bite (1d6+1); Move 18 (Fly 25); Save 14; CL/XP 7/600; Special: Baying, harmed only by magic/silver weapons, fly, magic resistance (10%).

43.105 Globes of Fire: Hanging two miles above the surface here are hundreds of glass globes containing fire mephitis. The globes give the ceiling the appearance of a starry night. Once per hour there is a 1 in 6 chance that 1d4 of these globes fall (they are held up by a brass chain) and hit the ground by the adventurers, releasing 1d6 mephitis. The mephitis are dazed and cranky, but rarely stupid enough to start a fight they cannot win.

44.105 Varj: 20 varj have made a temporary home here in the abandoned jacinth mines of an extinguished kobold tribe. The varj have 8 prisoners digging the deep shafts they prefer out of the granite floors of the mine. The prisoners include Xande, a drow cleric/magic-user, Fulgo, a duergar fighter, Lugan, Fulgo's crystalline halfling valet, K'chitlik, a notac-ichat thief, Rondo, a human psychic, Virk, a bugbear fighter/thief and Yambro, a kobold cleric/magic-user who once lived in these mines. All are in poor condition (1d6 hit points) and are working in chains.

XANDE, DROW CLERIC 8/MAGIC-USER LVL 8: HP 16; AC 9 [10]; Save 8 (6 vs. spells); CL/XP 8/800; Special: Mage spells (4/3/3/2), cleric spells (2/2/2/2/2), rebuke undead, darkvision 120', light blindness, drow spells. Mace, spellbook, unholy symbol, soapstone idol of Amduscias, 10 cigars wrapped in leather (worth 10 gp each).

FULGO, DUERGAR FIGHTER LVL 6: HP 43; AC 2 [17]; Save 9; CL/XP 6/400, Special: Multiple attacks, parry, darkvision 120', detect stonework, light blindness, immune to poison, move silently (2 in 6). Platemail, shield, warhammer.

K'CHITLIK, NOTAC-ICHAT THIEF LVL 8: HP 22; AC 5 [14]; 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, darkvision 120', paralyze. Short sword, short bow, thieves' tools.

RONDO, PSYCHIC LVL 7: HP 31; AC 7 [12]; Save 9 (8 vs. traps, 7 vs. mind effects); CL/XP 7/600; Special: Astral projection, ego whip, pyrokinesis, telekinesis, surprised (1 in 8). Leather armor, staff, daggers (3), cave bear skin cloak (10 gp).

VIRK, BUGBEAR FIGHTER 6/THIEF LVL 10: HP 45; AC 6 [13]; Save 7 (5 vs. devices); CL/XP 9/1100; Special: Multiple attacks, parry, back stab x5, climb walls 94%, delicate tasks 70%, hear sounds 5 in 6, hide in shadows 65%, move silently 70%, open locks 65%, read languages, read magic writings. Leather armor, shield, battle axe, daggers (2), thieves' tools.

YAMBRO, KOBOLD CLERIC 5/MAGE LVL 6: HP 12; AC 9 [10]; Save 10 (8 vs. paralysis, poison and spells); CL/XP 5/240; Special: Mage spells (4/2/2), cleric spells (2/2), rebuke undead. Mace, throwing hammer, spellbook, unholy symbol, brass fish medallion (165 gp).

46.104 Tempting Dancers: As people move across this hex, they inevitably come across a rent in the cavern floor. Hundreds of lovely dancing girls, seemingly composed of flame, spring up from this 3-ft. wide rent and begin swaying to the sound of invisible tambourines and flutes. Those who approach discover these women have the same effect as a *wall of fire*. The rent below them is clad in brass and gradually widens below into a gallery of brass walls and arched alcoves in which sit decrepit old men with pot bellies and long beards smoking hookahs and dreaming. The dreams of these men, all devotees of Iblis, materialize as constructs of flame to entertain and illuminate them (in essence, they can cast any fire-type spell and summon monsters formed of flame). As they smoke and dream, small, glistening black slug people crawl through small holes in the walls to serve them pure water and bits of charred meat. Passing through these tunnels (difficult for anyone larger than a gnome) leads into the Astral Plane.

SLUG MAN: HD 4; AC 6 [13]; Atk 1 strike (1d4); Move 9; Save 13; CL/XP 4/120; Special: None.

48.104 Dinner: Twenty giant rats are feasting on a dead roper here. Something cracked through its shell, and the rats are now lapping up its gooey flesh.

GIANT RAT: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 5% are diseased.

50.107 Bronze Temple: A temple complex has been dug into rising ground here. A long ramp gives access to the tomb, the entrance of which is guarded by two bronze giants. The temple complex is inhabited by 60 bronze men and their 90 females and 45 young. The interior of the citadel is clad in yellowish marble streaked with golden

brown. Thick rugs of brown wool carpet the center of the corridors and beautifully painted urns filled with scarlet growths of coral fungus decorate the entrances to sunken rectangular chambers.

The bronze men work in shifts to chant 24 hours a day in an attempt to resurrect the demon lord Pashatiel [NOD 11, 11.49], their patron. The temple complex is built around the lair of a fiendish copper dragon called Iteras, the issue of Pashatiel and a powerful copper wyrm long dead. His large chamber is guarded by four bronze giants who are beginning to think they should be running the joint.

Iteras' treasure consists of 3,000 sp, 3,400 ep, 16,500 gp, 300 pp, a brass statuette of Hercules (worth 200 gp) and an olivine worth 175 gp.

BRONZE MAN: HD 5; AC 2 [17]; Atk 2 by weapon (1d6); Move 12; Save 12; CL/XP 5/240; Special: None.

BRONZE GIANT: HD 12+1; AC 1 [18]; Atk 1 sword (1d6); Move 15; Save 3; CL/XP 13/2300; Special: Hurl boulders, sardonic laugh.

ITERAS: HD 8 (32 hp); AC 2 [17]; Atk 2 claws (1d6), 1 bite (2d10); Move 9 (F24); Save 8; CL/XP 12/2000; Special: Spit acid or breathe slowing gas, spells (*darkness* 3/day, *poison* 3/day, *unholy blight* 1/day), dragon spells (1d4 x 1st level, 1d2 x 2nd level), immune to poison, magic resistance (20%), +1 or better weapon to hit.

51.109 Notac-ichat: A clan of 40 notac-ichat and their 30 females and 35 young dwell here in a citadel of gray bricks, tiny windows and flat, crenelated roofs. The notac-ichat own a tapestry in which is impressed not only the image, but the intelligence of the archmage Vaunus the Vain. The tapestry advises their chief, Yar-Iskr, a rambling old male with purple chitin and a wandering mind. In truth, the archmage controls him and rules his people, using them to collect rare ingredients for a spell to make a *simulacrum* body that his mind can inhabit until something more permanent comes along. They currently lack an ounce of halfling blood and the wisdom teeth of a dwarf. The notac-ichat have a treasure of 10,400 sp and 3,400 ep.

NOTAC-ICHAT: HD 2; AC 5 [14]; Atk 1 whip (1d4) or dagger (1d4); Move 12; Save 16; CL/XP 3/60; Special: Paralysis, darkvision 120'.

YAR-ISKR, NOTAC-ICHAT FIGHTER LVL 6: HP 31; AC 5 [14]; Save 9; CL/XP 7/600; Special: Multiple attacks, parry, paralysis. Whip, dagger.

53.108 Icy Prison: A roiling waterfall of icy water pours from a high ledge and obscures an ancient prison carved

from the basalt. The prison is a tower 50 feet in diameter and 100 feet tall. It has 15-ft thick walls, into which are carved small prison cells with deep, barred windows and barred doors. A few skeletons remain in these prison cells, though a high cell also holds the phantom of a noble drow who was locked here 3,000 years ago.

The middle portion of the tower consists of 8 stories with wooden floors and a spiral staircase linking them all through the center. A stone staircase on the top story leads to the roof, where there are six copper vats of oil. The oil can be boiled and tipped to run down the walls of the tower. One could also, if they wished, pour the boiling oil down into the prison.

The prison is inhabited by a large ice creeper that uses its icy touch to seal the door when people enter and then slowly attacks them, one by one, until they are all dead.

ICE CREEPER: HD 9; AC 3 [16]; Atk 1 smother (2d6) or 3 ice daggers (1d4); Move 6; Save 6; CL/XP 10/1400; Special: Smothers, explosion of shards, immunities.

PHANTOM: Cause fear 30-ft radius, only "harmed" by *dispel magic*.

55.107 Twelve Towers: There is a cluster of strange, metal towers in this hex. The towers are placed in a cluster, with about 10 to 15 feet separating them. Each tower consists of a metal pillar about 15 feet in diameter and rising 70 feet topped by a metal sphere. The towers are made of copper and covered in verdigris.

Arcs of lightning play between the spheres, leaping to and fro excitedly. This represents the brain activity of a mechanical brain. The brain can materialize dream golems within its towers, releasing them through sliding doors. Within the towers there are metal ladders leading up the spheres. These spheres represent different portions of the Brain's intellect. It can appear in them as an image (per the *phantasmal force* spell) and speak to people. The Brain is neither violent nor evil, but it will defend itself. It can create up to twelve dream golems.

The dream golems appear as silvery humanoids with vague facial features and long claws.

DREAM GOLEM: HD 5; AC -3 [22]; Atk 1 slam (1d8); Move 15; Save 12; CL/XP 6/400; Special: Each dream golem has a random ability.

Dream Golem Abilities

1. Deals 1d6 points of lightning damage with touch.
2. Regenerates 3 hp/round
3. Attacks twice per round
4. Only harmed by +1 weapons
5. Flies at a speed of 20
6. Psychic blast (15-ft cone, save or stunned for 1d6 rounds)

58.107 Hall of Traps: A hall of traps has been constructed here. The fortress has two stories above ground and three below and is built on a cross-shaped footprint. The fortress contains all manner of wondrous, deadly traps maintained by a clan of 100 kobolds. Their master is a magic-user thief called Ichogharl the Insipid, a mealy-mouthed little toady who has found himself in power after the death of his master and is taking full advantage of it.

The complex and its traps, which are all connected via gears in the walls, are controlled via a master control room at the lowest level of the complex. The true ruler of the place is an errant brain gear incapable of constructing clockworks. The kobolds worship it as a living idol of Laverna, a goddess of thieves and the underworld.

KOBOLD: HD 1d4 hp; AC 6 [13]; Atk 1 weapon (1d6); Move 6; Save 18; CL/XP A/15; Special: None.

ICHOGHARL, KOBOLD MAGE/THIEF LVL 5: HP 5d5 (18 hp); AC 9 [10]; Save 11 (9 vs. spells); CL/XP 5/240; Special: Spells (3rd), back stab x3, decipher script, thievery, cant, kobold traits. Dagger, spellbook, short bow.

BRAIN GEAR: HD 5 (20 hp); AC 2 [17]; Atk None; Move 0; Save 12; CL/XP 3/60; Special: Control clockworks, dream.

59.109 Ancient Lake: There is an ancient lake here, the shores of which are thick with tall mushrooms, about 10 to 20 ft. tall. The mud in the lake bottom is infused with spores that animate corpses as water-logged zombies. A notac-ichat necromancer called Otatach has set up shop on a secluded harbor in a half-ruined tower. He currently has a dozen of these zombies serving him, and is looking for more – a few are already buried in the muck, but new bodies can be added if their current owners die.

ZOMBIE: HD 2; AC 7 [12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.

OTATACH, NOTAC-ICHAT MAGIC-USER LVL 8: HP 24; AC 5 [14]; Save 8 (6 vs. spells); CL/XP 9/1100; Special: Spells (4/3/3/2), darkvision 120', paralysis. Dagger, darts (10), spellbook.

59.111 Dangerous Cliff: Hex [58.111] is much higher than the other hexes in the gloom, forming a sort of shelf that is

littered with bones and frequented by purple worms. The only way off of this hex is via a ledge that runs along the southern edge of [59.111] and leads to Hex [60.111], which is also higher than the rest of the Gloom.

This ledge ranges from 3 to 6 feet wide and is haunted by gangs of air gusts, bound to the ledge by powerful magic. Encounters with groups of 1d6+3 air gusts occur on a roll of 1-2 on 1d6 made each hour.

About midway between [58.111] and [60.111] there is a foot-wide hole born into the rock. At the back of this hole there is a large opal, apparently worth 6,000 gp. It is actually the egg of the prismatic dragon that dwells in the dungeon located in [60.111].

AIR GUST: HD 3; AC 4 [15]; Atk Wind Blast (1d6+1; range 15ft.); Save 14; Move 12 (F18); CL/XP 4/120; Special: -2 [+2] to AC vs. missile attacks.

60.111 Funhouse Dungeon: Ages ago a tribe of svirfneblin who worshipped Baubo, the goddess of humor, dug into the basalt here and constructed a deep dungeon dedicated to the art of the practical joke. Over time, they were joined by more fearsome monsters and by a powerful prismatic dragon called Alcheride.

62.108 Crystal Devotion: There are acres of crystal statues here depicting people bowing down, all facing a black, magnetic monolith. Several suits of metal armor and many



metal weapons are stuck to the monolith. Out of the hundreds of statues, a few have human skeletons and brains embedded inside them. People holding metal weapons must pass strength checks or lose their weapons to the monolith. Within 100 feet, they make these checks at a -2 penalty, and within 30 feet they suffer a -4 penalty. People in metal armor suffer a penalty to that check equal to their armor bonus, or double that armor bonus within 30 feet. The person suffers damage (as though they fell) when they strike the monolith and then has their life leached out of them at the rate of losing one level per turn. When their levels are completely leached away, their brain and skeleton are teleported inside one of the crystal statues, which then animates and does its best to force others onto the monolith.

CRYSTAL 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.

63.108 Magic Helmet: This hex is composed of dozens of basalt pillars ranging in size from 30 to 100 feet in height. Picking one's way through the hex takes twice as long. There is a 1% chance that folks walking through the hex come face to face with a strange statue of iron wearing a silvery helmet. The helmet is bulbous and odd, and can easily be removed from the statue.

The helmet is another invention of the bizarre Master [4.105]. When placed on a person's head it affixes itself and is impossible to remove without *dispelling magic*. The helmet allows a person to visualize an environment and project it around him to a distance equal to his charisma score times ten in yards. He can do this once per day. The environment visualization works much as a *hallucinatory terrain* spell, except that the terrain is genuine. A week after wearing the helmet, the person's skin begins to itch and tiny metallic scales begin to cover it. A week after this the person's skin becomes metallic, though still flexible. This protects the person as well as platemail. At this point, the person's muscle and bone begins turning into metal as well. They begin losing 1 point of dexterity per day. At 0 dexterity, the person becomes solid metal and dies.

65.108 Foundry: The ground in the northeastern portion of this hex is warm and bulges out a bit. Acrid smoke pours out of cracks in the ground, giving it the appearance of a little Hell. Beneath the ground, in numerous tunnels, there

dwells a tribe of duergar who process iron ore and produce the finest steel in the Glooms. Their ovens run on coal delivered from Grimserne [9.66] and trip hammers driven by an underground river aid in the process.

Walking through these tunnels, one has a 3 in 6 chance per turn of an encounter:

ROLL	ENCOUNTER
1	3d6 duergar workers carrying hammers
2	2d6 duergar warriors
3	1d4 shield guardians containing fireball spells
4	1d6 duergar lords (F3) with 3 elite warriors (F2) per lord
5	A duergar priest of Mulciber (F3/C6) and 1d4+2 acolytes (F2/C2)
6	An explosion of gas (6d6 points of fire damage, save for half)

The duergar produce about one ton of fine steel and three tons of lesser quality steel per month.

67.109 Shallow Grave: The body of a dead witch, Sceleyne, dwells in a shallow grave here. Giant centipedes (6d6) crawl in and around the grave and each one, having consumed the body or descended from the centipedes that did, they have magic resistance (75%).

GIANT CENTIPEDE: HD 2; AC 5 [14]; Atk 1 bite (1d8 + poison); Move 15; Save 16; CL/XP 4/120; Special: poison bite (+6 save or die), magic resistance (75%).

68.108 Dangerous Mirror: The broken shards of a large mirror sit on the ground here, along with a bent brass frame. One can see the image of a beautiful woman in the shards, and if they are reassembled a woman looking into it must pass a saving throw or be possessed by the woman, who pushes their psyche to the side but allows it to still inhabit its body.

70.109 Blue Flame: This hex is a tableland of buttes and wide, empty canyons. The walls of the buttes are a dark gray streaked with white, and there are numerous caves. In the northern portion of the tableland, the ground drops suddenly to form a basin filled with a thin layer of salty water. Amidst this water there is a beacon tower. The tower is 50 feet tall and made of the same gray stone as the buttes. The exterior is studded with spikes and there is a powerful blue flame exploding out of the top of the tower. The flame rises about 20 feet taller than the tower. A stone door descends into the ground when a secret panel near the door is pressed to allow entry.

Inside the tower, which is 15 feet in diameter, there is a spiral stair leading to the top of the tower. The stairs are about four feet wide. In the center of the tower there are glass walls that go from bottom to top. Inside the glass walls one can see the blue fire as it erupts from the ground. At the top of the tower one is exposed directly to the flame, which gives off very little heat.

The flame is actually an ancient red dragon that defied the gods and was turned into this flame as punishment. If one can communicate telepathically they can communicate with the dragon, Vornthek, who will tell its sad tale (all lies, of course) to an adventurer in hope of being changed back, though undoing a deific punishment is no simple matter.

Some folks of the Grooms have been known to spread a tale of the great power that can be acquired by jumping through the flames (not easy, of course, as it is a seven foot jump and a 50 ft. drop if one fails). Those who pass through the flames take on draconic powers (see below).

The power comes with a curse, of course. A day after one takes on the draconic aspect, they become a bit smaller and a bit more draconic. After two days, their hands become claws, their nose extends into a snout, etc. By the fourth day the person is noticeably smaller and they have sprouted wings and begun to think like a dragon. This continues until, on the seventh day, they become a little, blue pseudo-dragon.

Draconic Powers: The person who steps through the flame gains the ability to breathe a 30-foot cone of fire for 6d6 points of dragon once per day. In addition, they are immune to fire and their AC improved by four points.

71.108 Sparkling Caves: A series of caves in this hex are one of the beauty spots of the Grooms. The cavern walls are flush with iron pyrite, giving them a pleasant sparkle and gleam. The sparkling caves are home to several oreads, the nymphs of rock and stone. The oreads have eyes like brilliant, blue sapphires that allow them to hypnotize people who come within 30 feet. The oreads lure their victims into a deep pit filled with the cracked bones of previous victims.

OREAD: HD 10; AC 0 [19]; Atk 1 sword (1d8) or 2 fists (1d6); Move 12 (B12); Save 5; CL/XP 10/1400; Special: Animate rocks, +1 or better weapon to hit, magical abilities.

72.108 Freaky Fossil: A large boulder in this hex has a fossilized skeleton of a person embedded in it. When people approach within 30 feet, the boulder shifts and moves and takes on a humanoid shape formed around the skeleton. In this form it attempts to chase down people and crush them. Underneath the boulder there is a hollow space holding 4,490 sp, 400 ep and 1,890 gp.

FREAKY FOSSIL: HD 15 (66 hp); AC 0 [19]; Atk none; Move 15; Save 3; CL/XP 15/2900; Special: Crush (6d6 damage).

73.108 Angel's Quest: A glint of silver under a pile of rubble against the wall of a canyon is actually a statue. The statue is six feet tall and depicts a serene angel. One palm of the angel is outstretched and holds a silver map case. Inside the case there is a map showing the location of the tallest mountain in the cosmos (the Referee can decide just where it is, though placing it on the celestial planet Martis would make pretty good sense). Many mystic writings (perhaps in the Enochian alphabet) are on the map as well, forming a *scroll of quest*. Anyone reading the map must pass a saving throw or fall under the quest. They must make a pilgrimage to this mountain, where the angel Rlemu fell in battle against an army of fiends.

74.106 Colossal Skeletons: There are two colossal skeletons in this hex, one of a giant ape about 40 feet tall, the other of a giant roc with a wingspan of about 300 feet. How they came to be here is a mystery.

75.105 Parchment-Makers: A caravan of 30 svirfneblin parchment makers has made camp here. The svirfneblin make all of their parchment from the hides of rare and dangerous beasts of the Grooms, selling the parchment to magic-users for them to manufacture scrolls. They have an excellent stock, but charge 1d6 x 10 gp per page, with a chance to have something in stock equal to 35% minus the hit dice of the monster. The leader of the svirfneblin is an illusionist/fighter named Thorbern.

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%).

THORBERN, ILLUSIONIST LVL 6: HP 27; AC 9 [10]; Save 10 (8 vs. illusions); CL/XP 6/400; Special: Spells known (3rd), spell points 15, silver tongue, svirfneblin spells, detect stonework, darkvision 120'. Staff, dagger.

76.105 Evil Circus: The lich lord Kinciabhan the Corrupted dwells here in a wondrous palace built around a great

circus (i.e. race track). The lich holds vast, decadent entertainments here, having long ago given up his search for arcane knowledge. The entertainments often revolve around races, sometimes pitting chained captives against oozes or giant snapping turtles, and other times they revolve around battles between his beasts of chaos and captives cast in the role of gladiators.

The walls of the circus are 15 to 20 feet thick and 40 feet high. They are crenellated and every 50 feet there is a tower guarded by a score of hobgoblins armed with bows. The palace itself is six stories tall with 20-ft thick walls. It has a great balcony from which the lich watches his spectacles while entertaining visiting dignitaries and consorting with summoned succubi. Imps dressed in silk finery and wigs of auburn curls serve refreshments. In his advanced age, Kinciabhan has become a bit mellow, and there is every chance he will take a shine to adventurers and seek to become their benefactor in the Gloom.

In his palace, he has a treasure of 11,900 sp, 6,500 ep, 11,600 gp, a cinnabar statue of Kinciabhan as he looked in life (worth 850 gp) and three grimoires containing a total of 30 spells (roll randomly).

BEAST OF CHAOS (3): HD 5; AC 0 [19]; Atk 2 claws (1d4) and bite (1d8); Move 15; Save 12; CL/XP 8/800; Special: Frightful presence, rage, immunities, magic resistance (25%).

KINCIABHAN: HD 18 (73 hp); AC 0 [19]; Atk 1 hand (1d10 + paralysis); Move 6; Save 3; CL/XP 21/4700; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

77.106 Burning Wreckage: Thick smoke colors the air in this hex. It originates from a burning caravan of giant snail-drawn wagons that are studded with black, orc arrows. Dead kobolds are scattered about, and whatever was in the caravan is there no longer. Six imps are flitting about poking through the wreckage. One of the kobolds swallowed a magical lead ring that can triple the weight of all metal within 30 feet for 1d6 rounds, once per day.

IMPS: 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.

79.106 Well of Evil: A rocky hill here is topped by a shell keep with 30-foot high walls that are 15 feet thick. The walls contain several chambers in which dwell the Platinum Order of dwarf clerics and their servants, three

dozen dwarf berserkers who cover their unclothed bodies in violet tattoos and wield two-handed axes.

The berserkers and clerics are the official guardians of an ancient iron well in which are bound dozens of ancient (far more ancient than the devils), evil spirits. The dwarf clerics are bound by several tattoos. They cannot speak or cut their hair, must never draw blood. If they break these taboos, the evil spirits are released from the well as a nightcrawler, a shadowy worm of immense proportions.

DWARF BERSERKER: HD 2; AC 7 [12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 3/60; Special: +2 to hit in berserk state.

DWARF CLERIC LVL 8: HP 33; AC 2 [17]; Save 8 (6 vs. paralysis and poison, 4 vs. magic); CL/XP 11/1700; Special: Spells (5th), turn undead, note stonework. Platemail, shield, mace, holy symbol.

NIGHTCRAWLER: HD 25 (100 hp); AC -6 [25]; Atk 1 bite (4d6) and sting (2d10 + poison); Move 12 (Burrow 12); Save 3; CL/XP 30/7400; Special: Immune to cold, magic resistance (60%), poison paralyzes for 2d6 rounds, swallows whole on natural '20' attack roll.

82.104 Crooked Door: A crooked door frame and its attendant wooden door are laying on the ground here, a patch of violet fungi surrounding it. Opening it reveals a set of stairs that descend about 300 feet into the ground. This stair is guarded by a guardian naga named Saapsari, who warns folk to turn around lest they fall prey to the Hundred Handed One. Imprisoned at the bottom of the stairs there is a hecatonchiere (a hundred handed giant) in a large cavern. The giant is unbound, but cannot squeeze up the narrow stairs. In each of his hands he holds a platinum coin. These coins, if formed into a single stack (requires a steady hand, maybe a dexterity check is in order) melt down into a round, +2 *shield* that reflects all gaze attacks directed at its wielder.

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

GUARDIAN NAGA: HD 11 (57 hp); 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, spells.

HECATONCHIERE: HD 20 (89 hp); AC 4 [15]; Atk 10 fists or weapons (5d6); Move 9; Save 3; CL/XP 24/5600; Special: Hurl boulders, magic resistance 25%, stunning appearance.

84.103 Assassin Vineyard: This sea of gray stone has a strange vineyard cut out of it. An area six miles square (perfectly) is cut about 6 to 10 feet below the rest of the

rolling surface of the hex. This area is filled with soil that supports a vineyard of assassin vines, their bitter berries producing a strong, heady wine. The vineyard has a manse of sparkling greenish gray stone with a copper roof and two stout towers. The manse is surrounded by a dozen stone cottages that are home to a tribe of 60 bronze men, 90 bronze women and 45 bronze children. Their master is Tefari, a wild she-devil of a warrior. The warriors form hunting parties and scour the land for victims they can add to their soil. Their vats produce about 200 gallons of assassin wine each season.

BRONZE MAN: HD 5; AC 2 [17]; Atk 2 by weapon (1d6); Move 12; Save 12; CL/XP 5/240; Special: None.

TEFARI, BARBARIAN LVL 9: HP 59; AC 6 [13]; Save 7; CL/XP 10/1400; Special: Immune to backstabs, fear magic, berserker (+2 hit and dmg, -2 AC, 9 rounds, fight until rage ends). Ring armor, two-handed axe.

86.101 Ruined Minaret: The landscape here is dominated by the vestiges of a minaret. The minaret has white walls and a dome made of thin, smoky quartz. Hundreds of windows fill the walls with stained glass depicting every conceivable form of betrayal and heresy. The interior is completely empty save for a silver cord that extends from top to bottom. If plucked, it creates a vibration that animates the demons in the windows as 1d6+4imps. Plucking it a second time sends everyone in the minaret to a random circle of Hell (roll 1d10, re-rolling "10").

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.

88.100 Desecrated Temple: A tall, gray butte plays host to an ancient, partially ruined temple. The temple belonged to Caudis, the ancient god of subterranean oceans. The temple has the shape of a cross, with the entrance leading into an outer receiving chamber with a large, dry reflecting pool with a tarnished, silver fish statue in the center.

A locked bronze door leads into the inner sanctum, through an arched passage protected by two scythe traps (pass a saving throw or lead person suffers 2d8 damage).



The inner sanctum is clad in smoky, black marble with long, blue-gray curtains hanging from the ceiling (30-ft. high) in various spots. In the center of the room there is a diamond-shaped reflecting pool filled with glassy, black water and an idol of Caudis, which appears as a muscular man with a fish head, webbed hands and a fish tail. The idol is blue in color and adorned with a coat of rusted scales and tarnished silver jewelry (worth 1,000 gp).

The water, if a drop of blood is added, becomes a portal to any subterranean body of water in the cosmos. Ten boggarts haunt the desecrated temple.

BOGGART: HD 6; AC -1 [20]; Atk 1 discharge (2d6); Move 9; Save 11; CL/XP 8/800; Special: Immune to magic, magic abilities.

89.102 Abandoned Foundry: The clang-clang of an iron foundry echoes through this hex. The building is made of stone and about 200 feet long and 20 feet tall, with a flat roof. The interior has arched roof supports and a system of boilers and pipes that drive numerous hammers that now clang eternally on battered iron sheets. Spending more than ten minutes in the foundry can cause deafness.

90.99 Stranded Ship: While walking through this hex, one might come across a large, iron anchor lodged between two heavy outcroppings of stone. A long, thick rope runs between the anchor and a flying ship 300 feet above. The ship is a drow pleasure barge belonging to the Lady Ufina.

The barge is about 60 feet long and quite sleek, with ebony railings and decks and silvery tracery along the sides that maintains a permanent *levitation* effect. Set along the sides are five pairs of fans, operating from below decks by one hundred svirfneblin slaves. There is a plush cabin aft for Ufina and a pavilion of spider silk fore holding a couch and pillows for the lady and her retinue.

When the lady's court magician, a sniveling man called Weorlin, attempted to summon a demon for their entertainment, he botched it and unleashed a kubik (see New Monsters below). The creature went on a rampage and killed most of the crew and court, including Weorlin, leaving dozens of skeletons. The lady and a few of her followers and guards are now holed up in her cabin, afraid to peek their heads out. The svirfneblin are still alive below deck, but their drivers are among the dead.

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*).

KUBIK: HD 16 (75 hp); AC -1 [20]; Atk 4 tentacles (2d4 + grab); Move 15; Save 3; CL/XP 18/3800; Special: Magic rays, swallow whole.

90.102 Drider Cave: A gang of twenty driders, 10 males and 10 females, plot the destruction of Zvartlheim in a dank, cheerless cave. Their plan revolves around creating a powerful alteration to the venerable *black tentacles* spell, creating massive tentacles that can grab the city and drag it to the ground. They have gained promises from the duergar to assist them with an army, though the duergar doubt that this plan will ever come to fruition.

The cave holds a first class mage's laboratory and a library of several excellent tomes and grimoires, including a *manual of stone golem creation* and the following:

Colmgalain's Grimoire: 1st – *Charm person, protection from evil, sleep*; 2nd – *Continual light, darkness 15-ft radius, knock, web*; 3rd – *Darkvision, 11*; 4th – *Extension I*.

Duarasco's Grimoire: 1st – *Charm person, hold portal, light, sleep*; 2nd – *Continual light, ESP, invisibility, magic mouth*; 3rd – *Darkvision, dispel magic, haste, suggestion*; 4th – *Ice storm, massmorph, monster summoning II, wizard eye*; 5th – *conjunction of elementals, passwall, teleport, wall of iron*; 6th – *Lower water*.

Patric's Grimoire: 1st – *Charm person, hold portal, protection from evil, shield*; 2nd – *Detect evil, locate object, mirror image, stinking cloud, wizard lock*; 3rd – *Clairaudience, explosive runes, fly, rope trick, slow*; 4th – *Confusion, dimension door, monster summoning II, polymorph other, wall of fire*; 5th – *cloudkill, contact other plane, monster summoning III, telekinesis, wall of stone*; 6th – *Anti-magic shell, death spell, disintegrate, enchant item, part water*; 7th – *Phase door, simulacrum*; 8th – *Mind blank*.

MALE DRIDER: HD 7; AC 3 [16]; Atk 1 weapon (1d8); Move 18; Save 9; CL/XP 9/1100; Special: Magic-user spells (4/3/2/1), magical abilities.

FEMALE DRIDER: HD 7; AC 3 [16]; Atk 1 weapon (1d8); Move 18; Save 9; CL/XP 9/1100; Special: Cleric spells (2/2/2/1), magical abilities.

92.98 Moaning Shadow: A mournful shadow is doing its best to avoid the pull to Hell. The shadow's name was Tharil in life. He was a middling magic-user from Ibis in life that schemed and plotted and finally met his match.



92.99 Criosphinx: A talkative, obnoxious criosphinx has set up shop here on a ledge about 500 feet above the ground. The ledge leads back into a natural amphitheater and several shallow mines dug ages ago by kobolds searching for gold. They finally quit when one group of miners struck an underground river, which flooded the mine and formed a waterfall for years. Eventually, the river shifted and the ledge and mines are now dry and worn very smooth.

The criosphinx has a treasure of 480 sp, 1,090 ep and an aquamarine worth 800 gp.

CRIOSPHINX: HD 10 (34 hp); AC 2 [17]; Atk 2 claws (1d8), head butt (2d6); Move 18 (F24); Save 5; CL/XP 10/1400; Special: None.

95.98 Ruined Pantheon: There was once a great pantheon of swirly gray marble constructed here on a small granite rise. The temple was dedicated to various demon lords favored by the hobgoblins, and the pantheon has the severe, somewhat unfinished style common to them.

At some point in time, an earthquake occurred here (it may have been a spell), opening up a rift in the rise and sending half of the building sliding into the trench. The rubble is now home to a clutch of seven brain moles.

Several of the marble idols of the demon lords are intact in the temple, though they are not in the best of condition and most are knocked over or knocked flat on the floor. The idol of Flavros, the largest in the temple, has a *magic mouth* spell cast on it that is triggered whenever a blade is bared within 20 feet of it. The mouth proclaims the awful majesty of Flavros and then begins preaching about the glories of war and the subjugation of the weak. One might notice that the idol's mouth contains a platinum coin linked to the soul of a long dead emperor of Mu-Pan.

BRAIN MOLE: HD 1 HP; AC 11; Atk Nil; Move 3; Save 18; CL/XP B/10; Special: Brain burrow (save or 1d4 points intelligence damage).

99.95 Hidden Ropers: The landscape here contains an old stone road that descends into a deep canyon. The walls of the canyon are streaked with deposits of gold and marred by many ledges and shallow caves that spout clear, fresh springs. The springs empty into rifts in the canyon floor, keeping it from filling with water. The ledges in one mile-long stretch are occupied by several ropers that are hidden beneath a hallucinatory terrain effect created by a duergar magic-user who wants to keep the gold safe until he is ready to clear the canyon of ropers.

ROPER: HD 10; AC 0 [19]; Atk 1 tentacle (weakness), bite (2d10); Move 3; Save 5; CL/XP 11/1700; Special: tentacles grab and cause weakness.

101.94 Bouncing Ball: When folk enter this hex, a bouncing blue ball appears from overhead and drops about twenty feet in front of them, seemingly from thin air. The ball is about one foot in diameter and bounces of its own accord. It does its best to avoid being caught, yet it will not leave adventurers alone while they travel through this hex. The ball has an AC of 20 for the purpose of catching it.

If caught, the ball adheres to the person's hands (requires an open doors check to remove) and begins to expand.

When it expands to six feet, the person suffers 1d6 points of damage from difficulty in breathing and stretching of the joints. It continues to grow (and inflict damage) for three more feet of growth and then explodes, causing 2d6 points of damage to all within ten feet. At this point, it releases three bedlams, that promptly attack.

BEDLAM: HD 8; AC 4 [15]; Atk 2 slams (2d4); Move F30; Save 8; CL/XP 10/1400; Special: Chaos burst, immune to polymorph, spell failure.

101.98 Caller in Darkness: This hex is cut in two, from north to south, by a stone highway built about ten feet above the surrounding landscape. The highway is built of stark, white stone which is highly polished. Every mile, the road is flanked by two giant statues of divine bulls made of the same polished stone. They look to have once had gems in their eye sockets, but these have all been removed.

At the 6 mile mark (i.e. the center of the hex), weird vapors begin to pour from the nostrils of the eastern bull. These vapors belong to a caller in darkness. The base of this bull has the following engraved on it "Strength Be Thine". If the bull's left horn is kissed, it bestows an 18 strength on the kisser for 24 hours. There is an empty space behind the engraving which leads to a shaft that goes into the ground.

CALLER IN DARKNESS: HD 11 (53 hp); AC 5 [14]; Atk 4 touch (2d6); Move 12 (F24); Save 4; CL/XP 13/2300; Special: Incorporeal, psychic abilities, only harmed by magic weapons and spells.

102.95 Grogan's Hammer: The ghost of a dwarf warrior wanders this hex. It looks like a pallid dwarf with a bloody face and beard. The dwarf holds a ghostly warhammer. If encountered, it approaches a band of adventurers and asks them to take the warhammer and avenge him on the duergar in Grimserne [9.66]. Of course, the warhammer is incorporeal, but if made material it is a *+1 warhammer* that, once per day, can produce an *anti-magic shell* effect when tapped against the ground. In addition, it allows its wielder to discern the alignment (or intentions) of others.

GHOST: HD 6 (21 hp); AC 4 [15]; Atk 1 touch (aging) or 1 hurled object (1d4); Move (F12); Save 11; CL/XP 9/1100; Special: Moan, aging touch, telekinesis.

102.96 Stone Golem Inn: A band of enterprising svirfneblin has established a rollicking good inn here. The inn is set about 40 feet above the ground in an abandoned cliff dwelling that looks to have once belonged to mantari.

Standing beneath the inn there is a stone golem that has the appearance of a great ape with pearly eyes and upward jutting fangs. The gnomes have nicknamed it "Ook", and are apparently capable of commanding it, perhaps by dint of their now owning the cliff dwelling. The stone golem is the only means of accessing the inn other than climbing the walls or flying in, and the gnomes only grant access to folk who appear to be no danger and who are willing to dance a lively jig for the entertainment of themselves and their customers.

The svirfneblin number four ex-adventurers and their significant others and children; there are twelve in all. They serve a passable mushroom brew using fresh water that falls down the back of the inn (a subterranean waterfall) and serve thick mushroom steaks and anything else they can get their hands on.

The inn has ten small rooms (15 gp a night), or folks can stay in the common room for 3 gp a night.

SVIRFNEBLIN FIGHTER LVL 6: HP 32; AC 9 [10]; Save 9; CL/XP 7/600, Special: Multiple attacks, parry, darkvision 120', detect stonework, svirfneblin spells. Short sword, dagger.

SVIRFNEBLIN ILLUSIONIST 3/THIEF LVL 5: HP 14; AC 9 [10]; Save 11 (9 vs. devices and illusions); CL/XP 5/240; Special: Back stab x3, climb walls 89%, delicate tasks 35%, hear sounds 4 in 6, hide in shadows 30%, move silently 40%, open locks 30%, read languages, read magic writings, spells known (2nd), spell points 5, silver tongue, darkvision 120', detect stonework, svirfneblin spells. Daggers (3), darts (10), tools.

SVIRFNEBLIN FIGHTER 3/ILLUSIONIST LVL 5: HP 19; AC 6 [13]; Save 11 (9 vs. illusions); CL/XP 5/240; Special: Spells known (3rd), spell points 12, silver tongue, multiple attacks, parry, darkvision 120', detect stonework, svirfneblin spells. +1 leather armor, military pick, dagger, javelins (3).

SVIRFNEBLIN CLERIC LVL 5: HP 23; AC 9 [10]; Save 11 (9 vs. paralysis and poison); CL/XP 5/240; Special: Banish undead, spells (2/2), darkvision 120', detect stonework, svirfneblin spells.

103.103 Trappers: A gang of seven stone giant trappers is moving through this area on their way to their lair, located closer to the surface. The stone giants wear gray cloaks and tunics and carry large crossbows and heavy clubs. They are dragging a large sledge (about the size of a barge) that holds a couple dozen cages. Inside the cages there are several chokers, a cave bear, three piercers and two very worried wereweasels.

STONE GIANTS: HD 47; AC 0 [19]; Atk 1 club (3d6); Move 12; Save 6; CL/XP 10/1400; Special: Throw boulders.

104.91 Crumbling Kingdom: This hex was once the seat of a svirfneblin kingdom called S kyrning. The svirfneblin eventually fell prey to the many humanoid tribes that dwell in the Gloom s, but not before building an impressive array of spherical structures that dot the landscape. The spheres are about 200 to 300 feet in diameter, half above ground and half below ground. They are constructed of thousands of tiny white pebbles cemented together with *sovereign glue*. These spheres are almost impossible to get into – the walls are five feet thick and seemingly immune to fire, acid and lightning. As well, the pebbles can shift when hit, making dents in the spheres, but making it very difficult to actually make a hole.

Fortunately, there is one sphere, located in the southwest section of the hex, that has a gaping hole in the top. This sphere has been explored and looted many times, and many minor denizens of the Gloom s dwell within. The sphere holds many chambers and tunnels, including a special transportation chamber that sends people into other domes located in the hex. In essence, this dome can be a fairly low level dungeon visited by humanoid adventurers who are beginning their career in the Gloom s.

104.102 Gravel Field: There is a vast gravel field covering most of this hex, which appears to have once hosted several small rivers. The roof above the gravel fields is quite unstable, with large portions of slate randomly falling off the ceiling and smashing everything underneath. There is a 1 in 6 chance per hour of a piece of slate falling on top of adventurers (and a 3 in 6 chance per hour of a piece falling near the adventurers) and dealing 8d6 points of damage (save for half damage).

Many travelers have died crossing the gravel field, and their souls still inhabit the place as poltergeists. Groups of 1d4 poltergeists are encountered on a roll of 1-2 on 1d6 (check twice per day), who attack with the plentiful gravel.

POLTERGEIST: HD 2; AC 7 [12]; Atk special; Move 3 (F6); Save 16; CL/XP 5/240; Special: Fear, telekinesis, natural invisibility.

105.93 Oil Slicks: This hex is filled with broken ground and jagged columns of rock. The low areas are inundated with oil that seeps up from the ground. The master sometimes sends his synthoids to collect the oil, which he knows how to distill into kerosene. There is a 1 in 8 chance of a

company of armed synthoids being present with ladles, barrels and giant lizard-drawn wagons.

SYNTHOIDS: HD 2+2; AC 7 [12]; Atk 1 slam (1d4) or weapon (1d8+1); Move 12; Save 16; CL/XP 2/30; Special: None.

106.92 Din of Battle: A party of seven aasimar was attacked here by earth elementals conjured by the wizard Rancalas, an inhabitant of the ghoulish city of Ghala-ghilan [110.100]. Five of the aasimar have been killed, while two, the warrior-priest Eflod and the paladin Iora are still locked in combat. The aasimar were tasked by the High King of the Under-Dwarves, who dwell in higher caverns, with bringing in the necromancer to be tried and punished for the death of the king's daughter and her entire retinue, who now accompany Rancalas as his zombie slaves.

EFLD, AASIMAR CLERIC 7/FIGHTER LVL 7: HP 31; AC 2 [17]; Save 9 (7 vs. paralysis and poison); CL/XP 8/800; Special: Banish undead, spells (2/2/2/1/1), multiple attacks, parry. Platemail, heavy mace, holy symbol.

IORA, AASIMAR PALADIN LVL 8: HP 39; AC 2 [17]; Save 5; CL/XP 8/800; Special: Lay on hands (16 hp), immune to disease, summon warhorse, dispel evil, detect evil, light. Platemail, shield, longsword, longbow, lapis lazuli holy symbol (600 gp).

EARTH ELEMENTALS (3): HD 12; AC 2 [17]; Atk 1 strike (3d6); Move 6; Save 3; CL/XP 13/2300; Special: Tear down stonework.

106.109 Ancient Wreck: The wreck of an ancient balloon lies crumpled atop a tall, jagged mound of basalt. The gondola, which was made of highly polished white wood, is smashed and useless. The balloon was made of silk, with about 3d10 yards of the material still salvageable. The wreck is located about 150 feet above the ground, and the climb is very treacherous. The wreck is haunted by the ghost of the balloons pilot, a drow called Sarentian.

GHOST: HD 6 (32 hp); AC 4 [15]; Atk 1 touch (aging) or 1 hurled object (1d4); Move (F12); Save 11; CL/XP 9/1100; Special: Moan, aging touch, telekinesis.

107.90 Frozen Swamp: From the heights that surround this hex, it looks as though it covered by a dank swamp. Walking into the hex, though, reveals that the swamp exists, but is locked underneath a transparent material, reminiscent of ice but not cold.

Underneath this weird material one can clearly see dark water and the shapes of frog men swimming through it. The frog men can see the adventurers, and sometimes

swim to the surface and press their faces against the glassy material for a few minutes before swimming away.

The glassy material was created by the celestial powers to trap a herald of Tsathogga inside. The frog men constituted a conquering army of 2,000 that was to subdue the people of the Gloom and bring them under the sway of the demon prince of amphibians.

Somewhere in the western portion of the hex there is a stone pagoda that rises up from the muck, but is also covered by the glassy material. Through the wide open portals of the pagoda, one can clearly see a treasure of 2,420 sp, 3,100 ep, 910 gp, 250 pp, a chrysoberyl worth 2,000 gp and a magic scroll (a *scroll of protection from demons*). What one cannot clearly see is the trapdoor beneath this treasure, which leads into the lair of the herald and allows the frog men to once again menace the Gloom if the glassy lair is broken.

The glassy material is as strong as steel and is 1 inch thick. It is impervious to magic, fire and all acids except for the *universal solvent*. Attacking it requires one to hit an AC of 0 [19] and inflict 30 points of damage. Only metal weapons damage the material. After a weapon has dealt as much damage as its maximum damage (i.e. 8 points for a longsword), its user must make a saving throw each time it scores damage again or the weapon is broken.

FROG PEOPLE: HD 2; AC 4 [15]; Atk 2 claws (1d6) and 1 bite (1d4), or 1 weapon (1d8); Move 9 (S12); Save 16; CL/XP 4/120; Special: Breathe water, hop, paralyzing bite.

HERALD OF TSATHOGGA: HD 14 (59 hp); AC 1 [18]; Atk 10 tentacles (1d8) and bite (2d6); Move 6 (S9); Save 3; CL/XP 17/3500; Special: Bellow, paralysis, swallow whole, regenerate, resistance to blunt weapons.

107.92 Lampbearer: A massive, ancient hill giant wanders through this hex holding aloft a burning lantern. The hill giant is so ancient as to be the size of a stone giant, with long, shaggy hair and deep creases in its leathery face. The giant calls himself the Light Bearer. His lamp holds a bound avatar of Lucifer (by Lucifer's choice, of course) who looks for innocents to free him from the lamp. He plays the role of a djinn and tries to maneuver people into Hell.

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

107.102 Cracking Ground: The ground here cracks and juts up at random intervals, presenting a terrible hazard to travelers (1 in 6 chance per hour of being struck for 8d6 points of damage). Amidst this chaos, there rests the magnificent Throne of Grooms, a simple throne carved from basalt (and quite rough) and set with three dozen onyx (1d6 x 100 gp each). Each of these stones holds an ethereal shade, which can emerge if a living person sits in the throne. The person is stuck fast to the throne while it drains away their charisma (1 point per round). They can only escape the throne with an open doors check, though the shades do their best to prevent this.

As a person loses their charisma, the color gradually drains away from their skin, eyes and hair. When their charisma is drained to 0, the person transforms into a terrible creature called a gloom, the genius loci of the Grooms, so to speak. At this, the terrible eruptions of the hex end and the ground becomes perfectly smooth and placid.

The newly created gloom will expect its former comrades to become its avid worshippers and help it to facilitate the re-conquest of its domain.

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.

GLOOM: HD 25; AC -9 [28]; Atk 1 dagger (2d4); Move 12; Save 3; CL/XP 33/8300; Special: Fear gaze, magic resistance (75%), walk through shadows (per *dimension door*), +3 or better weapon to hit.

108.91 Titanic Skeleton: The skeleton of a greater titan is chained to the ground here. The skeleton, despite being long dead, can communicate with people who step into his skull, which is currently occupied by a slime crawler. The skeleton seeks an artifact that is hidden in the ghoulish city of Ghala-ghilan [110.100]. If revived, it promises wondrous treasures and almost limitless power.

SLIME CRAWLER: HD 1; AC 4 [15]; Atk tentacles (1d3) and bite (1d4); Move 9 (C6); Save 17; CL/XP 1/15; Special: Constrict, slippery.

108.102 Green City: There is a vast ruined city in this hex that is almost completely covered by green slime. Other oozes, jellies and puddings dwell in the place, apparently the former inhabitants after they dared the power of Lucifer. Many treasures are hidden within this city of oozes, if one can manage to survive it.

110.84 Mechanical Kobolds: In the southeastern portion of this rather flat hex there is a circle of 13 mechanical kobolds. The circle is about 15 feet in diameter and the kobolds are made of bronze with cloisonné scales painted green, blue and red (four kobolds of each color). The kobolds have open mouths and carry barbed spears.

They can be activated by placing a platinum coin in an obvious slot. When the final coin is placed, the kobolds begin to spin around at a speed of 6, jabbing their spears towards the center (they are 5 feet long). The ground moves with them, slowly screwing out of the ground until the statues stand atop a cylindrical, metal building 30 feet tall. The kobolds continue to move and jab for an hour.

The cylinder has a single portal with a black enameled door with no latch. The door can be opened (open lock at -35%). Inside there is the tomb chamber of Blach, an ancient high priest of the kobolds and a worshipper of Orobas. The mummy of Blach sits inside, tinkering on various engines and mechanisms and ignoring interlopers unless they make an attempt at his treasure: 3,900 ep, 4,200 gp and an opal worth 9,000 gp.

MUMMY: HD 18 (81 hp); AC -5 [24]; Atk 1 slam (1d8 plus mummy rot); Move 6; Save 3; CL/XP 22/5000; Special: Despair, mummy rot, powers of 10th level cleric, resistance to fire (50%).

110.100 Ghala-ghilan: Ghala-ghilan is the gruesome city-state of the ghouls and ghosts and their hideous lords. The city houses 5,000 ghouls, 1,500 ghosts and their slaves/cattle, which number 1d10 x 1,000 humanoids at any given moment. Ghala-ghilan has sandstone walls topped by a hundred domes cast in bronze and painted with black enamel. In each tower there is a squad of ghouls armed with slings and axes. The streets of Ghala-ghilan are wide and covered with a damp, slimy film. The buildings are sandstone towers rising 30 to 50 feet in height, with flat roofs topped by memorial statues stolen from cemeteries all over the world. Amidst these towers there are long palaces with colonnades.

The ghouls need not eat often, so when they do slaughter their herds of humanoid slaves, they hold grandiose feasts with strangely sedate and dainty entertainments.

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.

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 LORD: HD 12; AC 0 [19]; Atk 2 claws (1d6), 1 bite (1d8); Move 9; Save 3; CL/XP 13/2300; Special: Immunities, paralyzing touch.

111.85 Scouts: A band of 11 svirfneblin scouts mounted on giant badgers has made a temporary camp here. They have been scouting the area for ghouls.

SVIRFNEBLIN, THIEF 6: HP 16; AC 7 [12]; Save 11 (9 vs. devices); CL/XP 6/400; Special: Back stab x3, climb walls 90%, delicate tasks 35%, hear sounds 4 in 6, hide in shadows 30%, move silently 40%, open locks 30%, read languages, read magic writings, darkvision 120', detect stonework, svirfneblin spells. Leather, hand axe, daggers (2), darts (5), short bow, thieves' tools, brass broach (105 gp).

GIANT BADGER: HD 3; AC 4 [15]; Atk 2 claws (1d3), bite (1d6); Move 6; Save 14; CL/XP 3/60; Special: None.

111.100 Wells: This hex is marked with dozens of holes about 50 feet deep and 2 feet in diameter. One comes across 1d6 holes each hour. The holes are empty, but if an object is dropped into a hole, a swarm of stinging insects comes out. These swarms form clouds about 30 feet in diameter and sting everything they can. If a swarm is destroyed, the dead insects turn into 1d1000 copper coins.

SWARM: HD 10; AC -1 [20]; Atk Sting (1d3 + poison); Move F15; Save 5; CL/XP 12/2000; Special: All creatures within swarm are stung each round, poison deals 1d3 points of dexterity damage and causes painful swelling of the glands and joints, swarm only harmed by area attack spells and bludgeoning weapons.

112.82 Comical Helm: On a table of multi-hued stone there sits a jester's cap. The cap has the powers of a *helm of teleportation* and a *helm of ESP*, but anytime the wearer witnesses a failure of some kind (including attack rolls that miss by 5 or more), it must save itself or succumb to the *hideous laughter* spell (caster level 10th).

112.99 Celestial Army: An army of luminous aasimar has gathered here for an assault on Ghala-ghilan, the city of ghouls [110.100], for the ghouls have stolen something precious to the powers of Law, the legendary *Pistis Sophia*. The paladin Eaduenius leads the bright host, who are now camped in white pavilions (regrettably sullied by their long trek through the Underworld) flying white pennons emblazoned with various symbols holy to the forces of Law. The army numbers 25 companies of heavy infantry and 50 companies of light infantry and archers. Almost all

of them are drawn from the Farukh, the descendants of the Heavenly Host that once descended to Nod to destroy the wicked city of Irem and stayed too long. The Farukh dwell in the hills outside of the city-state of Guelph. In addition to the warrior, the army has about 300 bearers and handlers to look after the giant lizards used as pack animals, and ten packs of blink dogs.

BLINK DOG: HD 4; AC 5 [14]; Atk 1 bite (1d6); Move 12; Save 13; CL/XP 4/120; Special: Teleport.

AASIMAR: HD 3+1; AC 2 [17]; Atk 1 weapon (1d8); Move 12; Save 14 (12 vs. mind effects); CL/XP 5/240; Special: Half damage from fire and cold, magic resistance (10%), light.

EADUENIUS, PALADIN LVL 12: HP 47; AC 2 [17]; Save 2; CL/XP 13/2300; Special: Lay on hands (24 hp), immune to disease, summon warhorse, dispel evil, detect evil. Platemail, shield, longsword.

113.79 Shadowy Columns: The western portions of this hex are covered with what, from a distance, appears to be a petrified forest. The "forest" is really hundreds of dark gray stone columns measuring about 30 feet in diameter and 300 feet tall. Hanging from iron spikes driven into these columns are thousands of small, colored lanterns. These lanterns give off a flickering, pale ghost light (from *continual light* spells).

In the light of these lanterns, shadows seem menacing and living creatures take on the appearance of zombies. Undead in the light of these lanterns look as they did in life. Hiding amidst these columns are cloaklers, 1d4 of which appear on a roll of 1-3 on 1d6 made each day. The cloaklers keep their treasures atop these columns.

CLOAKER: HD 6; AC 3 [16]; Atk 1 tail (1d6), 1 bite (1d4); Move 3 (Fly 15); Save 11; CL/XP 9/1100; Special: Moan, shadow shift.

115.76 Crystal Lake: Many years (or centuries) ago a massive stalactite fell from the ceiling and created a deep crater here. The crater is now filled with clear, cold water and supports many slimes and fungal growths on its banks. Phosphorescent growths of kelp float in the lake and obscure the grand silver palace of the marid Shaud, which lies under these waters. The palace is home to a breed of frog people related to the poor souls trapped in [107.90].

The frog people here are dainty and pretty in a way, with dappled hides of gray, white and green, pleasant smooth faces with wide mouths and large, golden-brown eyes.

Clearly, they are touched by fey blood and they relish the company of gnomes, elves and other of the fair folk. The frog people hold sumptuous feasts and wondrous entertainments in Shaud's palace, all under the watchful eyes of the quiet and dignified elemental lord.

Adventurers who spend time in the chill waters of the lake find that after a week they have developed the ability to breathe water as well as air. Another week leaves them with webbed fingers and toes. A third week leaves them wholly turned into frog people and after a fourth week their minds have become fey, forgetting their old lives.

