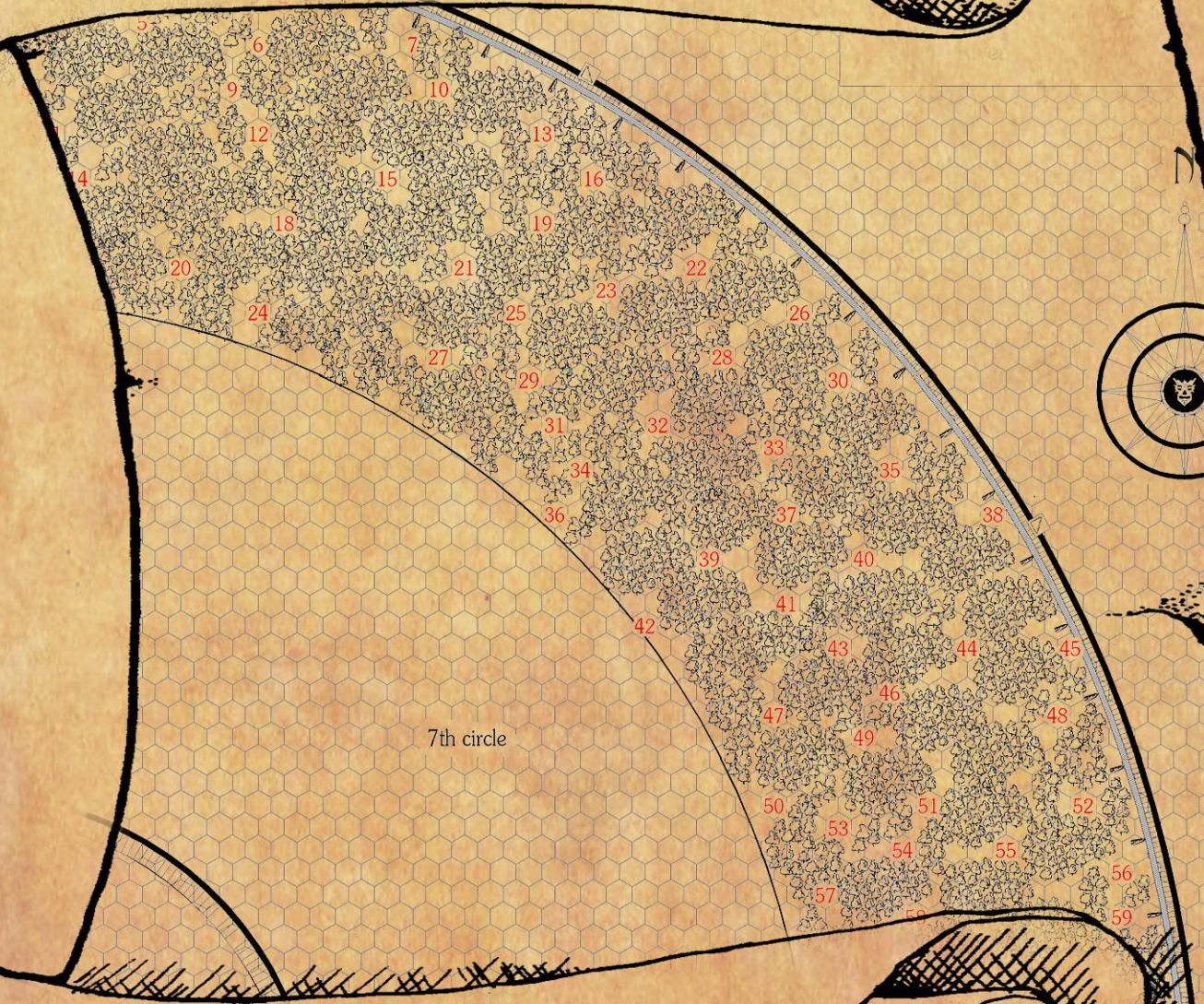


CIRCLES FIVE AND SIX



GAZETTEER OF HELL

Blood and Mire

BY

PAUL ELKMANN, GEOFFREY O. DALE

COVER ART AND LAYOUT BY

ERIC ELKMANN

ART BY

ANDREAS CLAREN

©2014 Spellbook Games. All characters, names, places, items, and text are copyrighted by Spellbook Games. All art is copyrighted by the artist(s) and is licensed to Spellbook Games. All rights are reserved except as described in this notice: permission is granted to (1) to make personal copies of this material, and (2) for non-commercial distribution of this material provided that the material is not altered or added to in any way, and is clearly identified as the work of Spellbook Games. The incorporation of any part of this material into any other product offered for sale or distribution in any other manner without the written permission of Spellbook Games is prohibited. This game aid may include mythical, religious, mystical, fantastical, and/or supernatural elements and references; these elements are works of fiction intended only for purposes of entertainment. Any resemblance between fictional characters described in this game aid and persons living or dead is purely coincidental.

TABLE OF CONTENTS

Introduction

Circle Five

Northeast Map

East Map

Southeast Map

Southwest Map

West Map

Northwest Map

Circle Six

Northwest Map

Northeast Map

Southeast Map

Southwest Map

Encounter Tables

Wizard's Spells and Priest's Prayers

Pre-Generated Characters

INTRODUCTION

This Gazetteer is a game aid intended to assist a Games Master in using Hell as an adventuring location in their campaign. It briefly describes a large number of locations that may be of interest to Adventurers, or may be referred to by the Games Master as background, historical, or reference material. The Gazetteer includes maps showing the locations of each described location.