Shaud's treasure consists of 700 sp, 9,500 ep and 220 gp.

RANINE: HD 2; AC 4[15]; Atk 2 claws (1d6) and 1 bite (1d4), or 1 weapon (1d8); Move 9 (S12); Save 16; CL/XP 4/120; Special: Breathe water, hop, paralyzing bite.

SHAUD: HD 11 (52 hp); AC 5 [14]; Atk 2 fists (1d8); Move 10 (S16); Save 3; CL/XP 13/2300; Special: Magic, whirlpool.

116.74 Burial Mound: A burial mound has been erected here for the body of Perin, a lord among the svirfneblin. His lady love, Fanna, now lies next to him, having been buried here about 10 years ago and 100 years after her husband. The entrance to the tomb is sealed with a thick, stone door engraved with a *glyph of warding* on the inside and *explosive runes* on the outside.

About 10 feet inside the entrance tunnel there is a curtain of beads that entangle and strangle people who walk through them (saving throw to avoid entanglement, 1d6 points of damage per round from strangulation per round until a successful open doors check is made).

At the end of the tunnel there is a small chamber (8 feet long and wide, 6-foot-tall ceiling) holding the stone coffins of Perin and Fanna, the lids carved to depict them in life. These are sealed with molten silver (5 gp worth) and protected with illusions that make them appear to be empty. In fact, they contain their bodies wrapped in silk (worth 50 gp) and wearing about 50 gp of jewelry each.

The walls, ceiling and floor hide secret doors into side chambers. The side chambers are three feet wide, six feet long and five feet high. The upper and lower chambers are three feet high and six feet wide and long. The left and right chambers are trapped with scythes (attack as 8 HD

monsters, 2d6 points of damage). The forward chamber is trapped with six crossbow bolts that fire from either side (six attacks by 8 HD monster, 1d6 points of damage from each hit). The upper chamber is filled with lethal gas. The lower chamber fills with water. All of the secret doors seal with sliding doors once a person has passed through and stepped on a pressure plate.

The lower chamber contains 1,320 sp, 1,620 gp, brass earrings (95 gp), a brass medallion (10 gp) contained in brass urns sealed with wax.

117.64 Hot Cave: There is a deep, dank, damp cave here that is heated by a thermal vent and mineral spring. The interior of the cave and much of the exterior is covered by a massive yellow musk creeper. The cave is always filled with 3d6 yellow musk zombies and encounters with 2d4 zombies occur in this hex on a roll of 1-4 on 1d6 per day.

YELLOW MUSK ZOMBIE: HD 2; AC 3 [16]; Atk 1 weapon (1d8) or fists (1d6); Move 12; Save 16; CL/XP 5/240; Special: Link to creator, sprout new creeper.

YELLOW MUSK CREEPER: HD 3; AC 4 [15]; Atk pollen spray (special) or 2 tendrils (1d8); Move 3; Save 14; CL/XP 5/240; Special: Create yellow musk zombie, intelligence damage, pollen spray, rejuvenation

117.76 Hunters: There is a 1% chance per day that this hex is the site of a hunt by an erlking mounted on a nightmare and accompanied by 10 evil pixies and 20 black shucks. The erlking hunts lawful folk, especially elves and dwarves, and collects their skulls as ornaments. After he has killed at least one lawful creature, he opens a rift into Fairyland and disappears into its misty mountains.

BLACK SHUCK: HD 5; AC 3 [16]; Atk 1 bite (1d8 + trip); Move 15; Save 12; CL/XP 8/800; Special: Trip, savage, regenerate 1 hp/rd, walk in shadows.

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%), spells.

ERLKING: HD 23 (90 hp); AC -1 [20]; Atk +3 longsword (2d6 + binding); Move 12; Save 3; CL/XP 30/7400; Special: Spells, immune to cold, magic resistance (55%), +2 or better weapon to hit.

118.69 Water Drum Trap: A cliff face in this hex holds a portal clad in ivory. The ivory is carved into the forms of the warlord Spax triumphantly crushing an orc skull. The portal is not blocked by a door or portcullis.

This portal gives access to a long, dark passage. About 200 feet back, the passage forks. One of these passages leads back to the tomb chamber, the other to a weird trap.

At the end of the right passage, droplets of water fall from the ceiling. These drops are timed with excruciating precision. Embedded in the floor are shiny plates of varying sizes, made of some thin but strong metal. As the drops of water hit the plates they produce a tone, with pitch varying according to the size of the plate; in this way the drops of water produce a rippling, melodic tune, which can be heard from the fork in the corridor.

The repeated impact of the water droplets keeps a small counterweight in the floor from tipping. If the flow of droplets is interrupted (say, by an adventurer passing through them) the trap is triggered. A block of polished stone drops from the ceiling on the outer side of the water curtain. If the victim did indeed move through the water and out the other side, they find themselves in a dead end, with the only passage out sealed off behind them. They also find that the gentle, carefully orchestrated flow of water has turned into something more substantial, almost a torrent. Soon the water level rises, and sometime after that they drown, killed by the thing that lured them here.

If the players examine the stone block sealing off the passage, they find a slight breeze near the top, as the water flowing into the trap chamber is displacing the air. On the other side of the block, one of the metal plates sticks out from beyond the stone. This was so the builders of the trap could reset it whenever they pleased and remove the fresh carrion from inside; pressing the plate with your heel will tip the counterweight the other way and shift the course of small streams with the end result being the block is pulled back into the ceiling and the flow of water stopping. Pressing the plate and deactivating the trap in this way requires a strength check, as the mechanism hasn't been maintained properly in some time, and is a little resistant to being moved.

Five minutes after being deactivated the droplets of water resume playing their melody. The trap is now completely reset and ready for the next unwary adventurer.

The left corridor ends in a bronze sculpture of the face of Spax, a handsome bronze man warrior. The round, disc-like

bas-relief can be rotated to the right (not the left) to reveal the final resting place of Spax. The warlord had his body cast in bronze and set in the space like an idol. It is surrounded by bronze offering dishes and unlit candles. There are three chests here made of bronze and locked with gas traps that cause paralyzation. Inside two of the chests there are the mummified remains of Spax's brides, Samarithe and Britto, who animate and do their best to destroy the tomb robbers. The third chest holds 310 sp, a jade pectoral worth 55 gp and a sard worth 1,050 gp.

MUMMY: HD 6+4 (31 hp); AC 3 [16]; Atk 1 fist (1d12); Move 6; Save 11; CL/XP 7/600; Special: Rot, hit only by magic weapons.

The music trap was written by Adam A. W. as part of the SAGE gift exchange. Remember that, Old Schoolers?

118.73 Boiling Spring: A boiling spring erupts here from the ground, forming a shallow (4 to 7 feet deep) lake that bubbles and roils. On the shore, fire nymphs relax and play in the water and lava children wade into the water and fish like bears for oily eels that burst into flame when pulled from the water, cooking themselves in the process.

LAVA CHILDREN: HD 4; AC 3 [16]; Atk 2 claws (1d4) and bite (1d6); Move 12; Save 13; CL/XP 5/240; Special: Immune to earth magic, fire and metal, double damage from cold.

FIRE NYMPH: HD 2; AC 5 [14]; Atk 1 dagger (1d4 + 1d4 fire) or slam (1d2 + 1d4 fire); Move 12; Save 16; CL/XP 6/400; Special: Heat, spells, immunity to fire, magic resistance (5%), double damage from cold

119.59 Magical Void: The rolling landscape of scarps and ridges in this hex are, in places, marked with floating silvery spheres that levitate about 3 feet above the ground. The objects defy all efforts to move them and they cannot be damaged. In a radius of 30 feet around the sphere, magical items begin to be drained of their enchantments. Armor and weapons lose one plus each minute and wands and staves lose one charge every minute. Potions and scrolls are spoiled after a single minute. A completely drained item turns to lead.

119.70 Golem Construction: There is a stony hollow here in which dozens of kobolds work feverishly at carving the pieces of a stone golem that bears a startling resemblance to Reana, a magic-user dwelling here in a magical manse contained within a fairly small tent.

119.95 Serpentine Canyon: The ground here descends into a canyon that looks like it was dug by a purple worm. Ladders lead down into the depths of the canyon, which is about 100 feet deep at its deepest. Small caves at the bottom contain shrines to forgotten gods with bizarre forms and ornaments. These idols offer people wondrous powers in exchange for their worship and a small piece of a person's soul. Vargouilles are especially common in this canyon, appearing in groups of 3d4 on a roll of 1-3 on 1d6.

VARGOUILLE: HD 1; AC 8 [11]; Atk 1 bite (1d4); Move 0 (F12); Save 17; CL/XP 4/120; Special: permanent hit point loss.

120.63 Exploding Pool: A simple pool in this hex is bordered by white stones that glow lightly. Should a person try to drink from it, the fountain explodes into a water spout, throwing them 1d10 x 10 feet into the air. Should one attempt to ride this spout to the top (requires a dexterity check on 2d6+12) find they can access a chamber carved into the ceiling that contains a great trove of treasure (3,500 ep, 8,000 gp, a brass waist chain worth 20 gp and a smoky quartz worth 125 gp) guarded by an ancient water elemental.

121.64 Sceadwian, City of Shadows: Sceadwain is a sprawling city-state of tieflings garbed in black tunics and togas. The city has a population of 5,000, straight, wide streets flanked by tall buildings of black marble and grotesque statuary depicting the various rebel angels in the moment of their transformation after the fall.

The city-state is flushed with gold, so the tieflings value gold about as much as they value copper. They despise the drow of the underworld, enslaving them and twisting their minds when they get the chance, turning them into docile servants and playthings. The drow slaves have their feet bound and their arms locked to their sides with manacles attached to iron bars that run behind them.

The city is governed by a cambion called Sorix the Severe. Sorix was spawned by a bone devil called Aztah, a chamberlain in the manse of Orcus in Dis. Sorix is unspeakably wicked and is hated by his subjects, whose own chaotic natures rankle under his iron fist.

121.65 Adamantine Towers: A tribe of 240 goblin warriors and their 230 mates and 150 young dwell in this hex in a sprawling village of adamantine towers. These towers are

smooth constructions that seem to have been cast as single pieces. The adamantine towers have simple, locked portals and high windows.

The goblins are religious zealots, worshipping Hel. They paint their faces half black and half white and swathe themselves in heavy gray robes. Their largest tower is dedicated to the demon queen of icy death, holding a smallish ivory idol to Hel. The temple holds three important things. First, the apartments above the sanctum are home to Lorch, high priest of the goblins and his honor guard of three winter wolves. Within the left eye of the idol of Hel there is a portal into the dark fairyland from which emerges the erlking (117.74).

Finally, driven into the floor of the temple, right before the idol of Hel, there is an adamantine spike. Removing the spike requires immense strength (18) and an adamantine crowbar. The spike is engraved with ancient runes of power that gleam blue in the moonlight. If removed, the adamantine towers sink into the ground (you have a couple rounds to get out). Wherever the spike is pounded into natural earth, the towers rise.

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

WINTER WOLF: HD 5; AC 5 [14]; Atk 1 bite (1d6+1); Move 18; Save 12; CL/XP 6/400; Special: Breathe frost (1/turn).

LORCH: HD 6 (24 hp); AC 6 [13]; Atk 1 weapon (1d6); Move 9; Save 11; CL/XP 7/600; Special: -1 to hit in sunlight, spells as 4th level cleric and 5th level magic-user.

121.66 Tormented Mephits: Ten fire mephits have been chained to the ground here near a frosty cave. The cave is inhabited by three frost giant brothers, Frimli, Giri and Hundi and their pet small white dragon, Snurl. The giants torment the mephitis from time to time, carrying small torches near them and then snapping them away.

FROST GIANT: HD 10+3 (40 hp); AC 4 [15]; Atk 1 weapon (4d6); Move 12; Save 5; CL/XP 11/1700; Special: Hurl boulders, immune to cold.

WHITE DRAGON: HD 6 (24hp); AC 2 [17]; Atk 2 claws (1d4), 1 bite (2d8); Move 9 (Fly 24); Save 11; CL/XP 8/800; Special: Breathes frost.

122.67 Canyon of Games: A rugged canyon with greenish walls serves the site of annual competition between the giants of the Glooms and the surrounding caverns. Here, the giants meet (assume a 2% chance of the games

happening when characters pass through) for one week to compete at yelling, throwing boulders, punching each other in the face and punting goblins, with prizes of wives, livestock and ancient weapons awarded to the winners.

Because the giants are frequent visitors, they have dug into the walls of the canyons and created many drinking halls for each troupe to occupy. These mead halls are composed of a long hall with many side passages leading to bedrooms and pantries. The pantries are rarely stocked with food and drink unless the giants are in residence.

123.95 Vath, City of Wizards: Only the most learned necromancers and demonologists ever discover the tales of Vath, the city of wizardry hidden in the Glooms. The city is really a gathering of ornate towers surrounded by a circular wall of white stones with three secret portals about 15 feet tall and 10 feet wide. The interior of these secret passages are guarded by various *guards and wards*.

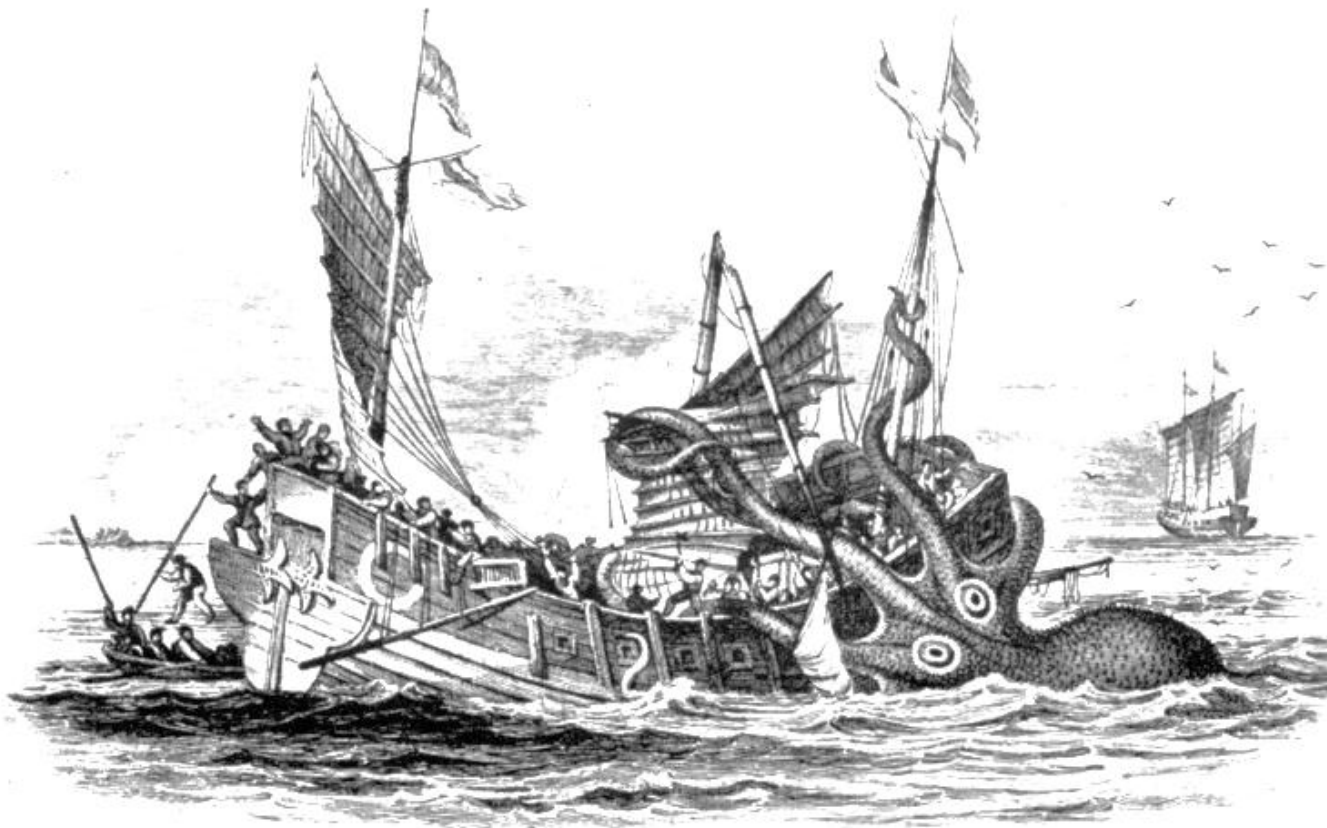
The streets of Vath are unpaved and thronged with necromancers and their servants, both living and undead, as well as goblins and kobolds hawking every good

imaginable, imps buzzing about the air and homunculi like monkeys screeching on the ledges and leaping from roof to roof delivering messages. The city is home to 10,000 souls in all, living and undead. Any given street in Vath is occupied by 3d4 magic-users (roll 2d6 for levels) plus their retainers of one skeleton or zombie per level plus 1d4 first level apprentices.

The necromancers of Vath have a parliament housed in a tremendous tower (500 feet in diameter, 1 mile tall) and a prime minister elected from the ranks.

124.68 Silver Athanor: A silver athanor is in this hex hunting for its lost master, an eerie child with considerable psychic powers. The child was stolen away by the wizards of Vath, and now languishes in their dungeons.

SILVER ATHANOR: HD 8 (43 hp); AC -2 [21]; Atk 1 sword (1d10); Move 12; Save 8; CL/XP 10/1400; Special: Convert blood (heals 1 hp/2 hp damage inflicted within 5 feet of it), only harmed by magic weapons, spells (1/day – *strength, haste*).



THE ACHERON

7.59 Akelhognota: Akelhognota is a great kraken that dwells beneath the black waters of the Acheron. She rests at the bottom of a mile deep hole that is about 300 yards in diameter. In the hole, she rests atop a small rise, surrounded by her treasures and 15 zombies. The zombies dance around Akelhognota slowly and painfully. The creatures have had their eyes replaced by small mirrors that are linked to mirrors within fifteen different demonic palaces in Dis. When Akelhognota wants to check in on the politics of Hell, she simply grabs a zombie and holds it up to one of her massive eyes.

The kraken's treasure consists of 3,312 gp, 280 pp, a chalcedony worth 750 gp and a *scroll of magic missile*.

ZOMBIE: HD 2; AC 8 [11]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.

AKELHOGNOTA: HD 20 (75 hp); AC 0 [19]; Atk 6 tentacles (2d6), bite (3d6); Move (S3) (Jet 21); Save 3; CL/XP 24/5600; Special: Ink cloud, constriction, control weather, create lights.

7.61 Sunken Ship: The remains of a large, ironclad ship sit at the bottom of the Acheron. The ship had some ornate castings that suggest it was built by the ancient ophidians, though for what purpose is unknown. While most of the ship is rusted, pitted and flooded, there are a few upper cabins and compartments filled with air. One can only enter these cabins from below the water's surface.

[A] This long passageway is clad in ruddy bronzes and ululating strands of a black, crystalline substance that is both elegant and sinister. In the middle of the passage there is reptilian creature of delicate construction, with flaky, white scales and a drawn face seated on a plush divan with a hammered dulcimer on its lap. The creature wears a cloak of amber silk pinned with a golden brooch around its neck. The walls of the passage way are lined with shelves holding all manner of potent potables in crystal decanters, terracotta jugs and bottles of cloudy green glass. The undead musician leaves visitors alone if they leave him alone, but if challenged or molested in any way, it reveals itself to be an ophidian banshee.

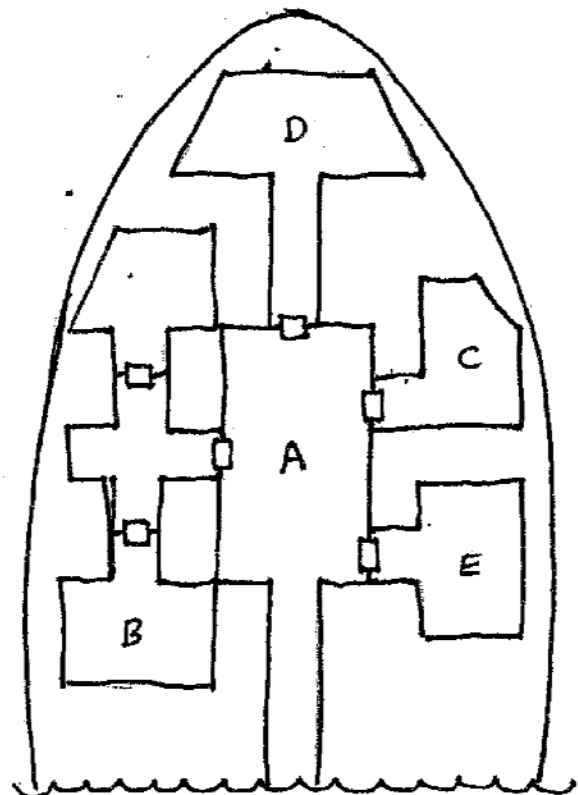
BANSHEE: HD 7; AC 0 [19]; Atk 1 claw (1d8); Move (fly 12); Save 9; CL/XP 11/1700; Special: Magic or silver to hit; magic resistance 49%; shriek of death; Immune to enchantments.

[B] This ornate room, with its warped wooden floor, is covered in dried flower petals. Dead plants line the walls and a humanoid figure, obscured by the petals, lies on the floor. A cult of deviant ophidians dwells here, living off of fish caught from the Acheron. Their leader is a mummified ophidian, and the flowers that obscure him are now joined permanently to his body, making him infinitely more attractive than the average mummy, but no less deadly. The mummy has three emeralds, worth 1,000 gp each, lodged inside its rib cage.

OPHIDIAN CULTIST: HD 3; AC 4 [15]; Atk1 two-handed weapon (1d8+1) and bite (0); Move 12; Save 14; CL/XP 5/240; Special: Reproductive bite.

FLOWER MUMMY: HD 6+4 (27 hp); AC 3 [16]; Atk 1 fist (1d12); Move 6; Save 11; CL/XP 7/600; Special: Rot, hit only by magic weapons.

[C] This stateroom has a magnificent jade arch at the entrance and exquisite furniture throughout. It was the last resting place of an ophidian mage who now stalks the



room as a powerful spectre. An ebony chest here (locked) holds ceremonial jewelry (golden chains set with tiny quartz crystals, bands of silver for the arms and ankles, etc. worth about 1,000 gp and the magic-user's spellbook, which holds the following spells: 1 – *detect secret doors, grease, identify, mage armor, magic missile*; 2nd – *blur, mirror image, scorching ray, see invisibility, strength*; 3rd – *explosive runes, fireball, fly, gaseous form, hold person, wizard eye*; 4th – *black tentacles, dimension door, phantasmal killer, polymorph*; 5th – *cloudkill, nightmare, permanency, teleport*; 6th – *anti-magic shell, disintegrate*.

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.

[D] This was the captain's private chamber. The back wall is composed of glassy steel that shows the dark, murky waters of the Acheron. The room is now occupied by a dozen arcanasters, metallic, coral pink starfish things about 1-ft in diameter, stuck to the walls and floor. The room also contains a case of maps (essentially showing the major features of the Acheron, but one is a treasure map to elsewhere in the Glooms), a chest containing saffron colored wrappings and some copper jewelry – about 300 gp worth – and a silver dagger that, when thrown at a natural earth surface creates a small pool of water (per *create water*) once per day.

ARCANASTER: HD 1; AC 7 [12]; Atk 1 projectile (1 + implant); Move B3; Save 18; CL/XP ; Special: Implant egg (burrows under skin in 1 round, dies in non-magical creatures and characters, grows into adult arcanaster, cutting out deals 75% damage to the host, charms host per *charm monster*, drains 1 Con per day from host).

[E] This salon was used for gambling – mostly games of dice. Five ophidian wraiths remain here, forever gambling chips of wood burnt with weird symbols using a trio of ivory dice. One of the wraiths wears a signet ring (three entwined cobras) that gives him radar sense like a bat.

WRAITHS: HD 4; AC 3 [16]; Atk 1 touch (1d6+ level drain); Move 9 (F24); Save 13; CL/XP 6/400; Special: Drain 1 level with hit.

7.63 Oraguldurn: Oraguldurn is a particularly evil dragon whale that haunts these waters. Trapped in its belly is Sir Dudge, a chaotic knight on a quest [see 35.99]. Dudge bears a +2 *shield* emblazoned with a double-headed dragon, half crimson and half black. He wants out of the whale, but he's thoroughly untrustworthy.

DRAGON WHALE: HD 42 (200 hp); AC -6 [25]; Atk 1 bite (5d6) or claw (4d6) or tail (3d6); Move 9 (S24); Save 3; CL/XP 48/12800; Special: Breath weapon, capsize, swallow whole, +1 or better weapon to hit, immune to sleep and paralysis, resistance to cold and fire (50%).

10.72 Anemone Shelf: Hundreds of brightly colored giant sea anemones are attached to a wide shelf along the bank of the Acheron, about 70 feet below the surface. Equally colorful nixies dwell within these anemone, sometimes falling prey to them, but more often tending them. The nixies are led by the druid Anwyla, whose sea cave lair is hidden by the anemones. Deep within this sea cave there is a bubbling fountain of air. Bathing in this air, which carries the damp smell of moldering leaves, one becomes a creature of living water. While in this form, the person can swim at a movement of 30 and is immune to cold and resistant to fire. This state lasts for a number of hours equal to the person's constitution score.

GIANT SEA ANEMONE: HD 11; AC 8 [11]; Atk tendrils (paralysis); Move 0; Save 4; CL/XP 13/2300; Special: Acid cloud, swallow whole.

NIXIE: HD 1d4 hp; AC 7 [12]; Atk 1 weapon (1d6); Move 6 (S12); Save 18; CL/XP 1/15; Special: Charm.

ANWYLA, NIXIE DRUID LVL 10: HP 38; AC 7 [12]; Save 6 (4 vs. fire); CL/XP 11/1700; Special: Spells (5/3/3/2/1), first mysteries, shapechange, immune to fey charms, charm power. Shield, spear, hepatizon holy symbol worth 125 gp.

11.75 Sea Tunnel: A wide tunnel (20-ft in diameter) was dug into the banks here in an effort by some fool to undermine the walls of Hell. About 500 feet back, the miners hit a thermal vent. Every 1d4 hours, the tunnel is filled with scalding, bubbling water (10d6 damage).

15.83 Traders: A caravan of sudoth venturers is making its way through the Acheron in glass bubbles that hold all manner of odd cargo. The bubbles are pulled by giant manta rays. The merchants ride atop the bubbles, grasping them with their tentacles. The leader of the caravan is Ho'tholeggutug. He carries the most precious cargo of the caravan, a golden box holding three alicorns.

SUDOTH: HD 4; AC 6 [13]; Atk 2 fists (1d6) and tail tentacles (1d8 + paralysis) or 1 weapon (1d8) and tail tentacles; Move 5 (S12); Save 13; CL/XP 4/120; Special: Paralytic enzyme.

HO'THOLEGGTUG, SUDDOTH VENTURER LVL 11: HP 12; AC 6 [13]; Save 12 (11 vs. traps); CL/XP 3/60; Special: Appraise, haggle, natural leader, pidgin, smuggle, sudoth abilities.

17.85 The Salted Wound: The *Salted Wound* is a massive treasure junk with a damned crew of pirates who betrayed their mates and conspired with the authorities. These men and women are commanded by Captain Chimchik and her parrot Orlainn, a shapechanged imp. The crew of the monstrous ship numbers 250 pirates, four mates (F4) and the priestess Eregwen (C7). The pirates wear chainmail shirts and wield scimitars and crossbows.

Hidden on the lower deck of the ship there is a passage of many doors. Each door is different, and all are ornate. Each door is also locked and completely immune to spells. Thieves suffer a -30% or -6 penalty when picking a lock, but all one need do to open a door is to allow a drop of blood to flow into the mechanism. Each door opens into a different manse within the damned city of Dis.

DAMNED PIRATE: HD 2; AC 7 [12]; Atk 1 weapon (1d8); Move 12; Save 16; CL/XP 3/60; Special: Backstab x2, +1 to hit and damage in first round.

ORLAINN THE 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.

CAPT. CHIMCHAK, FIGHTER LVL 9: HP 46; AC 6 [13]; Save 6; CL/XP 9/1100, Special: Multiple attacks, parry. Leather armor, buckler, rapier.

20.89 Mallichan: Mallichan is a fiendish megalodon with a grotesque, bearded face and huge, jutting fangs. The damned shades of merfolk, sahuagin, locathah and other aquatic folk are nailed to the flanks of this massive beast for eternity while it swims the Acheron in search of prey.

MALLICHAN: HD 13 (66 hp); AC 5 [14]; Atk 1 bite (1d10+8); Move 0 (S18); Save 3; CL/XP 13/2300; Special: Feeding frenzy.

35.99 Bothaaa: This hex holds the lair of Bothaaa, a giant, fiendish octopus spawned by Dagon himself. Bothaaa is usually in his sea cave, studying his greatest treasure, a jar that holds the preserved head of the Rivana, youngest daughter of the lich lord Piran. This head wears a crystal diadem (worth 1,000 gp). It is still alive, the body preserved and resting in an ornate crypt in Guelph. The head is sought by Dudge, the chaotic knight trapped in the stomach of the dragon whale Oraguldurn [7.63].

BOTHA AAA: HD 14; AC 7 [12]; Atk 8 tentacles (1d3); Move 2 (S10); Save 3; CL/XP 17/3500; Special: Constriction and pinioning, +1 or better weapon to hit, resistance to cold and fire (50%), magic resistance (35%).

51.106 Banshees: An ancient cog with tattered sails has run aground on jutting rocks set 50 feet from the bank. The cog was carrying wives meant for the fortress of Zaebo, but it met with Poscatos [57.105] and was sent into the rocks. The wives now persist as six howling banshees who are bound to the platinum necklaces worn by their skeletal corpses. These necklaces were gifts of Zaebo to his brides that their souls might belong to him. If removed from the bones and brought to Zaebo, he will almost have to do the adventurers some manner of service. Each of the necklaces is worth 500 gp.

BANSHEE: 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.

57.105 Skeletal Sea Serpent: A skeletal sea serpent that measures 200 feet in length dwells here, coiled around a black, metal sphere. Embedded deep within that sphere, behind 4 feet of metal, is the sea serpent's phylactery, for the serpent is actually a sea serpent lich called Poscatos.

POSCATOS: HD 18 (95 hp); 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.

74.104 Gulpers: About 20 feet below the surface of the Acheron there is a conglomeration of clay pipes, varying in size from 10 to 20 feet in diameter. The pipes are maze-like in their complexity and one could wander for days through them, assuming they could breathe underwater that long. There is little of interest inside these pipes, but they are home to schools of giant gulper eels. Encounters with 2d6 of them occur on a roll of 1-2 on 1d6 (check each hour).

In addition, there is a 1 in 12 chance per day that the pipes begin a powerful suction, sending people, eels and anything else in the pipes into a subterranean vault filled with the black waters of the Acheron. The sides of this vault are carved with cliff dwellings in a Romanesque style. Herein dwell the souls of men and women who drowned in the Acheron. They are governed by Khalmu, a cambion spawned by Dagon with a mermaid.

GULPER EEL: HD 6; AC 7 [12]; Atk 1 bite (1d8); Move S9; Save 11; CL/XP 8/800; Special: Swallow whole.

SHADE: HD 1; AC 6 [13]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 2/30; Special: Blend with shadows.

KHALMU: HD 8 (30 hp); AC 1 [18]; Atk 1 weapon or 2 claws (1d6); Move 15; Save 8; CL/XP 12/2000; Special: Spells, +1 or better weapon to hit, immune to electricity and poison, magic resistance (20%), telepathy 100'

84.101 Narwhals: A pod of vampiric narwhals haunt this hex, attacking any living thing that wanders in. When sated, the horn (tooth, actually) of these beasts becomes blood red and in this state has the power to vaporize all the water around it in a 30 foot radius, turning it to steam. This inflicts 6d6 points of fire damage, and the water rushing back in to the space causes another 2d6 points of bludgeoning damage. The narwhal is unaffected by this rush of water or steam. This can only be done once, the tooth returning to its normal pearly state afterwards.

VAMPIRIC NARWHAL: HD 12 (50 hp); AC 4 [15]; Atk 1 bite (3d10); Move (S24); Save 3; CL/XP 12/2000; Special: +1 or better weapon to hit, magic resistance (30%), immune to cold.

88.99 Sea Serpent: A great sea serpent, with fangs like longswords and saucer eyes, is wrapped around a corroding iron anchor on the river bottom. Various shattered ships and human and humanoid remains litter the ground around the anchor, along with a variety of treasures. Most interesting among them, though, is a mechanical scribe made entirely of porcelain and brass gears. Although humanoid from the waist up, the scribe has no legs, rather it rises from a circular deak. It is capable of remembering anything said before it and transcribing those words on any surface with a magic quill.

SEA SERPENT: HD 30 (127 hp); AC2 [17]; Atk 1 bite (4d10); Move 0 (S18); Save 3; CL/XP 30/8400; Special: Swallow whole.

94.96 Sea Tavern: A drifting hulk has been turned into a floating tavern for evil sea folk. All manner of dark creatures roam about above and below decks – sahuagin, fish men, lizard men, damned pirates, etc. The captain's quarters remain the abode of Captain Hrofe, a skeletal pirate with a *+1 throwing axe* that returns when thrown. His crew of jolly rogers maintains the ship and serves as waiters, bartenders and bouncers. The main tavern is located below decks, where kegs of ale and rum are kept behind locked bars and the twisted creatures of the Acheron are served raw on silver plates.

JOLLY ROGER: HD 2+2; AC 6 [13]; Atk 1 weapon (1d8); Move 12; Save 16; CL/XP 3/60; Special: Frightful, gold lust.

CAPT. HROFE: HD 12 (50 hp); AC -1 [20]; Atk +1 longsword (1d10+2); Move 12; Save 3; CL/XP 12/2000; Special: Fear aura, +1 or better weapon to hit, immune to turning, magic resistance (60%).

103.91 Bounty Hunters: A school of tojanida is making its way through this hex searching for an evil titan that escaped from his imprisonment on the water-world of Alcyone located far away in the Firmament. The tojanida followed the "world stream" (Astral Plane) to Acheron. The titan is called Iphicias.

TOJANIDA: HD 7; AC -4 [23]; Atk 1 bite (2d8) and 2 claws (1d6); Move 3 (S36); Save 9; CL/XP 11/1700; Special: Grab, ink, immune to acid and cold, half damage from fire and lightning.

IPHICIAS: HD 22 (96 hp); AC -3 [22]; Atk 1 weapon (2d8); Move 21; Save 3; CL/XP 24/5700; Special: Spells.

104.89 Tomb of Shiko: At the bottom of the Acheron there is a malachite statue of a demure woman of an Asian cast holding a large oyster. The oyster is closed and hinged, but it frustrates all attempts to open it unless it comes into contact with a copper coin. At this, the oyster opens, revealing a large, perfect pearl. If the pearl is touched, the pearl sucks all living creatures within 30 feet into itself and



the oyster closes once again.

Within the pearl one finds themselves in a pocket dimension that resembles a series of marble halls, like a museum, holding all manner of weird items – old statues, clocks, armor, siege engines, massive carvings, etc. These halls are patrolled by a variety of kobold with green-blue scales. The kobolds maintain the junk that fills these halls and rearrange it to keep the path through the junk an ever evolving maze. They also maintain the many traps in the hall – pitfalls, triggers that dump junk on top of people, arrow and spear traps, etc. All of the items in this place are actually forgotten memories and each is haunted by a sort of spirit of memory that takes the form of a black sheet that attempts to catch and strangle folks tampering with the items. Encounters with 2d6 kobolds occur on a roll of 1-3 on 1d6 made once per hour.

Hidden within this maze of junk there is a silver statue of an octopus man (worth 1,000 gp) holding an oyster similar to the one that got people into this maze. By touching this oyster with a silver coin, it opens to reveal a black pearl that has the same effect as the other pearl, sucking people into another pocket dimension, this one holding the tomb of the ancient Nakdani warlord Shoki of the Silver Sword.

The tomb is a giant black chamber that measures 50 feet wide and deep, with a domed ceiling of purple marble 30 feet high at its highest point. Those close to the walls might be struck by a long, purple tongue – like that of a frog. The tongue drains one level per round (save to negate) and holds fast. The tongue can be removed with an open doors check or by inflicting a total of 12 points of damage to Armor Class 4 [15]. The tongues stretch 30 ft.

In the center of the tomb there is the sarcophagus of Shoki, now occupied by his silver sword (+1 *bastard sword*, sings during combat, forcing people to save or suffer a -2 penalty to all attacks) and a pile of ashes.

Upon closer inspection, the walls of the tomb turn out to be glass, the Acheron flowing on the other side. The only way to escape the tomb is to smash the glass walls (AC 6 [13], takes 20 points of damage focused on one spot).

KOBOLD: HD 1d4 hp; AC 6 [13]; Atk 1 weapon (1d6); Move 6; Save 18; CL/XP A/15; Special: None.

110.80 Tunic: A bloodstained tunic floats on water. The tunic stains people's fingers permanently; the blood attracting vampires like honey attracts flies.

113.77 Men at Work: At the bottom of the Acheron here there is a wide shaft that descends into the crust. As one goes down the shaft, the water becomes airy and breathable, until it is finally composed of the stuff of the Astral Plane. This is an unintentional rift in the fabric of the cosmos, and several strange, cubical creatures have been deployed to repair the oversight. They do their best to keep intruders out.

CUBIC POLYHEDROID: HD 4; AC 3 [16]; Atk 4 pincers (1d4+3) or 2 bows (1d4+5); Move 15; Save 13; CL/XP 6/400; Special: Immune to enchantment and illusion, excellent vision.

117.67 Killer Whales: A pod of fiendish whales makes its home here. The beasts have a poisonous bite. The whales are the spirits of murderesses that appear at first as giant, beautiful women with tortured expressions on their faces as they glide through the water. This is a mere illusion, of course, and when they are close enough the illusion fades and a toothy maw appears.

KILLER WHALE: HD 12; AC 4 [15]; Atk 1 bite (3d10); Move (Swim 24); Save 3; CL/XP 12/2000; Special: Magic resistance (30%), +1 or better weapon to hit, immune to cold.

ASPHODEL

Before we get too deep into southern Asphodel, we need to cover Signo, the floating city of Barbato. Signo can appear anywhere in Asphodel, and is the envy (and fear) of the other demon lords, especially Flavros.

Signo appears as a collection of towers and outbuildings formed of volcanic glass. Some of the towers are as tall as 30-stories. This conglomeration of structures rests upon a conical basalt island about 2 miles in diameter and 1 mile thick at the thickest point. The island floats 500 feet above the surface of Asphodel. The basalt is riddled with caves inhabited by harpies and bloodhawks.

The streets of Signo are swathed in black smog that streams down from the towers and off the sides of the

island, coating the land below in oily ash. The citizenry of Signo is made up of shades, dretches and barbed devils, the “aristocracy of Signo”, and the air is thick with cackling vulchlings. Signo is a city of hunters and hunted. The shades play the part of the latter, the others the former. While there are dwelling places in Signo, usually at the tops of the towers, most of the place is a sort of maze wherein shades can do their best to avoid the hunt.

Each night, a great gong sounds in Signo and all creatures, great and small, congregate in the massive citadel of Barbatos, which rises 30 stories. There, they sit around hundreds of basalt tables feasting on spiced wine and every sort of game (roasted, turned in sausages, baked into pies, boiled in stews, etc.) while vulchlings circle and grab whatever bits of food they can nab.

Within the basalt base of Signo there are great factories of duergar working tirelessly to make bombs to be dropped on whatever people or place has recently offended the lord of Signo. These bombs, when they hit the ground, inflict 20d6 points of damage in a 50-ft diameter, 10d6 200 feet beyond that, 5d6 500 feet beyond that and 2d6 1 mile beyond that. Half of this damage is from concussive force



and shrapnel, the other half from hell fire.

9.57 Amber Tower: Three hundred cowardly shades dwell here in a village of packed mud houses surrounded by a dry moat filled with pongee sticks coated with a black, tar-like poison that causes people to slip into a comatose sleep for 1d4 days. When they awake, they find themselves changed, their skin scaled and colored deep purple on their extremities and their minds possessed of an animal cunning, though their intelligence score drops to 3. The shades of the village have ashen skin that is cracked and dry. They are lean and quiet and move stiffly.

The village is overseen by Leralol, a nalfeshnee minion of Barbatos who dwells in a tower of amber glass that gives off waves of heat. Standing within 100 feet of the tower is uncomfortable. Moving to within 10 feet causes 1d4 point of damage per turn. This damage persists within the tower, which is 50 feet tall and 20 feet in diameter. Each floor of the tower is circular in shape, with an arched roof and a spiral stair in the center leading to the next floor. All of the glass surfaces in the tower are hot to the touch, causing 1d6 points of damage.

In the lower chambers, Leralol has dozens of newly arrived shades chained to the ceiling, drying like prosciutto. The third level holds changed victims of the black tar poison in cages. These poor souls serve as Leralol’s primary form of entertainment – hunting. The fourth level holds his kennel of nerizo demons, which he uses on his hunts. The fifth level holds his own quarters, a room about twice as big as it should be, given the size of the tower. This room is decorated with all manner of grisly hunting trophies, most of them humanoid, but also many wild, demonic animals as well, a row of seven succubus heads posed most scandalously and the head of a hellephant that has been turned into a headboard on Leralol’s bed. Five servant succubi are chained to this bed, but have enough room to move through the chamber, which connects to a small pantry, kitchen and armory.

NERIZO DEMON: HD 10; AC -1 [20]; Atk 2 claws (1d6) and tail sting (1d6 + poison); Move 15; Save 5; CL/XP 17/3500; Special: Poison, spit acid, spells, magic or silver weapons to hit, immune to electricity and poison, magic resistance (35%).

LERALOL, NALFESHNEE: HD 11 (52 hp); AC -1 [20]; Atk 2 claws (1d4), 1 bite (1d6+2); Move 9 (F14); 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.

9.62 Dinosaur Skeleton: A dinosaur skeleton is half buried in the soil here. The bones regenerate flesh slowly, which is picked at by a flock of giant ravens that jealously guard their prize. Clamped between the great beast's jaws is a human arm encased in platemail, with a gold ring on one finger. The arm is preserved and apparently alive, and if released will claw its way across the savannah to find its master, the knight Sir Claren, who languishes in the dungeons of the city of Grimserne [9.66].

GIANT RAVEN: HD 3; AC 5 [14]; Atk 1 bite (1d8); Move 2 (F20); Save 14; CL/XP 4/240; Special: None.

9.66 Grimserne: Grimserne is the dark city of Alberich, the king of the nyblings, a race of sorcerous, demonic dwarves. The nyblings are sore put upon by Alberich, and the shade slaves of Grimserne even more so.

Grimserne is home to 5,000 shades and 3,500 nyblings. The city is built into the sides of a massive and ever deepening pit mine from which the slaves extract copious amounts of coal, enough to fire the furnaces of Dis. The nyblings direct the slaves in their mining and then form them into great caravans who march towards the palace of Minos and the narrow stairs that lead down to the third ring of Hell. Each shade holds 300 pounds of coal on its back in canvas sacks, and by the end of the journey to Dis are so spent that they often die and melt into the landscape, emerging back in their pit a few days later.

Alberich is a mighty sorcerer among dwarves. He and his people possess an unheard of skill at forging magical items, making them as easily as most craftsman make normal items, but expecting cruel payments for their handiwork and cursing the items to make sure they are not betrayed.

NYBLING: HD 3; AC 2 [17]; Atk 1 pick (1d6); Move 9; Save 17; CL/XP 4/120; Special: Smell gold, runes.

ALBERICH: HP 45; AC 9 [10]; Save 5 (3 vs. poison and spells); CL/XP 13/2300; Special: Spells (4/4/4/4/1), dwarf traits, +1 or better weapon to hit, magic resistance 40%). *Staff of wizardry*, dagger.

11.60 Waxy Bridge: The land falls away here, exposing a bare, rocky chasm with jagged rocks at the bottom. Serpents coil about these rocks, their poisonous spittle coloring the rocks yellow. A stone bridge permits one to

cross the chasm (which always appears in the hex to travelers, regardless of which way they are trying to cross it). This natural bridge is about 3 to 6 feet wide and covered with a thick wax. About midway across the bridge, the wax begins to bubble and flow and form into 30 wax golems, who attempt to shove people into the chasm.

WAX GOLEM: HD 4 (20 HP); AC 5[14]; Atk 2 fists (1d8+3); Move 6; Save 13; CL/XP 7/600; Special: Resist blunt weapons, magic resistance (25%).

11.70 Prison Farm: The damned souls of 450 greedy halfling farmers toil here on a vast field, farming and tending animals under the poisonous whip of the balor Enkepiss and his manes. The halflings grow bitter kale, lima beans, Brussels sprouts and pumpkins that grow to about four feet in diameter and bear tormented faces on their pale orange skins. They also tend sheep that they turn into spicy meat pies that are valued throughout Hell.

Each of the pumpkins, if one should carve a hole into it and crawl inside (gnomes and halflings can manage this) is a portal to the surface world, the person emerging on a farm in the northern halfling kingdom of Yore.

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.

ENKEPIS, BALOR: HD 9 (60 hp); AC 2 [17]; Atk 1 sword (1d12+2) and 1 whip (entangles); Move 6 (15 fly); Save 6; CL/XP 13/2300; Special: Magic resistance (75%), surrounded by flame (3d6), magic weapon required to hit, unaffected by spells from casters lower than 6th level.

11.72 Yar-Zalok: The eleven icy towers of Yar-Zalok rise from the landscape here about 20 feet tall. The walls between them are all of 12 feet tall. Atop each of the flat towers there is a crew of three furry, white bugbears operating a ballista. The barbed bolts of these ballistae are attached to iron chains, allowing the crews to hit their prey and winch them back to the tower as a prize. Each tower is guarded by a total of 20 bugbears.

Although this rather stubby castle seems easy to get into, the ice walls are quite slippery, and as one climbs them they grow at a rate of 10 feet per round, to a maximum height of 60 feet. Each tower allows entrance into the courtyard beyond, and these towers grow right along with the castle walls.

The frigid courtyard features many shades entombed in ice, either in the form of statues or behind the walls or

under the floor. In the center of the place there is the 80-ft. tall keep of Asasut, a comely marilith with the abilities of a 10th level ranger. Asasut is the mistress of Barbatos, but would like to trade up to either Minos or Azazel. Flavros knows of her treachery, and thinks she might be a useful pawn in seizing Barbatos' floating city. Asasut has a bodyguard of greater medusas.

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, 50% chance.

GREATER MEDUSA: HD 8; AC 3 [16]; Atk 1 dagger (1d4) and snakes (1d4 + poison); Move 12; Save 8; CL/XP 10/1400; Special: Petrifying gaze, poisonous blood.

ASASUT, MARILITH: HD 8 (44 hp); AC -3 [22]; Atk 6 weapons (1d8), tail (1d8); Move 12; Save 8; CL/XP 13/2300; Special: Magic resistance (80%), +1 or better magic weapon required to hit, demonic magical powers.

12.64 Waterfall: A waterfall crashes into the ground here, falling all the way from the ceiling miles above. The water burrows into the ground here, having dug out a complex of caves that eventually empty into the second ring of Hell. If one can manage to survive the waterfall (it inflicts 2d6 points of damage per round to those who enter it, until they manage to swim 30 feet into the watery caverns below) and navigate the complex of caverns, they can find a quick route to the second ring of Hell.

12.69 Hunting Party: The sound of thunder echoes across the savannah here. The source is a hunting party led by Barbatos himself, the great hunter of Hell and one of the most even-tempered of the demon lords. He is accompanied by a hezrou dandy, Azarkael, three ancient kings of Irem, Baranaspes, Isenses and Teodemnes, a pack of 10 nerizo demons (used as hunting hounds) and twenty gnoll bearers. The crew is hunting with demonic blunderbusses (2d8 damage, deafening roar for all within 60 feet), and their current quarry is a bull hellephant.

Anyone can join the hunt, though they must be aware that errant shades are hunted along with everything else. Those who do well may receive an invitation back to Barbatos' flying city-state and hunting lodge.

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

ANCIENT KING: HD 8; AC 1 [18]; Atk 1 battleaxe (1d8+1) or 1 longbow (1d8+1); Move 12; Save 8; CL/XP 9/1100; Special: *Command* 1/day.

MARILITH: HD 8; AC -3 [22]; Atk 6 weapons (1d8), tail (1d8); Move 12; Save 8; CL/XP 13/2300; Special: Magic resistance (80%), +1 or better magic weapon required to hit, demonic magical powers.

NERIZO DEMON: HD 10; AC -1 [20]; Atk 2 claws (1d6) and tail sting (1d6 + poison); Move 15; Save 5; CL/XP 17/3500; Special: Poison, spit acid, spells, magic or silver weapons to hit, immune to electricity and poison, magic resistance (35%).

BARBATOS: HD 24 (130 hp); AC -2 [21]; Atk 1 musket (3d6) or 2 strikes (2d6); Move 18 (F24); Save 3; CL/XP 32/8000; Special: +2 or better weapon to hit, immune to electricity, fire and poison, magic resistance (55%), summons, spells, telepathy 100 ft.

12.70 Zordwolf: Herein lays the abode of Zordwolf the Necromancer, mighty of magic and most-learned of dark secrets. Zordwolf's tower looks like a conglomeration of three towers, each of different sizes. The smallest of the towers is 40 feet in diameter and about 50 feet tall. The next largest is 25 feet in diameter and about 65 feet tall. The tallest, wherein Zordwolf keeps his bed chamber and laboratories, is 15 feet in diameter and 90 feet tall. To move from one tower to another, one must travel to the top of the smallest tower, move through a portal of coruscating energy (1d6 points of acid, cold, electricity and fire) into the middle tower, get to the bottom of that tower and its dungeons and tortures and then move through a black portal that, should one fail a saving throw, lose one random limb (don't worry, you'll find it animated in a laboratory later). Zordwolf's smallest tower is guarded by masses of zombies, his middle tower by ghosts and the tall tower by spectres in the form of raven-headed men.

ZORDWOLF, MAGIC-USER LVL 12: HP 30; AC 9 [10]; Save 5 (3 vs. spells); CL/XP 13/2300; Special: Spells (4/4/4/4/1). Dagger, staff, darts (10), spellbook.

13.57 Peat Fields: This hex was once a great swamp of tsetse flies and stinging nettles. It has since been drained and is now a great expanse of peat fields. Miserable shades now roam the fields, cutting the peat under the watchful eyes of gnoll overseers. The peat is destined for the lodge of Barbatos, who disdains the use of coal and thornwood. The peat moss is rank with rot grubs.

13.69 Hobgoblin Armorers: This hex erupts into a number of basalt bluffs. The bluffs are home to a tribe of 300 hobgoblin miners, who pull opals and iron out of the bluffs. Their carts are pulled by ill-tempered gorgons, who also serve as guard beasts. The hobgoblins smelt their ore

underground in ovens heated by magma flows. They also manufacture armor and weapons for themselves and for sale throughout Asphodel and the rest of Hell.

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

GORGON: HD 8; AC 2 [17]; Atk 1 gore (2d6); Move 12; Save 8; CL/XP 10/1400; Special: Breath turns to stone.

13.73 Temple of Barbatos: A basalt sphinx in this hex serves as a temple to Barbatos. The sphinx has the body of a lion and the head of a medusa, with tiny diamonds in the eyes of the serpents. Under the sphinx's chin there are heavy, stone doors allowing access to a set of stairs descending 40 feet into the ground. Here lies the temple of Barbatos. The temple is clad in black marble and has a bronze idol of Barbatos slaying a demonic lion. The temple is maintained by six annis priests who can cast spells as 6th level clerics, the high priestess Yrchice as a 9th level cleric.

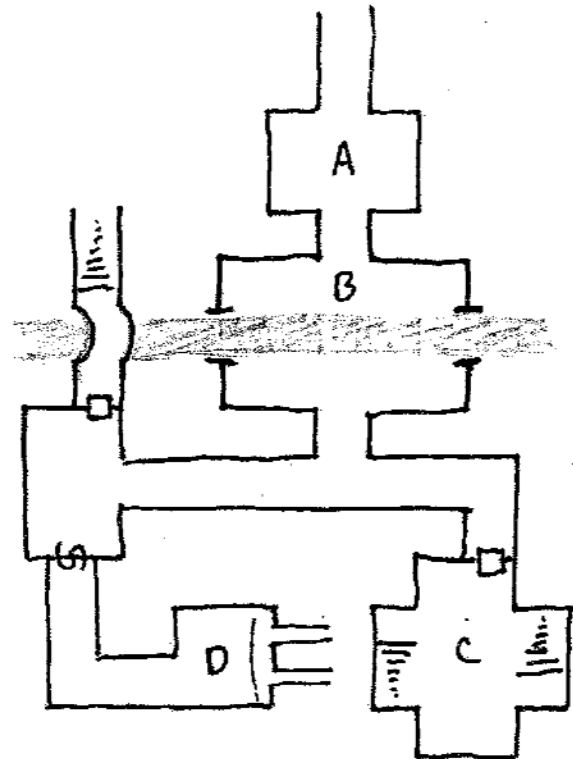
The idol of Barbatos can be slid aside with the command word "Lionslayer" or by a combined strength of 50. Underneath there is a well of smoky glass. At the bottom there is a small blue fire. If holy water is poured on the fire, it erupts into a column of blue fire that deals 10d6 points of damage to everyone within the well. If anointed with unholy water, it flashes with blue light and teleports everyone within to the floating city-state of Barbatos.

ANNIS NUN: HD 8; 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.

14.71 Sinkholes: Sinkholes in this hex release foul fumes into the air. At the bottom of these pits is bubbling effluence that flows into a subterranean stream that works its way into the fourth circle of Hell. Along the stream one finds all manner of magical mushrooms and mushroom men living in huts of dried ... well, you can guess.

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: Spores.

14.73 Iron Tomb: This hex contains a vast, stepped pyramid of rusted iron, riveted together in a haphazard fashion. Several gateways, protected by iron golems seemingly worked into the very doors, lead into the many chambers and passages of this tomb complex. The



passages are filled with webbing and scurrying giant spiders and ettercaps.

[A] This entry chamber has sloping walls and, in the center of the room, a 10-ft. deep pit with similar sloping walls. Each wall of the pit is a bas-relief of a dancing nymph with sapphire eyes (worth 100 gp each) and ruby nipples (worth 200 gp each). Unlike the iron walls of the room above, the walls of the pit appear to be alabaster or marble. In fact, they are covered by stun jellies that know enough to allow the gemstones to poke through and tempt adventurers.

STUN JELLY: HD 4; AC 5 [14]; Atk 1 slam (1d6 + 1d6 acid + paralysis); Move 6; Save 13; CL/XP 6/400; Special: Acid, engulf, paralysis, camouflage, immunity to electricity, surprise (3 in 6).

[B] This room is hot and humid, the rusted walls covered in microbial slimes and the ceiling dripping red water. In the middle of the room there is a 10-ft. wide gap that, every 1d10 rounds explodes in a burst of steam. This steam inflicts 1d10 points of damage to anyone looking into the gap or swinging across it, and 1d4 points of damage to anyone in the room. A large, rusted chain hangs over the gap and can be used to swing across without too much difficulty. If the swinger is blasted by steam, they must

make an open doors check to avoid losing their grip and plunging into the gap to their death.

The walls of this chamber are pocked with little alcoves holding rusting, iron busts of the great tyrants of history.

[C] This great vault has a door with three locks. The first is simple, but sets off an alarm heard through the complex if one does not pass their lock checking roll by +4 (or +20%). The second lock is more complex (-3 or -15% to check) and, if not similarly beaten, sends a gout of fire that burns the lock picker for 2d6 points of damage. If they fail a save, their hands are so badly burned that they suffer a -2 (-10%) penalty to further lock picking, pocket picking and trap removals for 1d4 days unless healed. The third lock is very complex (-6 / -30%) and if one does not succeed as above causes the other two locks to re-lock.

Within the vault lies the exoskeleton of a massive spider – easily 60 feet in diameter including the legs. This is the body (undead, of course) of Spenthro, a warlord among spiders who once covered half a continent in webbing and brought the other animals there under his dominion. The vault is protected by twenty monstrous spiders that also dwell within the undead spider lord.

Spenthro holds its treasure within his exoskeleton. This consists of 5,300 gp, a kilt of silver chains and glass eyes (worth 300 gp), a small, scented, dark violet-red candle that contains a heroism spell (per the *potion of heroism*, affects all within 30 feet who smell the candle), a shortbow carved from ash, nine red velvet belts (worth 30 gp each), 6 pounds of myrrh (worth 160 gp per pound) and the *hammer of elemental earth* (see below).

The *hammer of elemental earth* is a cold iron warhammer that was shaped in the hands of the elder titan Khrysos, the god of golden wealth. The warhammer is a **+1 weapon, +3 vs. air elementals**. When struck hard against stone, it can either cause an *earthquake* or raise a *wall of stone* (once per day). Once per week, it can summon up to the wielder's Hit Dice in elemental earth creatures.

GIANT SPIDER: HD 4+2; AC 4 [15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; CL/XP 7/600; Special: Lethal poison, webs.

SPENTHRO: HD 20 (100 hp); AC -1 [20]; Atk 1 bite (3d6 + poison); Move 12; Save 3; CL/XP 22/5000; Special: Lethal poison, webs.

[D] This chamber has spiked walls. At the top of the southern wall there are three holes, 3 ft. diameter, that lead to travel tombs to other parts of the dungeon. The walls are 30-ft. high and require climbing. This is made easier, but each round of climbing brings a 1 in 6 chance of a spike collapsing under a person's weight. When this happens they must pass a saving throw or suffer one of two fates (50% chance of either). Either they fall for 2d6 points of damage, or they retain their grip and are impaled on the other spikes for 3d4 points of damage.

14.78 Asurah's Lament: Asurah is a fallen astral deva with tarnished skin and a shorn head. His body is scarred and burned in places, and he carries a large, tarnished holy water sprinkler. Tears run eternally down his cheeks, making the floors of his castle damp and flooded.

The castle is made of stacked, granite blocks that constantly fall and have to be replaced by his draconic ogre servants (ogres with crimson scales and bat wings). Walking through the castle is dangerous, with a 1 in 6 chance per round of a massive block of stone falling from a ceiling and dealing 6d6 points of damage to a random victim. Asurah's throne room is a bit more stable, with no danger of stones falling except on the periphery. His throne is made of bent spears and tarnished, spiked shields and is quite uncomfortable.

Asurah has 5 squadrons of draconic ogres in all. A fairly new arrival to Hell, he has yet to extend his power beyond the ogres, but has ambitions like any other demon lord.

DRACONIC OGRE: HD 4+1; AC 5 [14]; Atk 1 weapon (1d10+1) or 2 claws (1d6); Move 9; Save 13; CL/XP 4/120; Special: Breath weapon (60-ft line of acid, 6d6 damage).

ASURAH: HD 9+2 (46 hp); AC -7 [26]; Atk 2 weapons (4d6); Move 24 (F50, S20); Save 6; CL/XP 19/4100; Special: Immune to cold, electricity, *magic missiles*, petrification, poison, total vacuum, level drain and death spells, resistance to fire (50%), +1 or better weapon to hit, magic resistance (65%), spells.

15.67 Shadow Rats: A swarm of shadow rats dwells here in an old, pitted thorn tree. Hidden below the tree, in a subterranean hollow, there is a golden box shaped like a heart. It holds the fang of a great green wyrm. This fang is deadly poisonous, emitting a green, poisonous fume in a radius of 5 feet when the box is opened.

15.70 Overturned Wagon: A wagon with chipped and faded anatomical drawings on the bulging sides and large, solid, round wheels has overturned here. There doesn't appear to be anyone present. Jars of preserved organs and hands fill the wagon. The jars are uncommonly thick and sealed with wax, and none of them are broken. The jars contain about 15 hearts, 20 livers, 5 gallbladders, 3 spleens and 30 hands – determine the source randomly. The body parts are preserved in a weird, anesthetic jelly that, when the jars are opened, turns out to be alive. These oozes feed on warmth, draining heat from their victims.

ANESTHETIC JELLY: HD 3; AC 9; Atk 1 touch (1d6 cold + numbness); Move 9; Save 14; CL/XP 4/120; Special: Body parts touched become numb and useless if save is failed, if deals 6 points of damage, it doubles in size.

15.76 Dromites: Though thought of as philosophical folk, dromites are as apt to damnation as any other living creatures. The damned dromites have a mud-daub hive here that is 40 feet tall and 40 to 50 feet wide. The place houses 250 blue dromites in close quarters. The dromites are ruled by a council of eleven psychics who have designs on creating a subterranean empire on the savannah.

DROMITE: HD 1d6; AC 1 [18]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP 1/15; Special: Half damage from fire.

PSYCHIC DROMITE, PSYCHIC LVL 9: HP 34; AC 7 [12]; Save 7 (6 vs. traps, 5 vs. mind effects); CL/XP 9/1100; Special: *Cloud minds, ESP, illusion, psionic blast, teleportation*, surprised on 1 on 1d8, half damage from fire. Leather armor, morningstar, light crossbow.

15.80 Scrag: There is a rugged, basalt castle here surrounded by a moat of brackish water. The water is home to a colony of 20 scrag. The castle is empty, but filled with ghostly sounds, moving shadows (illusions, not undead), ghostly lights and flashes, pitfalls, spear traps and falling blocks. The dungeon has a permanent *blur* effect on the walls and everything that enters it. Gray oozes are thick in the dungeon, which holds a trapdoor to a 20-ft long shaft that leads into the submerged caves of the scrag below the fortress.

In these caves, the trolls have a troll queen – a beautiful, fey maiden with a heart of glass. She radiates emotive power (per the *emotion* spell, 30-ft. range) that she can shift and control as she likes. Her laughter is hollow and frightening and her passions empty and short-lived.

SCRAG: HD 6+3 (28 hp); AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; CL/XP 8/800; Special: Regenerate 3hp/round.

TROLL QUEEN: HD 8; AC 1 [18]; Atk 1 strike (1d8); Move 12; Save 8; CL/XP 11/1700; Special: Spells (3/day - *command, fog cloud, polymorph*; 1/day – *finger of death, hideous laughter*).

16.77 Mud Pits: This hex contains a number of deep, muddy pits. The mud is slimy and foul, and hundreds of malformed shades (in fact, the shades of malformians) scavenge through the mud for large, dinosaur-like bones. These shades are encountered in groups of 3d6 on a roll of 1-4 on 1d6. The bones they pull out are rubbery and contain marrow that they favor as food.

MALFORMED SHADE: HD 1+2; AC 7 [12]; Atk 1 weapon (1d6); Move 9; Save 17; CL/XP 1/15; Special: Blend with shadows (surprise 3 in 6).

16.79 Ancient Quarry: An ancient granite quarry here is fished by 40 shades, fishermen who always wear an empty, disturbing smile. The smile is inspired by the aboleth that inhabits the flooded quarry. The fishermen pull slimy, inappetizing sucker fish from the water. The creatures smell awful (per troglodyte stench) and cooking seems to make this smell worse. The fishermen dwell in wattle-and-daub huts that surround the quarry. Stairs cut into the side of the quarry lead down into the water, allowing the chosen brides of the aboleth to be led into their new master's watery domain.

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).

ABOLETH: HD 9; AC 3 [16]; Atk 4 tentacles (1d6 + slime); Save 6; Move 9 (swim 12); CL/XP 12/2000; Special: Charm monster (3/day), Phantasmal force (3/day), Mucus cloud in water (save or cannot breathe air for 3 hours), special disease upon successful hit (save or must be immersed in water every hour).

17.74 Stegocentipede: A massive stegocentipede, easily twice the size of a normal specimen, is working its way across the landscape. Dozens of shades hang from its spines from chains. The centipede is the mount of a tribe of 60 demonic halflings who use their skills to collect shades on behalf of lord Minos.

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.

STEGOCENTIPEDE: HD 9; AC 2 [17]; Atk 1 bite (2d6 + poison) and tail (2d6 + poison); Move 15; Save 7; CL/XP 10/1400; Special: Poison, spines.

17.76 Acid Tower: A slim, round tower of pitted, yellowish stone stands amid a landscape of limestone badlands. Every 1d6 rounds (or roll 1d6 per round, with the event occurring on a roll of "1") the tower emits a powerful gout of acid. The acid, if it struck a person directly, would inflict 10d6 points of damage and may possibly leave nothing but pitted bones. All within 100 feet of the tower suffer 2d6 points of acid damage. When the acid explodes from the tower, the stones shake and rattle. Within the stones, there is a tube of pure platinum, about 20 feet tall and 3 feet in diameter – easily worth about 10,000 pp. The badlands are inhabited by digesters, who are encountered in groups of 1d6 on a roll of 1-3 on 1d6 per hour.

DIGESTER: HD 8; AC 2 [17]; Atk 1 claw (1d8); Move 24; Save 8; CL/XP 9/1100; Special: Acid spray (4d6), immune to acid.

17.78 Magic Circle: A magic circle composed of pure, white chalk mixed with silver dust has been drawn on the savannah here. The circle is 20 feet in diameter and holds a ghaele called Cynrolen, which has taken *gaseous form* and now lurks in the tall grass, almost undetectable. Whoever drew the circle is long gone, and Cynrolen is very unhappy about being here, especially because there is no way for him to escape Hell without traveling down to the lowest ring like everyone else.

CYRNOLEN, GHAELE: HD 10+1; AC -6 [25]; Atk 2 light rays (4d6); Move 21 (F60); Save 5; CL/XP 20/4400; Special: Alternate form, immune to electricity and petrification, half damage from cold and fire, magic resistance 25%, tongues, only harmed by magic weapons, protective aura.

18.75 Maze of the Fomorians: A yawning cavern here, carved in the image of a cave bear with an open mouth, grants access to a series of caverns carved by the ancient fomorians. The deepest caverns hold the forges of fomorians, who make magical javelins.

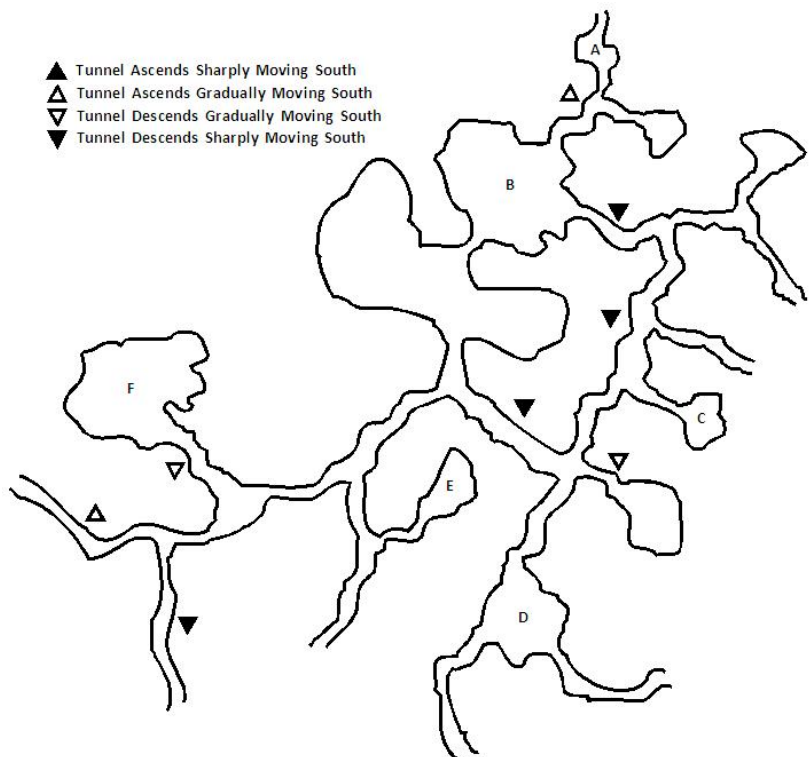
[A] This long cavern slopes downward, with a path of crushed stone picking its way through a veritable forest of Catherine wheels, each occupied by a moaning, broken human body. These people are the shades of fallen paladins, and they are tormented unceasingly by a troop of 50 goblins with long, hooked poles.

The goblins are content to ignore travelers unless they are obviously in a weakened state or seem like easy prey.

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.

[B] This barren cavern drips water from the ceiling into a many small, acidic pools that drain through cracks in the floor. A tangy breeze blows lightly through the cavern. Lying on the ground here there is a simple gold coin stamped with the image of Atlas. The coin is cursed. Once put in a pocket or backpack, the weight of the coin doubles each hour (though it returns to normal when handed to another). After seven hours, it weighs as much as 128 coins, or 1 pound. After 24 hours, it weighs 41 tons. Obviously, this can become a problem.

[C] A sanguine dragon called Giverno dwells here in a cramped cavern filled with its treasure. The beast has hoarded 3,000 cp, 2,500 sp, 1,000 gp, a lead anklet stamped with rushes and tulips (worth 1 cp), a porcelain vase bearing sea green flowers (worth 15 gp), a golden religious icon of old Irem (worth 50 gp, owners are cursed with gastro-intestinal troubles), a large bottle of pale, golden liquid (*potion of levitation*), a dark violet shell (4-ft in diameter, worth 100 gp), a gilt nose ring (worn in his nose,



worth 5 gp), a pair of platinum gauntlets (worth 350 gp each), a barrel of black walnuts (10 pounds, worth 100 gp/pound) and a peridot worth 850 gp here.

SANGUINE DRAGON: HD 9 (50 hp); AC 2 [17]; Atk 2 claws (1d8), 1 bite (3d10), 1 gore (1d8); Move 9 (F24); Save 6; CL/XP 12/2000; Special: Hellfire, anti-cleric spells.

[D] This large cavern has a high ceiling. In the center of the cavern there is an extremely bright light, seemingly composed of several spheres. Entering this room, a person must pass an open doors check each round or lose one piece of equipment they carry. Small, held objects are lost first, or those not securely fastened to the body. Eventually, pieces of armor might be pulled off, inflicting 1d6 points of damage when they do. All of these items fly toward the center of the chamber are crushed into the mass at the center. If a total of 350 pounds of equipment are added to this item, it reaches critical mass and becomes a sphere of annihilation that sucks at everything in the room, including human beings. Each round, reduce the effective strength of the characters by one for the purpose of making these checks. After they have lost everything else, people are pulled into the sphere.

[E] This cavern has a 10-ft. high ceiling and walls of copper. The floor gradually descends into a conical pit filled with bubbling, molten copper. Each round, the copper arcs up and out of the pit and, where it lands, forms itself into a humanoid shape that immediately attacks. These copper humanoids are after any pieces of copper, bronze or brass a person might be holding. Once they have been so stripped and the copper thrown into the pit, the creatures hassle the adventurers no more.

COPPER FOLK: HD 6; AC 1 [19]; Atk 2 slams (1d6 + 1d6 fire); Move 15; Save 11; CL/XP 8/800; Special: Immune to fire, +1 or better weapon to hit, stretch arms up to 10 feet.

[F] This grand cavern is a workshop, where a dozen fomorian giants craft *javelins of lightning* for sale throughout the Glooms and Hell. They have large work tables and anvils here, a forge, a supply of iron, copper and silver ingots (about 1,000 gp worth of iron, 10,000 gp of copper and 50,000 gp of silver), tools, etc. At any one time they have 2d6 of the javelins ready to go and 3d6 waiting to have their enchantment finished by Bollo, the leader of the fomorian giants.

FOMORIAN GIANT: HD 12; AC 2 [17]; Atk 1 weapon (2d8); Move 21; Save 3; CL/XP 14/2600; Special: Spells as 5th level illusionist.

BOLLO: HD 17; AC 2 [17]; Atk 1 weapon (2d8); Move 21; Save 3; CL/XP 19/4100; Special: Spells as 10th level illusionist.

19.78 Rebellious Garrison: There is a fortress of dark gray stone, stained with bird droppings and shaped like a cube with only a faint arched line on the bottom of one side indicating a portal, overlooking the gray-green grasses here. The fortress is 40 feet tall, wide and deep, and thorny vine (assassin vines) cling to the corners of the cube, some of them reaching as high as 30 feet. A company of vulchlings stand atop the fortress, cackling and throwing spear ineffectively at the fortress's mistress, the malcarna Thienhela, who stands on the ground below, shaking her fist and demanding they relent and open the portal to her.

Thienhela found herself cast out of the fortress while she snoozed, her former garrison acting under the orders of a recent arrival, the incubus Daznishu. Daznishu is acting under the advisement of Kerothuar and Hanoarnah, two very ambitious imps.

Thienhela is anxious to get back inside. For one thing, she was cast out in the all-together and knows that even a malcarna cannot long survive on the Asphodelian savannah without armor and weapons. She will agree to do just about anything to sway adventurers to her side, though collecting after she has regained her throne might be tricky. Her treasure consists of 2,790 sp, 2,400 gp, a tiny blue-black quill plucked from the wings of an erinyes (worth 100 gp, always includes a few angry words into anything written with it), a jasper necklace (worth 200 gp), thirteen small books in a strange script that makes the eyes water, nine agates (worth 10 gp each), a steel-tipped pike with a redwood haft, a large scythe plated in brass (worth 40 gp), a small white frock edged in lace (looks like a priest's vestment) and a pair of bronze scales (worth 50 gp).

VULCHLING: HD 1+1; AC 6 [13]; Atk 1 bite (1d6) and 2 claws (1d4); Move 9 (F6); Save 17; CL/XP 2/30; Special: Track by scent.

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.

DAZNISHU: HD 6 (30 hp); 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, summon.

THIENHELA: HD 10 (50 hp); AC 3 [16]; Atk 1 tail (1d8) and up to 3 weapons (1d8); Move 12; Save 12; CL/XP 13/2300; Special: Magic resistance (25%), hit only by magic or silver weapons.

19.81 Feast: Seven nerizo demons are feasting on the carcass of a beast of chaos. A loop of golden rope circles the beast's neck, the rope being engraved with glyphs identifying it as the property of Flavros. The demons are aggressive in defending their kill, but in 1d6 rounds swarms of savage ants will begin arriving to strip the carcass to the bone. Each round, 1d3 swarms arrive in the area, covering and devouring anything in their path on their way to the dead beast of chaos.

SAVAGE ANT SWARM: HD 8; AC 1 [18]; Atk 1 swarm (2d6); Move 9 (C9); Save 8; CL/XP 9/1100; Special: Swarm gains a cumulative +1 bonus to damage for each consecutive round that they inflict damage.

NERIZO DEMON: HD 10; AC -1 [20]; Atk 2 claws (1d6) and tail sting (1d6 + poison); Move 15; Save 5; CL/XP 17/3500; Special: Poison, spit acid, spells, magic or silver weapons to hit, immune to electricity and poison, magic resistance (35%).

19.86 Skull Promontory: A granite promontory here has been carved in the shape of a multitude of skulls, some of them with mouths agape and lolling tongues falling out, others with looks of sadness, anger or even joy. A pride of ten krenshar lives on the promontory. Hidden in their cave there is a silver flagon filled with clean water. If a stone is dropped into the flagon, it refills with water once per day. It fills with holy water if a platinum coin is dropped in, wine if a gold coin is dropped in, acid if a silver coin is dropped in and unholy water if a copper coin is dropped in.

KRENSHAR: HD 2; AC 4 [15]; Atk 1 bite (1d6) and 2 claws (1d4); Move 15; Save 16; CL/XP 3/60; Special: Scare.

20.82 Dead Forest: A zig-zagging road of shiny pebbles cuts through the landscape here. The road moves between a menacing woodland of petrified thorn trees. The trees arch about 100 to 300 feet above the path, with trunks as thick as 5 ft. in diameter. The boughs of the trees are inhabited by monstrous spiders, while the trunks are home to a weird breed of dryad. These dryads are all in the neighborhood of 30 feet tall, with grey skin covered in spikes, heads devoid of hair and large, glassy eyes. Random encounters should be checked for each hour, with 3d6 giant spiders encountered on a roll of 1-2 on 1d6 and 1d4 dryads encountered on a roll of 3 on 1d6. The dryads treat most folk as playthings in their wicked games.

GIANT SPIDER: HD 2+2; AC 6 [13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 5/240; Special: Lethal poison, surprise (5 in 6).

GREY DRYAD: HD 10; AC 9 [10]; Atk 2 claws (1d8); Move 12; Save 5; CL/XP 11/1700; Special: Charm person (-2 save).

21.81 Oil Wagon: A wagon, similar to the one in [15.70], is traversing this hex. The wagon is driven by a crooked old man with shaggy, black whiskers and long eyebrows. It is pulled by a team of four demonic oxen. Inside the wagon there are about two dozen apothecary jars sealed with lead and holding essential oils pulled from humanoids.

DEMONIC OXEN: HD 3; AC 6 [13]; Atk 1 gore (1d6) or tongue (1d4 + grappled); Move 18; Save 14; CL/XP 3/60; Special: Immune to cold.

22.83 Bloody Trail: Many of the thorn trees and the grasses here are streaked with black gore, indicating that a wounded creature – a large one, from the looks of it – came through the area very recently. The trail is easy to follow, and at the end of it one finds three black cloaked annis hags crouched over the steaming body of a stench kow. One is sprinkling a powder on the corpse, another is speaking hushed words of power and the third is playing a small, wooden flute. After three rounds, the cadaver shudders and a blood golem climbs out of the corpse to do the hag's bidding. The flute is not magical, but is carved from reddish ebony and worth about 20 gp. The hags are counted in the harem of Barbatos [12.69].

ANNIS: HD 8; 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.

BLOOD GOLEM: HD 6 (25 hp); AC 3 [16]; Atk 2 strikes (1d8 + blood consumption); Move 12; Save 11; CL/XP 9/1100; Special: Blood consumption, cell division, +1 or better weapon to hit, regenerate (2 hp/rd), immune to mind-affecting abilities, resistance to fire (50%)

22.86 Hunters: A large village of mud huts covered with thorny branches sits here. It is home to 300 gnolls and their wives and cubs. The gnolls, though formerly loyal to Barbatos, now serve Flavros. Each has had one of its arms hacked off at the shoulder and replaced with a scaled, demonic looking limb that can act independently of it. In essence, a disloyal gnoll can strangle itself while it sleeps. The gnolls are miserable wretches, and especially mean-spirited because of their humiliation. They have six giant hyenas in their village.

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

GIANT HYENA: HD 5; AC 6 [13]; Atk 1 bite (2d6); Move 18; Save 12; CL/XP 5/240; Special: None.

22.88 Discarded Staff: An old wooden pole has been dropped here, and the condition of the grass (blood and fur) suggests that the owner met with a most unpleasant end. The pole is made from a thorny branch, with some of the thorns cleared away to make it usable as a staff. A leather thong is tied into the top of the staff, and metal hooks in the thong hold a dozen leathery human ears.

If an ear is removed and planted and watered with a mixture of unholy water and blood, the next morning a zombie rises from the ground and serves the holder of the staff for 24 hours. Each ear can only be used once. The zombies of the staff are more powerful than normal zombies, having magic resistance (20%) and 4 HD.

23.83 Marble Pillars: Weird, marble pillars jut from the ground here. The pillars look unfinished and natural, rather than man-made. Each one is 1d10 x 10 feet tall and 1d4 x 5 feet in diameter. Three hundred kobolds climb over the pillars, digging into them for tiny, red sapphires. Between the weird pillars (there are at least one hundred of them), the kobolds have a small village composed of marble longhouses and brackish pools where they keep toads for food and sport.

23.85 Axe Beaks: A flock of 500 demonic axe beaks (no feathers, bilious green skin, black, jagged beaks) roam this hex. Encounters with 1d6 of the birds occur on a roll of 1-2 on 1d6 made each day. If one fights 1d6 of the birds, they discover that another 1d6 birds are attracted by the noise every 10 rounds on a roll of 1 on 1d6.

AXE BEAK: HD 3; AC 5 [14]; Atk 2 claws (1d6) and bite (2d6); Move 18; Save 14; CL/XP 3/60; Special: None.

23.87 Quartz Tower: Katylon is a female centaur highly skilled in transmogrification. Her fortress is composed of massive quartz crystals that were lifted from the ground. The crystals are polished to a mirror-like sheen, and the interior has been ground into a number of platforms connected by ramps. Some of these platforms serve as laboratories, holding fire pits and copper vats in which she is growing bacteria colonies in an attempt to generate a new form of demonic life. Twelve earth elementals

composed of quartz dwell within the tower and are capable of stepping out of the walls to deal with intruders.

EARTH ELEMENTAL: HD 12; AC 1 [18]; Atk 1 strike (3d6); Move 6; Save 3; CL/XP 13/2300; Special: Tear down stonework.

KATYLON, CENTAUR MAGIC-USER LVL 9: HP 18; AC 9 [10]; Save 7 (5 vs. spells); CL/XP 9/1100; Special: Spells (4/3/3/2/1). Staff, jug of spirits, spellbook.

24.84 Roadhouse: A long trench has been dug here and covered with a roof of sod and thorn branches. The place is used as a roadhouse by an out-of-luck cambion called Ruial. Ruial had a close encounter with a felikaur on the savannah and lost an arm and part of a leg. Now he hobbles around on a peg carved from a hellephant tusk and has an arm of iron and leather that he can move and mold as he needs to. Ruial runs a fairly clean establishment and serves the best stew one can find in Asphodel (which is not saying much). At the back of his establishment he has a small stage on which caged sprites are forced to dance, oil lamps being lit beneath the tin stage.

RUIAL: HD 8 (35 hp); AC 1 [18]; Atk 1 weapon (1d8) 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.

25.87 Trapped Felikaur: A felikaur has been trapped here. Its leg is locked in an iron trap. A carcass was left as bait. The beast is intended for the Evil Circus [76.105].

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

26.89 Gnolls: A band of 100 gnolls and their mates dwell in this hex, though they are nomadic hunters and could be encountered elsewhere in Asphodel. The gnolls are led by a powerful male called Grrlar, who rides on a wicker throne carried by ten shade slaves. His mates, three female shamans, follow on giant hyenas wearing gilded leather saddles and bridles. The females dabble in alchemy, and are always anxious to barter for or steal exotic ingredients, especially materials from outside of Hell.

GIANT HYENA: HD 5; AC 6 [13]; Atk 1 bite (2d6); Move 18; Save 12; CL/XP 5/240; 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.

SHAMAN: HD 5 (20 hp); AC 4 [15]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 7/600; Special: Unnerving laughter, cast spells as 5th level cleric.

GRRLAR: HD 8 (45 hp); AC 3 [16]; Atk 1 bite (2d6) or weapon (2d8); Move 9; Save 16; CL/XP 9/1100; Special: Unnerving laughter.

27.92 Tendriculous: The ground at the edge of the hex begins to descend towards a sort of oasis. Streams flow into the middle of the hex to form a pleasant bog surrounded by thorn trees. The bog is home to a terrible tendriculous that grew around the moldering bones of a druid that died at the tentacles of a froghe moth. The tendriculous dispatched the druid's killer and now dwells alone in the bog. The druid's spirit can be communicated with using *Speak with Dead* or similar means.

TENDRICULOUS: HD 9 (30 hp); AC 3 [16]; Atk 1 bite (2d8) and 2 tendrils (1d6); Move 9; Save 7; CL/XP 10/1400; Special: Paralysis, swallow whole, regenerate 2 hp/round.

29.92 Goblin Nomads: A nomadic band of 200 goblins wearing scraps of leather and iron armor and large, bulbous ornaments hover through this hex on the backs of giant wasps. The goblins are raiders who take little, but kill for it just the same. Their giant wasps carry rolled up silk tents and the goblins carry standards bearing wolf tails. Their leader is Jarsh, a sly male who cultivates spies within his own tribe to guard his position. His twelve wives relax in a large, wicker cage filled with pillows and carried by three dozen giant wasps handled by Jarsh's sons.

GIANT WASP: HD 4; AC 4 [15]; Atk 1 sting (1d4 + poison), 1 bite (1d8); Move 1 (F20); Save 13; CL/XP 6/400; Special: Paralyzing poison, larvae.

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.

JARSH: HD 4 (14 hp); AC 3 [16]; Atk 1 weapon (1d8); Move 9; Save 18; CL/XP 4/120; Special: -1 to hit in sunlight, touch de-ages people.

29.95 Hot Helm: A bronze helmet with a face plate made to look like a dark, angelic face (black enamel) is half-buried in the sand and hidden by the grass of his hex. The helm registers as a *+1 magic item*, which it is, but if the face plate is ever put down (1% chance per round during combat of it falling down), the helmet becomes a *-1 cursed item* that heats up (per *Heat Metal* spell, but it never cools until the wearer is dead).

30.95 Shrine of Oedipus: There is a temple here that looks like six black cubes, each 30 feet long, wide and tall. Five are laid out in a cross-formation, the sixth stacked atop the middle cube. The place is constructed of basalt blocks and the floors, clad in white tiles, are covered in about four inches of ash. Columns of black and gold swirled marble hold up the ceiling except in the inner sanctum, which has a 60-ft. high roof. The inner sanctum holds a 40-ft tall statue of Oedipus, unclad and holding a staff. The statue has empty pits for eyes. On one of the upper walls of the inner sanctum there is a large brass gong.

If two precious stones are placed in the eye pits of the idol and the gong is struck, it flashes with an image of the death of the person who strikes the gong. Determine this fate randomly:

ROLL	FATE
1	Dragon Breath
2	Death Ray
3	Fall
4	Fireball
5	Lightning Bolt
6	Mummy Rot
7	Poison
8	Spear Trap
9	Swallowed Whole
10	Trampled

When next the character encounters this attack, he suffers a -5 penalty to saving throws against it. If he survives, the prophecy is proved false and he suffers no further saving throw penalties against that attack form.

If the gong is struck without putting gemstones in the idol's eyes, it acts as a *monster summoning VII* spell.

31.90 Aurumvorax: A cantankerous old aurumvorax (a dwarf polymorphed by an archmage he attempted to pick pocket) dwells in a burrow here. It can sniff the wind in this hex and discover when gold has been brought in, and will travel as far as 3 hexes to get it.

AURUMVORAX: HD 12 (52 hp); AC 0 [19]; Atk 1 bite (1d8); Move 12 (B3); Save 3; CL/XP 14/2600; Special: Rake with claws, surprise (2 in 6), resistance to fire (50%), immunity to poison.

31.93 Mouse Village: A village of 60 adobe houses in terrible repair sits amid the long grasses of the savannah here. The village appears to have been abandoned. The only obvious inhabitants are hundreds of grey mice with

faces that suggest former humanity. The mice have tiny voices, but plead for visitors to slay them and put them out of their misery. If visitors do this favor, the shades trapped in the mice are released and attempt to possess their killers (save to negate), turning them into wererats.

32.92 Skinless Shades: Four hundred shades dwell here in tents made of stitched, flayed human skins. The tents are all large – there are perhaps 80 of these tents. The shades are the source of these skins, and most of them are female. They have charcoal grey musculature, stark white fat, are covered with a greasy ichor and appear to be frustrated sensualists, as any touch brings them a twinge of pain. Their master is the nalfeshnee Adnozop, who inhabits the largest tent. He is served by the most shapely of the shades, who deliver flagons of bitter wine and sour fruit in silver bowls. He smokes a noxious weed from a hookah set on the back of a giant snapping turtle that initially looks as though it is carved from jade.

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).

SNAPPING TURTLE: HD 8; AC 2 [17] shell, 5 [14] head/limbs; Atk 1 bite (4d6); Move 4 (S9); Save 8; CL/XP 8/800; Special: None.

ADNOZOP: HD 11 (56 hp); AC -1 [20]; Atk 2 claws (1d4), 1 bite (1d6+2); Move 9 (F14); 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.

34.95 Gondola: A band of seven ouphs are cutting through the air here in a walnut gondola carried by a swarm of giant bumblebees. The ouphs are seeking out wondrous flowers from which to extract scented oil on behalf of the drow queen Sampothara [33.96].

GIANT BUMBLEBEE: HD 3; AC 3 [16]; Atk 1 sting (1d6 + poison); Move 6 (F18); Save 14; CL/XP 4/120; Special: Poison (2d6 or 1d4 on save).

OUPH: HD 5 (30 hp); AC 3 [16]; Atk 1 mace (1d6+1); Move 9; Save 12; CL/XP 8/800; Special: Spells (*stoneskin*), regenerate 2 hp/round, berserker (extra attack, move 15).

35.93 Night Hag: Three night hags, wives of Barbatos, are hunting here for shades that they can twist into interesting

shapes to entertain their lord. The night hags are mounted on nightmares caparisoned with sable and silver. If they have a notion that people are approaching, they cloak themselves in the shape of elven maidens on chargers.

NIGHTMARE: HD 7 (37, 34, 32 hp); AC -4 [23]; Atk 1 bite (1d8), 2 hoofs (2d6); Move 18 (F35); Save 9; CL/XP 10/1400; Special: Breathe smoke, become incorporeal.

NIGHT HAG (3): HD 8 (33, 31, 29 hp); 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.

36.94 Arsenic Mines: A tribe of 200 hobgoblins dwell in a ring of stone houses around a towering tavern. The tavern is constructed of massive blocks of reddish sandstone and looks to have been intended for larger creatures. The interior has been redesigned with wide balconies and platforms reached by winding stairs, a pit for cockatrice fights and a kitchen at the top that serves galloped-beer, flaming rum and braised ribs of stench kow. The tavern is run by the females of the tribe, who wear crushed velvet dresses with ruffled collars and cuffs and iron breastplates.



The mines are really a series of wide, smooth caves. The caves are barren and exceedingly dry and the walls are streaked with arsenic deposits.

The hobgoblins have built up an immunity to poison, and they are aided in their mining efforts by strange creatures they call t'tar that look like bears with crimson fur and the heads of ants.

T'TAR: HD 7; AC 4 [15]; Atk 2 claws (1d6+1), bite (1d10 + poison); Move 12; Save 9; CL/XP 7/600; Special: Hug, poison (2d6 damage, save for half).

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

36.96 Orrery: On a small rise there is a large, celestial orrery depicting the Nodian cosmos. The orrery is made of polished bronze, with different metals for the different worlds and stars. Each of these worlds (they are about two feet in diameter) is studded with tiny gemstones to depict the different cities. If one of these gemstones is touched, a phantom projection of the city-state springs up around the

adventurers. This city is complete and up-to-date (to the latest second) and can be explored, though all of the people and buildings are ghostly and incorporeal. The interiors of the buildings are completely dark.

While this would normally be a wonderful tool for exploring the cosmos, the orrery is cursed. People that explore a city with it are instilled with a repulsion (as the spell) for the place and cannot enter it unless this curse is removed by the high priest of that city-state.

The orrery weighs many tons and is virtually impossible to remove from its place in Hell.

39.99 Ithithian the Accursed: Ithithian was a half-elf woman with a genius for magic who was cursed and changed from a beauteous maiden into a wrinkled crone. This curse made her bitter and cruel, and as a result she was consigned to Hell after death. Drinking from the well of Mnemosyne, she regained her powers and now dwells in an underground palace of golden marble and brass columns. The entrance is via a simple hole in the ground, which leads to a spiral stair of brass. This stair deposits people (it is trapped to become a slide) in a wide courtyard surrounded by shelves of alchemical ingredients, scrolls and books. From this central courtyard there are dozens of canal passages leading to other chambers. The canals are filled with scented oils. Ithithian seeks a cure for her curse on the deeper level of Hell, but requires a band of adventurers to do this on her behalf.

ITHITHIAN THE ACCURSED, HALF-ELF MAGIC-USER LVL 11: HP 11d4; AC 9 [10]; Save 5 (3 vs. spells); CL/XP 11/1700; Special: Spells (4/4/4/3/3), darkvision 50', find secret door (4 in 6), Staff, darts (10), spellbook.

40.97 Breezy Book: A skeleton lies in the grass here. The skeleton has a crushed skull and ribs and is wearing a robe of damask silk and a tasseled hat. The skeleton has two gold teeth (fangs, actually), a silver dagger on his belt and a leather pouch that holds his spellbook.

The spellbook has a wind walker trapped within it. The wind walker's presence makes it impossible to read the spellbook, for the pages are whipped around violently, as though in a high wind. Attempting to handle the book carries with it a 2 in 6 chance per minute of ripping some pages and ruining one of the spells contained within. Naturally, the highest level spells are ruined first.

Spells: 1st – *Detect magic, hold portal, magic missile, read magic, sleep*; 2nd – *darkness 15-ft. radius, ESP, knock, magic mouth, strength*; 3rd – *darkvision, haste, protection from normal missiles, rope trick, slow*; 4th – *extension I, ice storm, plant growth, wizard eye*; 5th – *cloudkill, magic jar, passwall, wall of stone*; 6th – *enchant item, invisible stalker, repulsion*; 7th – *monster summoning V*.

42.97 Wandering Volcano: There is a 1 in 6 chance, in this great, flat expanse, of a wandering volcano rising up from the ground under the feet of the adventurers. Treat this as an earthquake spell that starts with a radius of 10 feet and grows by 20 feet per round to a maximum of 600 feet. Once it has grown (to a height of 400 feet) it belches forth an incendiary cloud that starts at 10 feet in radius and grows at a rate of 50 feet per round to a maximum radius of 1,000 feet. The cloud persists for 1 hour and then dies. The volcano persists for 2 hours and then sinks into the ground and disappears.

43.98 Deadly Illusions: There is a village of 300 shades dwelling here within a stone wall. The tops of the wall are covered with ornate iron spikes and the wall's gatehouse (about 30 feet tall, the walls being 20 feet tall) has a spiked portcullis covered with a contact poison (save or lose 1d4 points of strength for 24 hours). The village, once one gains entry, appears to be empty. There are a number of gray cottages and a large hall within the walls.

All of the people dwell in the hall, sitting around a massive U-shaped table being served all manner of wonderful foods – steaming soups and stews, joints of mutton and sides of beef, pies of spiced meat and poultry, mugs of rich ale and goblets of sparkling wine.

Unfortunately, this food is all glamered and is composed of toadstools and various slimes and jellies – all very hazardous to the health. A save vs. lethal poison is required, with a -1 penalty to save for each dish eaten.

The shades are all deathly quiet and show virtually no emotion while feasting. The musicians are play languid tunes on their lutes, and moan their songs.

44.102 Titivilus Monastery: A monastery of black robed men with stern faces and powdered wigs dwells here. The men are all devotees of Titivilus, the patron demon of crooked lawyers and scribes. The monastery is grandiose

and very quiet, with long galleries containing tome after tome of lies written in gold ink and brilliantly illuminated. The monastery's inner sanctum looks like a court of law, with a high bench that holds the golden idol of Titivilus. Kissing this idol allows one to speak falsely despite such spells as *discern lies* or *zone of truth* for 1d4 days.

The monastery's abbot is Obaranz, a robust, insensitive man who is suspicious of everyone. Like most devotees of Titivilus, he rarely speaks the truth. He does, on the other hand, accuse at least one adventurer with some imagined crime and convenes a court before the idol of his lord. Here, false evidence is presented, arguments are made before a jury of monks. If the person is found not guilty, they are dropped via a trapdoor into dungeons beneath the monastery. If guilty, he is freed.

OBARANZ, CLERIC LVL 10: HP 41; AC 2 [17]; Save 6 (4 vs. paralysis and poison); CL/XP 11/1700; Special: Banish undead, spells (3/3/3/3). Platemail, shield, mace, holy symbol.

46.101 Misty Cave: A deep cave descends a mile into the ground here. The cave is filled with a fine mist of pure water, but zombie lions hide in that mist (1d4 are encountered each hour on a roll of 1-4 on 1d6). At the back of the cave, seven beautiful shades hide around a waterfall. They claim to be hiding from Flavros, their former lord, but this is a lie. The women are succubi who enjoy tormenting men. They claim to possess a scroll intended for Barbatos, but it is actually a magic scroll that makes its holder incredibly lustful.

ZOMBIE LION: HD 6+2; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; CL/XP 5/240; Special: Undead.

SUCCUBUS: HD 6; AC -1 [20]; Atk 2 claws (1d4); Move 15 (Fly 24); 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, summon.

47.101 Hungry Statue: A small granite statue stands here in the grass. The statue depicts a stately demonic woman, exceedingly thin, with a gaunt face and angry eyes. Once people have glimpsed the statue, it is never far from their side. The statue does not appear to move, but it simply appears within 30 feet of at least one party member no matter where they go within Hell. Only three *remove curse* spells in a row, or a single *wish*, can break this curse and return it to its home in Asphodel.

While within 30 feet of the statue, people need never eat or drink, and they never feel pangs of hunger or thirst. However, they also cannot heal naturally, and all magical healing is minimized.

48.98 Fallen Tower: The fallen remains of a reddish-brown tower are spread over the side of a hill white with asphodel blossoms. Hidden amid the ruins are many intact chambers and halls, all of them narrow and seemingly ready to collapse on visitors. This is the home of Jakelda, a dwarfish soothsayer with a bulbous nose, thin arms and legs with painfully swollen joints, large feet and hands and a pot belly. Jakelda's fondest desire is to resurrect Otten, a warlord of ancient days famed for his cruelty.

Jakelda's domain is constantly wracked by a spiritual tempest that tears at the souls of people crossing the hex, though there is no physical wind or rain to be seen. Each day, people in the hex must pass a saving throw or face a crisis of confidence. Such people collapse into tears for 3d6 rounds when faced with any challenge or problem until they overcome one fear or make one old wrong right.

Jakelda has three apprentices, tall, beautiful men completely shorn of hair with garish tattoos covering their almost nude bodies.

APPRENTICE, MAGIC-USER LVL 1: HP 1d4; AC 9 [10]; Save 15 (13 vs. spells); CL/XP B/10; Special: Spells (1). Dagger, darts (3), spellbook.

JAKELDA, MAGIC-USER LVL 9: HP 9d4 (21 hp); AC 9 [10]; Save 7 (5 vs. spells); CL/XP 9/1100; Special: Spells (4/3/3/2/1). Staff, silver dagger, darts (5), spellbook, rose quartz ring (55 gp).

49.101 Blood Druids: A village of 500 goblins here serves a council of twelve wicked druids. The druids dress in white gowns, with tall, pointed hats and long, pointed shoes. The goblins live in toadstool houses in a garden of assassin vines, blood roses and mandragora plants. The goblins tend the dangerous garden on behalf of the druids, who dwell in a stout shell keep in the center of the garden. Gargoyle spouts on the shell keep pour brackish, toxic water (stomach ache if consumed) into little ditches that spiral out into the garden to water the plants. The chief of the druids, Gaeron, is a tall, thin man with a devilish beard and mustache. He has the blood of devils flowing through his varicose veins.

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.

DRUID: HD 8; AC 9 [10]; Atk 1 weapon (1d8); Move 12; Save 8; CL/XP 10/1400; Special: Shape change, spell-casting (MU 6, CL 8).

GAERON, DEMONIC HUMAN CLERIC LVL 10: HP 30; AC 2 [17]; Save 6 (4 vs. paralysis and poison); CL/XP 11/1700; Special: Banish undead, spells (3/3/3/3/3). Platemail, shield, flail, orichalcum unholy symbol (135 gp).

51.101 Chariot: Having been driven from his lair on a deeper level of Hell, the lich Sheva of the Silver Hair has wandered Asphodel on a chariot pulled by two giant hyena. She has ever sought to build a network of alliances based on favors and threats that might return her to her lair, currently inhabited by the efreet Nabeel in the metallic desert of Gehenna. Many secrets are held in her lair, secrets she must reclaim to advance her grander schemes. Sheva's phylactery is hidden within the tombs that circle the pit of Tiamat [57.99].

SHEVA, LICH: HD 15 (72 hp); AC 0 [19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; CL/XP 18/3800; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

52.102 Rift Village: A village of hobgoblins is planted here in a deep, rocky rift. Thick veins of quartz run through the sides of the rift, and this quartz is mined by the hobgoblins (mostly by their shade slaves) to extract a measure of gold and silver, but mostly carnelians. The hobgoblins, despite their bulk, are master gemners who carve the most wondrous intaglios. The rift is thickly forested with thorn trees and clinging vines, and demonic monkeys (skull-faced and foul smelling) fill the limbs of the trees and the streets and roofs of the village of quartz and granite houses.

It is said (and repeated by the hobgoblins) that should a person wear an intaglio with their own face on it, they cannot be harmed. This is not entirely true. In fact, it is a lie. In truth, the intaglios are cursed such that a wearer cannot remove them and must overcome the curse (with a saving throw) any time they wish to harm another living being, even if they are defending themselves.

DEMONIC MONKEY: HD 2; AC 6 [13]; Atk 2 hands (1d3), bite (1d4); Move 9 (F18); Save 12; CL/XP 6/400; Special: None.

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

55.103 Garden Column: A cyclopean column of stone rises to a height of 60 feet here. The column is 40 feet in diameter. Winging around the column is a flock of sycorex. Atop the column, and just visible from the ground, is an orchard of date palms inhabited by demonic dryads. Some folk whisper that there are secret ways into the interior of the column, where wondrous treasures are hidden behind cunning traps and vicious monsters.

SYCOREX: HD 5; AC 2 [17]; Atk 2 claws (1d4), 1 bite (2d8); Move 9 (F24); Save 12; CL/XP 7/600; Special: Shriek.

DEMONIC DRYAD: HD 5; AC 6 [13]; Atk 1 wooden dagger (1d4); Move 12; Save 12; CL/XP 6/400; Special: Suggestion (-2 save), immune to fire.

57.102 Robin Toad: A reckless hezrou called Heruk has set himself up with a band of fifty yurmp robbers. The toads are armed with tridents and javelins and hide amid the thorn trees, waiting for victims to pass by.

YURMP: HD 5+3; AC 4 [15]; Atk 1 polearm (1d8); Move 12; Save 12; CL/XP 5/240; Special: Backstab.

HERUK, HEZROU: HD 9; AC 0 [19]; Atk 2 claws (1d3), 1 bite (2d8); Move 9 (F14); Save 6; CL/XP 11/1700; Special: Magic resistance (50%), spells (*cause fear*, *detect invisibility*, *darkness 15' radius*), immune to fire.

58.102 Hydra Pit: An enormous, steaming pit in this hex holds a monstrously huge hydra. The hydra has seven heads, and on each head there is a mural crown depicting a different city-state of Nod. Should one manage to touch one of these mural crowns with bare flesh, they are transported into an extra-dimensional tomb of the wickedest man or woman to have ever ruled that place. Naturally, these little tomb complexes are guarded by undead beings and ruled by the damned soul of the aforementioned ruler.

The tomb of Hazneshut of Ophir, who continues on as a mummy lord, is occupied by mummies (of course), a multitude of sickle-sword wielding zombies and a healthy sprinkling of deadly tomb dust. This tomb holds a false phylactery of Sheva [51.101].

Praetonios, a former tyrant of Nomo, has a tomb of fluted marble columns that radiate chilling death, skeletal legions, spear traps and bottomless pits. Praetonios dwells in his tomb as a skeletal warrior with a brilliant magical spear and shield. He also holds a false phylactery of the lich-lady Sheva of the Silver Hair.

The tomb of Imbepe, former king of Zinj, is a frightening cavern of flesh-eating ghouls and ghouls, dancing weapons, frightful masks and Imbepe himself, now a lord among ghouls. He holds the true phylactery of Sheva.

The Speckled Hyena Emperor of Mu-Pan, a blood wight, has a tomb here, as does Gherva of Kirikersa (a vampire lord who dwells in a black pit of fiendish vipers with a cabal of rakshasas), Kurr of Luhan, a greater spectre with a spectral cavalry and King Claud of Lyonesse, a dread wraith attended by a lance of wraith-knights.

61.100 Palace of Minos: This hex holds the great palace of Minos, the high judge of souls in Hell. All the shades that are thrown into Hell eventually make their way to this place, by hook or by crook, to be judged and assigned to a ring of Hell for their sins.

Minos' primary servants are the descendants of his wife's son, the Minotaur. Encounters with gangs of 2d4 minotaurs occur in this hex on a roll of 1-3 on 1d6. These minotaurs are tasked with rounding up shades and transporting them to the palace for judgment. They are thus forced to stay their rage with shades, and therefore unleash all their fury on living creatures in which their master has no interest.

The palace sits upon a megalon of black rocks built on an existing promontory of stone. The palace is built from the same stone, with crimson, thorny wooden pillars that taper from bottom to top in the Minoan style.

One enters the palace through a wide set of steps [A], which lead to a grand propylaea. This in turn leads to the central courtyard, which is paved in white stones. The stairs, gateway and courtyard are all thronged with shades. The courtyard is also occupied by a bull-headed balor called Zastor and three lovely, pale-skinned maidens wearing nothing but blue loincloths and carrying terracotta urns filled with the waters of memory. These priestesses (succubi, in fact) offer a sip to each shade that approaches, restoring to them knowledge of who they were in life. Armed with their name, they are permitted to pass through one of the bronze doors in the courtyard and into the palace proper, where they must wander until they reach the Pillar Hall where Minos passes judgment.

Random encounters occur in the palace on a roll of 1 on 1d6 made each time a new chamber or hall is entered.

ROLL	ENCOUNTER
1-2	2d6 shades
3-4	2d4 minotaurs
5	1d4 peacock priests
6	1d4 succubus water bearers
7	1d6 sarangay minotaurs (see new monsters)
8	1d6 gorgons

Since characters probably know their names, they should have no problem proclaiming them and passing through one of the bronze doors. Minos will not send them to a deeper level of Hell, but if petitioned and granted a gift of great value, he will let them pass out of his pillared hall and down the long stairway into Erebus.

[B] This corridor is decorated with frescoes of priests wearing peacock feathers and surrounded by fields of lilies. Various animals are led by the priests, who carry knives, suggesting they are intended for a sacrifice. There are three pits in this room, each 12-ft. deep and filled with burning hot coals. When the first pit opens, the third opens as well. They close quickly. When the second pit is fallen into, the other two pits lock – they can only be opened when the second pit is closed, and visaversa.

[C] This chamber is a shrine of Minos. The chamber holds a marble statue of the king on his throne, flanked by two black bulls. The bulls are shadow bulls, who defend the shrine if it is disturbed. Three rounds after entering the shrine, a person must stand before the idol or dozens of mechanical spear traps jut down from the ceiling (each person attacked by 1d4 spears, hit as 10 HD monster and deals 1d8 points of damage). The person before the idol is attacked by a scything blade hidden inside the idol – if they are kneeling, they have nothing to fear, of course.

SHADOW BULL: HD 3; AC 7 [12]; Atk 1 gore (1d6 + level drain); Move 18; Save 14; CL/XP 3/60; Special: Level drain (save or permanent), incorporeal (1 hour per day), shadow blend (hide in shadows as thief, 100%).

[D] There are stairs here that lead to the underground level of the palace, the Labyrinth. The Minotaur (the original) dwells in this Labyrinth, feeding on shades and drawing his strength from their eternal torment inside his belly.

THE MINOTAUR: HD 12+4 (100 hp); AC -4 [23]; Atk Head butt (2d8), 1 bite (1d6) and 1 two-handed axe (2d8); Move 24; Save 11; CL/XP 17/3500; Special: Never get lost in labyrinths, spells (*detect invisibility*, *dispel magic*, *haste*), magic resistance (30%), +2 or better weapon to hit, immune to fire, regenerate 2 hp/round.

[E] This corridor is painted with a fresco of pale-skinned priestesses wearing only blue loincloths carrying jugs of water or wine. At either entrance there are tall amphorae that appear to be empty. Once the corridor is entered, the doors seal. Any liquid on the characters' person, except holy water, begins to expand in quantity, almost as if from a *decanter of endless water*. The water doubles in quantity every 3 seconds, eventually overflowing and filling the corridor. Liquids poured into the amphorae are unaffected.

[F] This room is home to ten minotaur guards in black plate armor and carrying two-handed axes. Each one wears a gold torc worth 100 gp.

MINOTAUR: HD 6+4; AC 2 [17]; Atk Head butt (2d4), 1 bite (1d3) and 1 two-handed axe (2d6); Move 9; Save 11; CL/XP 6/400; Special: Never get

lost in labyrinths.

[G] This long hall contains marble statues, idols really, of the semi-divine children of Minos and Pasiphaë. Represented in black marble are Asterios (the Minotaur), Phaedra the Scorned, Androgeos the Wrestler, Catreus who was slain by his own son, Deucalion, Acacallis, Xenodice and Glaucus the Resurrected. Asphodels have been laid at the feet of these idols, and incense burned in enameled bowls before them. Each of these idols holds a greater shadow that emerges from the black marble to attack any who fail to show proper reverence. One additional statue is hidden beneath a black cloth. Carved of white marble, it depicts Ariadne the Utterly Pure. When revealed, this statue fills the chamber with bright light and forces the shadows back into hiding.

SHADOW: HD 6+3; AC 5 [14]; Atk 1 touch (1d8 + Str drain); Move 12; Save 11; CL/XP 7/600; Special: Drain 1d3 points of Str with hit, +1 or better weapon to hit.



[H] This twisting corridor is lined with shelves of bread, dried fruit and meat, amphorae of scalding wine and oil, and sides of stench kow meat hanging from hooks.

[I] This chamber is the throne room of Pasiphaë, the wife of Minos and a titan in her own right. Pasiphaë is the daughter of Helios (the Sun) and Perse, eldest of the Oceanids, and thus has powers over both light and water. Her throne room is decorated with frescoes of gardens and contains a throne of alabaster flanked by two wooden benches. Before the throne, in the center of the room, there is a basin filled with water that casts light throughout the room. There is a 50% chance that Pasiphaë is here, sitting on her throne. Her eyes have been plucked from their sockets and replaced with two brilliant amethysts. She sees through these amethysts, but only what she wishes to see and is thus unaware that she now dwells in Hell with her monstrous husband. She is attended here by succubus wine bearers, who keep her ever in a state of blissful drunkenness.

All males who gaze upon Pasiphaë must pass a saving throw or are filled with uncontrollable lust for her. They fight over her for the glory of joining with her, a joining she readily submits to. Males who do copulate with her are gradually polymorphed into bulls. If interrupted in their coitus, they are left as minotaurs devoted to their queen. Otherwise, the transformation is completed as they complete the act, and they are cast out into Asphodel to graze on its gray-green grasses.

[J] This large chamber is the judgment place of Minos. He rises like a mountain at the far end, where there is a portico looking down on the rest of Hell. As each shade approaches him, his record is read aloud by an amaimon devil and then Minos grasps the damned soul and flings it down into a deeper ring of Hell, according to its most dire sin committed in life. This portico also leads to the narrow stairway on which living visitors to Hell can make their way to Erebus in relative safety. Minos is not inclined to allow living creatures to pass without them granting him some wondrous gift or performing some worthy service.

Minos is always attended here by a line of shades (usually 1d20+20 of them) and by 30 minotaur guards.

MINOS: HD 22 (126 hp); AC -3 [22]; Atk 2 slams (3d6); Move 21; Save 3; CL/XP 24/5700; Special: Spells (*obscuring mist, fog cloud, lightning bolt,*

sleet storm, call lightning storm, control winds, control weather, whirlwind, storm of vengeance), immune to electricity, +3 or better weapon to hit.

[K] This chamber holds jars of exotic spices. Not just the stuff most Nodian adventurers are used to (pepper, galingale, frankincense, myrrh, nutmeg), but weird spices from all over the cosmos like multi-colored salts that not only flavor meat but also re-animate it, purple praxilia from the jungle world of Veneris, spicy kobash from Martis, crystalized slime dredged from the oceanic rivers of Jovis and heated in mithral ovens, etc.

[L] There is a shrine here to Pasiphaë, the wife of Minos and the daughter of Helios and Perse. The shrine depicts Pasiphaë in bejeweled ivory. Both of the idol's hands are opened, one upraised and one lowered. The upraised hand has a large sapphire (worth 10,000 gp) embedded in it, the other a similar ruby. Kissing the lower hand costs the kisser one level, but grants them 50% resistance to fire as long as they remain in hell. The emerald does the same, save the resistance is to sapphire.

[M] This is the official throne room of Minos, though he is too large to actually enter the place. His throne of cypress is painted red and decorated with large onyxes. A crypt thing sits in his place.

CRYPT THING: HD 6; AC 2 [17]; Atk 2 claws (1d6); Move 12; Save 11; CL/XP 9/1100; Special: Teleport other, +1 or better weapons to hit, turn as 10 HD monster

[N] This room is a crypt, where the dead bodies of living adventurers who entered the palace and been killed are laid to rest. Each one is interred in a hole in the wall (2-ft. wide and tall, 4-ft. long) which is covered with masonry and sealed with an onyx death mask (carved by the lapidary). The walls here are 20-ft. tall, and at least 100 bodies are interred here.

[O] There is a copper vat here kept at a constant boil by three bearded devils. The bodies of clerics are boiled down here to produce tallow for candles.

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.

[P] Thousands of clay tablets are stacked against the walls in this corridor. The tablets contain a record of the sins of

shades that have passed through here. If one had the time, they could shift through and find out secrets about almost anyone who has ever lived a sinful life. Unfortunately, the tablets are stacked precariously, and if tampered with have a 1 in 6 chance per round of toppling and dealing 6d6 points of damage to everyone in the room.

[Q] This room is graced with a bas-relief medallion (4-ft. in diameter) of Helios, the titan of the sun and the father of Pasiphaë. Two secret doors flank this medallion. Crossing the room subjects people to three different swinging, double-bladed axes. Each person must make three saving throws. Each successful save gives them a +2 bonus to their next save. Each failure inflicts 3d6 points of damage.

[R] This large chamber has a vaulted ceiling. A circular curtain of writhing shadows hides a bed of white marble. Pushing through the curtain requires one to roll an open doors check and a saving throw to avoid 3d6 points of cold damage. A goblet of hemlock-laced wine sits on the bed. Lying on the bed and drinking the poison carries with it a slight chance that a person, after dying, will awake to find themselves returned to the surface of Nod in a lawful temple of the Referee's choice. The character must pass a saving throw (+4 if Lawful, -2 if Chaotic). Those who fail instead rise as a shade bound to Hell.

[S] This large chamber is filled with wooden posts used by the minotaurs for goring and butting. Each post bears a tortured face that shrieks when people enter the room. This shrieking attracts 2d6 minotaurs.

[T] This chamber is sunken, with a small flight of steps leading to the lowest level and a raised shelf ringing the room. Twelve terracotta sarcophagi are set on this shelf, each one about 7 feet tall and holding a small, withered humanoid form. In the middle of the room there is a potter spinning a pot on the wheel. Those who can see magical auras can see that the pot sucks magic into it like a maelstrom. Those who enter the room unbidden are attacked by the sarcophagi, which open, releasing the form within, and then animate themselves. Anyone killed in the room loses their soul to the pot. Several of these pots fill the floor. Standing near one draws a gaunt arm of black energy from the top of the pot. These gaunt arms drain levels as a wight. If they drain three levels, they are

released into the room as a shade. Each person fighting in the room is attacked by 1d3-1 of these pots each round.

BLACK FIGURE: 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.

SARCOPHAGI: HD 6; AC 7 [12]; Atk 1 slam (2d10); Move 9; Save 11; CL/XP 7/600; Special: Immune to slashing and piercing weapons.

POT: HD 1; AC 7 [12]; Atk 1 grab (drain one level); Move 0; Save 17; CL/XP 3/60; Special: Level drain.

[U] A man here carves death masks from large onyxes. The man's gaze can stop people in their tracks (per *hold monster*, save at -3), giving him time to carve their likeness in the onyxes. Once their likeness has been made, the person suffers a -2 penalty to all saving throws while they remain in the Palace of Minos.

LAPIDARY: HD 9 (40 hp); AC -2 [21]; Atk 1 slam (1d8); Move 18; Save 6; CL/XP 16/3200; Special: Magic resistance (40%), immune to fire, half damage from cold and poison, fear, gaze attack.

[V] This small court is open to the sky and is filled with a garden of black pomegranates and lilies. A bloated stone face spills poisoned water into a pool. Three nymphs have been chained around the pool and are splashed with the poison, making them writhe and sob.

NYMPH: HD 3; AC 9[10]; Atk none; Move 12; Save 14; CL/XP 5/240; Special: Sight causes blindness or death.

[W] This corridor has frescoes depicting three dragons, one black, one red and one yellow. As people walk through the corridor, the dragons begin to blur and move. They rise off the walls as colored strands of energy and entangle and twist around people in the corridor. To escape the energy, one must first pass an open doors check (though they will be attacked the next round as though by a 12 HD monster). To negate the energy, one must use a different spell. Each round a person is entangled, they suffer the effect of all the strands of energy that still entangle them:

COLOR	EFFECT	NEGATED BY ...
Black	Save or affected as though by mummy rot	Holy Word
Red	Save or covered in rashes (-2 Dex)	Dispel Evil
Yellow	Save or nauseated (cannot attack or run)	Dispel Magic

61.104 Flaming Reavers: A tribe of 325 hobgoblins and their 500 feral young dwell here in a tent village. The tents are made of iron coins bound with wire in the manner of

scale armor. Each of these large pavilions (30-ft. x 30 ft.) is topped by a black pennon bearing a flaming skull. The hobgoblins, who are led by the warlord Thrusk, are raiders and reavers of the savannah. They ride on giant hyena-drawn chariots and attack swiftly and violently anything they encounter. Thrusk and his seven brothers wield +1 flaming scythes, while the other hobgoblins wield spears and short swords.

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

THRUSK'S BROTHERS: HD 4+4 (30 hp); AC 1 [18]; Atk 1 weapon (1d8+2); Move 9; Save 16; CL/XP 2/30; Special: Magic resistance (10%).

THRUSK: HD 6+6 (40 hp); AC 1 [18]; Atk 1 weapon (1d8+2); Move 9; Save 16; CL/XP 2/30; Special: Magic resistance (10%).

63.104 Maze of the Driders: A maze has been cut into the ground here and clad in black bricks. The maze has many levels (i.e. some are subterranean) and the deeper levels run with black waters from the Styx. The maze was constructed by driders as a place of torment for drow souls. The drow shades are chained on the upper levels, forced to look at the unending "sky" of Asphodel.

65.105 Jackalweres: A gang of five jackalweres and twenty jackals are tormenting a trio of maidens inside a thorn tree grove. The maidens perished recently in a fire when their father's castle was besieged. Though young, they wound up in Hell because of their greed and cruelty to servants and small animals. The maidens (the oldest was 18, the youngest 14) are now bound and chained to the ground, with swarms of ants stinging them.

SAVAGE ANT SWARM: HD 8; AC 1 [18]; Atk 1 swarm (2d6); Move 9 (C9); Save 8; CL/XP 9/1100; Special: Swarm gains a cumulative +1 bonus to damage for each consecutive round that they inflict damage.

JACKALWERE: HD 4; AC 4 [15]; Atk 1 bite (2d4); Move 12; Save 13; CL/XP 5/240; Special: Sleep gaze, hit by silver or magic weapons only.

67.105 Skeletal Harpies: Nine skeletal harpies are roosting in a grove of trees here, nibbling at the sour fruits that hang there. The fruit look like human hearts, and have a pulpy, acidic flesh. The harpies really hunger for human flesh. Each time they score 5 or more points of damage with a bite attack on a humanoid, a layer of musculature covers their bones. When they have scored a total of 35

points of damage, they reform as true harpies, with all the powers and abilities of such creatures.

SKELETAL HARPY: HD 3; AC 7 [12]; Atk 2 talons (1d3) and weapon (1d6); Move 6 (F18); Save 14; CL/XP 4/120; Special: None.

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.

68.103 Locust Men: A swarm of locust men has descended on this hex, eating the grasses down to the roots and generally spreading destruction. The swarm consists of 300 locust people, who wield scythes and throwing blades (as hand axes). Their leader is Ix'itlot, a sorcerer. Generally, the locust men are too busy despoiling the hex to be bothered with adventurers, but they have an especial hatred of silver and can smell it from about 200 feet away. This smell drives them mad with rage.

LOCUST MAN: HD 5; AC 3 [16]; Atk pincers (2d6); Save 12; Move 12; CL/XP 7/600; Special: None.

IX'ITLOT, LOCUST MAN MAGIC-USER LVL 10: HP 25; AC 9 [10]; Save 6 (4 vs. spells); CL/XP 10/1400; Special: Spells (4/4/3/2/2). Staff, silver dagger, darts (5), spellbook, turquoise rings (2; 125 gp each).

71.104 Brasta's Keep: There is a white tower keep here ruled by a corpulent amaimon demon called Brasta. Brasta rules on behalf of her lord Barbatos, though she plots ever against him in hopes of entering the ranks of the demon lords. In particular, she seeks the secrets only his wives might know, and will pay well for their capture.

The tower keep's walls are painted in shades of azure, with gold scrollwork in which is hidden all manner of foul images. The heads of demonic animals, especially weird antelopes with bizarre antlers, cover the walls. The animals' mouths froth and bite at folk who approach too near the walls. The tower keep has a throne room, the throne being made of antlers and quite jagged, and a shrine dedicated to Barbatos in which a flayed anti-cleric called Insur is chained to the altar as an eternal sacrifice.

The tower is guarded by twenty berserker ogres. It holds a treasure of 3,600 ep, 5,945 gp, nine suits of mithral chainmail, a human skull wrapped in red string and holding a blue feather inside and a coral necklace worth 500 gp.

OGRE: HD 4+1; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 5/240; Special: Berserker (extra attack).

INSUR, CLERIC LVL 4: HP 20; AC 2 [17]; Save 12 (10 vs. paralysis and poison); CL/XP 4/120; Special: Banish undead, spells (2/1). Platemail, shield, mace, unholy symbol.

BRASTA, AMAIMON: HD 11 (42 hp); AC 2 [17]; Atk 2 claws (1d6) and bite (1d8); Move 12; Save 4; CL/XP 16/3200; Special: Breath weapon (poisonous fire, 4d8), magic resistance (15%), immune to fire, fear aura (10'), spells (*teleport*, *phantasmal force*, *wall of fire*, *ESP*).

72.99 Toy Wagon: A tiny clockwork covered wagon made of tin is hidden in the tall grasses here (1 in 20 chance of coming across it). The wagon winds up. A command word ('sooner') makes the wagon full sized and completely operable, though winding requires a total strength of 30. The wagon moves at a speed of 24 for one hour, then 21 for one hour, then 18, 12, 9, 6, 3 and finally stops after seven hours. The wagon cannot move over highland or mountainous terrain, and woodlands halve movement.

When the clockwork mechanism runs out, the wagon and everyone and everything in it shrinks down to the wagon's original size (about one-tenth the size of a normal wagon). The command word will return the wagon to normal size, but does not return other items or creatures to normal size, and winding it when tiny is rather difficult.

72.103 Albino Village: A tribe of 100 fiendish humans, albinos, dwells here in thatched cottages surrounded by a wooden palisade. The humans, male and female, have long, white, matted hair they never cut (and in fact, cannot cut without the hair animating and attacking). The villagers herd cockatrices (about 30 of the beasts) using a weird, ululating throat singing. They are immune to their bites. A large, clear pond in the middle of the village is home to an albino hezrou demon who rules the village. The villagers maintain a roadhouse of thirteen chambers in which fiery, spiced wine and roasted cockatrice is served. The cockatrice petrifies customers who fail a saving throw about 5 % of the time (great sauce, though!)

COCKATRICE: HD 5; AC 6 [13]; Atk 1 bite (1d3 + petrification); Move 6 (F18); Save 12; CL/XP 7/600; Special: Bite turns to stone.

HEZROU: HD 9; AC 0 [19]; Atk 2 claws (1d3), 1 bite (2d8); Move 9 (F14); Save 6; CL/XP 11/1700; Special: Magic resistance (50%), spells (*cause fear*, *detect invisibility*, *darkness 15' radius*), immune to fire.

74.101 Barrow Tomb: A barrow tomb of the wizard lord Xaphard (really more of a prison) sits here in a tumulus covered by asphodels. The tomb has been completely

looted, save for a few torn and soiled tapestries and an ancient coat of arms on a dented shield. The shield is actually a vessel holding the soul of Xaphard, the boss holding a 10,000 gp diamond used as a *magic jar*. The entire tomb complex (six dusty rooms) is crawling with a dozen swarms of savage ants.

SAVAGE ANT SWARM: HD 8; AC 1 [18]; Atk 1 swarm (2d6); Move 9 (C9); Save 8; CL/XP 9/1100; Special: Swarm gains a cumulative +1 bonus to damage for each consecutive round that they inflict damage.

75.103 Brooding Paladin: In a massive castle of gray bricks besides a languid stream filled almost to the brim with tiny, translucent, poisonous frogs there dwells a brooding paladin, Theops, originally of Gwenth. Theops came to Hell to save the souls consigned to suffer here, but has found those souls unsalvageable and his quest untenable.

Perhaps it is his pride that keeps him from quitting Hell and returning to the surface. He no longer slays demons, save those that give him no choice, for he discovered many years ago that his slayings were just a part of the wicked politics of Hell, and that by slaying one great demon he was merely advancing the plans of another. Instead, he focuses on helping the few lawful and neutral souls that have ventured into Hell.

Theops' arms are a field or with pallets sanguine and bull gules. He has no servants in Hell – few mortals can stand up to the challenge, the damned shades are uninterested in such service and the demons cannot be trusted.

THEOPS, PALADIN LVL 14: HP 62; AC 2 [17]; Save 2; CL/XP 13/2300; Special: Lay on hands (24 hp), immune to disease, summon warhorse, dispel evil, detect evil. Platemail, shield, battleaxe, silver dagger, silver chalice (worth 200 gp, hangs around neck on a chain, used as a holy symbol of the Blessed Lady of Gwenth, his mistress).

76.99 Weird Bones: A multi-limbed skeleton that looks like a centipede with human arms and a cluster of human skulls for a head lies in the tangled grass. It bears an iron collar around its neck engraved with powerful sigils. If the collar is removed, the monstrosity animates and attacks.

WEIRD BONES: HD 15; AC -2 [21]; Atk 6 claws (1d6); Move 15; Save 3; CL/XP 20/4400; Special: +1 or better weapon to hit, half damage from slashing and piercing weapons, those struck must save or lose one level, those killed lose their skulls to the collective, 1/day the skulls can all scream, acting as unholy word in a 200 ft. radius.

78.101 Waxed Shaft: There is a shaft here that drives 60 feet into the earth. The shaft is round and about 6 feet in diameter. The sides are bronze and covered in about three to four inches of tallow wax. At the bottom of the shaft there is a bubbling mass of tallow. The spellcasting denizens of the savannah feed the thing by throwing a few victims into it. The liquid wax at the bottom of the shaft can be used to mold magic candles. Spells can be cast into the candles, from 1 to 6 spell levels, and these spells are released when the candle is burned and melts down.

80.98 Monstrous Herd: A herd of 35 demonic horses has surrounded a dozen screaming shades. A few shades have already fallen and are being devoured by the horses. Among the shades is a distant relative or former friend of one of the adventurers.

DEMONIC HORSE: HD 5+1; AC 5 [14]; Atk 3 bites (1d4 + necrosis) and 2 hooves (1d6); Move 18; Save 12; CL/XP 7/600; Special: Necrosis (saliva, victims lose 1 hp per day until their total is half normal; cannot heal until ended with remove disease spell), *true seeing*.

82.99 Temple of Pig Iron: A temple constructed of pig iron is situated here. The temple is dedicated to Mulciber, the demonic smith who forges the magic weapons and armor of the demon lords of Hell. The place is an adjunct to his workshop in Gehenna, and demons of Asphodel travel here to commission items, which are transported here by long trains of clockwork camels controlled by demonic duergar traders. There is a 4% chance when adventurers visit the temple that such a train is visiting as well. The duergar accept passengers, but they will almost certainly betray them before they reach Gehenna.

The temple does its own forge work of the non-magical sort. The temple's high priest is a demonic duergar called Tiffithir, and he is assisted by fifteen smith-priests. The priests' forge is heated by an ancient red dragon called Qodverium, who is held in enchanted adamantine chains that reach all the way to the beast's heart. If freed, the dragon serves its rescuers loyally for 1d3 months and then attempts to slay them.

SMITH-PRIEST: 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*).

TIFFITHIR, DUERGAR CLERIC LVL 12: HP 9d6+3; AC 2 [17]; Save 4 (2 vs. magic, paralysis and poison); CL/XP 13/2300; Special: Banish undead,

spells (4/4/4/4/4/1), duergar traits. Platemail, shield, warhammer, throwing hammers (3), unholy symbol set with tourmaline (80 gp).

QODVERIUM: HD 11 (88 hp); AC 2 [17]; Atk 2 claws (1d8), 1 bite (3d10); Move 9 (F24); Save 4; CL/XP 13/2300; Special: Breathes fire.

84.98 Ogre Skeleton: An ogre skeleton is splayed out on a broad, flat boulder here. The ogre's left femur is engraved with a curse. If the sigils thereon engraved are read, the reader suffers a -1 penalty on all dice rolls until they break the curse by delivering an asphodel plucked from the fields here to their one true love. Any person touched by the cursed person suffers the same fate unless they save.

86.96 Lake of Sorrow: A long, narrow lake sits here on the savannah, surrounded by a thick tangle of briars that bear fragrant black roses. Bubbles rise and pop on the surface, bringing with them the sounds of sighs, moans and cries that hang over the still waters. The water of the lake is intoxicating, leaving people in a deep melancholy and unable to summon the will to do anything for 24 hours other than defend themselves. At the end of the 24 hours, they must pass a will save to keep from drinking again.

86.97 Rhinos: A herd of 40 skeletal rhinos roam this hex. The rhinos are aggressive, and encountered on a roll of 1-2 on 1d6. The horn of each rhino can be ground down to create a single pinch of *dust of disappearance*.

SKELETAL RHINO: HD 8; AC 6 [13]; Atk 1 horn (1d10); Move 12; Save 8; CL/XP 8/800; Special: Double damage on charge, undead.

88.98 Black Osgor: Osgor is a potent old necromancer who was turned into a vampire and deposited in Hell to thirst for blood, a rare commodity in a land of demons and shades. His tomb complex is composed of emerald-colored stone stacked at odd angles and pocked with tiny alcoves bearing bone statues of nymphs in various poses of pain and distress. The interior of the complex is dry and cool and hung liberally with blasphemous tapestries. Each intersection is equipped with a small font holding fragrant oil. Anointing a person with this oil makes them immune to the attacks of undead, but unable to heal magically or naturally for 1d4 days.

90.95 Blazing Tower: A slim tower of black rock rises here, surrounded by a thick copse of brambles and thorn trees. The tower is 50 feet tall and shaped like a needle. Twice per day (roll of 1 on 1d12 to see if it is happening now) it

sends a searing ray across the hex. This causes the grass and flowers to smoke and smolder, but never catch fire. Living creatures are not so lucky, suffering 6d6 points of damage (save for half). If they fail their save, they catch fire, suffering 1d6 points of damage per round until extinguished. The smoke from this fire turns into a mihstu and attacks all who would douse the victim.

MIHSTU: HD 8; AC -3 [22]; Atk 4 tentacles (1d6); Move 9 (F9); Save 8; CL/XP 13/2300; Special: Constitution damage, engulf, +1 or better weapon to hit, immunity to electricity, resistance to missile attacks, magic resistance (15%), susceptible to cold.

91.93 Needles and Pins: A band of twenty demonic sprites (they look like a cross between a sprite and imp) dwell in the grasses here, using their barbed arrows to torment any who would cross. The sprites are encountered in groups of 1d6+6 on a roll of 1-4 on 1d6. They know of a secret entrance to the Bone White Keep [93.96].

SPRITE: HD 1d6; AC 4 [15]; Atk 1 short sword (1d3) or short bow (1d4); Move 12 (F24); Save 18 (16 vs. magic); CL/XP 2/30; Special: Sleep arrows, spells (*detect evil*, *invisibility*, *speak with animals*), magic resistance (25%).

92.91 Rusty Clock: A rusty clock has been cast off here in the tall grass. A bony hand still clings to it. The clock can be wound with an iron key located nearby. If wound, the clock keeps good time, but when it strikes twelve, it gives off a booming gong. On the twelfth gong, all living creatures who hear it must pass a saving throw or turn into zombies.

93.93 Beef: Twenty sides of spectral beef carcasses float over the landscape here. Each one looks like a grey cattle with matted hair and empty eyes. The creatures are actual spectres. They are under the control of a wraith, Ikris, who rides a nightmare. Ikris carries a scythe and a spectral six shooter (six bullets only) that ignores armor and delivers the wraith's level drain ability.

SPECTRAL CATTLE: HD 3; AC 7 [12]; Atk 1 gore (1d6 + level drain); Move 18; Save 14; CL/XP 3/60; Special: Drain level with hit, immune to non-magical weapons.

IKRIS: HD 4; AC 3 [16]; Atk 1 touch (1d6+ level drain); Move 9 (F24); Save 13; CL/XP 8/800; Special: Drain 1 level with hit from gun.

93.96 Bone White Keep: The Bone White Keep is the fortress of Despamon, a bone devil exiled here by Lucifer for an attempted insurrection that the Emperor of Hell actually fomented. The fortress consists of cracked and



pitted bone white walls that stand 30 ft. tall and five round towers 45-ft. tall topped with belfries. Each of these belfry towers is guarded by four werebats armed with heavy crossbows and contains a golden bell (worth 6,000 gp each). Each hour, a different bell is struck, sending vibrations through the hex, as follows:

ROLL	EFFECT
1	All crystalline objects must save or be shattered, this may create shrapnel (1d6 damage in 5-ft radius)
2	Living creatures must save or lose half their hit points
3	The ground heaves in waves, per the <i>earthquake</i> spell
4	Vision blurred for 24 hours, suffer -2 penalty to hit and make physical saving throws
5	Save or 1d6 teeth rot and fall from your mouth
6	Each living creature is attacked by his own <i>phantasmal killer</i> (+3 to save)

The stronghold's entire garrison is made up of 30 werebats armed with jagged swords and heavy crossbows. The fortress sits atop an outcropping of jagged, slippery rocks (per the *grease* spell). The windows are placed 30-ft high on the towers and shine with crimson light.

The interior of the keep is lit with the aforementioned crimson light, which has the illusory effect of making living creatures look skeletal. Besides the garrison, the place is inhabited by about 200 shades that crawl because their necks and feet weighed down with lead collars.

Despamon's great treasure is an ancient demon lord of lust called Tlaadanel. Tlaadanel, when alive, looked like a tall, young man with the feet and hands of a lion and bat wings. Defeated in some ancient duel, his body was rent apart and scattered. Despamon now possesses the entire body, keeping each part (there are 13) in locked, trapped silver

boxes (save or 6d6 points of fire damage). Each part looks as though it was carved from ivory. If assembled and anointed in *oil of etherealness* and the blood of a virgin sacrifice, Tlaadanel will live again. If his head is anointed in this way, it awakens long enough to answer three questions per the *contact other plane* spell.

WEREBAT: HD 3; AC 6 [13]; Atk 1 bite (1d3), 1 weapon (1d6); Move 12 (F18); Save 14; CL/XP 4/120; Special: Lycanthropy, control bats.

DESPAMON, 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.

94.90 Arrowheads: The shade of an old drow works away in this hex, chipping away at bits of flint to make stone arrowheads. The arrowheads are magical, though they do not carry a bonus to hit and damage. In fact, their stone construction makes them -2 to hit and -1 to damage. But, if floated in a bowl of unholy water, the arrows point to anything in Hell a person desires to find.

95.93 Steaming Crater: A crater in the ground here steams with poisonous (mild, save or nausea), acidic vapors. A small tunnel one must crawl through leads back to a shrine of Cali, complete with a multi-armed idol. Midway down the tunnel, a tripwire drops a guillotine-style blade (attacks as 8 HD creature, 3d6 points of damage and save or beheaded). The idol holds six *daggers of venom*, each possessed by the spirit of an ancient thuggee chief. The daggers are all chaotic and have ego scores of 8. Each dagger attempts to drive a mortal possessing it to assassinate as many demon lords as they can find.

95.95 Exile Azers: A band of fifty chaotic azers huddle here in a small village of stone huts surrounded by a ring of white stones and a grove of thorn trees. About twenty demonic vultures sit in the tree, awaiting a feast. The azers did something to irk Mulciber and have been exiled to Asphodel. They cannot leave their village, and no fire of any kind can enter it. For the azer, it's like sleeping in the Arctic. The azer live by mining a seam of coal, which they consume to stoke their own internal fires.

AZER: HD 2; AC 2 [17]; Atk 1 weapon (1d6+1); Move 12; Save 16; CL/XP 2/30; Special: Heat damage, immune to fire.

97.89 Tusken Ogres: A company of tusken ogres in service to Flavros is camped here, huddling around a bronze

brazier of coal that produces an appalling amount of smoke. The ogres are chewing salty, tough strips of meat (probably stench kow) and arguing over whether they should defy their master and head for a lower ring of Hell.

TUSKEN OGRE: HD 5; AC 4 [15]; Atk 1 weapon (1d10+1); Move 12; Save 12; CL/XP 5/240; Special: Single mirror image.

97.91 Double Trouble: The land descends into a series of interlocking canyons here. The canyons are barren of life, with grey, rigid, angular sides. Once per day, a chill wind begins to blow, tussling hair and tugging at clothes. It grows stronger, and soon forms small whirlwinds that combine to form larger whirlwinds that glow with a pale, cheerless light. Assume each character has a 1 in 6 chance per turn of being touched by one of these whirlwinds. The whirlwinds only last about for one hour (6 turns).

Any person enveloped by a whirlwind emerges unscathed, but with a double intent on murdering his "comrades". The player has a 50-50 chance of playing either his own character or the double, and only he will know which character he now plays. The character and his double cannot harm one another – any attempt to do so meets with failure and crushing pain in the heart (6d6 points of damage) for the instigator of the violence.

98.86 Hamatula's Tower: Hamatula is the so-called "father of barbed devils", their traditional lord and master and a fervent champion of Lucifer. He rules here in a tower keep 90 feet tall made of crystal clear glass. The tower rises from a placid lake crossed by a glass bridge lined with strange statues that depict people in terrible emotional agony. Each statue depicts only half of the person, and is otherwise hollow. The keep fairly drips with spirits (alcohol) and the placid lake is in fact composed of such.

The damned souls of pointless revelers and men and women who succumbed to the allure of drink wander the halls of this keep. They are now incapable of drinking, and bemoan their lowly states and the wreckage of their former lives, attacking any who dare comfort them and mobbing anyone carrying any form of alcoholic beverage. A keen eye might notice the image of one of these spirits matching one of the statues that lines the bridge.

The keep is guarded by a squadron of barbed devils and by two companies of lemures. Hamatula looks like a knight in

barbed armor. He carries a *+1 spear* that, when struck on stone, creates a *shatter* effect that affects only stone and gemstones, not glass. It also allows him to use *ESP* at will.

HAMATULA: HD 18 (75 hp); AC -1 [20]; Atk 2 claw (2d4) and 1 tail slash (3d4); Move 15; Save 3; CL/XP 26/6200; Special: Fear, spells, immune to fire and poison, resistance to cold (50%), summon 1d6 barbed devils 100%, magic resistance (45%), silver or magic weapon to hit.

100.87 Tower of Discipline: A stark, grey tower with fluted sides and a small row of windows at the very top of the 40 ft. tall building looks out over the plains here. Within, a host of ten erinyes and their servants, two companies of tieflings in iron masks, platemail armor and black robes, inflict all manner of devious punishments on the lesser demons that have offended Lucifer.

The tower contains a maze of passages and chambers stained green with ichor and wrought iron furniture. The uppermost story has chambers for the erinyes and their tiefling servitors. From here, one can access a dimensional “pit” that transports them to the tower’s dungeons, located about fifty feet below the surface. Here, one can find the inhabitants torturing lesser demons like lemures, imps and manes using devices poisoned with the essence of joy and love. The mistress of the place is Enetar.

TIFFLING: HD 4+1; AC 3 [16]; Atk 1 weapon (1d6); Move 12; Save 13; CL/XP 6/400; Special: Darkness 1/day, half damage from cold.

ERINYES: 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.

ENETAR: HD 12; AC 0 [19]; Atk 1 bronze sword (1d8 + paralysis); Move 12 (F24); Save 3; CL/XP 15/2900; Special: Magic resistance (50%), fear, immune to fire and cold, entangle.

101.85 Magic Spear: A magic spear has been thrust into the ground here, its owner apparently slain or having fled. The spear glows with electric blue light to a range of 10 feet, and this light has the effects of a *protection from evil* spell. A squadron of bearded devils is gathered around the spear, but unable to reach it. The spear is a *+1 weapon* that can raise walls of water. This water swirls around the person to a range of 10 feet and has the same basic effect as a 10 HD air elemental’s whirlwind ability. The spear draws power from love, and when the wielder is defending a thing or concept he loves, it is a *+2 weapon*. When he is defending a person he loves, it is a *+3 weapon*.

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%).

101.89 Frozen Queen: A castle of frost-covered stones, cloaked in darkness, rises here from the savannah, covering the surrounding grasses and flowers in hoarfrost. The interior is encased in frost and guarded by a dozen deasics. The castle is cursed. Those who enter suffer 1 point of cold damage per hour even after they have left. This damage can only be reversed by emersion in boiling water, which causes 1d6 points of damage itself.

The throne room holds the comatose body of Zennona, who is encased in a great block of ice. Zennona is a 12-ft. tall hag with ruddy skin and chestnut eyes. She wears armor fashioned from the bones of dragons and carries under her left arm a leather-bound tome with all known spells related to the earth element inscribed within. If freed, she will not hesitate to destroy the castle and anyone and anything inside it.

ZENNONA: HD 15 (70 hp); AC 1 [18]; Atk 2 claws (2d8), 1 bite (1d8); Move 12; Save 3; CL/XP 17/3500; Special: Hug and rend, polymorph, call mists.

102.89 Well of Awry Wishes: This wishing well hands out wishes to those who toss in platinum soul coins. One wish is allowed per person, but the wish effects a random companion of the wisher, if they are with others, or affects the wisher but also applies an effect per a *wand of wonder*.

103.86 Dead Giant: The corpse of a mountain giant lies here, quietly rotting. A pack of 16 giant rats are feeding on the brain and are still occupying the corpse’s head. The rats have been tainted by Asphodel such that their bites have the same effect as a *wand of wonder*. A saving throw is permitted, of course, to avoid the magical effect.

103.88 Burned Tower: A tower has burned to the ground here, most likely in a violent explosion from the size of the stones scattered over the immediate area. The tower was once home to an alchemical laboratory. An enchanted stone vat is placed in the center of the tower. It is set in the stone floor and cannot easily be removed, as it weighs 3 tons and is mortared in.

Mineral, chemical or metal objects dropped into the vat are separated into their component materials, these materials being shaped into perfect spheres. There is a 4%

chance per use of an elemental horror emerging from the vat with powers dependent on the materials placed inside.

The elemental horror has the base stats of a 12 HD elemental, per the table below. For the material in question, use the most prominent component of whatever has been placed in the vat.

MATERIAL	BASE	POWERS
Acid/Base	Water	Touch does 1d6 points of acid damage
Coal	Earth	Touch does 1d6 points of fire damage, breath 20-ft cone of fire 3/day (3d6)
Copper	Earth	Touch does 1d6 points of electricity damage, mind blast 1/day (save or stunned for 1d6 rounds)
Gems		
- Black	Earth	Touch drains one level (save at +4)
- Blue	Earth	Cast <i>wall of ice</i> 1/day, immune to cold
- Brown	Earth	Cast <i>black tentacles</i> 1/day; tentacles are brown and look like they are composed of earth and stone
- Green	Earth	Cast <i>acid fog</i> 1/day, immune to acid
- Orange/Red	Earth	Cast <i>fireball</i> 3/day (3d6), immune to fire
- Pink	Earth	Cast <i>hold person</i> 3/day
- Yellow	Earth	Cast <i>searing light</i> 2/day, immune to fire
- White/Clear	Earth	Sharp edges; +2 to damage, save or armor or weapon is destroyed
Gold	Earth	Magic resistance (50%), can <i>enlarge</i> (as spell)
Iron	Earth	+4 AC, +4 to damage
Mercury	Water	Touch causes <i>insanity</i> (save to negate)
Platinum	Earth	Immune to fire, +2 AC
Sand	Air	Whirlwind causes extra 1d6 points of damage, save or blind for 1d6 rounds
Silver	Earth	Magic resistance (25%), <i>enlarge</i> (as spell)
Stone (common)	Earth	No special powers
Tin	Earth	2/day - <i>Charm monster</i> , <i>hold monster</i>
Water	Water	No special powers

104.79 Charcoal Makers: One hundred squat hobgoblins work here chopping down thorn trees. The trees spatter them with acidic sap, almost like blood, burning any exposed skin. The trees are then chopped up and thrown into pits where they are turned into charcoal. The hobgoblins dwell in a 2-story cinder block house that contains an armory, workshop and living quarters. The master of the hobgoblins is Malvod, a grossly obese specimen clad in blackened platemail (he looks like a pot belly stove). His magic gauntlets allow him to strike twice each round as though wielding two warhammers.

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

MALVOD: HD 8+4; AC 0 [19]; Atk 2 gauntlets (1d8+2); Move 6; Save 8; CL/XP 8/800; Special: Magic resistance (20%).

104.81 Hydra Chest: A large iron chest is sitting here amid the grass. The chest is covered in a bas-relief of a hydra, the heads of the monster forming the seven locks on the chest. Each one is trapped with a poisoned needle. One needle's poison saps a character of 1d6 points of strength, another 1d6 points of intelligence, and so on. The middle head's poisoned needle is lethal.

Inside the chest there is an icon of the planetar Muriel. Clutching the icon to one's breast and screaming his name has a 1% chance of summoning him to one's aid. Of course, if the person in question is neutral or chaotic, there is a chance that Muriel will not help them once he appears.

104.83 Urrslumber: The plains here turn into a steaming swamp. The swamp is inhabited by a large urrslumber. The beast recently swallowed a magic-user and, though his corpse long since passed, his spectacles are still inside, hooked on a stick. The spectacles, when cleaned, give one the ability to see magical auras (per *detect magic*), but if worn for more than an hour at the time they drain a spellcaster of all of his or her prepared spells.

URRSLUMBER: HD 5; AC 4 [15]; Atk 1 grapple in plant form (1d6 + sleep poison), or 1 claw or bite in bear form (2d6); Move 9; Save 12; CL/XP 6/400; Special: Surprise opponents (4 in 6) in plant form, gaze attack (blindness) in bear form, and the bear form itself is blind.

105.85 Wooden Abbey: An abbey constructed of thorny wood imbued with expensive, scented oils stands here. Within the abbey, sentient crystals float about the halls and in the chambers. These crystals give small electric shocks to people who come near (1d6 points of damage per round). The inner halls swarm with giant wasps, which nest in the narrow towers placed irregularly about the place. The priestesses of the abbey are all wasp women with vicious stings and gazes that freeze people per the *hold person* spell (save negates). The wasp women protect a crystal tablet upon which is engraved a guide to the most sensitive places on the female body. The tablet is a lie, of course, and attempting to use it as a guide to lovemaking will find their partners horrified and possibly violent.

WASP WOMAN: HD 4; AC 4 [15]; Atk 1 sting (1d4 + poison), 1 bite (1d8); Move 1 (Fly 20); Save 13; CL/XP 6/400; Special: Paralyzing poison, *hold person* gaze, cast spells as 3rd level cleric.

107.74 Ash Gray Monastery: An ash gray monastery has been constructed here to house the souls of dishonored monks. The men and women are stripped naked and covered so thickly with tattoos that they appear to be black. The halls of their monastery are crooked and often narrow, with spiked walls and floors, making them very uncomfortable. The chambers are similar and unfurnished. Once every hour, a gong is rung that forces all of the monks in the monastery (there are 300) to fight with one another until unconscious. Visitors must pass a saving throw or succumb to the same rage, fighting until death.

DAMNED MONK: HD 6; AC 6 [13]; Atk 1 strike (1d6); Move 12; Save 11; CL/XP 7/600; Special: Unarmed grapple with hit 4+ over number needed.

108.80 Undying Love: There is a stone shaft that descends at a 30-degree angle into the soil. The shaft is wider at the top than the bottom and the stone is very cold and clammy and covered with bas-reliefs that seem to tell the story of a prince and princess separated by a war. The prince goes on many adventures to find and recover her, sailing across the sea, fighting demon and dragons, etc. At the end of the shaft there is a final bas-relief of the two embracing. When people approach it, the bas-relief falls on them and crushes them to death (save for 6d6 points of damage).

109.77 Signpost: A large post is stuck in the ground here. The post looks to have been the trunk of a thorn tree. A dozen shades of sages are nailed to it – the souls of men and women who took advantage of their students. The sages whimper and moan and look at travelers with sheepish, guilty eyes. The post has one sign affixed to it pointing to the Palace of Minos [61.100] and another pointing to the city of Mumpsimus [109.82]. Of course, the signs are actually reversed. Hell is like that, you know.

109.82 Mumpsimus: Mumpsimus is a great city of 7,500 shades dwelling here in a tangle of black brick buildings and courtyards laid out with no rhyme or reason. Most of the buildings are covered with lazy assassin vines (1 in 6 chance of being attacked each hour). Giant clouds of flies buzz around the sky, streaking down from time to time to sting and annoy the citizens and visitors.

The inhabitants of Mumpsimus are the shades of pointless academics – frauds, dunces, liars and folk so wrapped up in arguing about minutia and trivia that they perform no useful service. They are now ashen skinned and haired

men and women, all blind and dressed in tattered academic robes, screaming at one another about nothing and only stopping to sniff the air once and while for the presence of living beings, for they relish their brains.

All of the shades of Mumpsimus are starving, for they do no useful work to support themselves and their prattling and lecturing is not highly valued in Hell. The city has no rulers, per se, the academics being organized into rival gangs that scream and scratch at one another when they feel their territory is being encroached on (either physically or academically). Their buildings are filled with empty classrooms and libraries of bogus, fraudulent tomes. Studying any of these books forces a person to pass a saving throw or permanently lose 1 point of intelligence.

110.65 Solar Trap: The pit fiend Sihom has his fortress here. The fortress is a circular construction of stone, with five “spokes” jutting out and ending in 50-ft. tall towers with conical roofs. The towers have no windows, nor does the central fortress, just a single set of iron doors. The fortress is guarded by 10 fire giants and their fire drakes.

Sihom is constructing a mystic trap for the seven solars of Law. The mystic machinery requires seven paladins with souls of unblemished good. He already has six paladins held in the tops of the great towers behind all manner of dire traps and guardians. The paladins are Alogarta, Combe, Idrick, Nyana, Olwyn the White and Sir Tabury the Good. The paladins are locked inside crystalline coffins that keep them in a dreamless slumber – to make sure they are not corrupted by Hell before they can be used.

FIRE DRAKE: HD 4; AC 4 [15]; Atk 1 bite (1d6); Move 9 (F30); Save 13; CL/XP 6/400; Special: Breath weapon (cone of fire, 40', 2d8), pyrophoric blood (1d3 damage), resistance to fire (50%).

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.

SIHOM, PIT FIEND: HD 13 (65 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/round, spells, strength.

110.73 Falcon Statue: There is a mighty, granite statue of a falcon here. Those who climb to the top are greeted by a black falcon carrying a vial of golden liquid. The liquid causes imbibers to fall into a deep slumber that lasts for

one week. While slumbering (no force short of a *wish* can awake the person), a person is wracked with a storm of doubt and terrible dreams. They must pass a saving throw or awake a weakened, unconfident person (lose 1d4 points of each mental ability score). If they pass, they increase each mental ability score by 1, to a maximum of 18.

111.62 Six Towers: A complex of six towers – tall, straight and built of porous, violet stone – connected by underground passages has been constructed here, though there are no signs of human (or humanoid) construction present. Five of the towers have no visible entrance, while the sixth [A] has a single window, about 4 feet tall and 2 feet wide, set 40 feet above the ground. The tunnels of the complex are filled with a glowing, violet gas and thick brambles of blood roses.

[A] This tower is occupied by a yellow musk creeper on the floor, its tendrils reaching up to the rafters. The bodies of its victims are hung in those rafters, and one has a silver scarab (as *scroll of protection from insects*) in his pocket.

YELLOW MUSK ZOMBIE: HD 2; AC 3 [16]; Atk 1 weapon (1d8) or fists (1d6); Move 12; Save 16; CL/XP 5/240; Special: Link to creator, sprout new creeper.

YELLOW MUSK CREEPER: HD 3; AC 4 [15]; Atk pollen spray (special) or 2 tendrils (1d8); Move 3; Save 14; CL/XP 5/240; Special: Create yellow musk zombie, intelligence damage, pollen spray, rejuvenation

[B] This tower was a dungeon. A spiral ramp of creaking wood circles the tower from floor to ceiling, and all along this ramp there are chains hanging from the walls with empty manacles. These chains animate in the presence of living creatures, entangling them and carrying them to the ceiling of the tower where there dwells a metallic spider with the face of a beautiful queen. The spider demands a kiss, which polymorphs the person into a giant spider (no save) under her control. The chains attack as 10 HD monsters with AC 16 and can absorb 30 points of damage before they break.

SPIDER QUEEN: HD 9+2 (50 hp); AC 4 [15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 7; CL/XP 12/2000; Special: lethal poison, webs.

[C] This tower must have once held a scriptorium. The floors have collapsed, and there are hundreds of quills and pieces of parchment spread over the wreckage. Buried under the wreckage is the body of the sorceress Aleppa,

and her sinister intelligence animates and commands these quills to drink the blood of intruders and scribe sigils on their exposed skin. Each person who enters the room is attacked by a quill swarm.

QUILL SWARM: HD 4; AC 5 [14]; Atk swarm (1d4 + glyph); Move F18; Save 13; CL/XP 5/240; Special: Save or avert a *glyph of warding* scribed on the skin, half damage from weapons.

[D] This tower smells of perfume. As one ascends the ornate stairs from level to level, they begin to hear laughter and soft singing. At the top there is a bedchamber of lace and silk finery. Pillows are piled in the room, but no women are apparent in the place. The women are actually the animated corpses of lustful noblewomen, who rise from beneath the pillows to embrace any who lie on them. They seek a kiss to restore themselves to life, and once alive, latch onto their champions, driving them nuts with their demands for attention and service.

LUSTFUL CORPSE: HD 3; AC 5 [14]; Atk 1 claw (1d3); Move 9; Save 14; CL/XP 4/120; Special: Hit only by magic or silver weapons.

[E] When people enter this tower, they are struck with the illusion of the tower falling over and turning round and round while rolling downhill. Those who fall for the illusion throw themselves around the room, suffering 3d6 points of damage and many bruises and cuts. The secret doors in the walls lead to small closets. There is a 1 in 6 chance per person throwing themselves around the room of them falling through one of these doors and into the cabinet. The doors are locked and, if the lock is not picked properly, fill with poisonous gas (save or die).

[F] This tower has a sunken floor filled with sapphire blue water. A pillar in the middle of the tower, rising about 10 feet above the surface of the water and about level with the doors, holds an empty vessel. The water in the room is ice cold (1d4 points of damage if touched, 2d4 per round is swam in). If one fills the vessel with this water from their cupped hands, it coalesces into a quartz sphere that grants protection from cold (+3 to save vs. cold spells) while in the character's possession.

111.74 Dung Fields: Giant flies buzz around a field of steaming dung. The dung can animate when people attempt to cross the hex, turning into rather objectionable "earth" elementals.

EARTHY ELEMENTAL: HD 8; AC 3 [16]; Atk 1 strike (3d6); Move 6; Save 8; CL/XP 9/1100; Special: Stench (as troglodyte).

112.58 Crater Arena: A crater here, about 300 feet in diameter, has been carved and shaped into an arena. On either end (east and west), the walls of the crater have been shaped into small fortresses. The floor of the arena is made of bare granite and serves as the battlefield between two opposing sides, the blues and the reds. The blue side is under the command of a glabrezu called Azapir, while the red side is commanded by the barbed devil Haritanael. Each side is composed of athletes who committed the sin of cheating or who betrayed their comrades for money.

Now, they must compete in a “game” not unlike rugby. The players play unclothed and literally tear one another apart in scrums. The body parts of dead shades animate and crawl slowly to one of the fortresses, where manes demons do their best to stitch people back together and throw them back into the melee. The pitch they fight on has no obvious goals, and the match has no point other than eternal torment and torture for the participants.

The shades usually fight over a spiked ball, but should onlookers take up positions viewing the match, one will discover that their most prized or valuable possession (usually a magic item) disappears from their possession and is replaced by the ball. The shades now fight over that possession, and are loath to give it back. If adventurers become too disruptive in the game, the two “coaches” and their staffs of six manes demons get involved.

RUGBY SHADE: HD 1+1; AC 6 [13]; Atk 2 fists (1d4); Move 15; Save 17; CL/XP 2/30; Special: Blend with shadows (surprise 3 in 6).

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.

AZAPIR, GLABREZU: HD 10 (49 hp); AC -3 [22]; Atk 2 pincers (2d6), 2 claws (1d3), 1 bite 1d4+1; Move 9; Save 5; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers.

HARITANAEL, BARBED DEVIL: HD 8 (35 hp); 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.

112.69 Forge: A village of 400 men and women is set here. The shades dwell in small houses made of cinder blocks with ornate iron doors. The people of the village rarely

enter their homes, though, as they are bent on completing a suit of *demonic plate armor* for Flavros.

Most of the people are slaves who work a bellows to keep a fire white hot for the master smiths. The master smiths are, at the moment, two men (Cordus, a human guilty of rape and Pelyn, a dwarf who once killed a man in a drunken haze) and Eujena, a woman who poisoned children in her neighborhood because she was herself barren. These three hammer and pound at the armor, blood flowing from their empty eye sockets to anoint the armor. They are slowly withering away, at which point new master smiths are chosen to complete the work, their eyes plucked out by Flavros bearded devil guards.

The armor needs the souls of 100 people to be finished for mighty Flavros, and is about a third of the way there.

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%).

112.74 Dino Bones: Skeletal megaraptors course over the grasslands here. Each one has a beating black heart in its chest, the heart of a killer. If destroyed, the hearts harden into a geode worth 50 gp. Packs of 2d6 of the skeletal dinos are encountered here on a roll of 1-3 on 1d6.

SKELETAL MEGARAPTOR: HD 18; AC 4 [15]; Atk 1 bite (4d8); Move 18; Save 3; CL/XP 19/2400; Special: None.

113.61 Leftovers: There is a suit of blackened platemail here with half a body still lodged in it (the right half). The body has been sliced with amazing precision and is now mostly bloodless.

113.71 Spear Hunters: There is a village of 100 stout hunters dwelling here. The people live like savages in dark pits lined with stone and holding smoldering, stinking fires. The hunters use spears to bring down the mantari that dwell in this hex. The hunters have matted hair and feral eyes. The mantari dwell in a lone pinnacle of granite that juts out of the ground. The upper portion of the pinnacle is pierced with several caves, from which emerge the mantari, always seemingly on an unspoken errand.

SHADE HUNTER: HD 1; AC 6 [13]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 2/30; Special: Strength damage, blend with shadows.

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

114.59 Fire Temple: There is a domed temple here painted in tones reminiscent of fire dedicated to Barbatos. In the center of the temple there is a golden idol of Barbatos slaying a gold dragon, with a pack of hell hounds tearing at its flesh. The interior of the temple is black as soot; in fact, it is covered with soot. Once per hour, the idol explodes into a purifying fire that deals 4d6 points of damage to chaotics, 8d6 to neutrals and 10d6 to lawful creatures. The temple is staffed by a sisterhood of twelve fire nymphs who dwell in fire pits that surround the idol. Platinum chalices set with fire opals rest in these fire pits, and on the command of the nymphs fill with hot, mulled wine.

FIRE NYMPH: HD 2; AC 5 [14]; Atk 1 dagger (1d4 + 1d4 fire) or slam (1d2 + 1d4 fire); Move 12; Save 16; CL/XP 6/400; Special: Heat, spells, immunity to fire, magic resistance (5%), double damage from cold

114.72 Webs and Thorns: Towering thorn trees here are inhabited by giant spiders. The thorn trees are covered in thick webbing and hide all manner of treasures, if one can find a way to reach them. Yeah, I know, not too exiting. But it's been a long weekend, and not all of these entries can be made of pure gold.

GIANT SPIDER: HD 4+2; AC 4 [15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; CL/XP 7/600; Special: Lethal poison, webs.

115.64 Amazon Fortress: Though amazons are usually dedicated to the lawful Minerva, their thirst for battle and disdain for other folks often sends their soul to Hell. Eighty such warrior-women dwell here in a tall, spiked fortress of basalt with thick, bronze doors set with jet. The amazons within are mounted on giant gryphs. They wear leather armor and carry spears and short swords. The amazons have hard, unfeeling faces and hair scented with rare oils and tightly braided. Their queen, Xolomi, is a 9th level fighting-woman and a vampire.

GRYPH: 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.

AMAZON: HD 2+1; AC 1 [18]; Atk 1 sword (1d8+1) or 1 bow (1d8+1); Move 15; Save 16; CL/XP 2/30; Special: None.

XOLOMI, VAMPIRE: HD 9 (53 hp); AC 2 [17]; Atk 1 bite (1d10 + level drain) or weapon (1d10); Move 12 (F18); Save 6; CL/XP 12/2000; Special: See description. Platemail, two-handed sword.

115.69 Stone Pile: There is a large pile of stones here, about 10 feet tall and 15 feet in diameter, that looks as though it marks a burial. Anyone standing on the stones discovers that they can quickly unfold into a stone hand that grasps them (unless they pass a saving throw) and are dragged down into the ground, per an *imprisonment* spell.

116.58 Jackals: Black, scrawny jackals abound in this hex. They roam in packs of 1d6+11 and are encountered on a roll of 1-3 on 1d6. Each jackal has a bone scroll case hanging from its neck on an iron chain. Inside each of these is a random magic scroll that has the side effect of turning the reader into a jackal.

JACKAL: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d2); Move 14; Save 18; CL/XP A/15; Special: None.

116.66 Sour Persimmons: A grove of persimmon trees grows here. The grove contains about 50 trees, each one surrounded by a small, spiked iron fence about 10 feet in diameter. Within each of these fences there is a small, drowsy green dragon that protects the tree and its fruit. The trees are owned by Barbatos and it is his magic that keeps them alive and from being corrupted. His harem enjoys a sparkling liqueur made from the fruit.

GREEN DRAGON: HD 9 (36 hp); AC 2 [17]; Atk 2 claws (1d6), 1 bite (2d10); Move 9 (F24); Save 6; CL/XP 11/1700; Special: Breathes poison gas.

EREBUS

14.60 Dream Fishers: A village of 40 to 50 stone cottages is perched atop windswept cliffs overlooking a foaming lake sparkling with silvery crests and the occasional breaching of amazonian mermaids. The shades of the village are fishermen, though they do not fish in the lake – the bloodthirsty mermaids who dwell there are enough to dissuade them from even approaching. Rather, each shade drops his line into a crudely carved stone bowl filled with what appears to be silvery water.

In fact, these bowls are little portals into the Astral Sea. The shades draw silvery minnows from these bowls that are actually physical representations of dream fragments. Dining on one of these minnows causes a person to slumber and drowse, and experience that dream fragment

as their own. Most of these fragments are tiny portions of dreams that replay over and over, having the following effect:

ROLL	EXPERIENCE
1-2	Pleasant (per the <i>bless</i> spell for remainder of the day)
3	Weird and surreal (save or struck by random <i>insanity</i>)
4-5	Erotic (save or obsessed with person in the dream)
6	Heartbreaking (save or per <i>bane</i> spell for remainder of the day)
7-9	<i>Nightmare</i> (as the spell's after effects)
10	<i>Phantasmal killer</i>

15.65 Sensuous Shades: Deep caves here hide a conclave of shades. Originally ophidians, they are now trapped in a mammalian form in death – a form that sickens and frustrates them, for they feel the cold keenly and miss their ophidian powers. Even as mammalians, though, the ophidian shades are quite agile and limber, and they have the appearance of thin (almost too thin) men and women of a sensuous nature.

Their home is a series of tunnels and hemispherical chambers covered with geometric carvings that seem to lead or radiate around large, green crystals that grow from the sides of the chambers. Spiral carvings can operate these crystals. The touch of an ophidian (even a shade that now looks human) causes the engravings to fill with a phosphorescent gas and the green crystals become windows into other dimensions and times (per a *crystal ball*, more or less). Chaotic non-ophidians have the same effect, though the crystal ball effect is the weakest possible. Neutrals have no effect, while lawfals cause a mist to swirl in the center of a chamber and coalesce into a serpent god, a demon in service to Apep, the snake lord.

Encounters with ophidian shades (2d6) occur on a roll of 1-2 on 1d6 in the long, meandering tunnels, and on a roll of 1-4 on 1d6 in the vault-like chambers. Other giant serpents might be encountered as well, including mallor demons that enjoy tormenting the ophidians and mating with them to produce fiendish offspring.

Many of the chambers hold alabaster boxes that are locked and trapped with poisoned needles. These boxes contain mundane things, often foodstuffs (live rats and crickets, usually) that the ophidians need to live. Once a box has been opened and closed, a new object appears within in 24 hours. The boxes do not work if removed from the ophidian caves.

OPHIDIAN SHADE: HD 3; AC 4 [15]; Atk1 two-handed weapon (1d8+1) or weapon with shield (1d8); Move 12; Save 14; CL/XP 3/60; Special: Blend with shadows (surprise 3 in 6).

SERPENT GOD: HD 12+4 (56 hp); AC -3 [22]; Atk 6 vipers (1d4) and 1 bite (2d6); Move 9 (Swim 15); Save 3; CL/XP 17/3500; Special: +1 or better weapon to hit, magic resistance (75%).

16.65 Mad Kows: Herds of shaggy, damp stench kows lick lichens and molds off rocks in this hex. These fungal growths often drive them mad, causing them to become quite aggressive. To make matters worse, hundreds of demonic pixies dwell in this hex in tiny barrows. They enjoy peeking out and launching their arrows at the beasts to drive them to stampede over travelers.

Encounters with 1d10+15 stench kows occur on the roll of 1-3 on 1d6 each day. Pixies (1d6, but well hidden) are present on a roll of 1 on 1d6.

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%), spells.

STENCH KOW: HD 3; AC 3 [16]; Atk 1 gore (1d8); Move 15; Save 14; CL/XP 5/240; Special: Charge, trample, stench, immunity to cold, fire and poison, ferocity (fight 1d6 rounds after reaching 0 hp).

17.59 Urns: A canyon filled with a rushing river fed by a multitude of waterfalls cuts across this hex from southwest to northeast. The canyon is about 50 feet deep and the fills about 20 feet of this depth. Hidden behind one waterfall (1% chance to find) there is a chamber carved out of the wall that holds one dozen funeral urns. Each urn is covered in black enamel and has a bronze lid. If an urn is opened, a cloud of animated, undead ashes springs out and attacks. There is a 1 in 12 chance that an urn holds a magic ring.

UNDEAD ASHES: HD 7; AC -1 [20]; Atk 1 buffet (2d6); Move 12 (F18); Save 9; CL/XP 8/800; Special: Smoke (as gaseous form; save if surrounded or suffer 3d4 points from smoke in lungs).

17.63 Ettins: Six ettins dwell in caves here, mining quartz crystals of little value from the cavern walls. Each ettin has an angelic head (looks demonic) and a demonic head (looks angelic) that fights over control of the body. Roll 1d6 each turn, with an even roll meaning the angelic head is in control and odd meaning the demonic head is in control.

ETTIN: HD 10 (51 hp); AC 3 [16]; Atk 2 clubs (3d6); Move 12; Save 5; CL/XP 10/1400; Special: None.

18.59 Oasis: This hex holds an oasis of bone dry land in a greenish bubble of force. The force bubble can be penetrated by living creatures, but no water can pass through it. The land is like a miniature desert of gray sand that stretches one mile in diameter. Sand worms crawl through the soil, attacking folks they detect on the surface.

Spread throughout the desert is a number of small, alabaster shrines. Each shrine holds a weird stone with no particular shape. These stones vibrate at different frequencies that invoke different emotions in those who enter the shrine (saving throw permitted).

ROLL	EMOTION
1	Unbounded joy and laughter
2	Unbridled jealousy for a random comrade
3	Seething passion for a random comrade
4	Terrible anger and rage
5	Unsolvable sorrow
6	Stark terror (flees from the bubble)

Those who succumb to the emotion develop an alternate personality that slowly emerges from their body in a weird budding process. In 1d6 days, a face begins to form on the person's shoulder. 1d4 days later, a second head containing this personality appears and controls the character's body on 1 day out of 6 (roll 1d6). 1d4 days after this, the person awakes to find they have a second torso attached to them at the waist. This increases their weight by 50% - treat this as added encumbrance. Whatever clothes they are wearing are duplicated on this torso. Finally, 1d4 days after the other torso appears, it completely separates into a mirror image (physically and spiritually) to the affected character.

Attacks on this second torso/head/face are suffered as damage by the character. The magic cannot be dispelled or even suppressed by an *anti-magic field*, but a *wish* can reverse the process.

18.64 Wet Hens: Twenty wet, angry harpies are hiding under a stone overhang here, looking down on a dreary wood of black, leafless cypress. They cannot fly in this rain, but can use their powers to draw prey to them.

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.

19.58 Kettle: A large, cast iron kettle, about 3 feet in diameter, has apparently tumbled to the bottom of a cliff. It is buried in about two feet of stone and gravel, but can be easily removed. Anything placed inside the kettle, while empty, is transported to the woods outside 17th century Salem, Massachusetts if the kettle is struck by a wooden staff or spoon. Otherwise, it acts as a normal pot.

19.63 Shining City: At odd intervals (1 in 10 chance per hour) a great chasm opens in this hex, splitting it from east to west or north to south (determine randomly). Inside the chasm, which is about 200 feet deep, there is a long city of gleaming crystal spires. Glowing humanoid shapes walk through the chasm slowly, singing dirges that cause uncontrollable weeping to whoever hears it (save to negate the weeping).

Those who attempt to climb into the chasm discover, about halfway down, the chasm moves to close on them. The chasm has 500 feet to close and moves at a rate of 1d10 x 10 feet per round. People inside the chasm when it closes are killed, their souls trapped forever in the gleaming city, singing dirges and tempting other to their fate. Those who escape never forget the sight of the gleaming city, carrying it with them wherever they go.

20.71 Temple of Tyranny: A temple has been constructed here in honor of Baal, a prince of Hell and patron of tyrants and thieves. The abbey is a square structure of reddish stone topped by a golden roof (actually lead covered in gold leaf). The building has a courtyard composed of a deep pit that reeks of sulfur. Four narrow stairs lead into the pit, which has a number of iron doors leading into a vast dungeon haunted by the spirits of toppled tyrants and a tribe of grimlocks under the command of a brain demon, the true master of the temple.

The centerpiece of the courtyard is a golden idol of Baal, which has a spider-body, three heads (a cat, toad and crowned, humanoid head). Nides, the high priest, and his eleven associates can be found here, dancing naked around the idol, banging swords against shields. At the end of their revels, the idol belches forth nourishment – wine from the mouth of the toad and gruel from the mouth of the cat. If the priests are attacked, adventurers discover that their skin is as hard as steel.

PRIEST, CLERIC LVL 3: HP 3d6; AC 2 [17]; Save 13 (11 vs. paralysis and poison); CL/XP 3/60; Special: Banish undead, spells (2). Platemail, shield, flail, throwing hammers (2), unholy symbol.

NIDES, CLERIC LVL 13: HP 33; 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, flail, unholy symbol of aventurine (1,450 gp).

20.73 Tower of Wybram: A giant wooden tower was constructed here by damned stone giants. The tower is constructed of bloated, black logs, mostly rotting, completely fireproof, and covered in mold and slime. The tower's only door is open. The interior is a tangle of corridors and chambers as vast and dangerous as any dungeon. It is haunted by boggarts on the lower levels and will-o-the-wisps on the upper. The wood often breaks under the weight of people (though it is mysteriously repaired when passed again), acting, essentially, as wandering 10 to 20 ft. deep pits.

[A] This chamber, with its arched wooden roof, is occupied by twenty borcs in the middle of an unholy ritual in honor of Balor, the one-eyed king of balor demons and a favored deity of the orcs and their kindred. In the middle of their ritual floats the Eye of Judgment, a *prismatic sphere*. When a faithful servant of Balor steps through the sphere, they gain one of the powers of those colors for 1d4 rounds. The non-faithful are affected as normal.

BORC: HD 4; AC 2 [17]; Atk 1 halberd (2d6) or longbow (2d6); Move 15; Save 13; CL/XP 6/400; Special: Berserker (+2 to hit), fight to -6 hit points.

[B] The walls of this gallery is lined with wooden statues of stout women holding cups. Each cup contains a dollop of maple syrup which, when drank acts as either a *potion of healing* or *potion of poison* (50% chance of either). The statues are animated, and offer their libations to all who enter. They grow violent if refused.

WOOD GOLEM: HD 9 (40 hp); AC 2 [17]; Atk 2 slams (2d6); Move 12; Save 6; CL/XP 10/1400; Special: Immune to cold and electricity, double damage from fire.

[C] The walls of this chapel are hung with moldy tapestries. All of them portray stone giant lords looking impressive and grim. A line of white pebbles lead from the door of the chapel to one of the tapestries, a giant sheet fungus. Behind this trapdoor there is a secret door that leads to a stone stair leading up to the next level of the dungeon.

SHEET FUNGUS: HD 9 (47 hp); AC 4 [15]; Atk 1 pseudopod (1d6); Move F15; Save 7; CL/XP 3/60; Special: Camouflage, engulf.

[D] This central stairwell leads up five stories. It is narrow, and the steps are often rotten. Random encounters with giant rats and various molds occur on a roll of 1-4 on 1d6. The stair ends in a dead end, where three magic mouths appear and laugh at the adventurers.

[E] Water gathers here in a large, copper vat. A sinuous water elemental dwells in the vat and hides a gauntlet with four fingers coated in different colored enamels. Each finger can project a single ray once per day, as follows: Blue – x-ray (as *ring of x-ray vision*), red – open locks (per *knock*), yellow – detects alignment (or personality) and green – enlarges vermin.

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

21.75 Blacksmiths: A clan of 200 duergar lives here in a village of iron towers connected by bridges. The duergar are blacksmiths, mostly making and repairing mundane items out of fine steel. Their towers are warm to the touch, the constant rain steaming as it strikes them. Smoke pours from the tops of these towers, and fires are kept burning and hot at all times within.

The duergar are craggy and morose, their beards matted and covered in patches of mold. Their ruler is large duergar called Kolanzio. Kolanzio is encased in spiked plate armor and is actually an imp working levers and laughing at the foolish duergar he drives like slaves.

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*).

KOLANZIO: HD 6+3 (35 hp); AC 3 [16]; Atk 1 maul (1d10+1); 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*).

22.69 Buried Pantheon: A pantheon of purple porphyry is buried here under many tons of mud. The top of the building sticks out from the mud. The mud can animate here and drag people below, trapping them within marble sarcophagi in suspended animation. The victims emerge 24 hours later, their souls and bodies having been mingled with the fabric of Hell with the following changes: AC -1 [+1], fly with bat wings (normal land speed), gain bite and

claw attacks (1d6 and 1d4 damage respectively), cast *darkness* 15' radius 3/day, darkvision to 60 ft., immune to poison, resistance to fire (50%), +1 or better weapon to hit, magic resistance equal to half hit dice x 5%.

22.76 Trolls: A hunting party of twenty trolls and their king, Gerald Blue-Tusk, are making their way across the hex looking for victims. The trolls ride in a black longboat with a golden figurehead of a marilith (not animated, unless the players are getting on your nerves). The longboat can make its way across water and land, using its oars as though they were the legs of a centipede. The trolls use heavy crossbows with barbed bolts attached to ropes, using them in the manner of harpoons, and often hanging their victims from the sides of their boat to allow them to die painfully.

TROLL: 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.

GERALD: HD 12+3 (61 hp); AC 4 [15]; Atk 2 claws (1d6), 1 bite (1d10);

Move 12; Save 11; CL/XP 14/2600; Special: Regenerate 3 hp/round.

22.77 War Idol: A narrow shelf poised 20 feet above a rushing river holds an antique statue. The statue is about 16-inches long and is composed of molybdenum. It depicts a short, athletic boy with purple "page boy" hair wearing a suit of platemail. He holds a longbow in one hand, and the platemail is engraved with swirls. The idol, if placed upon a corpse recently slain in battle, reincarnates it. This power works once per month. Each reincarnation consigns the person's soul to Hell for 10 years after death.

23.81 Drow Village: A village of 100 obnoxious drow dwells here in stone huts that, though simple on the outside, are like mansions on the inside. They also have a tall roadhouse with a large, dark common room and an upper story of hundreds of frightening rooms. The tavern servants are all young male drow in loincloths. They serve dark, hallucinogenic wines and fungal stews and soups.



The drow cultivate many rare fungi, and raise a herd of violet fungi in the center of the village. The violet fungi are fed on captives and the elderly and then slaughtered in great hails of arrow fire.

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

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.

25.83 Icy Sea: A massive waterfall tumbles from a cliff here to land in a swirling maelstrom. This maelstrom leads down to a vast cavern, the waterfall filling an icy sea inhabited by giant white penguins and cruel, seductive selkies. The selkies dwell in fortresses carved from ice bergs that calve from the sides of the cavern, which are encased in ice.

GIANT PENGUINS: HD 3; AC 6 [13]; Atk 1 bite (1d8); Move 3 (S24); Save 14; CL/XP 3/60; Special: Resistance to cold (50%).

SELKIES: HD 4; AC 6 [13]; Atk 1 bite (1d6) or weapon; Move 12 (S24); Save 14; CL/XP 5/240; Special: Resistance to cold (50%), charming song (save or as *charm person*), silver or better weapon to hit.

26.81 Petrified Wood: The canyons here are filled with fast running streams and pools. Hundreds of tall, petrified trees fill these canyons. One has had a wizard's tower carved from it by Ismeth, a gnome magic-user/assassin, and his fifteen brothers and sisters (who fear their sibling, but serve him just the same). The evil little gnomes dress in drab colors and wear floppy, black hats holding crimson feathers (actually quills with poisoned, metal tips). Ismeth is a transmuter who enjoys creating new, horrible forms of life. His current crop is a company of rubbery archers who actually fire their own hands and arms from their bows, which are melded into their arms. Their fingers burrow into the flesh and drain blood (save to negate, otherwise 1d4 points of constitution damage each round).

Ismeth's treasury holds 5,520 gp, 70 pp, a marble bust of a skeletal queen set with moonstones (worth 450 gp), a wooden bowl filled with the ashes of his first victim, a birch harp with clever engravings (worth 50 gp), a pair of gilded greaves (worth 80 gp), eleven spherical opals (worth 20 gp each) and a *+1 shield* painted bright yellow.

RUBBERY ARCHER: HD 6; AC 1 [18]; Atk 1 arrow fist (1d4 + grab) or 2 slams (1d6); Move 12; Save 11; CL/XP 7/600; Special: Stretch up to 10 ft., grab (save or entangled and constricted for 1d4 damage), half damage from blunt weapons.

ISMETH'S SIBLINGS: HP 3d8; AC 2 [17]; Save 12; CL/XP 3/60, Special: Multiple attacks, parry, gnome traits. Platemail, shield, short sword, short bow, silver dagger.

ISMETH, GNOME ASSASSIN/MAGIC-USER LVL 13: HP 43; AC 9 [10]; Save 5 (3 vs. spells); CL/XP 14/2600; Special: Disguise, poison, backstab x2, climb walls 95%, delicate tasks 80%, hear sounds 6 in 6, hide in shadows 85%, move silently 90%, open locks 85%, spells (5/5/5/4/4/2), gnome traits. Short sword, silver dagger, poisoned daggers (2), poisoned darts (10), black cloak, spellbook.

28.82 Gronk: A bitter old gronk dwells alone here in a cave with his collection of armored arms. He has fifty, and they hang from the ceiling, tied with leather thongs attached to wooden poles and staves that stretch across the cave.

GRONK: HD 5; AC 8 [11]; Atk 2 slams (1d6) and horn (1d8) or weapon (1d8) and horn (1d8); Move 12; Save 12; CL/XP 5/240; Special: None.

29.80 Lovely Castle: A concentric castle, as lovely as any in world, is set here under the gloom of rainclouds. The castle has lovely servants in silks and velvet, knights in ornate armor traced with silver, a great hall with long oak tables covered in food and wine, cellars filled with cider and preserves, etc. The master of this paradise is a barbed devil called Anram, who commands a company of manes demons mounted on small purple worms.

As with all things in Hell, the castle is not quite what it seems. The shades who serve in it are liars and cheats, confidence men and women who connive to take everything of valuable they can from visitors, including their hope and their hearts (not literally). The food and drink is tasteless and the silks scratchy and uncomfortable. Moreover, the longer people spend in the castle, the more vast and complex it becomes. Once one is in, it is very difficult to ever make it back out.

SMALL PURPLE WORM: HD 7; AC 6 [13]; Atk 1 bite (2d12), 1 sting (1d8 + poison); Move 9; Save 3; CL/XP 9/1100; Special: Poison sting.

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.

ANRAM, BARBED DEVIL: HD 8 (34 hp); 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.

29.86 Violence Road: The landscape turns into a series of rocky buttes separated by sheer crevasses so narrow and with such a rapid flow of water that they are almost impossible to traverse. One narrow, winding trail has been carved through the hex from north to south, with several small feeder trails (many of which bore through the hills) that permit one to also travel east to west, though it takes twice as long. The “highway” is quite rugged, with many trails taking the form of narrow, steep stairs and sometimes being clogged with water or debris. All along the trail there are small alcoves carved into the sides of the buttes. Most of these are obscured by a curtain of water, but whether obscured or not, one cannot avoid noticing the glowing idol perched within each alcove.

These idols depict the legendary Cain, first murderer and a “saint” of Chaos. He appears as a human male holding a stone upraised in one hand. The idols are shaped from solid tin which glows white hot, giving off light to a radius of 30 ft. and heat to a radius of 10 ft.

Approaching within 5 ft. of a statue has the following effects, based upon one’s alignment. For lawful and neutral characters, the heat causes 1d6 points of damage per round and after five rounds of exposure causes soft metals to melt and sturdier metals to become hot (per the *heat metal* spell). Chaotics suffer the same damage, but it does not stop when they move away from the statue. As well as suffering the damage, a thought becomes lodged in their head – the only way to end the pain and burning is to strike out and kill. If they do this, the pain does indeed stop. If they do not, they are eventually burned to a crisp. Amidst their ashes one discovers a new idol of Cain.

30.83 Zombi Town: A village of 300 dull-witted, slobbering shades is situated here in a canyon of waterfalls. The shades are employed to mine tin and precious tourmalines from the walls of the canyon. The shades, men, woman and children, bear a distinct resemblance to Tor Johnson, an old B-movie (well, maybe C-movie) stalwart. They lumber around the village, mouths agape, dragging loads of tin on makeshift sledges and pounding away at the walls of the canyon, soaked to the bone (well, if they had bones – they are shades, after all).

The shades are controlled by silver amulets worn around their necks on iron chains. The amulets were installed

there by Asmodee, the Prince of Erebus. The amulets give these shades their vacant looks and drive them to mine the tin and tourmalines. If any of the people of the town are molested or halted in any way, their amulet bursts forth in a flurry of black tentacles (per the spell).

Once every few weeks, a caravan of ogres with giant-slug drawn wagons arrives in the town to pick up a load of tin and tourmalines and make sure all is going well. The ogres are fairly good-natured (though they will eat people when they are hungry) and might accept passengers.

SHADE: HD 1; AC 6 [13]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 2/30; Special: Blend with shadows.

31.85 Shed Skin: A giant snake skin has been shed here. The skin is about 50 feet long and 5 feet in diameter. It is black and covered with tiny white specks. The skin is fortunately empty, but there is a 1 in 12 chance per day that its former owner appears to feast on the party.

GIANT SNAKE: HD 18 (90 hp); AC 5 [14]; Atk 1 bite (1d6), 1 constrict (3d6); Move 10; Save 3; CL/XP 19/4100; Special: Constrict.

32.88 Roaring Torch: Atop a windswept, rain-soaked hillock there is a massive metal torch. The torch measures 20 feet in diameter and the flames roaring in it rise 20 feet in the air, despite the constant rain. The flames are magical, and actually form a portal into a dungeon.

The dungeon was constructed by an efreet to protect a fabulous horde of treasure, not the least of which was a harem of the 20 most beautiful damned souls to ever enter Hell, held in suspended animation until he could return to claim them (the efreet having been summoned to the Material Plane by a pesky archmage).

[A] This entry chamber is clad in basalt tiles. It has four large, arched tunnel openings, each one being guarded by a giant slug of living, burning bronze.

BRONZE SLUG: HD 12; AC 2 [17]; Atk 1 bite (2d6) or spit; Move 6; Save 3; CL/XP 13/2300; Special: Spit molten bronze (2d6 + 1d6 damage per round + catch fire).

[B] The basalt tiles that cover the walls and floor of this vaulted chamber are smashed and chipped. Three flail snails are kept within, unable to move through the small doors that line the walls. All but two of these doors are false, hiding *glyphs of warding* (3d6 points of fire damage)

behind them. As the snails rage and fight in the place, each round people in the chamber must pass a save or be struck by falling masonry for 1d6 points of damage. A false tile on the floor (it is notably undamaged) hides a treasure of 350 sp, 100 gp and an ivory statue of Lucifer worth 950 gp.

FLAIL SNAILS: HD 4; AC 1 [18]; Atk 4 slams (1d8); Move 6; Save 13; CL/XP 6/400; Special: Immune to fire and poison, light blindness, warp magic.

[C] This chamber is composed of a large, room-spanning pit filled with 30 slime crawlers. The pit is 10 feet deep. A dozen iron pillars, each 10 ft. tall, rise from the floor of the pit and allow a means of crossing it. Each jump, of course, requires one to roll 4d6 under their dexterity or fall into the pit, suffering 1d6 points of damage and the attentions of the slime crawlers. One of the pillars is hollow, and behind a small panel hides a *dagger of venom*.

SLIME CRAWLER: HD 1; AC 4 [15]; Atk 1 tentacle (1d3) and bite (1d4); Move 9 (C6); Save 17; CL/XP 1/15; Special: Constrict, slippery.

[D] The floor of this chamber is composed of 1-ft square tiles of red, yellow and blue. The room is lined with monstrously huge giant rats in force cages. Stepping on a red tile causes the rats to fly into a rage (+2 to hit and damage). Stepping on a blue tile causes an anti-magic effect in the room that dispels the cages. This effect lasts as long as the tile is stepped on. The yellow tiles rob people of 1 ability score point (determined randomly). Pick your poison!

[E] This locked chamber holds a dozen vampires, thin and starving, with feral eyes.

VAMPIRE: HD 7; AC 2 [17]; Atk 1 bite (1d10 + level drain); Move 12 (F18); Save 9; CL/XP 10/1400; Special: See description.

[F] This ornate bronze chamber holds the *Pyromancer's Cup*, a golden goblet lined with sunstones. Any liquid placed in the cup is boiled, and metals placed in it soften and melt within 1 turn. The goblet also commands fire elementals (except efreet). The cup rests on a disc of bronze that, when stepped upon, erupts as a 10d6 column of flame (per the *flame strike* spell).

33.90 Useless Road: A highway of white stones, each one lovingly carved with a gaunt face (most appear to be people close to an adventurer when he looks at them) winds through this hex. Gray willows to either side of the

trail are inhabited by bloody-minded carnivorous squirrels (encounters with 2d6 of the beasts on 1-2 on 1d6). The trail meanders and crosses over itself many times, and following it actually takes about three times as long as normal to traverse the hex.

CARNIVOROUS SQUIRREL: HD 3; AC 7 [12]; Atk 1 bite (1d3); Move 12 (F6); Save 18; CL/XP 3/60; Special: Surprise (3 in 6).

34.91 Subdued Dragon: A large, blue dragon has been chained to the ground here by goblins. The goblins are servants of Haborym, the great fiery duke (see NOD 11), and have used adamantine chains. They are tormenting the beast with pointy sticks and crude limericks. The dragon, Kaalnout, has a dwelling in this hex – a vast cavern of limestone and fool's gold heated by a giant pot belly stove whose fire never dampens. Hidden in a side cavern blocked by a boulder (requires total strength of 60 to move, rigged to a landslide trap that deals 10d6 points of damage and buries people alive) is the beast's treasure: 5,430 sp, 640 ep, 250 gp and a rock crystal carved in the image of his mother (worth 500 gp).

KAALNOUT: HD 10 (30 hp); AC 2 [17]; Atk 2 claws (1d6), 1 bite (3d8); Move 9 (F24); Save 5; CL/XP 12/2000; Special: spits lightning.

36.86 Trust Nobody: A village of 200 noble drow shades is put to work here scraping lichen off of rocks to be made into gruel – their only source of food. They are kept in line by a gang of 20 duergar armed with whips and a real passion for their work. The ultimate masters of the village are a cabal of ophidian sorcerers who live in relative splendor in a smooth, white tower with stained glass windows and central heating. While the duergar are certainly skilled at motivating the slaves to work, the real enforcers of the cabal are a small gang of five doppelgangers (a sixth has actually killed and taken the place of the head of the ophidian cabal).

SHADE: HD 1; AC 6 [13]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 2/30; Special: Blend with shadows.

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*).

DOPPELGANGERS: HD 4; AC 5 [14]; Atk 1 claw (1d12); Move 9; Save 13 (5 vs. magic); CL/XP 5/240; Special: Mimic shape, immune to sleep, charm.

OPHIDIANS: HD 3; AC 3 [16]; Atk 1 scimitar (1d8) and bite (0); Move 12; Save 14; CL/XP 5/240; Special: Reproductive bite.

37.91 Soggy Garden: A garden of wonders stretches out here on flat butte. The garden has soft, green grass, hundreds of black willows, fountains that spout burning sand, and a myriad of coral, purple and sepia-toned flowers. Rusty iron benches complete the ensemble.

The butte upon which the garden rests is actually a hive for hundreds of giant bees. The bees do not take kindly to intruders, emerging from small caves in groups of 3d6 per round (total 300) to kill them.

GIANT BUMBLEBEE: HD 3; AC 3 [16]; Atk 1 sting (1d6 + poison); Move 6 (F18); Save 14; CL/XP 4/120; Special: Poison (2d6 or 1d4 on save).

40.91 Hecate Temple: An ornate temple of olive green stones, each one intricately carved has been constructed here in a flooded valley. A number of small pillars that jut 1d4 feet above the water's surface provide a path to the large, silver-clad doors of the temple. Inside the nave, there are ten handsome guards in blackened chainmail and olive green cloaks here who challenge all to produce a silver piece for entry into the inner sanctum.

The inner sanctum holds a large silver idol of Hecate. The



statue is very sensuous and brings a flush over the cheeks of humans who view it (paladins and lawful clerics receive a save, but if they fail lose one of their lowest level prepared spells for the day). The statue calls to people and bids them undress and dance in honor of the goddess. From above, shaved, pink monkeys (demonic, of course) pour *love philters* from silver vessels, the liquid splashing on the floor and being absorbed by the skin of the dancers.

Those who succumb to the dance and potions fall deeply in love with one of their comrades and are set upon by the temple's 12 priests and their mistress, the dread Parthi. The priests lock them away in bare cells in sight of their new loves, but barred by electrified bars. When they have finally decided to join Hecate's cult, they are released and sent out to do Parthi's bidding (i.e. searching for magic items and platinum coins).

WEREWOLF GUARD: HD 4+4; AC 5 [14]; Atk 1 bite (1d6+1); Move 12; Save 13; CL/XP 5/240; Special: Lycanthropy.

HECATE PRIESTS, CLERIC/MAGIC-USER LVL 4: HP 4d4+2; AC 9 [10]; Save 12 (10 vs. paralysis, poison and spells); CL/XP 4/120; Special: Banish undead, cleric spells (2/1), magic-user spells (3/2). Heavy mace, throwing hammer, unholy symbol, spellbook.

PARTHI, CLERIC/MAGIC-USER LVL 10: HP 30; AC 9 [10]; Save 6 (4 vs. paralysis and poison); CL/XP 11/1700; Special: Banish undead, cleric spells (3/3/3/3/3), magic-user spells (4/4/3/2/2). Heavy silver mace, silver throwing hammer, unholy symbol, spellbook, silver armband (30 gp).

42.91 P.U.: This hex holds a series of stinking caves inhabited by witherstenches and shallow pools filled with giant leeches. The caves were the site of the final stand of Bragene, an elf fighter/mage whose body has been sucked completely dry of blood. His body still wears a pair of ruby gauntlets that made him immune to fire.

GIANT LEECH: HD 6; AC 9 [10]; Atk 1 bite (1d4); Move 3; Save 11; CL/XP 7/600; Special: Sucks blood (6hp/round).

WITHERSTENCH: HD 2; AC 5 [14]; Atk 2 claws (1d3); Move 9; Save 17; CL/XP 3/60; Special: Stench.

42.93 Castle of Butchers: A concentric castle of perse stone covered with moss has been constructed here by the glabrezu demon Rehazan to oversee the domain granted him by mighty Lucifer. Under his command are three companies of dretches and a squadron of hellcats. His more frightening "hellcats" are his "nieces", a trio of succubi, who torment the dretches and do their best to

lure foolish adventurers into Rehan's clutches. The three wear *invisibility cloaks* that are poisonous to non-demons.

The castle's courtyard is a scene of carnage, where shades and living captives are butchered and hung to dry on hooks or smoked on large grills.

Rehan bitterly hates Asmodee, and plots his downfall night and day (well, night, since there is no day in Erebus).

DRECH: HD 4; AC 2 [17]; Atk 2 claws (1d4), 1 bite (1d6); Move 9; Save 13; CL/XP 6/400; Special: Magical abilities.

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%.

REHAN: HD 10 (62 hp); AC -3 [22]; Atk 2 pincers (2d6), 2 claws (1d3), 1 bite 1d4+1; Move 9; Save 5; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers.

44.93 Sliding Stones: The traversable paths through this hex wind through ranges of jagged, pointy peaks. Large boulders are balanced precariously on these peaks, and they have a weird habit of tumbling down when people are trying to push their way through the sheets of water that pour down the slopes and through the little valleys. There is a 2 in 6 chance per hour of being assaulted by a falling boulder (all must pass a save or suffer 2d6 points of damage). The boulders are actually quite light, and are in fact the cocoons of weird, metallic caterpillars that eventually transform into fiendish stirge demons.

METALLIC CATERPILLAR: HD 5; AC -1 [20]; Atk 1 bite (1d8 + poison); Move 15; Save 7; CL/XP 6/400; Special: Poison (paralysis).

45.91 Keep of the Three Sisters: Three greater medusas hold court in this modest, white keep buffeted by powerful streams. The sisters command a company of basilim – the remnants of adventurers long ago turned to stone. The interior of the castle is filled with a purple haze that sometimes (1 in 6 hours) flashes in gouts of wild magical energy (save or affected as *wand of wonder*) unless composed of stone. One of the three sisters is suffering from a wasting curse (a present from Lilith, whom she defied) and is seeking a cure. Her sisters are preparing for her death and the struggle for dominance that will surely follow by recruiting adventurers to serve them.

BASILIM: HD 4; AC 3 [16]; Atk 2 slams (1d6); Move 9; Save 13; CL/XP 5/240; Special: Half damage from normal weapons.

GREATER MEDUSA: HD 8; AC 3 [16]; Atk 1 shortbow (1d6) or dagger (1d4) and snakes (1d4 + poison); Move 12; Save 8; CL/XP 10/1400; Special: Petrifying gaze, poisonous blood, poison (2d6).

45.95 Shady Gorge: The landscape descends here into an east west gorge flanked by bare, stone mountains. The gorge is inhabited by shadowy, demonic llamas and by a small tribe of 32 Neanderthal warriors and their 24 females and 28 young. The Neanderthals live in a matriarchy, with all power held by three female shamans, Saeth, Zella and Hazzo. The shamans have a harem of eight bodyguards and keep five albino apes as guard animals.

The Neanderthals are cannibals, and encounters with war parties of 2d6 + 1 albino ape occur on a roll of 1-3 on 1d6 while traversing the gorge. Encounters with herds of 3d6 demonic llamas occur on a roll of 1-3 on 1d6.

NEANDERTHAL: HD 2; AC 6 [13]; Atk 2 fists (1d4) or club (1d8); Move 12; Save 16; CL/XP 2/30; Special: None.

ALBINO 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.

BODYGUARD: HD 3; AC 6 [13]; Atk 2 fists (1d4) or club (1d8); Move 12; Save 14; CL/XP 3/60; Special: None.

SHAMAN: HD 5; AC 6 [13]; Atk 2 fists (1d4) or club (1d6); Move 12; Save 12; CL/XP 6/400; Special: Cleric spells (3/3/2).

DEMONIC LLAMA: HD 3; AC 7 [12]; Atk 1 gore (1d6); Move 18; Save 14; CL/XP 3/60; Special: Immune to fire, spit acid (30' line, 2d6 damage).

46.97 Drow Pool: A wide overhang next to a trail in this hex shelters a large, dry vault. The walls of the vault have been carved in all manner of drow blasphemies and in the center there is an alabaster pool of calm, silvery water. There is a 1 in 6 chance per hour of 2d6 drow rising from the pool. They are exceptionally lovely and surprisingly friendly. They smile and beckon adventurers to join them in the pool, and only fight if forced to fight.

Within the pool there is a palace of shimmering quartz, with tunnels and chambers roughly hewn that are filled with silvery, airy water that emits a soft glow. The 300 drow in the place lounge and play in the chilled waters, but they must emerge once per day or be turned into crystal. The drow lure others into their palace so that the poor, unknowing fools will be crystallized, their bodies and entrapped souls traded to demons for more luxuries.

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.

48.94 Subterranean Oasis: There is a deep, subterranean oasis here composed of brilliantly hued limestone columns and pools of sparkling, splashing water. This oasis of dry land and clear water is haunted by a death hunter and his shadow mastiff companion. He claims to seek the skull of an honest man, and won't take no for an answer.

SHADOW MASTIFF: HD 3; AC 6 [13]; Atk 1 bite (1d6+1); Move 18; Save 14; CL/XP 5/240; Special: Baying, concealment in shadow.

DEATH HUNTER: HD 10 (27 hp); AC -2 [21]; Atk 1 axe (1d6 + 1d6 fire) or touch (1d8 + paralysis) or longbow (1d8 + 1d6 fire); Move 12; Save 5; CL/XP ; Special: Flaming weapons, paralysis touch, magic resistance (10%).

49.93 Ogres: A gang of 13 glossy black ogres with 3 females and 6 young dwell in this hex in a ruined tower keep (only the bottom two floors exist, and the upper floor is mostly smashed and collapsed). The ogres are led by an especially large and ferocious male named Glorn and his daughter Calek, a shaman. The ogres are known for hunting a gargantuan, nine-headed black dragon called Garvax, who keeps a lair elsewhere in this hex. Garvax's lair magically moves each night at midnight, making it difficult to locate.

The ogres are currently holding a half-orc venturer named Tomokan prisoner. Half-naked, bruised and anxious, he has been chained to the walls of the keep for a fortnight and subjected to all manner of indignities by the giggling ogresses and children.

OGRE: HD 4+1; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: None.

CALEK, OGRE ADEPT LVL 5: HD 4+1; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: Adept spells, poison use.

GLORN: HD 8+1 (43 hp); AC 5 [14]; Atk 1 weapon (2d8); Move 9; Save 13; CL/XP 8/800; Special: None.

TOMOKAN, HALF-ORC VENTURER LVL 15: HP 36; AC 9 [10]; Save 4 (3 vs. traps); CL/XP 11/1700; Special: Appraise, haggle, natural leader, pidgin, smuggle, half-orc traits.

GARVAX: HD 28 (110 hp); AC -4 [23]; Atk 9 bites (3d8) and 2 claws (2d6); Move 15 (F25); Save 3; CL/XP 30/7400; Special: Acid breath.

51.96 Tower of Broote: Broote is a drow mage/knight who claims descent from Asmodee himself (a lie – his father was a dretch, his mother the unfortunate apprentice of a perverted drow wizard). He descended into Hell on a quest 200 years ago and has remained ever since, a minor agent of Asmodee in his eternal war with Lilith. Broote is ugly for a drow, with a swollen face and broad shoulders. He wears blackened elven chain and carries a longsword and dagger, as well as a wand carved from the femur of an elf maiden that holds three *hold person* spells. Broote has an abiding passion for Lilith, and takes his sexual frustrations out on any living or shade female that falls into his clutches.

The tower is guarded by a company of lemures and by Broote's erstwhile pet, companion and mount, a giant tiger beetle called Ulf. Broote's tower juts from the side of a steep mountain and can only be reached by a narrow trail that crosses many small, stone bridges. These bridges collapse when trod upon by those who do not first face the tower and proclaim, "None are as great as mighty Broote!"

Broote has a treasure of 670 ep, 1,800 gp, a chalcedony worth 9,000 gp, a silver mirror (30 gp), a large, locked wooden box containing 12 dragon teeth, a container of salve that acts as a *potion of healing* on damage inflicted by fire, an iron cauldron and a silver necklace worth 230 gp that he keeps in what appears to be an empty treasure chamber. The treasure has merely been miniaturized and hidden behind a loose stone in one wall. Reaching in for the treasure causes a blade to descend and forces people to pass a saving throw or lose their hand.

Giant tiger beetle is his mount – mutated with poisoned mandibles (paralysis) – very fast – a shapechanged woman he once dallied with –

GIANT TIGER BEETLE: HD 6; AC 3 [16]; Atk 1 bite (3d6); Move 18; Save 11; CL/XP 7/600; Special: None.

LEMURE: HD 3; AC 7 [12]; Atk 1 claw (1d3); Move 3; Save 14; CL/XP 4/120; Special: Regenerate 1 hp/round.

BROOTE, DROW FIGHTER/MAGE LVL 10: HP 9d6+2; AC 9 [10]; Save 5 (3 vs. spells); CL/XP 10/1400, Special: Multiple attacks, parry, spells (4/4/3/2/2), drow traits. Rapier, daggers (3), spellbook.

53.96 Cave of Dreams: This hex is mostly taken up by a single, towering mountain with slippery slopes that defy travelers' best attempts at crossing. From each direction

(i.e. from whatever direction adventurers enter), one can enter a cave that looks as though it was bored through the mountain by a purple worm. The sides of the tunnel are smooth and have a slightly purple sheen to them.

People walking through the cave have their fondest wishes about another person present in the cave made a reality. The Referee should randomly pick a player and then randomly choose one other player as the target for his wishes. He should be asked, in private, what his character would most like the other's character to be, and when they emerge from the cave, the change will have been made. It can only be reversed with a *remove curse* spell cast by a 12th level or higher magic-user or a *wish*.

55.97 Silver Dredgers: A village of 100 swarthy duergar dredges a bog here for silver ore mixed with lead. The only things that live in the bog are spiky plants that look like clusters of short swords and giant leeches. The duergar employ shades to hold long poles tipped by lanterns in an attempt to draw the leeches away from their barges, or at least devour the shade. The duergar live on their barges in crude tents. Their master is Teren, an old male who rarely speaks and who bears a deep hatred for Broote [51.96].

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*).

TEREN, DUERGAR ASSASSIN LVL 8: HP 25; AC 7 [12]; 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%, duergar traits. Leather armor, shield, hand axe, silver dagger, poisoned darts (6).

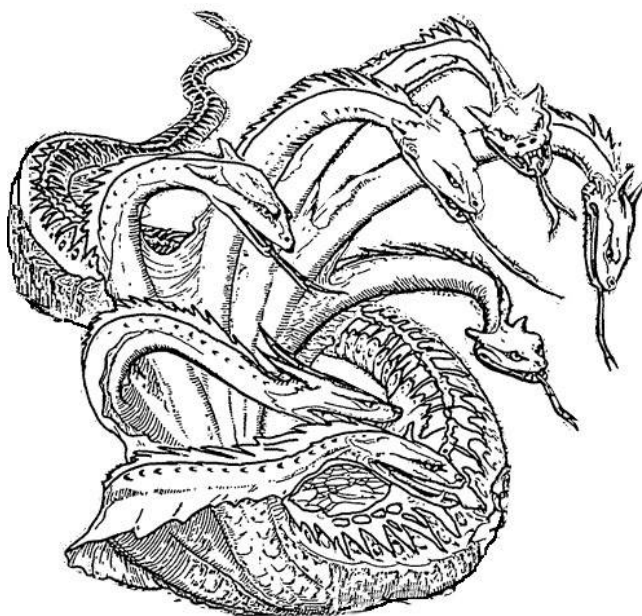
56.94 Ghastly Feast: Patrols of ghasts (2d6) are common in this hex (3 in 6 chance of encounter). They dwell in a mausoleum of yellowed ivory and black marble. Within the mausoleum there are silk couches surrounding an ebony table that is set with silver plates and goblets. Here, the ghasts hold their gruesome feasts. Beneath the mausoleum they have a small chamber where they keep captive shades and living visitors to Hell, binding them in shackles and hanging them from the ceiling on iron chains. They do not relish the shades, which are tasteless, so they are quite happy when living creatures fall into their hands.

The ebony table has a thick top and it hides a secret compartment holding 130 cp, 374 sp, 341 ep, twelve black

silk shirts (worth 10 gp each), a silver arrow and a statue of a toad studded with amber nodules (worth 160 gp).

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

56.96 Antique Lantern: An antique lantern hangs from an old quarterstaff that has been jabbed between two rocks in this hex. The lantern is empty of oil and produces no light, but it does contain a small, carnelian intaglio. The face of the intaglio is of a seven-headed dragon. On the back is a symbol which, when traced in the air (per any of the *symbol* spells), wards away Tiamat, the demon queen of hydras, serpents and dragons. Shifting the staff causes a landslide (6d6 points of damage; save for half; failed save means a person is buried beneath 2d4 feet of stone).



57.99 Titanic Pit: A pit has been dug here, one mile deep with slanted sides that have been carved into a number of portals sized for titans. Water pours into the pit from the surrounding landscape, but the pool at the bottom of the pit is only filled to a depth of about 200 feet, the water apparently running out tunnels at the bottom and eventually into the third ring of Hell.

The halls beyond the many portals make up a massive dungeon complex. At the bottom of the pit, dwelling in the waters, is mighty Tiamat, the demon queen of hydras, evil dragons and serpents. Tiamat is not inclined to allow people entrance to the dungeon.

Tiamat has glossy black scales and wings the color of jade. She has thirteen heads that combine reptile and woman, each one wearing a golden crown.

TIAMAT: HD 28 (168 hp); AC -3 [22]; Atk 13 heads (3d6) and 2 claws (1d10); Move 27 (F54); Save 3; CL/XP 36/9200; Special: Breath weapon (3/day; 60-ft line of acid, 12d6 damage), immune to acid, resistance to cold (50%), regenerate 3 hp/round, heads regenerate unless burned by fire, magic resistance (45%).

58.96 Ashmedai: Ashmedai is the great capital of Asmodee, the King of Erebus and a demon of lust and wrath. The city is constructed of hepatizon and pink quartz, with walls of black marble manned by members of his 72 companies of manes, dretches and lemures. The city's gates are tall and thick and look like bas reliefs of bronze dancers, and they are almost always thrown open to Hell unless an army is marching on the city.

The city within is composed of ornate towers and walkways covered in trellises of blood roses. Babbling fountains are placed in the city squares honoring sexual infidelity and its violent aftermath. One shows a cuckolded man, another a bishop caught in the act with a nun, etc.

The population is composed of lustful shades, cackling hags, randy satyrs (of a demonic aspect), harpies, lamias and succubi. These creatures, and all creatures within the city, are all wrapped in a glamor that makes them appear sexually alluring to any who look upon them. This makes navigating the city quite dangerous, though perhaps a great deal of fun for the less savory adventurers.

The city is a tangle of brothels (where one pays with a portion of their soul), taverns filled with lusty wenches and pliant young men, feasting halls, dance halls, theatres of the most unwholesome nature – everything designed to frustrate the lustful shade, who finds it impossible to feel anything, and tempt living visitors that they might one day find themselves permanent residents.

Asmodee's palace is like the city writ large. It is composed of curving corridors and round chambers filled with silks, satins, pillows and rugs that used to be exotic animals. The entire place is filled with rose-colored light. In Asmodee's realm, all pleasures are painful, all desires frustrated, all lusts turn into something monstrous. He is served by eunuch ogres who wear leather harnesses and carry giant

flails and bound shades that are constantly whipped by Asmodee's court of incubi, succubi and rebel lilins.

ASMODEE: HD 26 (150 hp); AC -3 [22]; Atk 2 slams (3d6), bull bite (2d8), ram bite (2d8) and breath weapon; Move 15 (F18); Save 3; CL/XP 38/9800; Special: +3 or better weapon to hit, immune to electricity and poison, magic resistance (65%), spells, summons, telepathy 100 ft.

DRAGON MOUNT: HD 20; AC -1 [20]; Atk 1 bite (2d12), 2 claws (1d8); Move 9; Save 3; CL/XP 22/5000; Special: +2 or better weapon to hit, breathe cone of acidic steam (50 x 20 cone, 10d6 damage).

59.99 Tannery: A tribe of goblins toils here in a long, stone building that serves as a tannery. The goblins tan the hides of stench kows, mostly, and a herd of 6d6 of the creatures is kept on the bare, stone ground around the tannery, the poor beasts falling and wailing in the wind and rain. The building reeks of urine and other chemicals.

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.

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.

61.99 Scary Oak: A massive, black oak is rooted here, leafless and tossed violently by the unceasing winds. The oak has a terrifying aspect, but is in fact a mere illusion. The oak is actually a small club, carved from an oak, with a single onyx affixed to the haft. Touching the club sends a shock through chaotics (4d6 damage) and lawfuls (2d6 damage), but operates as a *club* +1/+3 vs. *demons* for neutral characters. In the hands of a druid, it is a *club* +2/+3 vs. *demons* and makes them immune to poison.

63.99 Tomb of Thode: Thode was a master thief and awful libertine, highly acclaimed by Asmodee, his master. The tomb is composed of a single round chamber with an entrance in the ceiling. The chamber has a single, central pit 8 feet in diameter and seven terracotta statues, each twelve feet tall and representing one of the deadly sins.

The pit is filled with a black liquid (a black pudding) on top of which floats a golden sarcophagus holding the bones of Thode. Thode's ill-gotten booty is located in a porcelain chest (worth 45 gp) beneath the black pudding, and consists of 1,980 sp, 1,200 gp, a steel gorget, an amber armlet (40 gp), a silver bracelet with three horse-shaped charms (130 gp), a pair of tight buckskin trousers and a longbow made of yew. There are no traps in the tomb,

other than the pudding, but the statues are enchanted to offer criticisms of everything tomb robbers attempt – things like “Oh, I wouldn’t do that if I were you” and “You should really take a step to the left before you touch that”.

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.

64.96 Bloodhawk: Bloodhawk is a damned barbarian who fought his way into Hell with a mind to carve himself a kingdom, is gathering a horde of disaffected demons, devils and shades. He plans to besiege and conquer Ashmedai and topple Asmodee, taking his place. Many of his rebel soldiers are actually followers of the other lords of Erebus, who are anxious to use Bloodhawk as an unwilling pawn. Lilith is particularly interested in the barbarian, and her charms have made him a virtual cat’s paw of the deposed queen. The army includes 50 companies of manes, as well as squadrons of vrock and hezrou and several animated siege engines.

BLOODHAWK, BARBARIAN LVL 15: HP 68; AC 5 [14]; Save 4; CL/XP 13/2300; Special: Immune to backstabs, fear magic, berserker (+2 hit and dmg, -2 AC, 12 rounds, fight until berserker gang ends). Ring armor, shield, battleaxe, silver dagger, longbow, 20 arrows, electrum belt (2000 gp).

67.95 Thesiron: Thesiron is the city-state of Naamah, the more pleasant, slightly less wicked sister of Lilith. Thesiron has stout walls of dull brown stone covered in multi-colored patches of mold and moss. The walls are 50 feet tall with many towers 70 feet tall ringing the city and manned by squadrons of satyrs equipped with longbows. Entry is usually through a massive gateway that pierces the 20-ft. thick walls. Walking through the gateway one is subject to hurricane force winds that rip at one’s clothing and equipment and might throw folk who weigh less than 100 pounds out for 3d6 points of damage.

Thesiron houses 10,000 shades and demons. The buildings look like crumbling temples covered in molds and moss. All of these temples are dedicated to false gods and idols.

These temples might house the palaces of aristocratic lilin or tenements housing the damned souls given to Naamah.

Naamah, as mentioned above, is the sister of Lilith and was the mistress of both Samael and Adam. She is the mistress of divination, and many diviners and oracles who succumb to the temptation of misusing their powers enter her house as servants. Naamah is really more neutral than chaotic, and has a less frightening nature than her sister. She is the corruptor of both Uzza and Azazel and the mother by Adam of the four plagues of mankind.

Her city is thronged with visitors – adventurers, merchants of Hell, dark pilgrims and traveling dignitaries – because it is the least unpleasant place to visit in Hell. The shades are downtrodden and wear chastity belts that keep them from

engaging in the lusts that possess them. Lustful priests and bishops play the role of beggars chained to rusting iron statues of the men, woman, boys and/or girls they violated in life. Through the streets proceed the lilins of Thesiron, on sedan chairs borne on the backs of hill giants that have been shaved clean and dyed in provocative colors; their retinues composed of dancing, piping satyrs (who take immense pleasure in violating the damned priests) and luscious

nymphs who wear sheer silks and whose touch is like ice (3d6 damage, might freeze smaller extremities).

SATYR: HD 5; AC 5 [14]; Atk 1 weapon (1d8); Move 18; Save 12; CL/XP 6/400; Special: Magic resistance (50%), pipes, concealment.

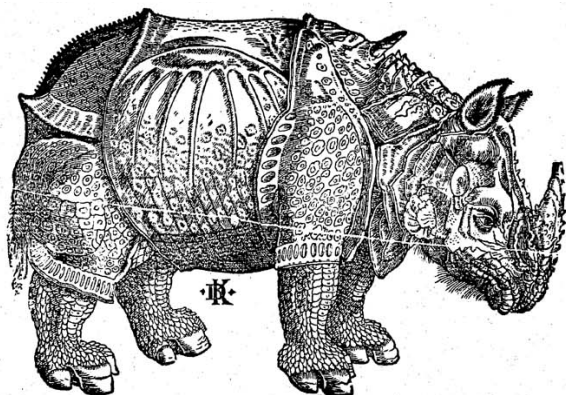
NAAMAH: HD 16 (110 hp); AC -2 [21]; Atk 2 daggers and 2 talons (1d6); Move 12 (F18); Save 3; CL/XP 18/3800; Special: +2 or better weapon to hit, immune to fire and poison, magic resistance (60%), spells, telepathy.

69.96 Rhinos: Herds of rust-red rhinoceroses dwell in this relatively flat hex of grey stone and patches of pale grasses. They are covered in adamant armor and have horns of the same material. Their hides make them immune to normal weapons and their piercing horns



ignore non-magical armor. More frightening still, the beasts have long, frog-like tongues and can swallow creatures whole on a natural '20' on their attack roll.

HELL RHINO: HD 10; AC 5 [14]; Atk 1 horn (2d6); Move 12; Save 5; CL/XP 12/2000; Special: Double damage on charge, immune to fire, +1 or better weapon to hit, normal weapons shatter on contact.



70.95 Acid Geysers: This hex is composed of conical mounds and stepped valleys thick with holly bushes. The berries are mildly poisonous (save or suffer from nausea for 1d4 hours) but confer immunity to acid. This is a good thing, because the mounds (there is one about every 1d4 x 20 feet) are geysers of acid. Travelers are subjected to a rain of acid 1d4 times per hour while traveling, each rain inflicting 3d6 points of damage (save for half).

72.95 Stonecutters: There is a village here of 200 duergar stone-cutters. Each duergar is shackled to another from birth and must drag around the corpse of their mate if they die. The duergar cut granite into small slates which are transported to Dis by rocs equipped with leather harnesses and houdahs and ridden by amaimon merchants.

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*).

ROC: HD 12; AC 4 [15]; Atk 1 bite (3d12), 2 claws (3d6); Move 3 (F30); Save 3; CL/XP 12/2000; Special: None.

AMAIMON: HD 11 (42 hp); AC 2 [17]; Atk 2 claws (1d6) and bite (1d8); Move 12; Save 4; CL/XP 3/60; Special: Breath weapon (poisonous fire, 4d8), magic resistance (15%), immune to fire, fear aura (10'), spells (*teleport*, *phantasmal force*, *wall of fire*, *ESP*).

74.97 Temple of Jahi: Jahi is a spirit of lasciviousness akin to Lilith and Naamah. Her temple here is a great dome of crystal atop marble columns that rest on a porphyry floor.

The temple is staffed by raging centaurs and satyrs and libertine drow who carry about silver horns of unending libations (they also carry a few communicable diseases). At the center of the temple there is a deep vat of wine ringed by alabaster carved to represent a chain of rutting satyrs. The temple holds mats, couches, chairs and tables all in terrible disrepair and usually covered by unconscious, singing or copulating revelers. Secret trapdoors allow access to catacombs inhabited by mummified satyrs who endlessly pursue seductive, ghostly nymphs.

Once per hour, the high priestess, a frightful and fanatical centaur called Gutyn, extricates herself from whatever horrible act she is engaged in and approaches the vat, screaming a chant. This summons forth a purple serpent from the wine vat. This serpent rises up, snatches a reveler and carries it down into the vat. At this, the revelers fall into a violent fury and, for 2d6 rounds, attack one another and any visitors as berserkers.

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.

CENTAUR: HD 4; AC 4 [15] with shield; Atk 2 kicks (1d6) and weapon (1d8); Move 18; Save 13; CL/XP 5/240; Special: None.

SATYR: HD 5; AC 5 [14]; Atk 1 weapon (1d8); Move 18; Save 12; CL/XP 6/400; Special: Magic resistance (50%), pipes, concealment.

GUTYN, CENTAUR CLERIC LVL 12: HP 30; AC 3 [16]; Save 4 (2 vs. paralysis and poison); CL/XP 13/2300; Special: Banish undead, spells (4/4/4/4/1), centaur traits. Platemail, heavy mace, silver unholy symbol.

PURPLE SNAKE: HD 15; AC 6 [13]; Atk 1 bite (2d12), 1 sting (1d8 + poison); Move 9; Save 3; CL/XP 17/3500; Special: Constrict, swallow whole.

MUMMIFIED SATYR: HD 6+4; AC 3 [16]; Atk 1 weapon (1d8); Move 18; Save 12; CL/XP 6/400; Special: Magic resistance (50%), rot, +1 or better weapon to hit.

GHOSTLY NYMPH: HD 6 (21 hp); AC 4 [15]; Atk 1 touch (aging) or 1 hurled object (1d4); Move (F12); Save 11; CL/XP 9/1100; Special: Moan, aging touch, telekinesis, charm person.

75.95 Fable: Fable is an alu-demon living alone in a cave. The daughter of Lilith by an enchanted paladin, she has a deep urge to be Lawful, but must fight her mother's influence night and day. Although not a paladin, she is a fighting-woman of great prowess. Like her mother, Fable

has an exceptionally beautiful body, but her face has a tiger-like nose muzzle, the hands and feet of a beast and bat wings. She wears a mithral coat and carries a silver sword and a *shield +1 of blinding*.

FABLE, ALU-DEMON: HD 6 (26 hp); AC 1 [18]; Atk 1 sword (1d8) or 2 claws (1d4); Move 12 (F18); Save 11; CL/XP 10/1400; Special: Spells (3/day – *charm person*, *ESP*; 1/day – *dimension door*, *suggestion*), vampiric touch, immune to poison, magic resistance (15%), telepathy 100 ft.

77.94 Werewolves: A large cave here holds a congress of 20 werewolves who desperately seek the Moon, but cannot find it. They are stuck in hybrid form and are both harried and paranoid. Their cave holds 7,010 sp, 340 ep, 3,490 gp, a gold-cloth hat with a wide brim (100 gp), a piece of garlic in a small silver box (10 gp), a hickory broom (used to fly, drained of magic), an egg of snowflake obsidian (115 gp) and a brass medallion worth 85 gp.

WEREWOLF: HD 4+4; AC 5 [14]; Atk 1 bite (1d6+1); Move 12; Save 13; CL/XP 5/240; Special: Lycanthropy.

79.95 Great Eye: A village of 500 demonic drow dwells here in thatched longhouses surrounding a great obelisk topped by massive, living eye. The eye can move and fire off all manner of powerful rays (can duplicate any magic-user spell up to 7th level, as though a 14th level magic-user). The drow sacrifice captives to the Eye and the bravest of their brotherhood of priests climb the obelisk each day to scrape vile jelly that gathers in the corner of the eye. The jelly is used to make magical unguents and ointments. The drow priests are monks who lord it over their fellows, who spend their days collecting mushrooms.

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.

DROW PRIEST, CLERIC/MONK LVL 6: HP 20; AC 4 [15]; Save 10; CL/XP 5/240; Special: Weaponless damage (1d12), two attacks per round, weapon damage +3, move 17, deadly strike (75% stun, 25% kill), only surprised on 1 in 6, deflect missiles, climb walls 90%, delicate tasks 40%, hear sounds 4 in 6, hide in shadows 35%, move silently 45%, open locks 35%, slow fall 20 ft, speak with animals, mastery of silence, mastery of mind, spells (2/2/1/1), drow traits. Flail, spellbook.

81.96 Blood on the Road: An asphalt road winds through this hex, heading whichever way the adventurers are

heading. It is covered in splotches of gore that, when trod upon, rise up into blood wights.

BLOOD WIGHT: HD 10; AC 2 [17]; Atk 2 claws (1d6); Move 12; Save 5; CL/XP 12/2000; Special: Engulf, wounding, magic weapons to hit.

82.90 Musicians: A giant centipede with wicker spheres affixed to its back crosses this hex. Within these spheres are a band of Hellish musicians, the shades of men and women with their instruments melded into their bodies. Their imp impresario is called Ibharloch, and takes the form of a “cherub” with raven wings and red-rimmed eyes. He and his musicians are headed to the city-state of Naamah to entertain that city-state’s queen.

MUSICIAN: HD 4; AC 3 [16]; Atk 1 strike (1d6); Move 12; Save 13; CL/XP 5/240; Special: Wail (cone of sonic energy, 30 x 10, 3d6 damage, save or uncontrollable dance for 1d6 rounds).

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

82.92 Disembodied Legs: Two petrified legs here are naked save for sandals and a pair of ornate greaves bearing the image of bulls. If the legs are “un-petrified”, the greaves can be removed. They are magical objects that make a person immune to being knocked over or ever losing their balance, but force them to pass a saving throw whenever they want to change their mind.

84.93 Tongue Field: This hex is a long, bare expanse of flat, slippery rock marked by scattered mounds of rock. From these mounds, giant, lolling tongues jut out, waving about and sometimes licking the surrounding rock. The mounds are often close together, making the tongues difficult to avoid. About 2 hours in 6 bring the adventurers unavoidably close to the tongues (unless they want to lose an hour of travel and find a different way). The tongues then have a 50% chance of sensing the travelers and attacking them (per the *grasping hand* spell). If a tongue wraps around a victim, it pulls it into the ground, down the long shaft (about 100 feet deep) and into a bizarre world of fleshy caverns and lakes of bile.

85.89 Wounded: Adventurers passing through this hex might come across a rock ledge sheltering a human fighting-man, Warwick, who has a poisoned arrowhead lodged in his shoulder. Warwick is not long for this world

and will gladly join adventurers who can help him. He is neutral in alignment, and journeyed into Hell with a lawful band of adventurers who have all met their fates.

WARWICK, FIGHTING-MAN LVL 9: HP 50; AC 2 [17]; Save 6; CL/XP 9/1100, Special: Multiple attacks, parry. Platemail, shield, longsword, silver dagger, hand axe, crossbow, 5 bolts, 680 gp in a leather sack.

86.90 Ettins: Two ettins, brothers, dwell in this hex is a small cave complex they share with dozens of tiny, white, demonic monkeys. The ettins are hateful and wicked, but very lazy. They sometimes (2 in 6 chance) are out hunting for food and sport, and will use the adventurers to take their frustrations out upon.

ETTIN: HD 10; AC 3 [16]; Atk 2 clubs (3d6); Move 12; Save 5; CL/XP 10/1400; Special: None.

86.91 Blurry Column: A column of rusted iron is set here amid the bleak landscape of Erebus. The column is 40 feet tall and 3 feet in diameter, and utterly plain. The column actually appears as three columns, all spaced 1d4 x 3 feet away from the true position of the column. Should one find the column's true position and lick it, they gain the ability of *true sight* for 1d6 days, their eyes shriveling up and falling out thereafter.

87.88 Mercenary Camp: A company of drow archers is camped here with their camp followers – shades who cook, clean and serve as punching bags when necessary – and their captain, the malcarna Othilima. The camp is composed of a dozen canvas pavilions flying a black pennon bearing a hellhound rampant.

DROW ARCHER, FIGHTER LVL 5: HP 5d8; AC 5 [14]; Save 10; CL/XP 5/240, Special: Multiple attacks, parry, drow traits. Elven chainmail, longbow, short sword, silver dagger, 20 arrows.

OTHILIMA: HD 5; AC 3 [16]; Atk 1 tail (1d8) and up to 3 weapons (1d8); Move 12; Save 12; CL/XP 8/800; Special: Magic resistance (25%), hit only by magic or silver weapons.

87.91 Sahitim: A tribe of 64 sahitim warriors and their 21 femles and 34 children dwell here in leaky wicker homes amid streams of chilled, muddy water. The sahitim have been banished here for a couple centuries as punishment from their former master, Mulciber, who they angered terribly. They now shiver and curse, spearing giant frogs for their meals and turning their warty hides into shelter and clothing. The sahitim are wonderful silver smiths, and

if they can stoke a fire in their portable forges, they can craft silver weapons. Their chieftain is Tudis, a man with heavy facial scarring and a silver hand.

SAHITIM: HD 1; AC 3 [16]; Atk 1 scimitar (1d8) or 1 longbow (1d8); Move 12; Save 17; CL/XP 3/60; Special: Half damage from acid, cold and fire, protection from good.

TUDIS: HD 6 (31 hp); AC 2 [17]; Atk 1 scimitar (1d8+1) or 1 longbow (1d8+1); Move 12; Save 17; CL/XP 3/60; Special: Half damage from acid, cold and fire, protection from good.

87.93 Crystal Pyramid: A translucent crystal pyramid is built here, almost invisible in the overcast landscape of grey rock and bleached, white trees. Inside the pyramid, which has an entry portal flanked by two translucent caryatid columns, there is warmth and a copse of mulberry trees. Hanging from the interior walls of the pyramid there are two dozen black cocoons of giant, demonic moths. The moths and trees are tended by a sisterhood of duergar priests. The duergar have vulture feet and grey robes.

DUERGAR, CLERIC LVL 4: HP 16; AC 2 [17]; Save 12 (10 vs. paralysis and poison); CL/XP 4/120; Special: Banish undead, spells (2/1), duergar traits. Platemail, shield, mace, unholy symbol.



DEMONIC MOTH: HD 9; AC 0 [19]; Atk 1 bite (1d8); Move 6 (F15); Save 6; CL/XP 11/1700; Special: Engulf, immolation (6d10, once per 3 hours), resistance to fire (90%).

89.92 Webbed Canyons: Canyons crisscross this hex from east to west. The canyon is filled with webbing and is home to hundreds of giant spiders (2d6 are encountered on a roll of 1-4 on 1d6 made each hour). Small side tunnels in the canyon walls lead to bottomless pits and spent mines of hyacinth. The webs grow thicker as one proceeds into the canyon, eventually growing so thick that one is reduced to a speed of 3 trying to hack their way through them. At this point, one always encounters 4d6 giant spiders who defend a small tower inhabited by a strange oracle.

The oracle has three faces and no eyes. One of her faces tells the past (*legend lore*), one the future (*augury*) and one the hidden present (*contact other plane*). The woman has over-long arms and fingers and touches people uncomfortably while she speaks to them. Her tower consists of a single room with a 30-ft high ceiling. There is a large hearth with a small kettle boiling away (it is a bitter tea) and the walls are lined from top to bottom with wooden shelves holding hundreds of porcelain sculptures of poodles, cats and dolphins. The woman considers the spiders of the canyon her children, and will offer false and dangerous prophecies to those who harm them. Otherwise, she trades her magic for a pint of fresh blood.

GIANT SPIDER: HD 2+2; AC 6 [13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 5/240; Special: lethal poison, surprise (5 in 6).

ORACLE: HD 8 (36 hp); AC 2 [17]; Atk 2 claws (1d6); Move 12 (C15); Save 8; CL/XP 12/2000; Special: Spells as 8th level magic-user.

91.89 Boiling Springs: The center of this hex holds dozens of boiling springs and a single, basalt tower that is home to the marilith Hezbaiah, who rules her little realm in Babylonian splendor. Shades of men and women dwell in the shadow of the tower in wicker baskets. They are forced by twenty whip-armed dretches to wade into the boiling waters and draw out mineral salts in copper buckets.

The salts are laid out to dry on cloth tarps inside the tower and then presented to Hezbaiah, who holds court on a throne of lapis lazuli (worth 20,000 gp, weighs one ton). Crystals she finds inferior (50% chance) are rejected and the shades who present them to her are slain by her own hand, their heads being placed on shelves that line the

room. Those salts she does approve are packed in stone vessels and sent to market via the roc-borne amaimon merchants mentioned in [72.95].

DRETCH: HD 4; AC 2 [17]; Atk 2 claws (1d4), 1 bite (1d6); Move 9; Save 13; CL/XP 6/400; Special: Magical abilities.

HEZBAIAH: HD 8 (38 hp); AC -3 [22]; Atk 6 weapons (1d8), tail (1d8); Move 12; Save 8; CL/XP 13/2300; Special: Magic resistance (80%), +1 or better magic weapon required to hit, demonic magical powers.

92.87 Cannibals: A village of 100 happy cannibals dwells here in a village of stone houses. The villagers are all female shades of modest and pleasant demeanor who welcome guests into their homes. They are primarily weavers, who make wondrous lace that, when gazed upon, captures the mind and makes one drowsy, unfeeling and very pliant to suggestion. The women then carve the person up alive, taking small slices and bits from them for their one meal of the day and then healing the wounds with bandages and wondrous unguents. The victims lose one point of constitution per day while dwelling in the village. When they have but one point of constitution left, they are led into an imposing grey barn and slaughtered, the rapacious women gorging themselves on the remains and saving the bones for soup.

CANNIBAL SHADE: HD 1; AC 6 [13]; Atk 2 weapons (1d8); Move 12; Save 17; CL/XP 2/30; Special: Blend with shadows.

93.84 El Dorado: In a deep cave, one can find the remains of the treasure ship *El Dorado*, sucked into Hell via a whirlpool in 1502. The ghost of its captain, Bobadilla, still walks the deck of the ship, which sits at a slight angle amidst stalagmites and stalactites. The ship's treasure consists of 100 pearls worth (1d4 x 50 gp each), five tons of gold in nugget and dust form and a 1.5 ton gold table once intended for the Spanish court. Each of the pearls is bound to several of the souls of the lost crew, and has the effect of imposing a -2 penalty to all rolls made by its possessor (one penalty, regardless of how many pearls are carried) and imposing a 10% chance of spell failure on spell casters who carry the stones.

BOBADILLA: HD 6 (28 hp); AC 2 [17]; Atk 1 cutlass (1d6) or 2 claws (1d4); Move 12 (S12); Save 11; CL/XP 8/800; Special: Call storm, control ship, resistance to fire (50%).

95.82 Stone Titan: A titanic statue (80 ft. tall) of porphyry has been set here depicting the archangel Michael. The

statue was set here by the Lawful powers and cannot be approached or molested by the demonic powers of Hell. This makes the ground around it to a range of 100 feet holy ground and therefore a safe haven.

95.86 Two Towers: Two towers rise here, both composed of shimmering blue stone and standing four stories tall. The third story of each tower is connected by a 30-ft. long bridge of the same stone. This bridge is guarded by two bound elementals, one an air elemental called Anish and the other a fire elemental called Suuin.

The towers are inhabited by twin jann brothers called Lamrem and Pyttan. Both are elementalists. Lamrem specializes in air conjurations and has as the centerpiece of his sorcery a harem of twelve sylphs, beauteous creatures of perfumed air and gentle kisses who lull their master into a blissful, opium slumber.

Pyttan specializes in fire conjurations and has assembled a small menagerie of fire beasts in glass cages to amuse him, as well as a trio of petty fire nymphs who drive him to conquest, pillage and fratricide.

The two brothers rarely speak, and when they do it is only on their bridge and with the protection of their elemental servants. Lamrem is a fine host, though absent-minded. Pyttan attempts to turn adventurers against his brother.

SYLPH: HD 3; AC 6 [13]; Atk 1 wind blast (1d4 + knock down); Move 12 (F30); Save 14; CL/XP 5/240; Special: Immune to cold and air spells.

FIRE NYMPH: HD 2; AC 5 [14]; Atk 1 dagger (1d4 + 1d4 fire) or slam (1d2 + 1d4 fire); Move 12; Save 16; CL/XP 6/400; Special: Heat, spells, immunity to fire, magic resistance (5%), double damage from cold

ANISH: HD 12 (48 hp); AC 2 [17]; Atk 1 strike (2d8); Move (Fly 36); Save 3; CL/XP 13/2300; Special: Whirlwind.

SUUIN: HD 12 (50 hp); AC 2 [17]; Atk 1 strike (2d6); Move 12; Save 3; CL/XP 13/2300; Special: Ignite materials.

LAMREM, JANN ELEMENTALIST LVL 9: HD 9 (35 hp); AC 3 [16]; Atk 1 weapon (1d8+4); Move 12 (F24); Save 11; CL/XP 9/1100; Special: Genie powers, command spirits (8/day), turn elementals.

PYTTAN, JANN ELEMENTALIST LVL 9: HD 9 (35 hp); AC 3 [16]; Atk 1 weapon (1d8+4); Move 12 (F24); Save 11; CL/XP 9/1100; Special: Genie powers command spirits (8/day), turn elementals.

97.83 Worm Tunnels: This hex is riddled with purple worm tunnels, most of them clogged with webs. The tunnels

meander around (determine just where randomly), but eventually deposit people in an echoing cavern pierced by a 60-ft. deep shaft. The shaft is also clogged with webbing. At the bottom there is a locked portal leading into the lair of the ethra Rneya and his small bodyguard of ettercaps. The spider people have a complex of chambers hewn from the granite and decorated with webbing. The largest chamber holds three vats of thick, bubbling liquid – one red, one blue and one yellow. After the spider people have drained a person of their vital fluids, they dip the corpse in this waxy liquid, which coats them, making them look once again alive, but with skin colored by the wax. These waxy, zombie-like creations serve Rneya.

ZOMBIE: HD 2; AC 7 [12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.

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.

RNEYA: HD 8 (37 hp); AC 2 [17]; Atk 1 bite (2d6) and 4 claws (1d6); Move 12 (C15); Save 8; CL/XP 12/2000; Special: Poison, web, spells, surprise.

97.85 Ring of Cottages: A ring of stone cottages sits upon a small island in the midst of a large lake that is 2 miles in diameter. The eight cottages are inhabited by a dozen starving, grey-skinned waifs with large, piercing eyes. The waifs are actually young were-owls who patrol the hex when they can, but mostly wait for fools to visit their little island. They have a treasure of 1,730 sp, 900 gp, a copper-capped walking stick (30 gp), a tourmaline brooch (75 gp), a silver dirk, a brass ring holding 50 bronze keys, a beaver hat (worth 60 gp) and a chunk of rose quartz worth 75 gp.

WERE-OWL: HD 3+2; AC 4 [15]; Atk 1 beak (1d4) and 2 talons (1d4) or weapon (1d8); Move 15 (F18); Save 14; CL/XP 5/240; Special: Lycanthropy, hit only by magical or silver weapons.

98.80 Storm Giantess: The storm giantess Thrytha has been chained to a large, flat rock here. The giantess wears a tattered tunic and has matted hair and red-rimmed eyes. She lost her mind when her mate was killed millennia ago and was cast into Hell when she sought to topple the great temple of Asur, eldest of the Kabir, in the mountain that ring the western edge of Antilia. Her churning, raging mind is the source of the storms in Erebus, and they could be quelled with her death, except that her soul is bound to the very fabric of Hell and she cannot stay dead for more than 24 hours. If attacked, she is hobbled by her chains but

can use her magic. In addition, a gang of 1d6+4 lightning elementals spring from the clouds to aid her.

LIGHTNING ELEMENTAL: HD 12; AC -1 [21]; Atk 1 slam (2d6 electricity); Move F24; Save 3; CL/XP 16/3200; Special: Electricity globe, weapon resistance (50%), immune to electricity, resistance to fire and acid (50%), vulnerable to water.

THRYTHA: HD 15+5 (82 hp); AC 1 [18]; Atk 1 weapon (6d6); Move 15; Save 3; CL/XP 16/3200; Special: Throw boulders, control weather.

98.83 Gronks: A clan of twenty gronks lives in a cave that overlooks a flooded valley. The gronks keep their treasure of coins in a large amphora filled with mild acid (save or suffer 1d6 damage, -1 penalty to all rolls using tools or weapons held in the affected hand for 24 hours). The gronks have a skeleton of an enchanter in their cave that speaks to them with a raspy voice, advising them. He seeks a new body, for he is actually the spirit of a 12th level chaotic magic-user named Guenn trapped inside a gemstone lodged in his own skull (per *magic jar*).

GRONK: HD 5; AC 8 [11]; Atk 2 slams (1d6) and horn (1d8) or weapon (1d8) and horn (1d8); Move 12; Save 12; CL/XP 5/240; Special: None.

GUENN, MAGIC-USER LVL 12: HP 33; AC 9 [10]; Save 5 (3 vs. spells); CL/XP 13/2300; Special: Spells (4/4/4/4/1).

99.81 Birhaakamen: A flock of thirty vulture-winged bird men dwell in this hex. They seem unaffected by the storms of Erebus, though they fly as little as possible. They occupy basalt pillars over 100 ft. tall that are studded with green garnets. At the top of these pillars, which are 10 to 12 ft. in diameter, there are entrances to a warm, dry underworld cavern filled with bubbling, sulfurous pits and the nests of the birhaakamen. Here, they keep a treasure of 980 sp, 340 ep, 420 gp, a copper brooch (125 gp) and a terracotta statue of two coupling vrock demons (85 gp).

BIRHAAKAMEN: HD 1+3; AC 6 [13]; Atk 2 claws (1d2) and beak (1d3) or by weapon (1d8); Move 12 (F18); Save 17; CL/XP 2/30; Special: Fly.

101.78 Chimera: The chimera Kellas dwells here in a pavilion of porphyry. Kellas has the right head and forebody of a cheetah, the left head and rear body of a goat and the middle head of a hydra and the tail of a mantichore. The beast can regenerate heads like a hydra. He sits upon a couch of porphyry and silver and accepts visitors as a monarch, demanding tribute and in return culling only the weakest member of the party.

CHIMERA: HD 9; AC 4 [15]; Atk 2 horns (1d4), 2 claws (1d3), cheetah bite (1d6), hydra bite (1d6) and 6 tail spikes (1d6; 180' range); Move 12 (Fly 18); Save 6; CL/XP 12/2000; Special: Flight, trip (save when hit by claws), regenerate 3 hp/round.

101.82 Centipede: A gargantuan centipede roams this hex. On its back there is a tall, alabaster idol of a lovely woman with seductive eyes sitting in the lotus position. A flock of thirteen imps wing around the idol, sometimes nestling on its plentiful bosoms. This idol represents Elara, a succubus of great age and power. By touching the idol, one is drawn into a demi-plane of a palatial dungeon of marble and gold, wherein Elara holds a court in a grand ballroom filled with the zombified husks of her former lovers, clad in silk finery and dancing waltzes to an orchestra of invisible servants.

ELARA: HD 12 (62 hp); AC -2 [21]; Atk 2 claws (1d4+1); Move 15 (F24); Save 3; CL/XP 20/4400; Special: Magic resistance (70%), +2 or better weapon to hit, resistance to cold, electricity and fire (50%), immune to poison, level drain, spells, summon 1d6 succubi or 1d4 vrock (100%).

102.77 Raked Over Coals: One hundred dour duergar dwell in stone longhouses that contain long fire pits. Here, the duergar roast writhing shades over white hot coals, the shades chained by their arms to metal poles that span the longhouse and poked by red-hot pokers by the duergar children. The coals reduce the shades to ashes and a single obsidian stone about three inches tall in the shape of the shade. These little idols are sold to travelers. They can be communicated with per *speak with dead* and the spirits trapped within released by a command word. These spirits work per the *wizard eye* spell for up to one hour. While they wander, the spirits often whisper in the ears of others, turning them against their new master. The duergar never use these things themselves.

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*).

103.69 Stirge Hive: A giant, petrified oak tree serves as the hive of thirty stirges. As each stirge is killed, there is a cumulative 3% chance that a band of 1d4+2 chasme demons are summoned in their place.

STIRGE: HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (F18); Save 17; CL/XP 1/15; Special: Blood drain (1d4), +2 to hit bonus.

CHASME DEMON: HD 7+7; AC -2 [21]; Atk 2 claw (1d8) and 1 bite (2d6); Move 9 (F27); Save 9; CL/XP 10/1400; Special: Magic resistance (40%),

half damage from cold, electricity, fire and poison, sleep, spells, summon chasme (15%).

103.80 Casket: A stone casket is set here amid many rushing streams. Inside there is a horned skeleton and a leather-bound book that contains ink illustrations of vermin and shocked-looking adventurers. Each illustration looked upon forces the looker to pass a saving throw or be replaced with 3d6 of the creatures on the page, or a single purple worm or adventurer. Freeing a person from the book is exceptionally difficult, requiring a *wish* spell.

ROLL	ILLUSTRATION
1	Giant Beetle
2	Giant Centipede
3	Giant Dragonfly
4	Giant Flea
5	Giant Praying Mantis
6	Giant Spider
7	Purple Worm
8	Adventurer (level 1d8+6)

ROLL	RACE	CLASS
1	Dwarf	Barbarian
2	Elf	Bard
3	Halfling or Gnome	Cleric
4	Half-Elf or Half-Orc	Druid
5	Human	Fighter
6	Human	Magic-User
7	Human	Monk
8	Human	Paladin
9	Human	Ranger
10	Human	Thief
11	Human	Assassin
12	Human	Gourmand
13	Human	Elementalist
14	Human	Demonologist
15	Human	Venturer
16	Human	Elan
17	Human	Illusionist
18	Mechanical Man	Scientist
19	Centaur	Traveler
20	Humanoid	Wushen

104.66 Rival Monks: This hex is inhabited by two quarrelsome brotherhoods of monks. The “red monks” are naked save for loincloths and extensive tattooing, while the “black monks” are wrapped in black scarves and cover their faces with veils. Each group seeks a gemstone that they believe the other possesses.

The gemstone in question is small, oval hematite that, when dropped into wine changes it into a potion of *iron*

body, enough to make a brotherhood of monks almost invincible, at least against other monks.

BLACK MONKS: HD 5+3; AC 6 [13]; Atk 1 unarmed (1d6); Move 12; Save 12; CL/XP 6/400; Special: Unarmed grapple with hit 4+ over number needed.

RED MONKS: HD 5+3; AC 6 [13]; Atk 1 unarmed (1d6); Move 12; Save 12; CL/XP 6/400; Special: Unarmed grapple with hit 4+ over number needed.

104.71 Lizard Men: A clan of 60 lizard men dwells in this hex along a shallow river where they fish for eels. Their black scales give them fine camouflage in the darkness of Erebus, and their ability to launch attacks from the water makes them quite dangerous. The lizard men dwell in submerged caves with air pockets along the northern bank of the river. One of these caves holds Davarum, a halfling warrior who entered Hell in search of the soul of his loved one, the fair (and thoroughly spoiled and wicked) princess Madeleine. Davarum has an eye for the ladies and many daggers hidden on him, but he is bound thoroughly.

DAVARUM, HALFLING FIGHTER LVL 9: HP 52; AC 4 [15]; Save 6; CL/XP 9/1100, Special: Multiple attacks, parry. Chainmail, shield, short sword, short bow, silver dagger, pearl worth 5 gp.

105.75 Petrifying Fountain: A bare stone wall in this hex is pierced with an adamantite spear. Gushing from the hole caused by the spear is amber colored water that gathers in a pool. Dancing around the pool are men and women made of stone. The waters of the fountain petrify people and turn them into the equivalent of earth elementals with half as many hit dice as the drinker had levels (min. 1). Each day a person is petrified, they lose one point of intelligence. When their intelligence reaches 5, the person becomes one with the dancers and joins them.

STONE PERSON: HD 6; AC 2 [17]; Atk 1 strike (3d6); Move 6; Save 8; CL/XP 6/400; Special: Weapon resistance (50%).

105.77 Grimlocks: A village of 300 grimlocks is set here amidst a landscape of jagged ridges. The grimlocks herd black sheep with rust-red, metallic wool, the sheep feeding on small stones and favoring gems, which they can smell from 100 ft. away. The grimlocks wear coats woven from the metallic wool, giving them their high Armor Class, and wield heavy iron crooks.

The grimlocks dwell in a cave shut by two heavy, stone doors. The doors bear an image of a strong man being

strangled by a frail man, as well as many alien sigils. Those who touch the doors must pass a save or have their highest ability score switched with their intelligence score.

The grimlocks are led by a thelidu called Zotshaca, who savors the enhanced minds of those people foolish enough to touch the doors and fall to its weird curse.

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).

ZOTSHACA: 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.

107.57 Drow Hunters: Two hundred drow hunters dwell here in brick huts surrounded by a stone wall with three watch towers. The drow wear mail coats and black cloaks that make them almost invisible in the dark of Erebus. The drow are arrogant and violent, and spend their days hunting demons that they may flay their hides and feast on their innards. They wield silver swords and *javelins of lightning* and ride black coursers.

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.

107.60 Quartz Ring: In the center of this hex there is a massive portal – a ring of quartz 30 feet in diameter. The ring radiates powerful magic. Any who walk through it find themselves on the other side of the portal, but with a gathering of ghostly musical instruments following them around until dispelled with a *wish*, making the possibility of random encounters more likely and creating a 10% chance for spells that must be spoken to fail in their presence.

107.64 Master of Stirges: A wizard known as the Master of Stirges dwells here in a tower of stacked iron blocks set upon a stepped temple of the same material. The tower is pierced by hundreds of small holes from which pour his minions, 30 ghoulish stirges and 10 stirge demons. The Master dwells deep within the reeking pyramid.

GHOUL-STIRGE: HD 4+1; AC 4 [15]; Atk 1 bite (1d6 + paralysis); Move 9 (F18); Save 13; CL/XP 7/600; Special: Blood drain, paralysis.

STIRGE DEMON: HD 8; AC 0 [19]; Atk 2 claws (2d6) and bite (1d10); Move 9 (F24); Save 8; CL/XP 16/3200; Special: Blood drain, drone, spells, magic

or silver weapons to hit, immunity to electricity and poison, magic resistance (40%), spider climb, telepathy 100 ft.

MASTER OF STIRGES, MAGIC-USER LVL 18: HP 30; AC 9 [10]; Save 5 (3 vs. spells); CL/XP 14/2600; Special: Spells (6/6/6/6/6/5/2/2/1). Staff, silver dagger, darts (5), spellbook, *scroll of protection from poison*.

109.68 Iron Golem: An iron golem has apparently rusted in this hex, a large boulder held over its head. The golem appears immobile, but haunted by a spectre that was once its creator, an enterprising mage who thought the iron golem would aid in his delve into Hell. The golem has a massive sapphire worth 15,000 gp in its head acting as its brain. The rains of Erebus and its inherent magic have actually transformed the iron golem into a rust golem, and it remains quite deadly.

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.

RUST GOLEM: HD 5; AC 2 [17]; Atk 2 antennae (0); Move 12; Save 12; CL/XP 5/240; Special: Cause rust.

111.58 Temple of the Sibyl: A sibyl by the name of Kibrah dwells here in a circular temple of red stone with her attendants, a pack of grey-skinned scholars. The sibyl is not to be trifled with, for she is the chosen mouthpiece of Lucifer on the upper rings of Hell. Her pronouncements are etched onto silver plates (worth 20 gp each) and circulated throughout upper Hell by shadow demons.

KIBRAH, DEMONOLOGIST LVL 20: HD 52; AC 9 [10]; Save 5; CL/XP 15/2900; Special: Conjurare (augury, divination, vision), evocation, invoke. +2 dagger, crimson robes of invisibility.

NEW MONSTERS

Horse, Demonic

Demonic horses dwell on steppes, far away from civilized lands. They roam the steppe in packs, always seeking prey. A demonic horse's saliva causes necrosis to spread through living flesh, causing one point of damage per day until it has reduced a victim's hit points to half their normal total. This damage cannot be healed until a remove disease spell has been cast on it, except by the application of a holy man's tears. A demonic horse is always under the effects of a true seeing spell.

DEMONIC HORSE: HD 5+1; AC 5 [14]; Atk 3 bites (1d4) and 2 hooves (1d6); Move 18; Save 12; CL/XP 7/600; Special: Necrosis, true seeing.

Kubik

Kubiks are bizarre entities that look like cubes with perfectly smooth sides. From the bottom of the cube there are six thick, black tentacles, and on top a gaping mouth.

They attack with up to four tentacles, which stretch 10 feet. On a successful attack, a victim must pass a saving throw or be grabbed. If they do not escape during the next round, the kubik drops them into its mouth, dealing 3d6 points of damage and swallowing them.

The round after a creature is swallowed, its face appears on one of the kubik's side panels, covering the entire panel. Based on the victim's class (treat non-classed individuals and monsters as fighters), the eyes of this new face can emit the following rays:

CLASS	RAY
Assassin	Finger of Death
Bard	Charm Monster
Barbarian or Monk	Transmute Flesh to Stone
Cleric or Paladin	Inflict Serious Wounds
Druid or Ranger	Fear
Fighter	Slow
Magic-User	Disintegrate
Thief	Tekinesis (up to 250 lb.)

Each ray has a range of 60 feet and permits a saving throw to negate the effects. A kubik can only swallow four creatures at a time. Swallowed creatures suffer 2d8 points of damage per round. When they are dead and digested, their skeletons are ejected from the bottom of the kubik.

KUBIK: HD 16; AC -1 [20]; Atk 4 tentacles (2d4 + grab); Move 15; Save 3; CL/XP 18/3800; Special: Magic rays, swallow whole.

Minotaur, Sarangay

A sarangay minotaur looks like a normal minotaur with a large red jewel attached to each ear. The jewel grants the sarangay different powers based on its type:

JEWEL	POWER
Amethyst	Drains magic in a 10-ft. radius; save or lose highest level spell or one magic item negated while within the radius.
Diamond	As phantasmal killer, all within 10 ft.
Emerald	Lowest level creature within 10 ft. must pass a saving throw or have their soul trapped in the jewel.
Ruby	All within 10 ft. must save or are blinded; all suffer 6d6 points of heat damage.
Sapphire	Highest level creature within 10 ft. must pass a saving throw or view the lowest level creature in the area as the sarangay minotaur and visa versa.

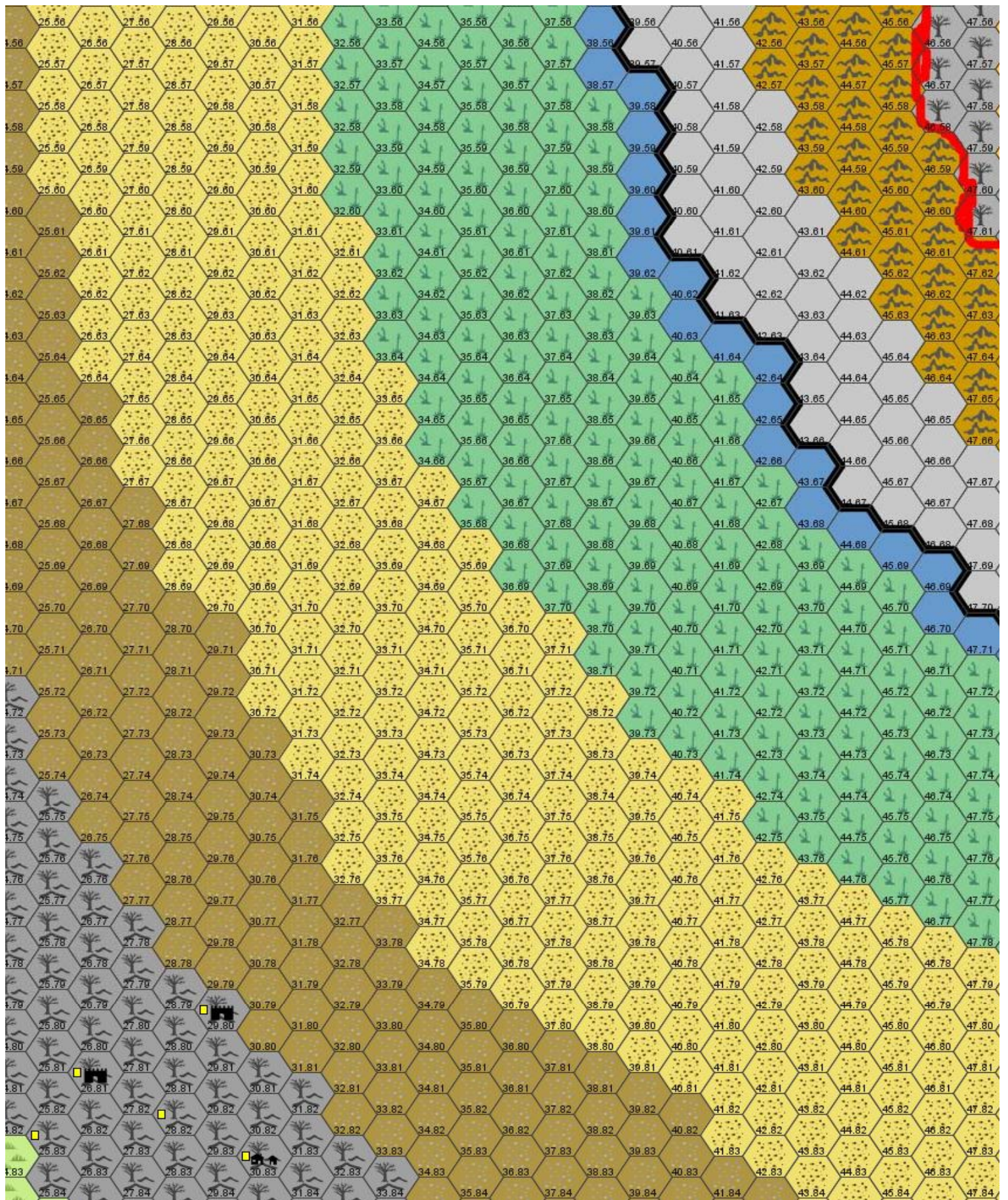
SARANGAY: HD 8+4; AC 4 [15]; Atk Head butt (2d6), 1 bite (1d4); Move 15; Save 8; CL/XP 8/800; Special: Never get lost in labyrinths, globe of invulnerability.

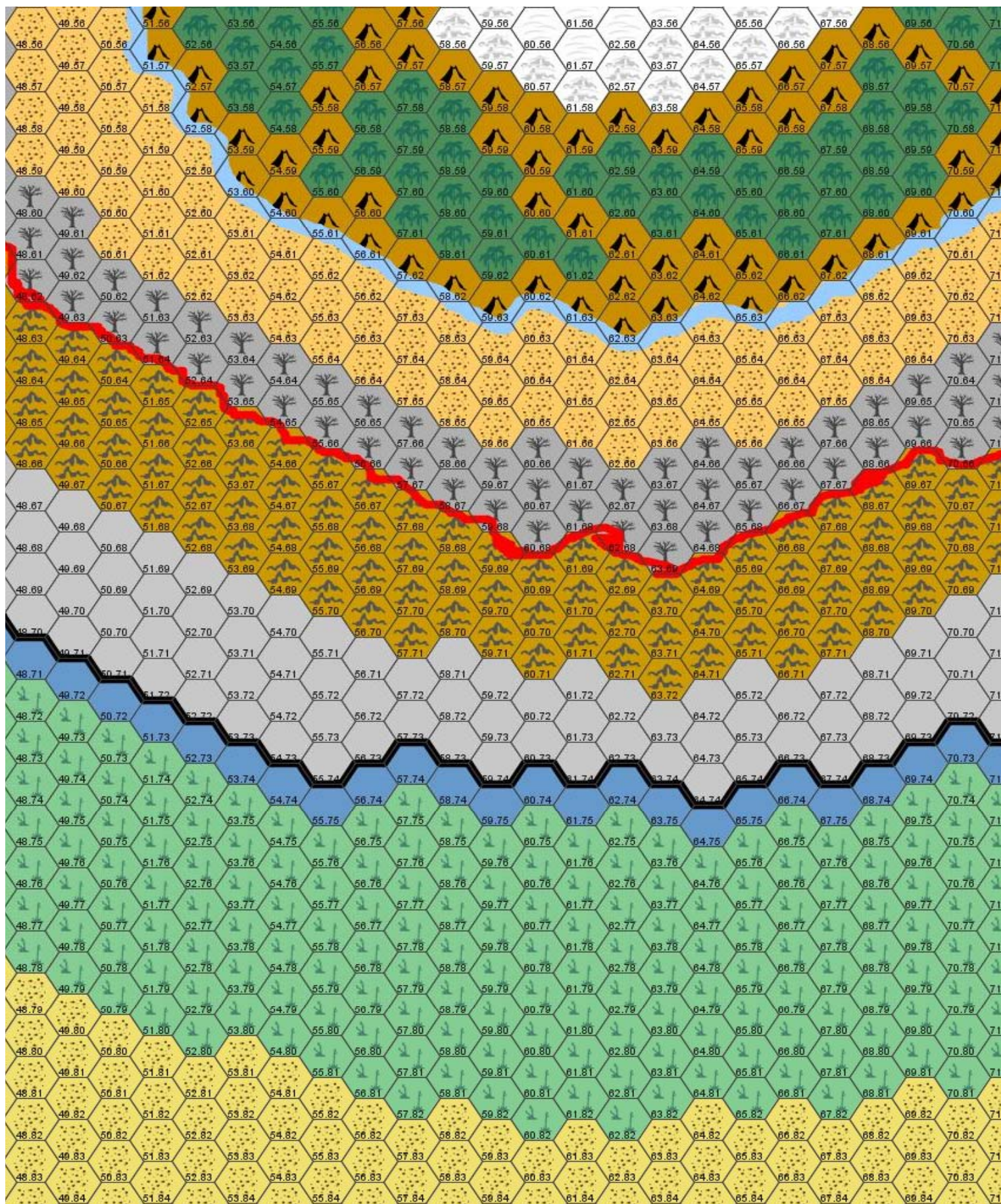
Tiefling

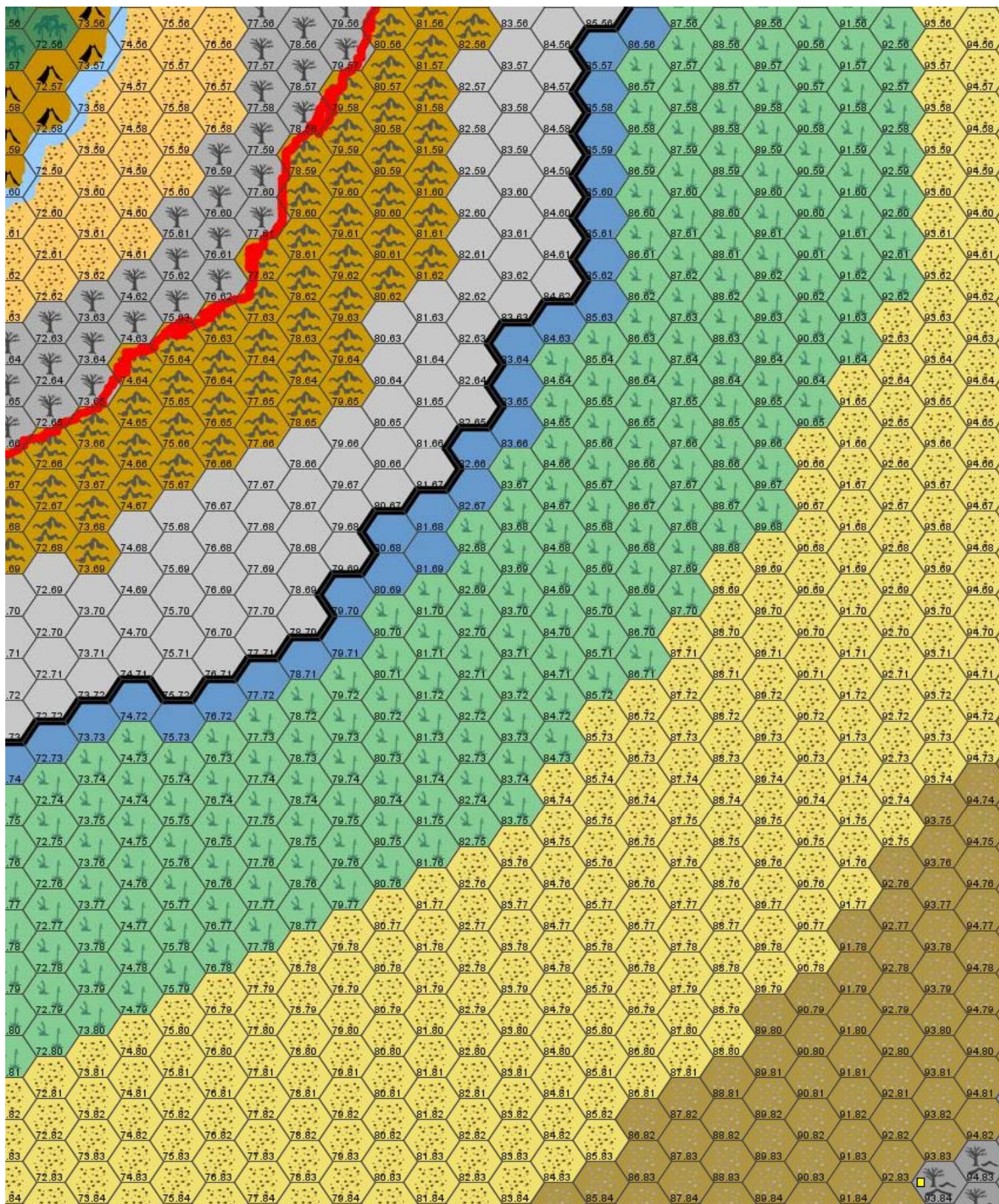
Tieflings are descended from fiendish creatures. Although humanoid, there is always a clue to their ancestry in their physique: small horns, cloven hooves or a wicked gleam in their eyes. Tieflings are temperamental and sly. They prefer tight-fitting, dark clothing and dashing capes. They arm themselves with long swords, stilettos, throwing daggers, long spears, ranseurs, light crossbows, katars and scimitars, often poisoned. Most tieflings are ambidextrous, reducing their penalties to fight with two weapons to -2 and -4. They wear scale armor or leather laminar in battle. Tiefling characters have a +1 bonus to intelligence and charisma and a -1 penalty to strength and wisdom. They can create darkness once per day and have darkvision to a range of 60 feet. They suffer 50% damage from cold and have a +2 bonus to save vs. fire, electricity and poison.

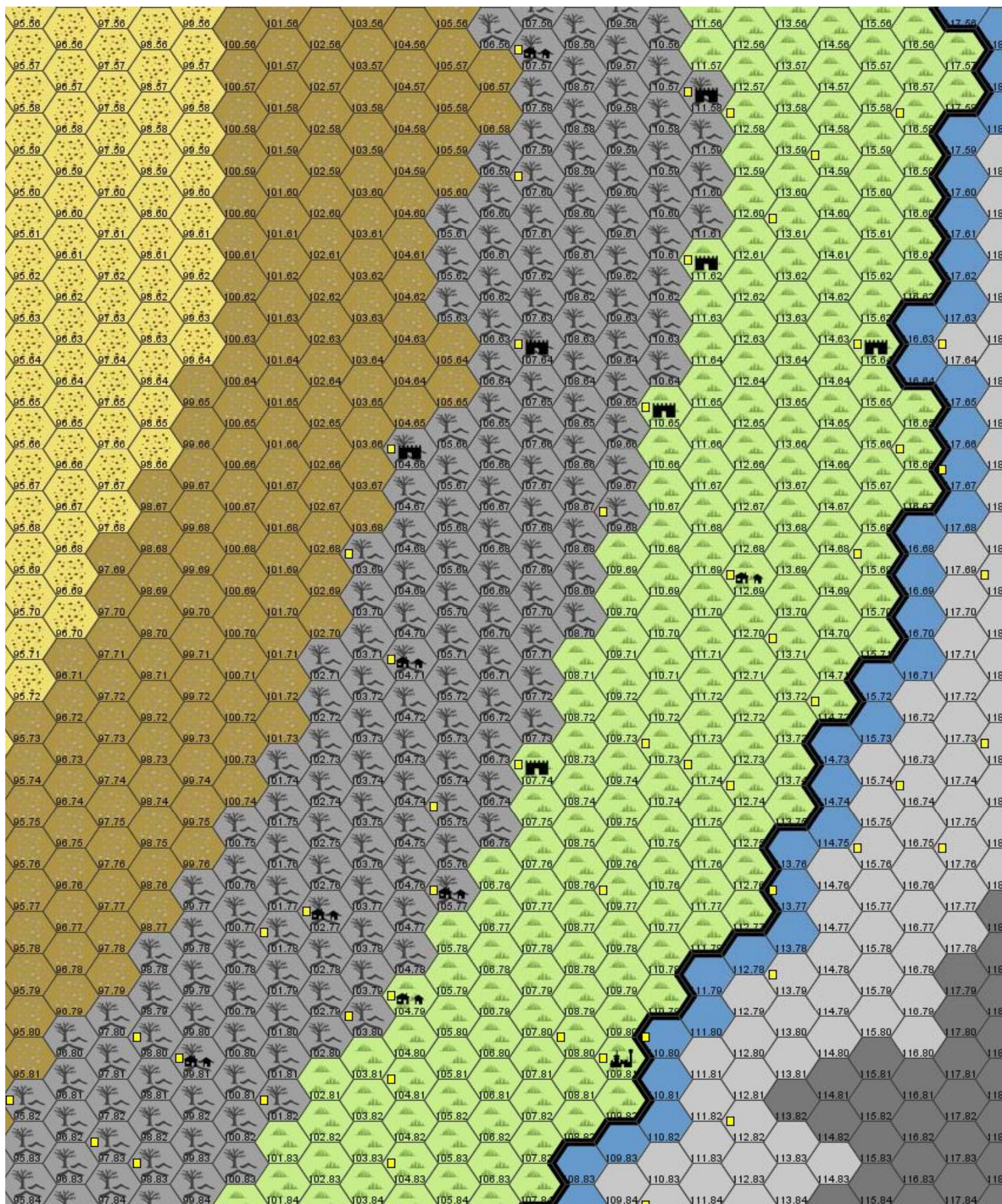
TIEFLING: HD 4+1; AC 3 [16]; Atk 1 weapon (1d6); Move 12; Save 13; CL/XP 6/400; Special: Darkness 1/day, half damage from cold.

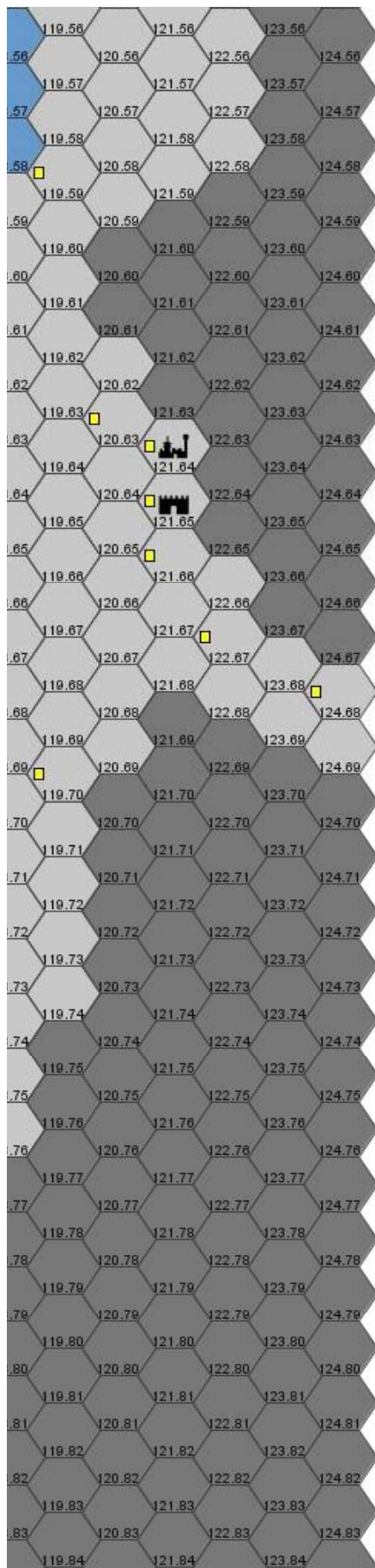


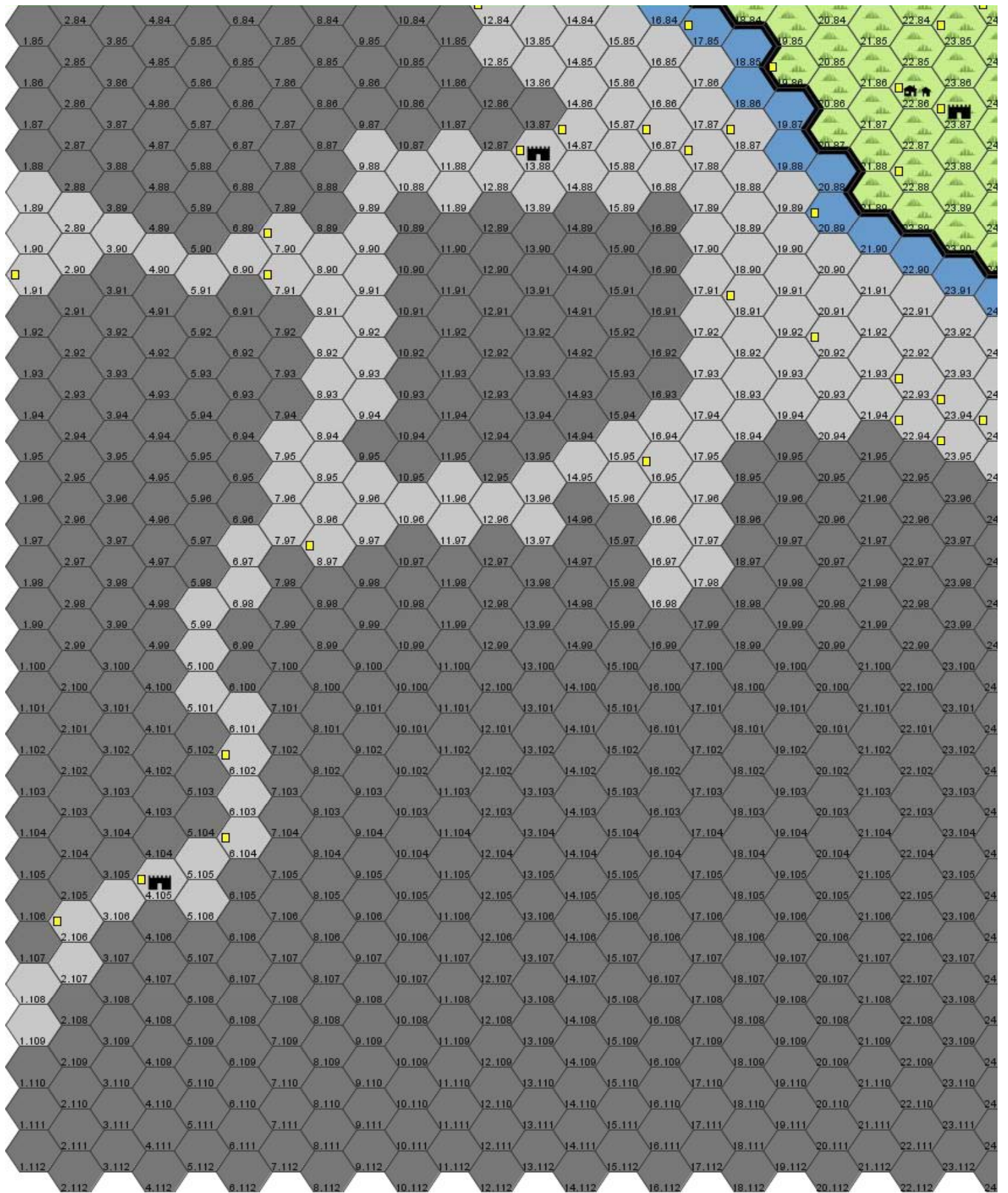


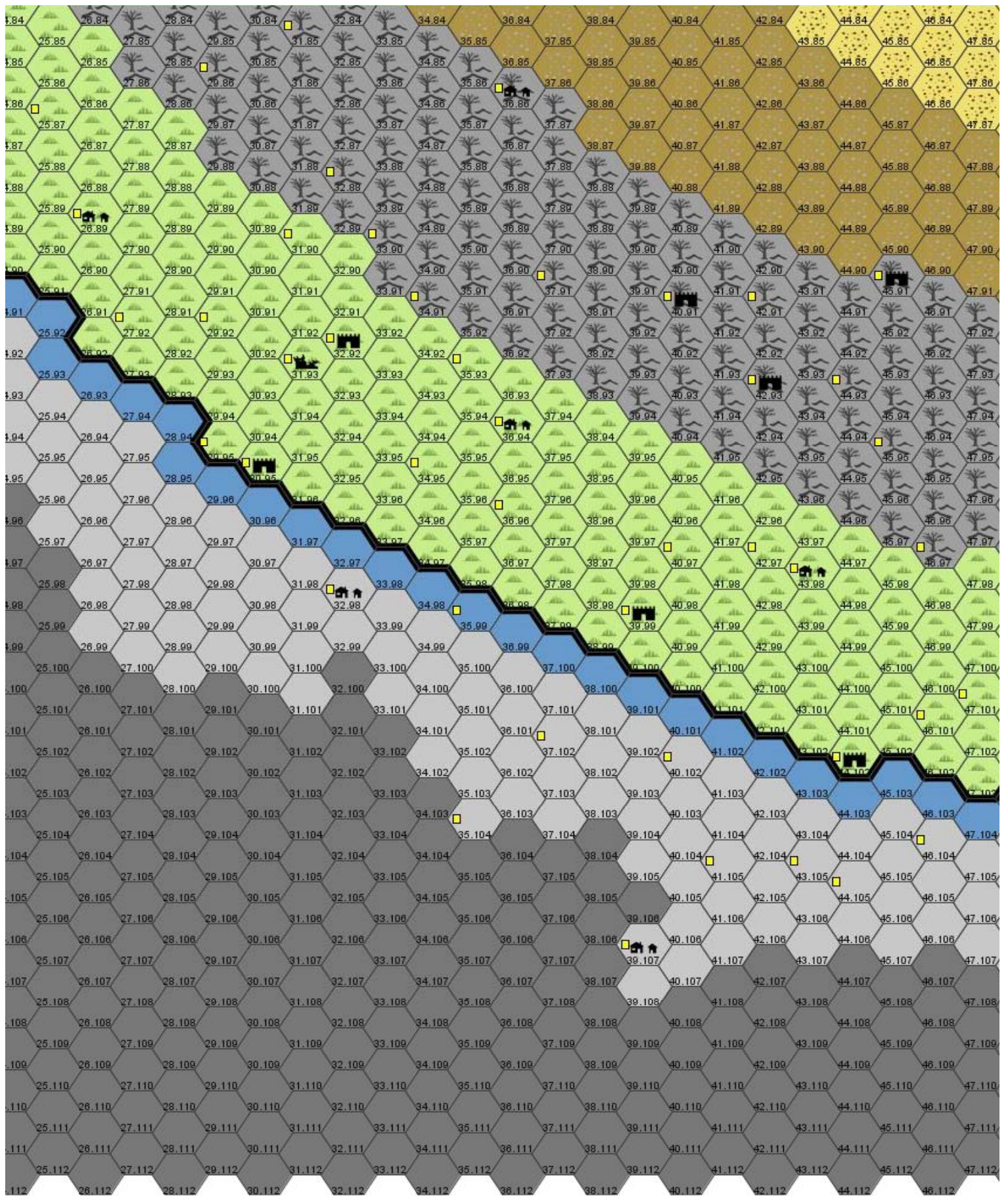


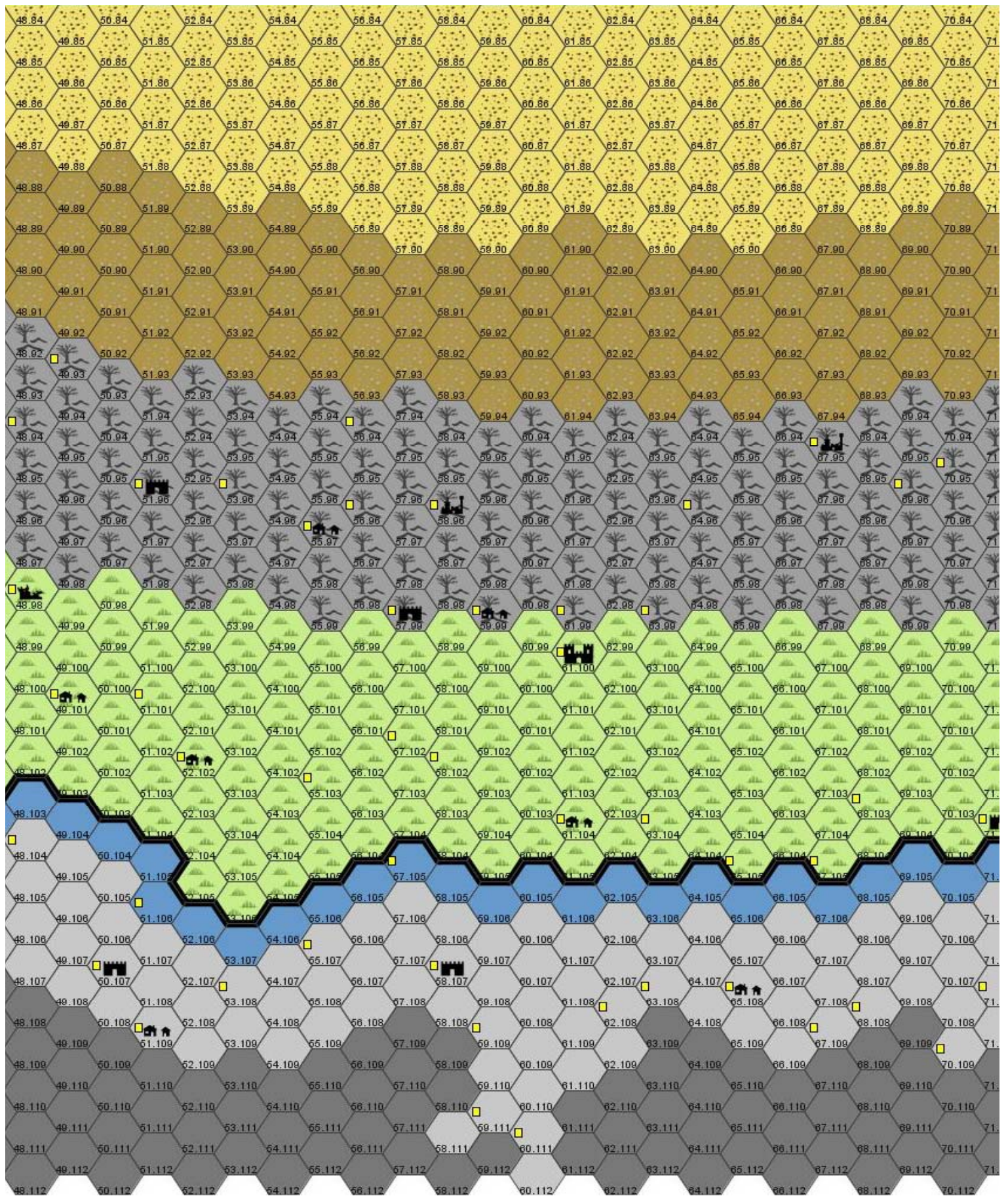


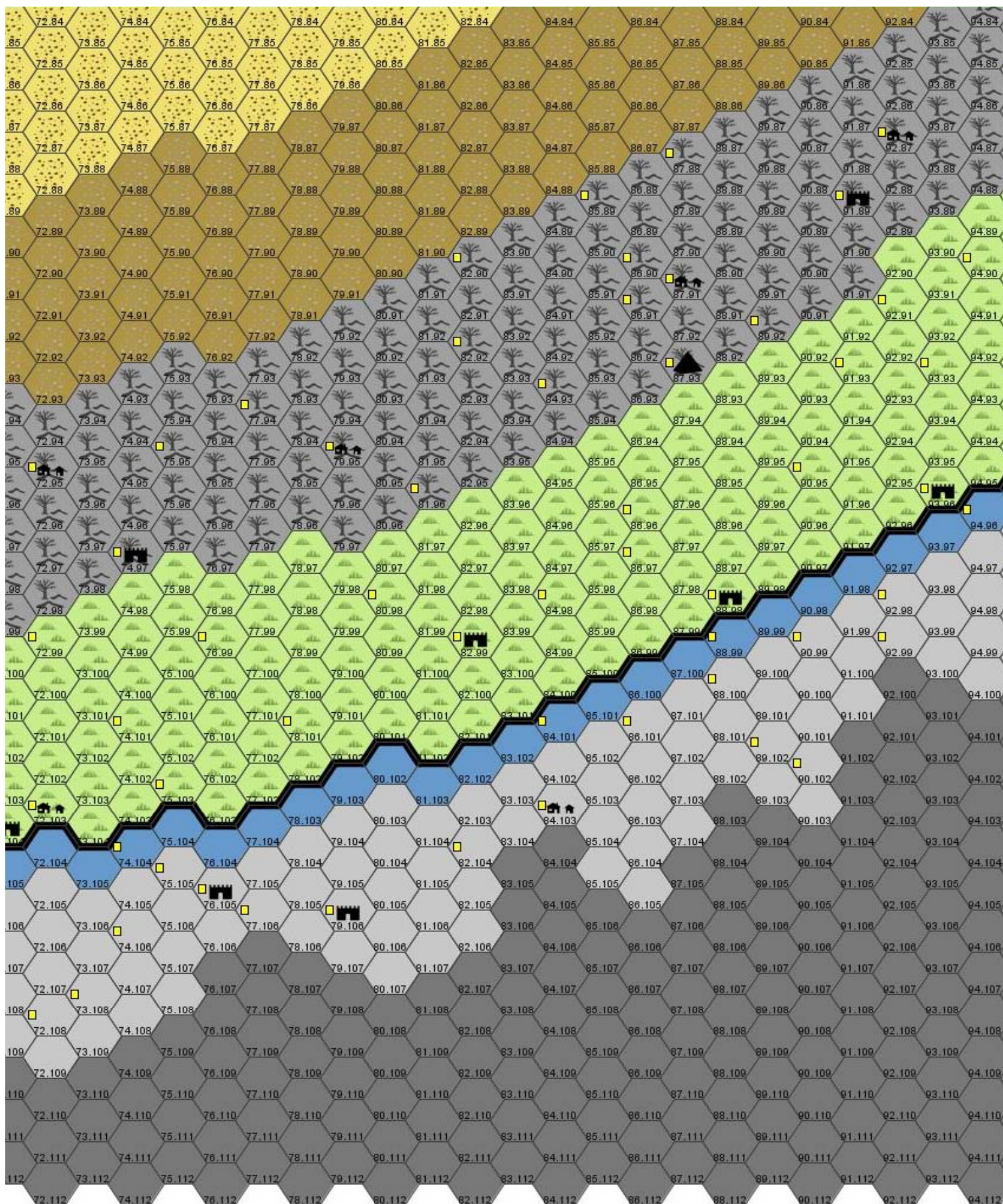














Pandemonium V

Illustrations from Colin de Plancy's *Dictionnaire Infernal*

ASMODEE (Asmoday, Syndonay)

King of Erebus, Lord of Pleasure



Asmodee is the Demon Lord of Pleasure and the King of Erebus, the second ring of Hell where the lustful are punished. He takes the form of a squat, barrel-chested man with the legs of a cock and three heads, one of a monstrous ogre wearing a crown, one of a bull and the last of a ram. He has tremendous bat wings on his back. His mount is a monstrous, thick-bodied dragon with crimson and purple scales. He dwells in the wicked city of Ashmedai, where dwell his 72 companies of demons.

Besides his other titles, Asmodee is the chief astrologer of Hell and he owns and operates the gambling halls in Dis. He teaches demonologists the arts of astronomy, arithmetic, geomancy and craftsmanship. He answers all

questions and finds and guards treasures and governs all the realms of pleasure, especially illicit pleasures.

Asmodee attacks as a 26 hit dice monster. His crown acts as a *helm of telepathy* and *helm of invisibility*. Asmodee can cast spells as a 18th level magic-user and can use the following spells as innate abilities: At will – *Black tentacles, charm monster, emotion, ESP, invisibility, locate object*; 3/day – *fireball, hideous laughter, lightning bolt, monster summoning IX, suggestion, uncontrollable dance*; 1/day – *command, disintegrate*. Three times per day he can summon 1d6+6 succubi or 1d4 glabrezu demons.

ASMODEE: HD 26 (150 hp); AC -3 [22]; Atk 2 slams (3d6), bull bite (2d8), ram bite (2d8) and breath weapon; Move 15 (F18); Save 3; CL/XP 38/9800; Special: +3 or better weapon to hit, immune to electricity and poison, magic resistance (65%), spells, summons, telepathy 100 ft.

DRAGON MOUNT: HD 20; AC -1 [20]; Atk 1 bite (2d12), 2 claws (1d8); Move 9; Save 3; CL/XP 22/5000; Special: +2 or better weapon to hit, breathe cone of acidic steam (50 x 20 cone, 10d6 damage).

BARBATOS

Earl and Duke of Hell

For a devil, Barbatos isn't such a bad guy. Barbatos was consigned to Hell for his neutrality during the war in Heaven, and thus might now be classed as neutral with chaotic tendencies. He appears as a handsome man with small horns and a pointed beard wearing the clothing of a 18th century rustic hunter.

He is always accompanied by his four advisors, four mortal kings consigned to Hell for similarly choosing not to act when Law was threatened with Chaos. These kings are King Adorn of Guelph, King Caude of Lyonesse, King Kjing of Ixum and King Xalthoin of Kirikersa.

Barbatos and his kings reside in the floating city of Signo that floats over the savannah of Asphodel. He prefers to spend his time hunting the great beasts of Asphodel (not

the shades) and despises politics, playing that game of cowards only when necessary. His floating city is coveted by Flavros, the Grand General of Hell, and thus he has had to play politics more of late than he likes.

Barbatos is a great earl and duke of Hell. Under his command are 5 companies of barbed devils, 15 companies of vrock demons and 10 companies of harpies. He teaches all the sciences and is sought out by demonologists to reveal concealed treasures, teach secret magic, foretell the future, discern the past and reconcile friends. He is capable of speaking with animals.



Barbatos was once a planetar (of the Order of Virtues) and retains a portion of his angelic power. Barbatos attacks as a 24 hit dice monster. He wields a +3 *musket* that fires bullets that carry the same +3 bonus to hit and damage and can also turn into 6 dice fireballs. He is always surrounded by three floating, sentient hunting horns. Should anyone try to use sound-based magic on Barbatos, these horns drown it out. They can also issue forth a piercing shriek that deafens all non-demons within 1 mile.

Barbatos can cast spells as a 16th level druid and can use the following spells as innate abilities: At will – *Acid arrow*, *augury*, *cure disease*, *dispel magic*, *invisibility to animals*, *locate object*, *speak with animals*, *speak with dead*; 3/day – *divination*, *legend lore*, *power word stun*; 1/day –

earthquake. Three times per day he can summon a pack of 1d8+8 hell hounds.

BARBATOS: HD 24 (130 hp); AC -2 [21]; Atk 1 musket (3d6) or 2 strikes (2d6); Move 18 (F24); Save 3; CL/XP 32/8000; Special: +2 or better weapon to hit, immune to electricity, fire and poison, magic resistance (55%), summons, spells, telepathy 100 ft.

NAAMAH

Mother of Divination, Mistress of Harpies

Naamah is a demon queen, the sister of Lilith and one of the four angels of sacred prostitution who fell and were cast into Hell. Her other sisters are Eisheth Zenunim and Agrat Bat Mahlat. All four were the wives of Lucifer. She can appear in any form she likes, often that of a comely woman with a stately face and bearing wearing gauzy silks that do nothing to hide her body. Her true form is of a beautiful she-demon with the talons of a bird on her feet, a tall golden crown on her head and the wings of a raven on her back. She carries a dagger in each hand. Her city-state in Hell is Thesiron, a city of false gods.

Naamah was the mother of divination and is the mother of the four horsemen of the Apocalypse. She was worshipped widely in the ancient, cruel empire of Irem and still has worshippers throughout the Motherlands.

Naamah attacks as a 16 hit dice monster. She wields twin *venomous daggers* (+3 daggers, each strike injects a lethal poison) and can also strike with her taloned feet. Naamah can cast spells as a 12th level magic-user and can use the following spells as innate abilities: At will – *Charm monster*, *divination*, *shout*, *suggestion*, *wall of wind*; 3/day – *cause disease*, *foresight*, *weakness* (r. of strength); 1/day – *finger of death*. Three times per day he can summon a flock of 1d12+10 harpies.

NAAMAH: HD 16 (110 hp); AC -2 [21]; Atk 2 daggers and 2 talons (1d6); Move 12 (F18); Save 3; CL/XP 18/3800; Special: +2 or better weapon to hit, immune to fire and poison, magic resistance (60%), spells, telepathy 100 ft.

JMS

Deep Denizens II

Illustration by Jon Kaufman

NOTE: This is part two of an article published in NOD 11 that detailed four non-human races as playable races: Orcs, hobgoblins, bugbears and kobolds. This part of the article adds four more races of the underworld – the drow, duergar, svirfneblin and notac-ichat.

Even a novice adventurer knows that the underworld is crawling with monstrous humanoids like orcs, goblins, bugbears and gnolls. More powerful adventurers, those who delve deep into the eternal night that lies beneath the sun-kissed surface, learn that there are far more horrible and powerful folk dwelling underground. Three of these deep races are related to the demi-human folk they know, while one of them is completely alien to the surface world.

This article presents these folk as playable races for your game. This is appropriate given that this issue of NOD concerns itself with the underworld, where these potent races build their cities and fight their wars.

General Information

While the races presented in this article have a veneer of civilization that the monstrous races presented in NOD 11 do not, they are no less wicked. Save for the svirfneblin, these deep demi-humans were also born in sin and carry it deep within their souls.

Because they are generally more intelligent than the orcs and hobgoblins, one might even condemn the drow and duergar all the more, but like their more bestial kin they are driven by emotion, not reason. While there is no game rule to reflect this (though a referee could require a character of these races to pass a saving throw to resist his race's patron sin), players should bear it in mind.

Demi-humans that reach their highest possible level can call on others of their kind to form around them in a band. These demi-humans are called lords and must construct a fortress or stronghold like other high level characters.

Drow: The Lustful

In **NOD 11**, we told the tale of the origin of monstrous folk and the dwarves, born as they were of the ancient elves. Today, we tell of the fate of the ancient elves.

In elder days, the elves worshipped powerful entities called the Kabir, from whom they traced their descent. These ancestor gods were very “human” in nature in many ways, but with enough wisdom to temper all but their most powerful drives and urges. The first spell casters of the elves were druids, who drew their power and knowledge from the Kabir – the same source of power accessed by druids to this day. The Kabir were generous with their “children”, but could be strict as well.

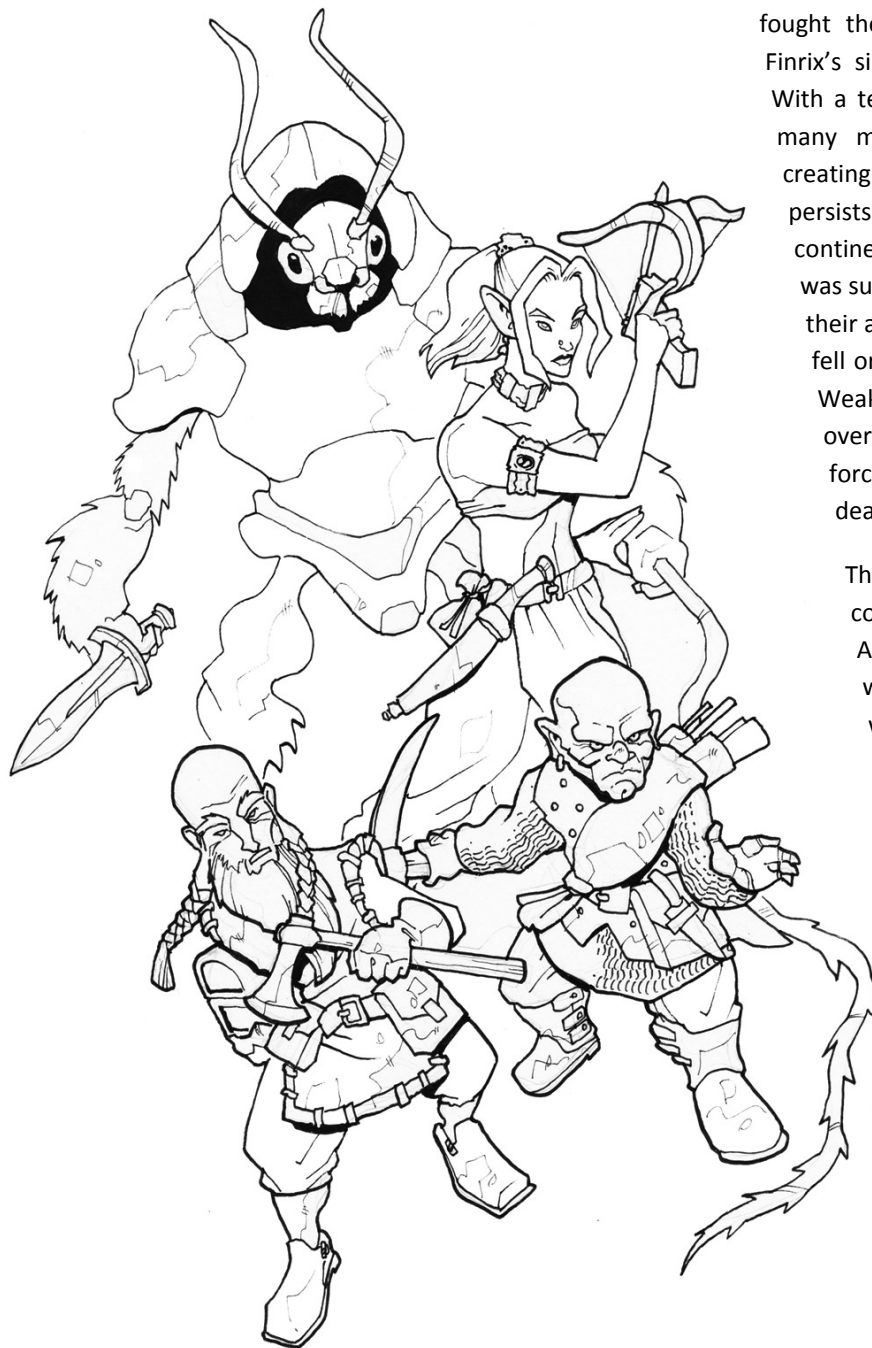
Unfortunately, the ancient elves, being beautiful, clever and of a sensuous nature (you will recall from the first part of this article how fecund the fey were in elder days), fell into the original sin of pride. The more they learned and the more powerful they became, the more they wanted to learn and the more powerful they wanted to become. If they could realize one desire, why not all desires?

As the ancient elves rankled under the lordship of the Kabir, their frustrations were heard by the lords of Hell, and they were only too glad to show them the road to almost limitless power with no restriction – the power of arcane magic, the manipulation of the very foundations of the universe by secret words and motions.

Most of the ancient elves walked away from the druidic arts and embraced arcane magic and the adulation of demons and devils. They now had no reason to temper their lusts and drives, and became arrogant, cruel and rapacious. They soon extended their rule over most of Nod (though the dragon lords of Mu-Pan and the weird folk of the Antipodes remained unconquered), building cities of towers that reached into the sky and erecting the ancient standing stones that focused and direct the natural magical

power which coursed through the earth, creating the ley lines and starving other folk of magical power.

Some elves did not abide by this behavior, and since they had not the power to challenge their kin, they simply faded away into the woods and mingled their blood with the primitive humans they found there. Others left Nod entirely, seeking out an existence in the higher planes or even moving into Faery with the Kabir.



Those elves that did remain founded magical empires that fought and squabbled with one another and with all other folk on Nod. Eventually, the elves and the dwarves came into conflict. The dwarves had long been forced by the more powerful elves to pay them tribute in the form of smith-work and mineral wealth. Eventually, the demands of the elves went too far and the dwarves marched to war. This war culminated in a great and terrible battle at the most important of the standing stones, the Crown Stone.

For several days, Finrix, the Elven Prince of Princes, fought the dwarf king Ulf, until Ulf's axe pierced Finrix's side and pinned him to the Crown Stone. With a terrible flash of light, the Crown Stone and many millions of acres around it disappeared, creating a tear in the fabric of the cosmos that persists to this day in the mysterious western continent of Antilia. The flow of magic across Nod was suddenly disrupted and the elves lost much of their arcane power. In moments, their great cities fell or imploded or faded into other dimensions. Weakened and shocked, the elves were overcome by their human slaves and were forced to flee into the wilderness to escape death.

The ancient elves, as prideful as they were, could not live with this comeuppance. Abandoned by the demons, they pleaded with the Kabir, their ancestors, for help and were rebuffed and rebuked. In a fit of pique, the remaining elves marched to the Pillars of Asur, the great, ancient mountains in the far west of the western continents where sits the first temple, that which is dedicated to Asur, the first of the Kabir. They climbed the rugged peaks and meant to lay that temple low. This final act was too much for Asur to stand. For millennia he had ignored the foolishness of the elves and sought tranquility in Faerie, but now they forced his hand. With a single word he cursed the ancient elves that had turned against him, denying them the warmth of the sun, burning their eyes and their skin. Those who were not reduced to a

cinder fled into dark places and, in time, became the elves that are today known as the drow.

The drow, even after many millennia under the earth, remain as sensuous, prideful and lustful as they ever were on the surface. Though a shadow of their former selves, both in raw power and in number, they remain a potent force in the underworld and are not to be trifled with.

Drow find it difficult to view others as either slave labor or as sex objects. Their inability to tell themselves “no” makes them a disruption in any group, but their intelligence, cunning and dedication to having their way also makes them powerful allies, assuming their goals and the party’s goals are in accord.

White is the most common hair color among drow, but almost any pale shade is possible. Drow tend to be smaller and thinner than other sorts of elves, and their eyes are often a vivid red.

Drow retain all of the special abilities of elves. In addition, they have the following additional abilities.

Being forever denied the blessing and embrace of the Sun, the drow have been compensated with the ability to see in darkness, per the darkvision ability of dwarves, but to a range of 120 feet. When forced to endure sunlight, they suffer a -4 penalty on attack rolls and saving throws.

The drow are not as magically potent as the ancient elves, but they retain more power than the elves of the surface world, that have mingled so often with humankind. Drow can use the following spells, each once per day: *Dancing lights*, *darkness 15-ft. radius* and *faerie fire*.

Drow, whether male or female, can advance to any level as thieves. Male drow can also advance as fighter/magic-users and fighter/magic-user/thieves, per normal elves. Female drow can advance as cleric/magic-users and cleric/magic-user/thieves, with a level limit of 8th as clerics (or 9th if their wisdom is 18).

Duergar: The Avaricious

The dwarves, as was told in NOD 11, sprung from the loins of avaricious elves in elder days. Most dwarves lived underground, but retained a fondness for the surface world and its woods and brooks and meadows. Other

dwarves, more avaricious than their cousins, looked ever deeper into the earth in search of the next vein of gold or the next clutch of gems. While their fellows reigned in their avarice and embraced the beauty of the world and the fellowship of other folk, the deep dwarves, or duergar, lost all knowledge of light, beauty, reason and fellowship.

As their hearts lost the capacity to love, the duergar’s skin lost its ruddy hue and became ashen and pale. Their hair became white and wispy, and many male duergar lost all of their hair save their beards, which were scraggly and small. While their kin forged and built for the love of it, they forged and built that they might protect what was theirs and take what was possessed by others. They sealed themselves in vault-like dwellings in cold, unfriendly cities and fortresses where the sun never shone and made pacts with the demons of Hell in a bid for power and protection. They renewed their hatred for the elves in the form of the subterranean drow, and launched new wars against them for past sins and for the astounding material wealth of the sensuous and, to the duergar, silly drow.

Duergar adventurers strike out for riches, and they do not care where they get them. They are rapacious and greedy, and would gladly see a comrade die to retain a copper coin for themselves. All power in duergar society is a function of wealth, and power over their kith and kin is all a duergar seeks. In their mad search for power and wealth, though, the duergar have lost the ability to be happy – joy and pleasure are almost alien concepts to them. They are, to a man, woman and child, dour and unforgiving folk.

Duergar retain the abilities of their surface cousins. In addition, their darkvision extends to a range of 120 feet but are blinded in bright light and sunshine (-2 to hit and to saving throws). Where dwarves are merely resistant to poisons, duergar are completely immune to them. Duergar thieves enjoy a +10% bonus to moving silently, and non-thieves can move silently, as a thief, on a roll of 1-2 on 1d6.

Duergar characters can be fighters and fighter/thieves. They are limited to 5th level as fighters (or 6th level with a strength of 15 or higher) and unlimited in advancement as thieves. Fighter/thieves are limited to 5th level as fighters.

Notac-Ichat: The Apathetic

The notac-ichat were introduced in NOD 11 as a new species of the Nodian Underworld. 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 stunning vibrations.

Unlike most of the races described in both parts of this article, the notac-ichat were not spawned by the fey. Rather, they are among the species seeded on Nod by the extra-dimensional folk who once dominated Nod and forced, by their depredations of native species, the great animating spirit of Nod to send portions of itself into the material plane as the Kabir. Though the Kabir destroyed or imprisoned most of the great primordial entities, their lesser spawn were often overlooked or ignored.

The notac-ichat are no less bound to sin as they dark fey peoples, though, and in truth their origin might make them even more chaotic. Their sin, however, is the sin of apathy and inaction, a sin related to sloth. Notac-ichat simply do not care about anything but themselves. Each is a universe unto themselves. What is good for them, personally, is good. What is not good for them is not good. It is this apathy that keeps the notac-ichat in check, for they produce hundreds of eggs and young each year. Most of the young end up as food or cannon fodder, and those that do survive have little impetus to help their fellows.

Notac-ichat can, in place of moving and attacking, rub their fingers against their shanks, creating vibrations that force those within 20 feet to pass a saving throw or be paralyzed for as long as they continue to make the vibrations plus one additional round.

Like many folk of the underworld, the notac-ichat have darkvision to a range of 120 feet.

Notac-ichat never wear armor, but their chitin provides a -4 [+4] improvement to Armor Class. The traditional weapons of the notac-ichat are a barbed whip and dagger, but they can use any weapons.

Notac-ichat can advance as thieves with no limit to their advancement or as fighter/thieves. As fighters, they can

advance to a maximum of 5th level (or 6th level if their strength score is 15 or higher).

Svirfneblin, the Deep Gnomes

Svirfneblins are gnomes of the deepest underworld. They are more powerful than their surface kin and one of the few non-chaotic powers in the underworld.

Svirfneblin look like hairless gnomes with brownish skin and grey eyes. They are closer kin to the earth elementals than the surface gnomes, who have a strong current of fey blood flowing through their veins.

Svirfneblin are famed for their stoicism, deadpan faces and lovely economy of words. To some extent, svirfneblin are the Buster Keatons of the underworld, without the comedy. They are also renowned for their honesty, thrift and dedication to hard work.

Svirfneblin are as skilled as dwarves when it comes to noticing unusual stone work and detecting grades and slopes. They have darkvision to a range of 120 feet. Svirfneblin have 10% resistance to magic.

All svirfneblin can cast the following spells, each usable once per day: *Blindness*, *blur* and *change self*.

Svirfneblin can advance as thieves (max. level 7th), fighters (max. level 4th), fighter/thieves (max. level 3rd in fighter and 6th in thief), or as illusionists (max. level 6th). Svirfneblins with prime requisites of 16 or higher can advance one level higher in their class.

JMS

Hero vs. Villain

Illustration by Stephen Grambart

Hero vs. Villain is a new series that will appear in NOD, detailing an original villain character for your Mystery Men! games (or other rules – you'll have to convert the stats yourself) and a rejuvenated hero from the Golden Age of comic books. In this edition, we pit the sinister soundster called Shatter against the marvelous Madame Strange.

SHATTER

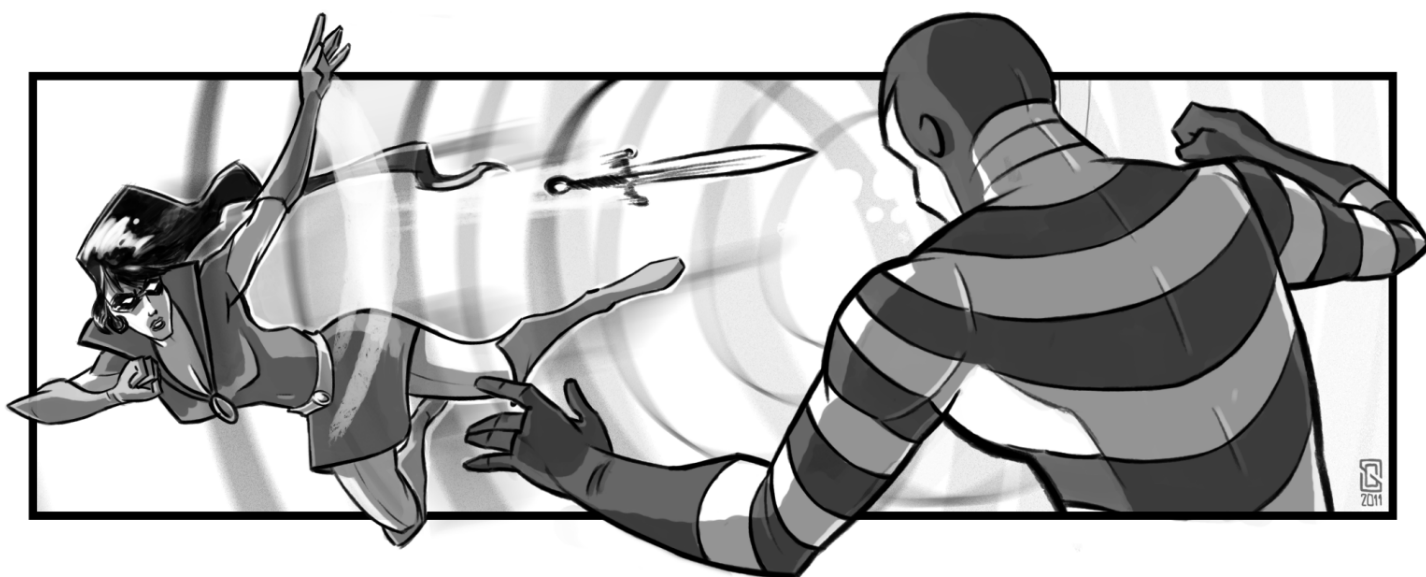
Creator: John M. Stater (2011)

Marco Carluccio was a fledgling opera singer of little consequence who found more pleasure in gambling than singing. When he fell into debt with mafia, they found a useful tool in a series of schemes involving opera houses. As time passed, Marco fell deeper into the criminal trap and was finally used in a robbery of Venice museum. The gangsters were after a golden idol purportedly brought to Europe by Marco Polo after his journeys through Asia. An unseen alarm

trigger brought the police down on the would-be burglars, who made a hasty escape by foot with the idol. Trapped by the river, a bullet struck the idol, revealing its secret. The idol turned out to be a fake made of lead and covered with a thin layer of gold. Inside, the criminal organization SMASH had hidden a sample of a mutagenic gas stolen from their research labs in Northern Africa. Breathing in the gas, Marco found himself changed. When a second bullet struck his arm, he screamed and flipped over a police vehicle, sending the men behind it flying.

Using his newfound powers, Marco escaped the authorities and set out on a new life of crime, sometimes working with his former colleagues in the mafia, sometimes striking out on his own. In time, he moved his operations to the United States, where he came into frequent conflict with the hero known as Madame Strange as well as other American heroes.

Shatter enjoys the good life and still considers himself



an artist, though he can no longer sing at the top of his voice without causing destruction. He carries a chip on his shoulder due to his inability to make it as an opera singer, and many of his crimes have involved robbing or otherwise humbling famous singers in opera or other genres of music.

SHATTER (Heroic Level Villain)

Marco Carluccio, Opera Singer

STR	3	Class: Adventurer
DEX	4	Level: 6 (6,000 XP)
CON	4	Hit Points: 37
INT	5	Defense Class: 11
WILL	4	Attack: Melee +5, Ranged +6
CHA	2	Speed: 2

POWERS

Energy Cone (Sound, 6d6 damage), Energy Resistance (Sound), Shatter, Shout

GEAR

No special gear

FLAWS

None

MADAME STRANGE

First Appearance: *Great Comics* #1

Original Creator: Chuck Winter

Modern Revision: John M. Stater (2011)

Carlotta Inverno was the daughter of a bright light in the New York mob, Carlo Inverno, a young, ambitious man who clawed himself to the upper tiers of the organization. He kept his wife, daughter and mistress in relative luxury and proved a capable, loyal soldier. In fact, he proved too loyal to some of his colleagues, who saw him as a persistent threat to their own eventual succession of the local don.

On a winter's night in 1985, Carlo and his mistress got into his black sedan for the last time. When his daughter, an aspiring model and actress attending a boarding school in Switzerland, heard the news, she

was heartbroken. When some of her father's former friends visited her school in search of a locket he had sent her for Christmas, she saw her life flash before her eyes before being saved by American hero Green Knight, a member of the Secret Society of the Straight Arrow. His organization was tipped off about a possible hit in Switzerland, and fortunately was on the lookout for ne'er-do-wells.

Inspired by the example of the Green Knight, and shamed by the realization of her father's life of crime, Carlotta dedicated herself to the eradication of the criminal element wherever they might lurk. To that end, she underwent a grueling physical regimen, training in the world's deadliest martial arts and advanced courses in criminology and psychology. As Madame Strange she puts these skills to the test everyday against the sinister machinations of the criminal underworld and international spy rings and organizations like SMASH.

MADAME STRANGE (Heroic Level Hero)

Carlotta Inverno, Model

STR	4	Class: Adventurer
DEX	7	Level: 6 (7,800 XP)
CON	4	Hit Points: 41
INT	5	Defense Class: 14
WILL	5	Attack: Melee +6, Ranged +7
CHA	8	Speed: 2

POWERS

Catfall, Super Abilities (Cha +4, Con +1, Dex +3, Str +2, Will +6), Weapon Master (Dagger)

GEAR

Dagger (1d10+3), Light Armor

FLAWS

None

Mutant Truckers

Illustrations by Bradley K. McDevitt and Chris Huth

Armageddon was delivered on a crisp, fall day in 1977. Nobody now knows, or even could know, why. Almost all of the Soviet's primary and secondary targets in the United States were hit, and those that were not in one of the blast zones fled to the hills and started the hard task of survival. One hundred years later, the descendants of the toughest and most willful have built something approaching stability. Spread across the country there are dozens of walled communities growing crops and digging minerals out of the earth and listening for the bellow of the magnificent gypsy truckers who connect them to those other tiny outposts of civilization. Those truckers, descended from the truckers of old, are the lifeblood of America, their century-old big rigs moving goods across the continent – corn, cattle, sheep and metal from the West, oil from the Midwest and the most valuable substance on Earth from the great city-state of Kinston in what used to be North Carolina, the last stronghold in North America to possess the secret of plastic! The road from the west to Kinston has been nicknamed “The Polyester Road”, for it brings that garment of kings to the bosses that rule the surviving counties of the United States of America.

Welcome to Armageddon

In “Mutant Truckers of the Polyester Road” you take on the role of, not surprisingly, a truck driver, outrider, mechanic or gunslinger operating on the “Polyester Road”, a string of asphalt that runs across the North American continent from St. George and Grand Junction in the west to Kinston in the east. Nothing moves across the continent without the truckers who brave the wilderness, in convoys when they're lucky, alone when they're not, for the Cetacean Empire has closed the seas to humankind and the secret of flight has

been lost for a century.

Running the road involves completing legs, each defined by a starting and ending point in one of the surviving American fortified towns. Each leg consists of a number of potentially dangerous encounters or events, one for each hour of the journey. The fortified towns aren't necessarily much safer, also generating random events for each night that one chooses to stay. A trucker “wins” by staying alive and earning enough money to retire in style.

Naturally, a good Referee and interested players can take this basic campaign of travel and turn it into just about anything they can imagine happening in a bombed-out future America.

Characters

The first step to adventuring on the Polyester Road is creating a character. All characters are human, some mutated, some not.

Before we start, we should define a few terms that will appear in this game.

Strength (STR): Strength represents physical power and general toughness.

Dexterity (DEX): Dexterity represents agility, quickness, balance and coordination.

Intelligence (INT): Intelligence measures both education and common sense.

Charisma (CHA): Charisma represents one's ability to manipulate others, for good or ill.

Hit Dice (HD): Hit Dice are a representation of one's general combat prowess. In game terms, the number of Hit Dice a character has is the number of dice they roll to determine



Hit Points.

Hit Points (HP): Hit points are a measure of how long a character can last in a fight. When a character loses all of their hit points from exhaustion and damage, they die.

Defense Value (DEF): Defense value represents how difficult it is for an opponent to damage your character.

Melee Attack Value (FIGHT): Your FIGHT value represents how skilled you are at damaging others using hand-held weapons or your fists (or claws or bite).

Ranged Attack Value (SHOOT): Your SHOOT value represents how skilled you are at damaging others using weapons that shoot or fire, like crossbows or guns.

Top Speed (SPD): This value is used for vehicles, and shows the top speed in miles per hour the vehicle can attain.

Maneuvering Modifier (MAN): This value is also used for vehicles, and represents the vehicle's maneuverability.

Characters are rated according to four ability scores: Strength, Dexterity, Intelligence and Charisma. Roll 3d6 for each ability score and record the score on a piece of paper. These scores provide bonuses your character will use when fighting and when using their skills.

Ability score bonuses are as follows:

Score	Bonus
3	+0
4	+1
5-6	+2
7-8	+3
9-12	+4
13-14	+5
15-16	+6
17	+7
18	+8

Record these bonuses next to the ability score on your character sheet. You'll use these bonuses for:

Strength: When fighting using hand weapons or fists, when trying to lift heavy objects or trying to shake off the effects of poison, disease and radiation.

Dexterity: When fighting using ranged weapons, when trying to avoid being hurt in combat and for several skills, including driving.

Intelligence: When trying to fix broken equipment, avoid being surprised and a number of other skills.

Charisma: When trying to barter or haggle for the best price for equipment or cargo and convince people not to kill you. Also determines starting cash.

Hit Dice & Mutations

Each character begins the game with a number of Hit Dice that depends on their chosen class and level (see below). Players can choose to swap Hit Dice for mutations. A Referee can either make them roll a dice to determine their mutations randomly or allow them to choose. Each mutation brings benefits, but has a 1 in 6 chance of carrying a negative side effect as well (i.e. roll 1d6, on a "1" roll a random side effect. Negative side effects are always rolled randomly.

D20	Mutation
1	Acid Touch - Folks touched by the mutant suffer 1d6 damage
2	Double Header - Mutant has two heads, can attempt all Intelligence tests twice
3	Dwarfism - Mutant is -2 to FIGHT and +2 to DEF
4	Electric Epidermis - Mutant can give off a shock once per hour, deals 2d6 damage to anyone in contact
5	Gigantism - Mutant is +2 to FIGHT and -2 to DEF
6	Muscle-bound - Mutant has +2 to STR or minimum STR of 16
7	Quick - Mutant has +2 to DEX or minimum DEX of 16
8	Super Hearing - Cannot be surprised
9	Night Vision - Can see in the dark
10	Natural Armor - Carapace or thick skin provides +2 to DEF
11	Claws or Fangs - Gains a natural attack with Weapon Rating 1
12	Spiny Devil - Mutant is covered in spines that deal 1d4 damage to grapplers or +1 to FIGHT with fists
13	Genius - Mutant gains +2 bonus to INT or minimum INT of 16
14	Pheromones - Mutant releases pheromones that make others friendly; +4 bonus to Haggle tests
15	Mind Thrust - Can fire a bolt of mental energy up to 30 feet, dealing 2d6 damage; an INT test by the opponent negates the damage
16	Phantasms - Mutant can create realistic illusions in the minds of others; an INT test negates the illusion
17	ESP - Mutant can read the minds of others; an INT test negates the ability
18	Telepathy - Mutant can communicate telepathically within 1 mile
19	Direction Sense - Mutant can always find north
20	Mind Reflection - Mutant can rebound mental attacks when he makes a successful INT test

D10	Side Effect
1	Monstrous appearance; -2 to CHA or maximum CHA of 8
2	Super metabolism, must consume double normal rations
3	Mutant suffers +2 damage from all physical attacks
4	Frail bones; -2 to strength or maximum STR of 8 (counteracts Musclebound mutation)
5	Mutant suffers -2 penalty on STR tests to avoid the effect of poison and disease
6	Mutant has atrophied brain; -2 to INT or maximum intelligence of 8 (counteracts Genius mutation)
7	Mutant has a terrible fear of animals, plants, insects or pain
8	Mutant sends out mental waves that make others hostile; suffers -4 to haggle tests
9	Mutant has poor eyesight, suffering a -2 penalty to surprise tests and ranged combat tests
10	Mutant gives off a terrible stench; -2 penalty on Haggle tests

Class

A character's class represents their occupation and determines their skills in which they have trained and the equipment with which they begin the game. There are four classes in *Mutant Truckers*:

Grease Monkey: Grease monkeys are mechanics and scroungers, the folks that hold the big rigs together and keep the Polyester Road humming with traffic.

Grease monkeys are trained in the following skills: Haggle (CHA), Repair (INT) and Scrounge (INT). They start the game with a hand weapon (chain, hammer or knife) and a set of tools. In combat, they score double damage against machines, knowing just where to hit them.

Level	Hit Dice	Skill Bonus	Luck Points
1. Wrench Monkey	2d6	+3	3
2. Gear Head	4d6	+6	1
3. Master Mechanic	6d6	+9	0

Gunslinger: Gunslingers are men and women who train with fire arms, rare things in the broken world of the future. They often ride shotgun in big rigs with truckers or in smaller vehicles with outriders, or ride atop big rigs looking out for bandits and monsters.

Gunslingers are trained in the following skills: Surprise (DEX). They start the game with a fire arm and hand weapon of their choice. Gunslingers are +1 to hit with ranged weapons, +2 to hit with their chosen fire arm and enjoy a +1 bonus to initiative rolls.

Level	Hit Dice	Skill Bonus	Luck Points
1. Bad Man	3d6	+3	3
2. Gunman	6d6	+6	1
3. Shootist	9d6	+9	0

Outrider: Outriders work as scouts for truckers, preceding them on the road (or off road) in smaller vehicles. They primarily look for bandits, bears and monsters on the road ahead and sometimes enter ghost towns with grease monkeys looking for spares. They pride themselves on their toughness, their loner status and their skill in a fight.

Outriders are trained in the following skills: Driving (DEX), Endurance (STR), Escape (DEX) and Surprise (DEX). They begin the game with a random vehicle, a hand weapon (player's choice) and crossbow. In combat, outriders enjoy a +1 bonus to melee attack rolls.

Level	Hit Dice	Skill Bonus	Luck Points
1. Driver	3d8	+3	3
2. Road Hog	6d8	+6	1
3. Speed Demon	9d8	+9	0

Trucker: The most basic class in a game of Polyester Road is the trucker. Truckers own their own big rigs and work as independent traders in the world of the future. They are skilled at driving, of course, but also at negotiation and diplomacy. They're also pretty good in a fight, though not as tough as outriders or as quick as gunslingers.

Truckers are trained in the following skills: Driving (DEX), Endurance (STR), Gather Rumors (CHA), Haggle (CHA) and Sixth Sense (INT). They begin the game owning a big rig with a short trailer, a hand weapon (bat, club, chain, knife or dagger) and crossbow and one random unit of cargo.

Level	Hit Dice	Skill Bonus	Luck Points
1. Rookie	2d8	+3	3
2. Gypsy	5d8	+6	1
3. Old Hand	8d8	+9	0

Starting Cash and Equipment

Cash in the future of the Polyester Road is made of gold, silver or bronze and stamped into dollar-sized coins. There are 20 coins to the pound. Silver dollars (\$) are the basic form of currency on the Polyester Road. Gold dollars (G\$) are worth \$10 and bronze dollars (B\$) are worth one-tenth of a dollar.

Each point of a character's charisma is worth \$10 to spend on outfitting their expedition on the Polyester Road. Each character begins the game with some equipment (see classes above) – everything else they might want or need must be purchased in a town.

Cargo is measured in “units”, i.e. a unit of chickens or a unit of copper. Each “unit” takes up one space in a truck, a space being defined as a cube measuring about 8 feet in width, length and height.

Weapon	Damage	Price
Axe	1d10	\$8
Brass Knuckles	1d4	\$2
Chain	1d6	\$4
Club/Bat	1d6	\$4
Knife/Dagger	1d6	\$4
Mace/Hammer	1d8	\$6
Spear	1d10	\$8
Bow	1d8	\$30
Crossbow	1d10	\$40
Pistol	2d6	\$50
Rifle	3d6	\$60
Shotgun	2d6	\$50

Equipment	Price
Arrows/Bolts (20)	\$5
Backpack	\$2
Bedroll	\$1
Chain Mesh Armor (DEF +3)	\$30
Leather Armor (DEF +2)	\$20
Plastic Armor (DEF +4)	\$40
Bullets/Shot (20 rounds)	\$10
Compass	\$20
First Aid Kit	\$30
Geiger Counter	\$100
Hat/Head Wrapping	\$1
CB Radio	\$100
Rations (1 day)	\$1
Road Flares (10)	\$10
Sack	\$1
Saddlebags	\$1
Shield (DEF +2)	\$10
Skins/Furs (DEF +1)	\$5
Stimulants (5); +4 to Endurance tests	\$20
Tools	\$50
Water (1 day)	\$5
Whiskey (1 bottle)	\$10

Big Rigs & Trailers	Price
Cab-Over (10 wheels) – HD 10; SPD 85; MAN 0; -2 to Endurance tests	\$10,000
Conventional Cab (10 wheels) – HD 10; SPD 85; MAN 1	\$10,000
Short Trailer (8 wheels) – HD 3; CARGO 10	\$1,000
Medium Trailer (10 wheels) – HD 5; CARGO 15	\$2,000
Long Trailer (12 wheels) – HD 8; CARGO 20	\$3,000
Tanker (10 wheels) – HD 5; CARGO 15 (fuel)	\$3,000
Reefer (10 wheels) – HD 5; CARGO 15 (refrigerated)	\$3,000

Vehicles	Price
1. Bean (Sub-compact) – HD 5; SPD 80; MAN 2	\$2,000
2. Crotch-Rocket (Bike) – HD 3; SPD 200; MAN 8	\$2,000
3. Detroit Vibrator (Truck) – HD 8; SPD 120; MAN 1	\$8,000
4. Firechicken (Sports Car) – HD 7; SPD 140; MAN 6	\$4,500
5. Four-Wheeler (Jeep) – HD 5; SPD 60; MAN 2	\$2,500
6. Oldsmoslider (Station Wagon) – HD 7; SPD 100; MAN 1	\$6,000
7. Bug (Sub-sub-compact) – HD 7; SPD 85; MAN 3	\$1,500
8. Rollerskate (Sedan) – HD 7; SPD 120; MAN 2	\$6,000
9. Thunderchicken (Sports Car) – HD 7; SPD 160; MAN 6	\$6,500
10. Toy Box (Compact) – HD 6; SPD 80; MAN 2	\$3,500

HD = Hit Dice; used to roll hit points and as the vehicles weapon rating for ramming attacks or hitting pedestrians.

SPD = Top speed of vehicle

MAN = Maximum Dexterity bonus to Driving tests in this vehicle.

Most vehicles provide cover for their occupants, granting a +2 bonus to their defense rating. Crotch-rockets do not provide this cover.

Creatures inside a trailer have complete cover and a +10 bonus to their defense rating

Creatures inside a vehicle's cab have partial cover and a +5 bonus to their defense rating

Vehicle Mods	Price
Armor: DEF +2; SPD -20%	10%
Armored Tires: DEF +1; no damage from caltrops	\$100/tire
Cab Release: Jettison trailer immediately	\$100
Caltrops: 2d6 dmg + Driving test or crash; rear attack only	\$100
Electrified Chassis: 2d6 damage to those who touch vehicle	10%
Extra Battery	\$200
Extra Fuel Tank	\$100
Extra Horsepower: SPD +20%	10%
Flame Throwers: 6d6 damage; Back or Side attack; \$10 for 20 rounds of fuel	\$100
Gun, Heavy: 10d6 damage; \$30 for 20 rounds of ammo	\$300
Gun, Light: 6d6 damage; \$15 for 20 rounds of ammo	\$150
Off-Road Suspension: +5 on tests to avoid crashing off-road	\$50/tire
Oil Slick – Rear attack; Driving test or Crash	\$100
Radiation Shielding: +4 Strength tests against radiation	25%
Self-Sealing Tires: Avoid flat tires	\$60/tire
Sidecar: 2 nd rider in crotch-rocket without -2 to Driving tests	\$500
Smoke Screen: Rear attack; Driving test or stop or crash	\$50

Percentage means the percentage increase in the price of the vehicle.

Cargo	Price/Unit
1. Cattle	\$50
2-3. Chickens	\$10
4. Cotton/Wool	\$1,000
5. Fruit	\$200
6. Fuel	\$10,000
7. Gold	\$20,000
8-10. Grain	\$100
11-12. Iron	\$200
13. Pigs	\$30
14. Plastic Products	\$10,000
15. Polyester	\$25,000
16. Sheep	\$20
17. Silver	\$2,000
18. Tobacco	\$200
19-20. Vegetables	\$400

Animal Companion	Price/Unit
Chimpanzee	\$3,500
Hound Dog (Blood Hound or Basset Hound)	\$1,000
Orangutan	\$5,000

The road can be a lonely place, so some truckers and outriders opt to buy an animal companion to give them some company and even help out in a scuffle. Assume that the animal is smart enough to follow simple commands and that it is loyal to its owner as long as it is treated kindly. Hound dogs tend to be stubborn, so there is always a 1 in 4 chance they will ignore their owner's commands.

Tests of Skill

A test is a roll made to determine whether an action succeeds when the success of the action is in question. Every action made in a game does not need to be tested. Getting dressed in the morning, for example, does not require a test. Of course, getting ready in the morning and out the door in 10 minutes or getting dressed with two broken arms might require a test of dexterity.

A test is made by rolling 1d20, applying modifiers (see below) and trying to roll "10" or higher. The total bonus or penalty to this roll cannot exceed +6 or -6.

Man vs. Man

When a test pits one person against another (or one creature against another), the test is modified by comparing their relative skill and ability. Each opponent

calculates their Test Value (TV). A character's TV is equal to their modifier in whatever ability score governs the test. If the character possesses the skill being tested (see Classes above), they also add their skill value to the TV. Situational modifiers, as determined by the Referee, might also apply, but should rarely be higher than +3 or lower than -3.

Compare the characters' TVs. The character with the higher TV gets a bonus to his rolls equal to the difference between his TV and his opponent's. The other character suffers the difference as a penalty to their roll.

When two characters are both trying to "act", the character with the higher TV always rolls their test first. If the TVs are equal, defer to the character with the greater skill. If the skill values are equal, defer to the character with the higher ability score. If the ability scores are also equal, flip a coin.

In many cases, the outcome can be determined with a single test roll. In some cases, a Referee can require multiple successes to finally succeed, usually no more than 3. He might even impose a serious consequence if either or both parties rack up too many failures.

Example: Two truckers, Big John and Guitar Jack, are trying to outlast one another in a drinking contest. This requires a test of Endurance. Failing one test leaves the trucker intoxicated; failing a second test knocks them out. The Referee decides they must roll the dice once each minute in this test. The winner plans on grabbing his crew and splitting the truck stop, as they are engaged in a cross country race.

Big John has Skill 6 and Strength 6 (+2), while Guitar Jack has Skill 3 and Strength 15 (+6). This means Big John has a TV of 8 (6 + 2) and Guitar Jack a TV 9 (3 + 6). This gives Guitar Jack a +1 bonus to his test rolls and Big John a -1. Since Guitar Jack has the higher TV, the first roll. The Referee decides that in a contest like this, it is more advantageous to roll second, so he decides Big John is rolling first in this contest.

Big John's first test roll is a "4", indicating one failure – he is now intoxicated, which will affect his driving even if he manages to win the contest. Guitar Jack rolls a "12", a success. Big John now rolls a "7", another failure, and passes out. Guitar Jack downs his last shot for dramatic

effect, rolling a “9” and becoming intoxicated. Nevertheless, he and his crew get in their trucks and get moving, hoping to win the race.

Man vs. Nature

Whenever a test pits a character or creature against the natural world – for example, shifting a heavy boulder or predicting the weather, the actor’s Test Value is compared against a Test Value of 1 to 10, chosen by the Referee. In most cases, the test value is “5”.

Nature, in these cases, does not “act”, and therefore does not make a test roll. A Referee can still require multiple successes to succeed and can still impose consequences for multiple failures.

Ability Tests

When the test involves a straight ability score, for example a STR test to avoid being poisoned, the TV is calculated by adding the relevant ability bonus to Hit Dice.

Luck Points

Luck Points are a simple mechanic that allows groups of characters of differing skill levels to adventure together without the more skilled completely dominating play. A Luck Point can be spent to automatically succeed at a test, or, in the case of combat, to ignore an opponent’s success.

For every \$1,000 of profit a trucker earns at the end of a run, he earns one Luck Point. A character can never have more than 3 points of luck.

Combat Tests

Combat occurs whenever two or more creatures or characters seek to do violence upon one another, whether their aim is to kill, disable or knock unconscious. Combat is conducted in “rounds”. A round lasts roughly one minute.

The first step in running a combat round is for all players to declare their actions for the round. Each round, a character or creature can move and take an action.

Movements: Advance, Charge, Flee, Hold Ground, Maneuver, Stand and Withdraw.

Actions: Defend, Disarm, Grapple, Kill, Subdue and Trip.

Other actions are certainly possible – a player need only be limited by their imagination.

The next step is to determine the order of play. Each person involved in the combat rolls 1d6 and adds their dexterity bonus. The highest score goes first and play proceeds through the remainder of the scores. In the case of a tie, movement and actions are considered to happen simultaneously. This makes it possible for two combatants to kill one another during the same round of combat.

The acting character then rolls a combat test (see below).

Movements

The speeds of combatants in the game are rated as Fast (F), Normal (N) or Slow (S). A fast creature or character can move up to 15 paces in a round. Normal speed is 10 paces per round and slow speed is 5 paces per round.

Advance: And advancing combatant keeps their guard up and moves forward 5 paces.

Charge: A charging combatant goes full speed ahead. They move at triple speed. A charging character does not add their DEX bonus to their DEF during the round, but they add double their STR to their FIGHT.

Flee: A fleeing character runs at triple speed, turning their back on their enemy. If they go after their attacking opponent in combat, their opponent’s attack is automatically successful.

Hold: A character that holds does not move at all, unless forced to move by an opponent’s attack.

Maneuver: A maneuvering character attempts to maneuver their opponent into a certain position by the way that they attack – maybe driving them back towards an open pit or maneuvering so that the character gains the high ground or places their back against a wall. When a maneuvering character attacks, they score no damage, but do move their opponent 5 paces in any direction they like.

Stand: Whether the character was sitting or lying down at the beginning of combat or they were knocked down, this movement puts them back on their feet. A character cannot stand if they are being attacked.

Withdraw: A withdrawing combatant keeps their guard up and moves backward 5 paces. They may still attack if their opponent is advancing.

Actions

Defend: A defending character increases their DEF by +1.

Disarm: A character trying to disarm an opponent does not roll damage against them on a successful test; rather, they knock whatever they are holding from their hand. The item flies 1d6 paces in a random direction. A disarm attack is made using the attacker's SHOOT instead of FIGHT.

Grapple: A character trying to grapple an opponent does not roll damage against them on a successful test; rather, they lock their opponent in a hold. A creature locked in a pin suffers a -2 penalty to attack and defend, and must make a grapple attack of their own to break the hold.

Kill: A character trying to kill scores normal damage against an opponent and that damage can reduce the opponent's hit points below 0, killing them.

Subdue: A character trying to subdue scores normal damage against an opponent, but that damage knocks the opponent out for 1d6 minutes when their hit points are reduced to 0.

Trip: A character trying to trip an opponent does not roll damage against them on a successful test; rather, they knock the opponent to the ground. A creature or character on the ground suffers a -2 penalty to attack and defend.

Combat Tests

Combat tests work like other tests – one compares two TVs to determine if there is a bonus or penalty on the roll and then rolls 1d20, applying the modifier. If the roll is a "10" or higher, they succeed.

Where most tests use a character's skill + ability modifier, combat tests use three values:

Melee Attack Value (FIGHT) = Hit Dice + STR bonus

Ranged Attack Value (SHOOT) = Hit Dice + DEX bonus

Defense Value (DEF) = Hit Dice + DEX bonus + Armor Bonus

When attacking with fist, feet, claws, biting or hand held weapons, the attacker compares their FIGHT to the defender's DEF to determine the modifier to their test.

When attacking with thrown items, crossbows, bows and firearms, the attacker compares their SHOOT to the defender's DEF to determine the modifier to their test.

As with regular tests, a bonus cannot be higher than +6 and a penalty cannot be lower than -6.

Situational modifiers can also be added to a test roll, as determined by the Referee. Situational modifiers can include a bonus for higher ground, sun in the eyes, etc. They should not amount to more than +3 or -3.

Example: Slim, a level 2 gunslinger, is locked in combat with a level 2 outrider called Angel.

Slim has 6 HD, STR 8 (+3), DEX 15 (+6) and he is fighting using a Chain and Pistol. As a gunslinger, he has a +1 bonus to his SHOOT. That gives him the following combat stats: FIGHT 9, SHOOT 13 and DEF 12.

Angel has 6 HD, STR 12 (+4), DEX 12 (+4) and is fighting using a Knife and Crossbow. That gives her the following combat stats: FIGHT 10, SHOOT 10 and DEF 10.

When Slim attacks Angel with his pistol, he compares his SHOOT of 13 to her DEF of 10, indicating a +3 bonus to attack. When he attacks with his chain, he compares his FIGHT of 9 to her DEF of 10, indicating a -1 penalty.

When Angel attacks Slim with her knife, she compares her FIGHT of 10 to his DEF of 12, indicating a -2 penalty to attack. When she attacks with her crossbow, she compares her SHOOT of 10 to his DEF of 12, indicating a -2 penalty. Clearly, the advantage in this fight goes to Slim.

Damage

Damage is rolled based on the weapon used (see equipment above).

Ending Combat

Combat continues, round after round, until all combatants on one side are either dead, unconscious or have fled.

Vehicle Combat

When fighting vehicle to vehicle, FIGHT, SHOOT and DEF are calculated differently:

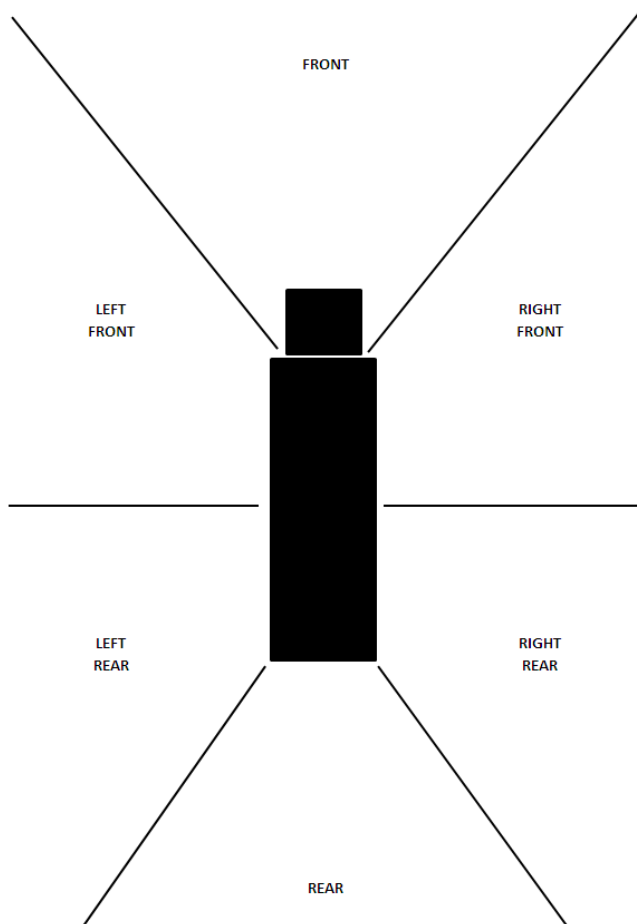
FIGHT = Driver Skill + Driver's DEX + Vehicle HD

SHOOT = Driver Skill + Driver's DEX

DEFENSE = Driver Skill + Vehicle HD + Driver DEX

Melee attacks with vehicles always involve ramming or slamming. Ranged attacks are made with mounted weapons (see Vehicle Modifications above). Ranged attacks by passengers with hand held weapons are made with the passenger's normal SHOOT. Specifically attacking a part of the big rig – the tires, for example, incurs a -3 penalty to one's SHOOT.

The template below should help facilitate vehicle combat. This template places the big rig in the center, with other vehicles placed in the positions around it. Front-mounted weapons can only hit vehicles in front of the rig, rear-



mounted weapons can only hit vehicles to the rear of the rig, and so on. The big rig is assumed to begin combat in the center of the road. If the big rig has vehicles to either side, it can only move to that side by making a ramming attack. Vehicles that avoid this attack do so by going off-road. Any driver that takes his vehicle off-road must make a driving test to avoid crashing for 6d6 points of damage and a roll on the crash table.

D6	Crash Effect
1-3	Stuck in dirt – takes 1d6 x 10 minutes to extract
4-5	Rolls 1d3 times – vehicle and all in vehicle suffer 1d6 points of damage per roll
6	Bursts into flames – all in vehicle must make a Dexterity test to get out of vehicle or suffer 3d6 points of damage from the fire. Vehicle suffers an additional 6d6 points of damage.

Vehicles moving 10 mph faster than the big rig can adjust their positions forward by one space with a successful Driving test against the driver of the big rig. Vehicles can always adjust their positions back by one space by slowing down, but must still make an opposed Driving test if they are attempting to flank the big rig.

The Journey

A trip along the Polyester Road is run in legs, with each leg having a starting and ending point. It is assumed that vehicles can carry enough fuel to make it from start to finish, assuming no fuel leaks along the way. Each leg is described in more detail below, including how many hours the trip will take (on average), stops and ghost towns along the way and mutant monsters that might be encountered.

Each hour of a journey requires a dice roll to determine if a dangerous event occurs that hour.

D20	Event
1-2	Monster
3-4	Bandits attack
5-6	Bears blocking road
7	Freak Storm
	1. Acid Rain. Deals 1d6 points of damage to vehicles and people for 1d3 hours.
	2. Stone Hail. Deals 2d6 points of damage to vehicles and people. Must make a Driving test or crash.
	3. Downpour. Must reduce speed by half or make a Driving test each hour to avoid a crash. Lasts 1d3 hours.
	4. Radioactive Wind. Everyone in the group must make a Strength test (TV 12) or be sickened (see Conditions)
	5. Dust Storm. As downpour.

	6. Tornado. Vehicle must test its Hit Dice against a TV of 3d6. Failure means a crash.
8-9	Breakdown
	1-2. Blown Tire – determine which one randomly. Big rigs have a 50-50 chance of the tire being on the rig or the trailer.
	3. Alternator Broken. Battery is drained and rig will not turn over if stopped.
	4. Broken Axle. Must make driving test to avoid crash (see above).
	5. Fuel Leak. Lose 1d6 gallons of fuel per hour unless patched or tank replaced.
	6. Transmission Blown. Driver must cut speed in half.
10	Radiation Sickness. Everyone in the group must make a STR test (TV 5) or be sickened (-4 to STR and DEX) for 24 hours.
11	Hitchhiker
	1-6. Stranded Motorist. Roll vehicle randomly. You can attempt to scavenge parts for a similar vehicle.
	7-9. Wanderer. Wants a ride into nearest city. Roll 1d4 for class (1 = outrider; 2 = grease monkey; 3 = gunslinger; 4 = trucker) and 1d3 for level.
	10. Psycho. HD 8, FIGHT 12, SHOOT 12. Usually carries a knife and crossbow, 5% chance of pistol. There is a cumulative 5% chance per hour that he attempts to kill his rescuers.
12-20	No Event

Towns

Towns still come in many sizes along the Polyester Road, from large municipalities of 1,000 to 6,000 people like Armadillo and Kinston to tiny towns of fewer than 100 people clustered around those larger towns for protection.

All of the towns along the Polyester Road have truck stops. A truck stop in the post-apocalyptic future consists of a stone wall surrounding a courtyard that holds vehicles and a small camp. Around the interior wall there are buildings to house the guards and merchants of the truck stop (they usually have a restaurant, general store and a mechanic handy, though there is a 10% chance that any one of those positions is currently unfilled). Each stop has about 20 guards (the equivalent of bears) armed with crossbows and spears and a guard captain armed with a rifle and mace.

The authorities generally prefer truckers stay out of the walled town, proper, and charge a gate toll of \$100 to enter. The town proper might have more rare goods for sale, and usually has a physician that can treat radiation sickness or other diseases, providing the victim with a +4 bonus to STR tests to overcome the illness while under the physician's care.

Each night spent in a truck stop costs a character a \$10 fee per wheel of vehicle parked (thus \$20 for crotch-rockets, \$40 for most cars, and up to \$220 for a big rig with a long trailer. Each night also carries with it an event roll:

D12	Event
1-2	Theft. One random piece of equipment or \$100 is stolen.
3-4	Hook Up. Costs \$50 and carries a chance of disease (see below). Must pass a CHA test (TV 7) to avoid having their money stolen.
5	Challenge. Defeat imposes a -2 penalty on Haggle tests for the remainder of the journey due to a loss of reputation.
1-2	Arm Wrestling (STR tests)
3-4	Drinking Contest (STR tests)
5-6	Story Telling (CHA tests)
7-8	Poker (INT tests)
9	Personal Combat
10	Ambush. Personal combat and opponent has a +2 bonus to attack during first round.
6	Sickness. Random member of team struck with disease. Must make a STR test against the disease's TV or suffer its effects. If the first STR test is failed, additional tests must be made each day. If one of these tests succeeds by a roll of 15 or higher the disease is overcome. Lost ability score points return at the rate of one point per day of rest.
1	Blinking Sickness (TV 7). Lose 1d4 points of STR per failed test and 5% chance of blindness. Sight blurred.
2	Cackle Fever (TV 7). Lose 1d4 points of CHA per failed test. Laughs randomly and often inappropriately.
3	Demon Fever (TV 8). Lose 1d6 points of STR per failed test. There is a 5% chance that any point is lost permanently.
4	Filth Fever (TV 5). Lose 1d3 points of DEX and STR per failed test.
5	Mindfire (TV 5). Lose 1d4 points of INT per failed test. Characters feels like brain is on fire. Causes stupor.
6	Red Ache (TV 7). Lose 1d6 points of STR per failed test. Skin turns red, bloated and warm to the touch.
7	Shakes (TV 6). Lose 1d6 points of DEX per failed test. Causes twitches, tremors and fits. There is a 5% chance per round during combat that the character suffers a fit and cannot move or attack during that round.
8	Slimy Doom (TV 6). Lose 1d4 points of STR per failed test. There is a 5% chance that any point is lost permanently. Victim turns into infectious goo from the inside out.
7-12	No Event

Selling & Buying Cargo

Selling cargo involves three steps. Cargo can only be sold in a town that does not produce that form of cargo itself – in other words, you cannot sell fuel in Oil City. First, the current value of the cargo in that market must be determined with a D6 roll:

D6	Price
0	Divide normal price by 10
1	Divide normal price by 5
2	Divide normal price by 2
3-4	Normal price
5	Multiply normal price by 2
6	Multiply normal price by 5
7+	Multiply normal price by 10

Next, the seller must find a buyer on the following table:

D6	Buyer
1	Nobody is interested in that cargo - sorry
2	A merchant with a Haggle score of 1d8+3 is interested.
3-5	A merchant with a Haggle score of 1d8+6 is interested.
6	A merchant with a Haggle score of 1d8+9 is interested.

Finally, there is a Haggle contest between the player and the merchant. Each side compares their Haggle TV to determine their bonus or penalty per roll. Once haggling begins, the player is bound to sell at the agreed upon price, no matter what. Refusing to sell gets the character branded as a double-dealer, reducing their CHA score by one permanently and they are tossed out of the truck stop.

The haggling contest occurs in three rounds. Each haggler makes one roll per round. At the end, each “win” by the seller adjusts the D6 roll that was made to determine price by +1, while each win by the buyer adjusts the D6 roll that was made to determine price by -1.

Buying cargo uses a similar process, with the exception that one can only buy cargo in a town if that town produces such cargo (see Legs of the Journey below). Such cargo is always available – no roll need be made to find if a merchant is currently selling it.

Example: Big John rolls into Armadillo with a cargo of iron and decides to sell two units to help pay for repairs after tangling with a giant rattlesnake. Iron usually goes for \$200 per unit. The Referee rolls 1d6 and gets a “5” and finds that iron is now going for double the normal price (\$400 per unit) in Armadillo.

Big John finds an interested merchant with a Haggle score of 12. Big John is a level 2 trucker with a CHA of 14, so his Haggle score is 11 (6 + 5). That means Big John is -1 on his rolls, and his opponent, Little Joe, is +1.

In the first round of haggling, John rolls a 7 and his opponent a 21. That gives one “win” to Little Joe. In the second round of haggling, John rolls a 5 and Joe a 6. No wins in this round. In the third round of haggling, John rolls a 17 and his opponent a 12. Both score a “win”.

Little Joe has two wins to Big John’s one win. That means the initial price roll of “5” is adjusted by -2 (for Little Joe’s wins) to “3” and then by +1 (for Big John’s win) to “4”, indicating that Little Joe has haggled Big John down to a price of \$200. Big John sells his two units of iron for a total of \$400 and makes some much needed repairs to his rig.

Ghost Towns

Aside from the magnificent factories of Kinston, themselves aging and not well understood by the natives, there is almost no heavy manufacturing left in post-apocalyptic North America. Technology is roughly at the medieval level, with craftsmen forming the manufacturing segment of the economy. These folk can craft some very basic replacement parts for the big rigs, crotch rockets and other vehicles of the future, but complicated parts are beyond their means. That means, when a vehicle needs repairs, truckers have to go scrounging in one of the many ghost towns located off the Polyester Road.

Ghost towns are located 1d3 hours off the main road on poorly maintained asphalt or dirt roads and they offer many dangers to crews. The Polyester Road threads its way between many radiation zones. Most ghost towns lie in or very near one of these zones, meaning they are more radioactive. Any person venturing into a ghost town must make a STR test each hour to avoid radiation sickness.

Ghost towns are also home to a variety of monsters, and they are often used as hideouts by bandits. When crews enter a ghost town, roll D10 to determine if there is a dangerous encounter waiting for them:

D10	Encounter
1-3	Bandit Gang
4-5	Monster
6	Two Monsters – Competing for Territory
7-10	No Encounter

Scroungers must now pick through the wreckage of the city for a usable part. Scrounging is a class skill for Grease Monkeys. The test value for scrounging is:

$TV = \text{Skill bonus (if Grease Monkey)} + \text{INT bonus}$

The opposing TV depends on the part one is trying to find.

Part	Test Value (TV)
Alternator	8
Axle	6
Gas Tank	4
Tire (D4 are found)	3
Transmission	10

A new Scrounge test can be made each hour, for up to six hours. Remember, each hour a new STR test must be made to resist radiation sickness.

The Legs of the Journey

1A. St. George to St. Johns

Trip: 207 miles (5 hours) to The Flag; 130 miles (3 hours) to St. Johns

Terrain: Desert & Highlands

Survival: Double water consumption.

Cargo for Sale: St. George (Cattle, Iron, Sheep, Wool), The Flag (Copper, Cattle, Gold, Silver), St. Johns (Cattle, Sheep, Wool)

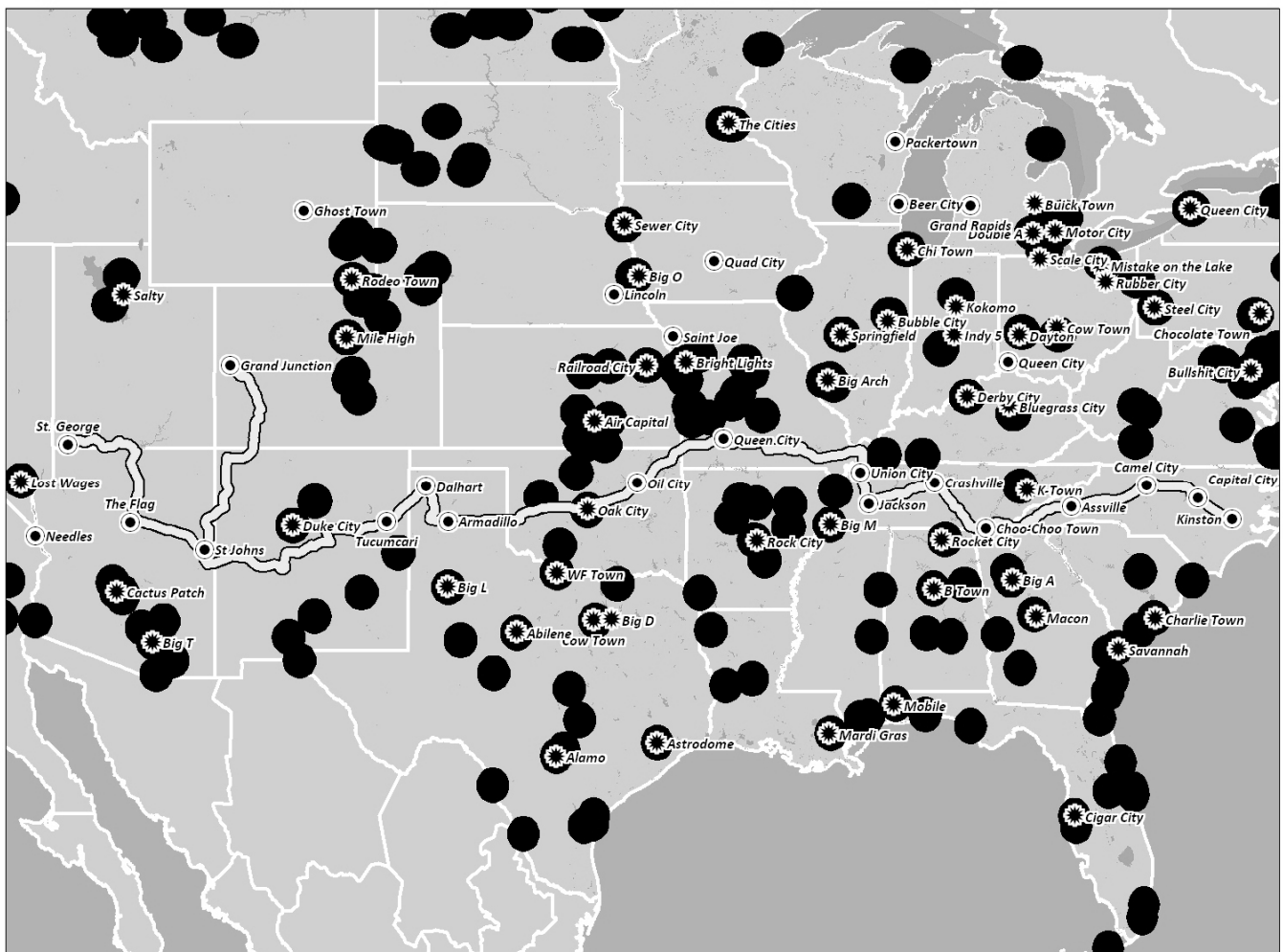
1B. Grand Junction to St. Johns

Trip: 409 miles (8 hours)

Terrain: Desert & Highlands

Survival: Double water consumption

Cargo for Sale: Grand Junction (Fruit, Sheep, Wool), St. Johns (Cattle, Sheep, Wool)



2. St. Johns to Armadillo

Trip: 430 miles (8 hours) to Tucumcari; 180 miles (3 hours) to Armadillo

Terrain: Desert

Survival: Double water consumption

Cargo for Sale: Tucumcari (Cattle), Armadillo (Cattle, Fuel, Grain)

3. Armadillo to Oil City

Trip: 180 miles (3 hours) to Rad Zone; 80 miles (2 hours) to Oak City Ruins; 90 miles (2 hours) to Oil City

Terrain: Grasslands

Cargo for Sale: Oil City (Cotton, Fruit, Fuel, Grain, Pigs)

4. Oil City to Union City

Trip: 180 miles (4 hours) to Queen City; 300 miles (6 hours) to Union City

Terrain: Highlands

Cargo for Sale: Queen City (Cattle, Fruit, Grain, Vegetables), Union City (Grain, Pigs, Tobacco)

5. Union City to Choo Choo Town

Trip: 60 miles (1 hour) to Jackson; 130 miles (3 hours) to Crashville; 140 miles (3 hours) to Choo Choo Town

Terrain: Woodlands

Cargo for Sale: Jackson (Cattle, Cotton, Vegetables), Crashville (Cattle, Grain, Sheep, Wool), Choo Choo Town (Chickens, Cotton, Iron)

6. Choo Choo Town to Camel City

Trip: 170 miles (3 hours) to Assville; 140 miles (3 hours) to Camel City

Terrain: Highlands

Cargo for Sale: Assville (Cattle, Cotton), Camel City (Fruit, Grain, Tobacco)

7. Camel City to Kinston

Trip: 100 miles (2 hours) to Capital City; 70 miles (1 hour) to Kinston

Terrain: Woodlands & Wetlands

Cargo for Sale: Capital City (Cotton, Grain, Pigs, Tobacco), Kinston (Cotton, Grain, Pigs, Polyester, Tobacco)

Monsters of the Waste

Monsters are given the same basic ratings as other characters in the game. Referees can choose to give monsters additional mutations by exchanging HD. After the monster's FIGHT and SHOOT score, the forms of its attack and the weapon damage of that attack are given.

ALGOID

The algoid is a colony of algae that has developed intelligence and mobility. They stalk the wetlands, searching for warm flesh on which to feed. Algoids suffer only half damage from sharp or edged weapons and normal damage from blunt weapons.

HD 5; **DEF** 14; **FIGHT** 12 (slam 1d4); **SHOOT** 9; **MOVE** N/Swim N; **STR** 17; **DEX** 10; **INT** 4; **CHA** 11.

ANKHEG

Ankhegs are 10-ft long, 800 pound, mutated insects with a taste for fresh meat. They have six legs and are yellowish-brown in color. They lie under the surface of the soil and attack by ambush. They are encountered in groups of 1d4 in grasslands. Once every 6 hours, an ankheg can spit acid up to 30 feet as a ranged attack. It usually does this only when hard pressed in a fight and desperate for survival.

HD 6; **DEF** 15; **FIGHT** 14 (bite 2d6); **SHOOT** 6 (acid 2d6); **MOVE** N/Burrow N; **STR** 18; **DEX** 10; **INT** 1; **CHA** 6.

APE – CHIMPANZEE

Chimpanzees can be quite dangerous if riled.

HD 1; **DEF** 16; **FIGHT** 8 (bite 1d4); **SHOOT** 7; **MOVE** N; **STR** 14; **DEX** 17; **INT** 2; **CHA** 8.

APE – ORANGUTAN

Orangutans prefer warm woodlands, but will settle for the front seat of a big rig.

HD 2; **DEF** 9; **FIGHT** 9 (bite 1d4); **SHOOT** 8; **MOVE** N; **STR** 17; **DEX** 15; **INT** 2; **CHA** 8.

ARANEA

Aranea are giant, mutated spiders that have attained sentience. They have the ability to cloud men's minds, making themselves appear as beautiful women or men. They live in groups of 1d6 and dwell in woodlands, usually up in trees. They usually attack by ambush, but rarely go after big rigs on the move. A hit with an aranea's web

entangles a person, reducing their dexterity and strength by half and keeping them from moving more than 5 paces per round until they succeed at a Strength test to free themselves. An aranea's poison forces a victim to pass a STR test (TV 6) or lose 2d6 points of strength.

HD 5; DEF 12; FIGHT 10 (bite 1d4); SHOOT 11 (web); MOVE N; STR 13; DEX 15; INT 14; CHA 14; Mutations: Phantasms.

ARROWHAWK ("THUNDERBIRD")

These large avians can generate electricity rays (6) that they can launch once per round as a ranged attack. These birds are immune to acid rain and poison. They suffer half damage from fire attacks.

HD 8; DEF 25; FIGHT 13 (bite 1d4); SHOOT 19 (lightning bolt 2d6); MOVE N/Fly F; STR 13; DEX 21; INT 10; CHA 13.

ASSASSIN VINE

These semi-mobile plants grab and crush animals with their vines, using the corpses as fertilizer and plant food. They have a main vine that measures 20 feet in length and small vines, about 5 feet in length, spaced every 6 inches. In late summer they produce bitter berries that make a heady wine. A creature hit by a vine attack that deals maximum damage is grabbed and held fast. They suffer automatic vine damage each round until they succeed at a grapple attack to free themselves.

HD 5; DEF 15; FIGHT 13 (vine 1d4); SHOOT 9; MOVE S; STR 18; DEX 10; INT 1; CHA 9.

BLACK PUDDING

Black puddings are a highly mutated form of slime that eats away flesh, wood and metal. Weapon attacks do not damage black puddings, but rather split them into two identical creatures with the same number of hit dice (i.e. from one 12 HD creature to two 6 HD creatures, etc). A 1 HD pudding cannot be further split, and instead melts away into nothingness.

HD 12; DEF 10; FIGHT 19 (acid 3d6); SHOOT 10; MOVE N; STR 19; DEX 1; INT N/A; CHA 1.

BLINK DOG

Blink dogs are mutated coyotes capable of jumping through space each round by up to 3 paces. This gives them the effect of blinking in and out of existence and moving around in such a way that makes them difficult to

hit in combat. Blink dogs are intelligent but quite wild. They hunt in packs of 1d12 animals.

HD 6; DEF 16; FIGHT 10 (bite 1d4); SHOOT 13; MOVE F; STR 10; DEX 17; INT 10; CHA 11; Mutation: Blink.

BULETTE ("LANDSHARK")

Bulettes are severely mutated armadillos that seem to exist solely to eat. They are as large as cars and covered in interlocking scales. Bulettes prefer to attack by bursting out of hillsides and surprising their prey.

HD 11; DEF 25; FIGHT 25 (bite 2d6); SHOOT 16; MOVE N/Burrow S; STR 24; DEX 15; INT 2; CHA 6.

CHOKER

These mutated octopods dwell in tree tops like apes. They are solitary creatures that attack by ambush, latching on to a victim's neck and lower face to keep them from breathing and calling out. Victims of a tentacle attack are grabbed and choked for automatic tentacle damage each round until they succeed at a grapple attack against the choker. Chokers always attack first in combat.

HD 3; DEF 12; FIGHT 8 (tentacles 1d4); SHOOT 8; MOVE F; STR 14; DEX 14; INT 4; CHA 7.

CHUUL ("KILLER CRAWDAD")

Chuul are massive, mutated crayfish. They lurk in the water, submerged or partially submerged, awaiting their prey. Chuul are amphibious, and prefer to move by land rather than water. They are 8 feet long and weigh 650 pounds. They have paralytic tentacles around their mouths. A creature struck by a claw attack must pass a STR test or be grabbed and pulled to one of these tentacles. The next round they suffer automatic claw damage and must pass another STR test or be paralyzed for 6 rounds.

HD 11; DEF 25; FIGHT 20 (claw 1d10); SHOOT 17; MOVE N; STR 19; DEX 16; INT 10; CHA 5.

COCKATRICE

These wild, mutated fowl now run free in the ruins of farms. They are larger than normal chickens and have few feathers. Their bite causes flesh to become gray and hardened, eventually causing a person to experience rigor mortis and die in one hour.

HD 5; DEF 12; FIGHT 8 (bite 1d4); SHOOT 12; MOVE N; STR 8; DEX 12; INT 2; CHA 9; Mutation: Petrifying bite.

DIGESTER

These awful creatures are, for all intents and purposes, digestive tracts on legs. They have rubbery flesh and can spit gouts of acid. They run in packs of 1d6 and probably evolved from lizards. A digester's acid spray covers a cone (20-ft long, 20-ft wide) in front of the creature. It can spray this acid once every four rounds.

HD 8; DEF 19; FIGHT 15 (claw 1d4); **SHOOT 14** (acid spray 2d6); **MOVE N**; **STR 17; DEX 15; INT 2; CHA 10.**

DOG

You can use these stats for basset and blood hounds, or just for stray dogs roaming the wasteland.

HD 1; DEF 18; FIGHT 6 (bite 1d4); **SHOOT 8; MOVE N; STR 14; DEX 17; INT 2; CHA 6.**

DOUBLE-HEADER

Double-headers are mutated humans that have not only achieved great size (13 feet tall, 5,200 pounds), but also grown a second, fully functioning head. They live in groups of 1d6 and fight with two massive clubs.

HD 10; DEF 20; FIGHT 19 (club 1d10); **SHOOT 13; MOVE N; STR 19; DEX 8; INT 6; CHA 11; Mutation:** Second head.

GHOUL

Ghouls are mutated humans that feed on other humans. They run in packs of 1d12. A ghoul's bite injects a paralytic poison (STR test to avoid) and can infect people with ghoul fever (STR test to avoid). Ghoul fever inflicts 1d3 points of STR damage each day that a STR test is failed. Humans that are reduced to 0 points of STR by the fever become ghouls.

HD 4; DEF 12; FIGHT 9 (bite 1d4); **SHOOT 10; MOVE N; STR 13; DEX 15; INT 6; CHA 12.**

GIANT

Giants are mutated humans that stand 10 feet tall and weigh about 1,100 pounds. Less intelligent than normal humans, they live like cavemen in the mountains, sometimes attacking big rigs with rains of boulders.

HD 12; DEF 24; FIGHT 24 (club 2d6); **SHOOT 15** (boulder 2d6); **MOVE N; STR 22; DEX 8; INT 6; CHA 7.**

GIANT ANT

Giant ants are sentient insects that can hold their heads and alitrunks upright. Their forelegs have developed three fingered hands that can manipulate objects like a human hand. They build massive, pyramid-like ant mounds with deep catacombs beneath and are fiercely territorial. Giant ant mounds house 1d4 x 100 ants and their massive, immobile queen. A giant ant's sting is poisonous, forcing a sting victim to pass a STR test or lose 1d6 points of strength. Giant ant queens are psychic.

GIANT ANT: HD 4; DEF 15; FIGHT 10 (bite and sting 1d6); **SHOOT 10; MOVE N; STR 15; DEX 17; INT 1; CHA 8.**

QUEEN ANT: HD 20; DEF 20; FIGHT 20; SHOOT 20; MOVE N; STR 0; DEX 0; INT 20; CHA 21; Mutations: Mind Thrust, Pheromones, Telepathy.

GIANT ASSASSIN BUG

Assassin bugs are 5-ft tall insects that walk upright. They have brown bodies, narrow heads and a long proboscis that injects an acid that liquefies flesh and organs. Victims of a proboscis attack must pass a STR test or lose 1d6 points of strength per round. Assassin bugs live in nests of 1d12 bugs. Assassin bugs can climb as quickly as they walk.

HD 9; DEF 16; FIGHT 15 (claws and bite 1d6); **SHOOT 16; MOVE N/Fly N; STR 15; DEX 17; INT 1; CHA 8.**

GIANT BAT ("DRACULAS")

The giant bats of the deserts have 15-ft wingspans and weigh about 200 pounds. Giant bats suffer no penalty when attacking in the dark, and in fact gain a +2 bonus to attack when fighting in the dark.

HD 4; DEF 21; FIGHT 11 (bite 1d4); **SHOOT 16; MOVE N/Fly F; STR 17; DEX 22; INT 2; CHA 6.**

GIANT BEAR ("SMOKEY")

Giant bears are 12 feet long and weigh 4 tons. They will rip through anything that might contain something edible, including trailers.

HD 12; DEF 24; FIGHT 27 (claws and bite 1d10); **SHOOT 17; MOVE N; STR 25; DEX 13; INT 2; CHA 10.**

GIANT BEETLE

These creatures are 6 feet long and mostly feed on carrion and offal. They can spray acid from their backsides.

HD 2; DEF 12; FIGHT 7 (bite 1d4); **SHOOT 6** (acid 1d4); **MOVE N; STR 13; DEX 10; INT 1; CHA 9.**

GIANT BUFFALO

Giant buffalo roam the grasslands. They are territorial and spook easily, and are even known to charge big rigs. Giant buffalo can trample creatures in front of them by running over them. Each person in their path must pass a DEX test or suffer 1d6+14 damage.

HD 7; DEF 11; FIGHT 21 (horns 1d10); **SHOOT 11; MOVE N; STR 24; DEX 10; INT 2; CHA 4.**

GIANT DEER (“BAMBI”)

Giant deer are usually of the red or white tail variety. They are mostly peaceful unless in season.

HD 5; DEF 11; FIGHT 16 (antlers 1d6); **SHOOT 11; MOVE F; STR 21; DEX 15; INT 2; CHA 7.**

GIANT EAGLE (“DIVE BOMBER”)

Giant eagles stand 10 feet tall and have wingspans of 20 feet. They weigh about 500 pounds. They generally attack from above, diving earthward at tremendous speeds. They might live alone or in pairs, or in an eyrie of 1d6+6 eagles.

HD 5; DEF 12; FIGHT 11 (talons 1d6); **SHOOT 12; MOVE S/Fly F; STR 15; DEX 17; INT 2; CHA 10.**

GIANT MOSQUITO (“SKEETER”)

These mosquitos are 1 foot long and with 2-foot wingspans. When they hit with their proboscis they force a victim to pass a STR test or the mosquito attaches and sucks blood, dealing 1d6 points of damage per round. They can only be removed by the victim making a grapple attack. Skeeters are encountered in swarms of 2d6+3.

HD 3; DEF 12; FIGHT 5 (proboscis 1d6); **SHOOT 12; MOVE F; STR 6; DEX 19; INT 1; CHA 6.**

GIANT RACCOON

Giant raccoons are more intelligent than their smaller kin, and capable of sneaking into trailers and stealing cargo.

HD 3; DEF 9; FIGHT 8 (bite 1d4); **SHOOT 9; MOVE N; STR 14; DEX 16; INT 8; CHA 6.**

GIANT RAT (“RAT FINKS”)

Giant rats grow to be 4 feet in length and up to 50 pounds. They hunt in packs of 2d6+10 animals. Rat bites are infected with Filth Fever (see diseases in the events table).

HD 1; DEF 7; FIGHT 5 (bite 1d4); **SHOOT 6; MOVE N; STR 11; DEX 17; INT 1; CHA 4.**

GIANT RAZORBACK (“PORKER”)

These massive hogs are even more ferocious and tenacious than their smaller kin. Giant razorbacks attack anything that approaches them.

HD 7; DEF 17; FIGHT 19 (gore 1d8); **SHOOT 11; MOVE N; STR 22; DEX 10; INT 2; CHA 8.**

GIANT SCORPION

These scorpions are massive, up to 20 feet long with a powerful poison in their sting. Their poison, if the victim fails a STR test, inflicts 1d6 points of STR damage.

HD 10; DEF 25; FIGHT 19 (pincers or sting 1d6); **SHOOT 14; MOVE N; STR 19; DEX 10; INT 1; CHA 2.**

GIANT SKUNK (“STINKERS”)

Giant skunks are 3 feet long. They can expel a spray of musk from their rear ends up to three times per day. Targets of the spray must pass a DEX test or be blinded and nauseated for 1d4 rounds. Giant skunks have poor vision, and are thus easy to surprise.

HD 1; DEF 6; FIGHT 5 (bite 1d4); **SHOOT 6** (spray 1d6); **MOVE N; STR 11; DEX 13; INT 2; CHA 11.**

GIANT RATTLESNAKE (“RATTLER”)

These rattlesnakes are up to 20 feet long. Victims of their bite must pass a STR test or lose 1d6 points of STR from the poison.

HD 6; DEF 12; FIGHT 12 (bite 1d4); **SHOOT 12; MOVE F; STR 15; DEX 15; INT 1; CHA 2.**

GIANT SPIDER

These spiders are 6 feet in diameter. Their poison inflicts 1d6 points of STR damage on victims that fail a STR test. Their webs entangle victims, cutting their STR and DEX in half until they pass a STR test to escape.

HD 4; DEF 11; FIGHT 9 (bite 1d4); **SHOOT 11** (webs); **MOVE F; STR 14; DEX 17; INT 1; CHA 2.**

GIANT TICK

Giant ticks are the size of small dogs. They dwell in woodlands, hiding beneath the brush and then springing on their prey, fastening onto their bodies and gorging themselves on their blood. After six rounds of drinking blood the tick is sated. It detaches from its victim and crawls away at a speed of 2 paces per round. Victims of the giant tick's bite must make a grapple attack to detach them. Each round they are attached, they drain 1d4 points of STR. In addition, the victim must pass a different STR test or be infected with the red ache.

HD 2; DEF 6; FIGHT 6 (bite 1d4); SHOOT 6; MOVE N; STR 11; DEX 10; INT 1; CHA 2.

GIANT WEASEL

Giant weasels grow to be up to 10 feet long and weigh 700 pounds. When they bite a creature they latch on drain 1d6 hit points each round by sucking blood. This continues until the victim passes a Strength test.

HD 3; DEF 14; FIGHT 7 (bite 1d4); SHOOT 12; MOVE N; STR 12; DEX 19; INT 1; CHA 4.

GIANT WOLF ("BIG BAD")

Giant wolves grow to about 9 feet long and 800 pounds. They run in packs of 1d6+3 animals.

HD 6; DEF 15; FIGHT 17 (bite 1d6); SHOOT 12; MOVE N; STR 21; DEX 15; INT 2; CHA 10.

HORSE

For most people, horses have replaced the automobile just as automobiles once replaced horses and oxen. Heavy horses can carry up to 600 pounds and drag up to 3,000 pounds. Light horses can carry up to 450 pounds and drag 2,200 pounds.

HEAVY HORSE: HD 3; DEF 11; FIGHT 9 (hoof 1d6); SHOOT 8; MOVE F; STR 16; DEX 13; INT 2; CHA 6.

LIGHT HORSE: HD 3; DEF 11; FIGHT 8 (hoof 1d4); SHOOT 8; MOVE F; STR 14; DEX 13; INT 2; CHA 6.

HOWLER

Howlers are mutated porcupines that resemble mountain lions more than their ancestral kin. They are 8 feet long and weigh one ton. They have manes of quills and strike with them while they bite. Folk hit by these quills must

pass a DEX test or have a long quill snap off and lodge in their flesh, imposing a -2 penalty to attack. Removing a quill inflicts 1d6 points of damage. A howler's howling forces people to pass an INT test each round or lose 1 point of INT. They run in packs of 1d10.

HOWLER: HD 6; DEF 18; FIGHT 17 (bite 1d6); SHOOT 13 (quill 1d6); MOVE F; STR 21; DEX 17; INT 6; CHA 8; Special: Howling.

HUMAN – BANDIT

Bandits encounters are either with 1d3+2 small vehicles (i.e. not big rigs), with a driver and gunner in each vehicle or in the form of an ambush with bandits on the side of the road armed with hand weapons (knives, chains, etc.) and fire arms (1d6+4 with pistols, 1d4+2 with shotguns and 1d2 with rifles). Bandits usually wear leather armor. Bandits in vehicles are armed with hand weapons, crossbows and grappling hooks to allow them to board big rigs. Each bandit carries 1d10 dollars and enough ammunition for 20 rounds of combat. Each gang of bandits is commanded by a Bandit Lord.

BANDIT: HD 2; DEF 10; FIGHT 8 (axe); SHOOT 8 (crossbow); MOVE N; STR 12; DEX 12; INT 9; CHA 10.

BANDIT LORD: HD 6; DEF 13; FIGHT 11 (axe); SHOOT 11 (pistol); MOVE N; STR 14; DEX 14; INT 12; CHA 14.

HUMAN – BEAR / COUNTY MOUNTY

Bears are the descendants of America's police force. They are now little different than bandits, enforcing the rule of the local sheriff or mayor with brutal methods. Bear encounters in the wilderness are usually with a road block consisting of 1d3+2 vehicles and 1d3 bears per vehicle. Bears are usually armed with crossbows and clubs. Each bear carries 1d10 dollars. Bears are led by a sheriff.

BEAR: HD 3; DEF 11; FIGHT 9 (club); SHOOT 9 (crossbow); MOVE N; STR 12; DEX 12; INT 9; CHA 10.

SHERIFF: HD 6; DEF 13; FIGHT 11 (axe); SHOOT 11 (pistol); MOVE N; STR 14; DEX 14; INT 12; CHA 14.

MORLOCK

Morlocks are mutated humans that dwell underground, coming up at night to raid human settlements for slaves/food. Morlocks are blind, but can sense their surroundings perfectly, meaning they can fight normally in complete darkness, gaining a +2 bonus to attack when



fighting those who cannot. They live in tribes of 1d6 x 10 and raid in packs of 2d6+6.

HD 2; DEF 11; FIGHT 7 (axe +1); SHOOT 7; MOVE N; STR 14; DEX 13; INT 10; CHA 6.

PURPLE WORM

Purple worms are massive earthworms with lamprey-like mouths that burrow through earth, sand and stone, sometimes erupting from the ground to attacks surface dwellers. Purple worms are 80 feet long, have a diameter of 5 feet and weigh 40,000 pounds.

HD 18; DEF 25; FIGHT 48 (bite 2d6); SHOOT 20; MOVE N/Burrow N; STR 30; DEX 6; INT 1; CHA 8.

RAWHIDE

Rawhides are mutated humans that emit a potentially lethal dose of radiation. Creatures punched by rawhides must pass a Strength test or suffer from radiation sickness. Creatures killed by a rawhide are so irradiated that they rise as rawhides themselves one day later.

HD 6; DEF 14; FIGHT 10 (punch 1d6); SHOOT 10; MOVE N; STR 12; DEX 12; INT 11; CHA 15.

RENDER

Renders are massive creatures evolved from bears. They stand 9 feet tall and weigh 2 tons. Renders have hairless, gray skin, massive fore arms with rending claws and six beady eyes. Renders are extremely territorial.

HD 12; DEF 16; FIGHT 25 (bite and claws 2d6); SHOOT 16; MOVE N; STR 23; DEX 10; INT 3; CHA 8.

ROC

Rocs are giant, mutated condors that have spread over Western America. They are 30 feet long with 80-foot wingspans and weigh 8,000 pounds.

HD 18; DEF 25; FIGHT 37 (talons and bite 1d10); SHOOT 24; MOVE N/Fly F; STR 29; DEX 15; INT 2; CHA 11.

RUST MONSTER

These massive roaches emit fumes that cause iron and steel to rust almost instantly. They then feed on the rust.

While they are not particularly dangerous to humans (though they can bite to defend themselves), they are a terror to vehicle owners. A rust monster's touch deals damage only to vehicles and metal weapons.

HD 5; **DEF** 17; **FIGHT** 9 (touch 1d6 or bite 1d4); **SHOOT** 12; **MOVE** N; **STR** 12; **DEX** 17; **INT** 2; **CHA** 8; **Special**: Corrosion.

SCYTHE TREE

Scythe trees look like normal pines, but they have razor-sharp branches and can move them in the way that carnivorous plants move to capture insects. The movements of the scythe tree are quicker and more sustained. Scythe trees are rooted to the ground and cannot move, but their branches can attack all that are creatures within 3 paces of the tree. They use the creatures they kill as fertilizer.

HD 6; **DEF** 9; **FIGHT** 19 (branch 1d8); **SHOOT** 9; **MOVE** N; **STR** 23; **DEX** 8; **INT** 6; **CHA** 12.

SHOCKER LIZARD

Shocker lizards are mutated crocodiles with the ability to generate electric shocks with a range of 5 feet. Shocker lizards live in clutches of 1d6 individuals. They can detect the presence of electricity (say in running automobiles) within 100 feet.

HD 4; **DEF** 13; **FIGHT** 8 (bite 1d6); **SHOOT** 10 (shock 2d6); **MOVE** N; **STR** 12; **DEX** 15; **INT** 2; **CHA** 6; **Special**: Detect electricity.

Monster Encounters by Terrain

Roll	Desert (D12)	Grasslands (D12)
1	Arrowhawk	Ankheg
2	Blink Dog	Arrowhawk
3	Ghoul	Black Pudding
4	Giant Ant	Blink Dog
5	Giant Bat	Cockatrice
6	Giant Rat	Ghoul
7	Giant Scorpion	Giant Buffalo
8	Giant Spider	Giant Rat
9	Giant Wolf	Giant Spider
10	Purple Worm	Giant Wolf
11	Rawhide	Rawhide
12	Rust Roach	Rust Roach

Roll	Highlands (D20)	Wetlands (D10)
1	Arrowhawk	Algoid
2	Black Pudding	Arrowhawk
3	Bulette	Black Pudding
4	Double-Header	Chuul
5	Ghoul	Ghoul
6	Giant	Giant Mosquito
7	Giant Bear	Giant Snake
8	Giant Weasel	Giant Spider
9	Morlock	Rawhide
10	Rawhide	Render
11	Roc	Rust Monster
12	Rust Monster	Shocker Lizard

Roll	Woodlands
1	Aranea
2	Arrowhawk
3	Assassin Vine
4	Black Pudding
5	Choker
6	Digester
7	Ghoul
8	Giant Bear
9	Giant Beetle
10	Giant Raccoon
11	Giant Rat
12	Giant Razorback
13	Giant Skunk
14	Giant Spider
15	Giant Tick
16	Giant Wolf
17	Howler
18	Rawhide
19	Rust Monster
20	Scythe Tree

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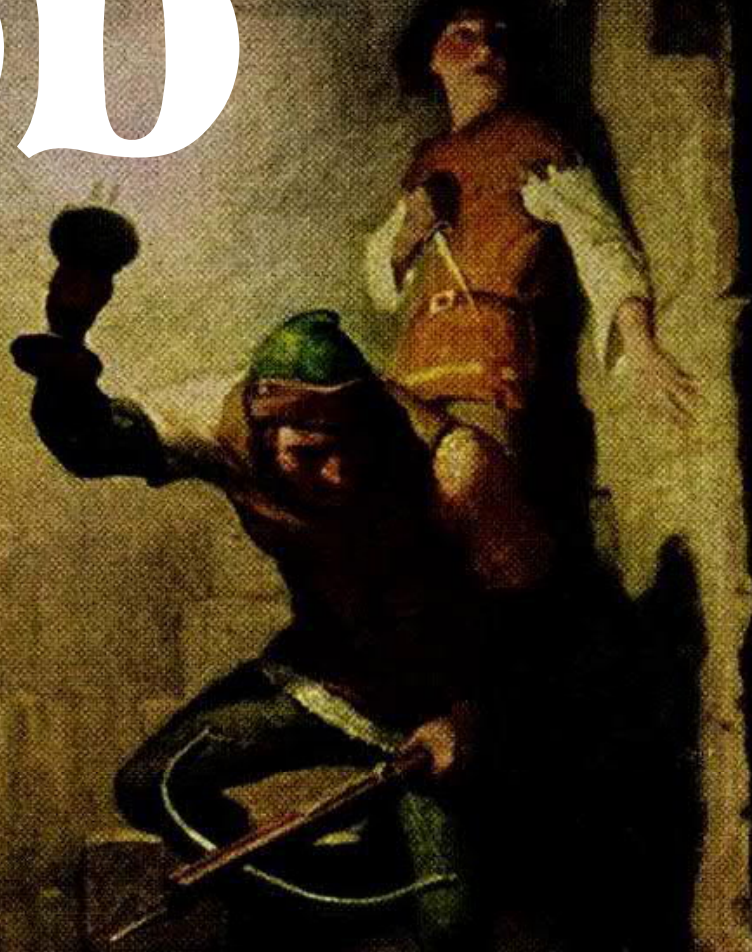
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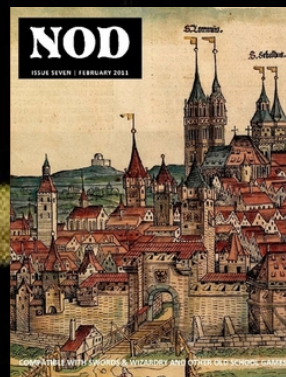
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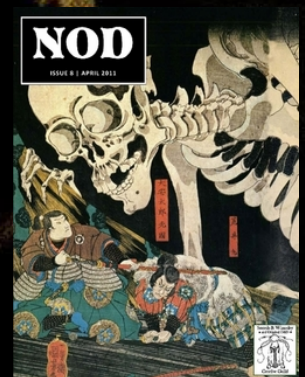
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