This product is a Games Master's reference that describes in detail a portion of the geography of Malebolge (Inferno), in particular the Fifth and Sixth Circles, located in central Hell. It is an overview of the middle section of the Pit. A 'Circle' is a toroid-shaped (doughnut-shaped) region of Hell, with a fixed inner and outer radius relative to Hell's fixed geographical center. Each Circle is ruled by a Diabolic Prince with his unique Dukes or Earls, guarded by Legions commanded by Diabolic Generals, is home to a specific group of Devils, populated by a particular class of sinners. Many Circles are separated from their inner and outer neighbors by cliffs, swamps, and rough terrain.

Throughout this Gazetteer, the 'outer' radius, rim, circumference, etc., refers to the direction on the side away from the center, while the 'inner' radius, rim, circumference, etc., refers to the direction closest to the center (e.g. Lucifer). This book is titled, 'Blood and Mire,' because it encompasses the Styx swamp of the Fifth Circle, and the River of Blood of the Sixth Circle.

Inferno is generally based on the description of Hell in the Divine Comedy by Dante Alighieri, and the 1980 Judges Guild adventure module, Inferno. The complete Gazetteer maps the entire one-hundred eighty mile radius of Lucifer's Pit at scales of one to three miles per hex. The Hell described in this Gazetteer is identical to that described in Spellbook Games' Gehenna Primer and Inferno: Journey through Malebolge, with additional details and encounter areas.

Each area of interest on each map is briefly described, providing the Games Master with many adventure and encounter ideas to develop and use. There are over two thousand encounter areas in the complete Gazetteer series. Individual locations will require additional work by the Games Master to make into complete adventure sites, the level of detail provided is generally not sufficient to run a game encounter from. Some locations are more fully described in Inferno: Journey through Malebolge; these are indicated in the text.

This Gazetteer is a stand-alone product in that it contains all the information necessary to navigate those areas of Hell it describes. When reference is made to specific monsters, spells, prayers, and enchanted objects, the details can be found in one or more of Spellbook Games' Portal to Adventure RPG rules, Codicil of Maladies, Inferno Bestiary, Inferno Treasury, Inferno: Journey through Malebolge, or Gehenna Primer; all are available from DriveThruRPG.com. It is assumed the Games Master has these "standard" creatures, spells, and object descriptions available, or is capable of substituting details from the rule set they are using. The inner border of the Sixth Circle in Blood and Mire matches the outer border of the Seventh Circle as described in Spellbook Games' Gazetteer of Hell, Fire

and Ice. The two products are intended to be used together to form a complete description of Hell from the Fifth through Ninth Circles, and beyond to the Material Plane.

Gehenna Primer may be particularly useful to a Games Master, as it contains generic information that applies to all adventures in Hell. This includes how a mortal interacts with the Inferno setting, the changes to and limitations of spells and prayers in Gehenna, and the changes to healing and time. The ninety unique Devils that appear in Inferno are fully described in Inferno: Bestiary, along with other monsters that may appear in this product. The various diseases and conditions that may affect a character are more fully described in Codicil of Maladies. The Games Master is free to substitute other sources as information as they suit their campaign, or may create their own unique data.

Gehenna and Inferno are locations for higher-level game play. It is suggested that Adventurers be at least L10 before attempting to visit any part of Hell. Games Masters should generally not allow easy access to Gehenna, nor an easy retreat from it. The suggested prayer and spell restrictions found in Gehenna Primer are intended, in part, to prevent an easy retreat once Malebolge has been entered. Adventurers entering the Gates of Hell should not have a ready magical means of escape available to them, it is a place for the slog of a campaign, not the swift in-and-out of a raid. The design intends that any mortal inside Inferno be compelled to walk from the perimeter to Lucifer to make their escape, descending through ten Circles and more than a vertical mile. Each Circle presents a unique environment, one that is often deadly to mortal life.

COMMONLY-USED ABBREVIATIONS

Adventurer Class – L# (e.g. Warrior L3)

Armor Class – AC

Feet/Foot (measurement) – FT

Greater than or Equal to – GTET

Health Points – hp

Hit Die – HD

Less than or Equal to – LTET

Circle Five

Diabolic Prince	Paimon (Grey Field with Red Castle)
Diabolic Earls	Styx – Ahriman, Astaroth, Bebal, Phlegyas (Boatman of the Styx), City of Dis – Abalam, Batinin, Belphegor, Mephistotoles
Diabolic Generals	Dobriham, Irricia, Kamdro, Lalullium, Quah Vodar, Xuwia
Devils	Common, Ordinary, Nimidoryas, Assura, Et-varas, Zoybim, Types 5A through 5E
Other Notable Creatures	Furies, Erichtho, Myrodgar and Odozor
Sinners and Punishments	Wrathful (Styx, tearing at one another), Heretics (Dis, Burning Tombs)
Environment	Fetid Swamp (outer zone), Burning City(inner zone)
Physical Challenges	Wading (Swamp), Charydis Whirlpool, Diseases, Stoning (Furies), Inner and Outer Cliffs, Massive Walls (Dis)
Size	Torus, Outer Circumference 410 miles, Walls of Dis Circumference 350 miles, Inner Circumference 290 miles, Outer Radius 68 miles, Inner Radius 48 miles, Wall of Dis radius 57 miles, Width 20 miles (Styx 11 miles, City of Dis 9 miles)

Description

The inner border is a 1500 FT cliff down to the Sixth Circle; twelve steep gullies allow movement between the Fifth and Sixth Circles, they are spaced every twenty-four miles along the inner perimeter. The outer border is a 500 FT vertical cliff; ten narrow and winding paths allow passage between the Fourth and Fifth Circles. These paths are spaced forty miles apart along the outer perimeter. An Infernal Minotaur guards each path between the Fifth and Sixth Circles.

The Circle is divided into two zones, the outer zone is the Styx Marsh and the inner zone is Dis, City of Burning Tombs. The Styx is eleven miles across, with water depths from 4 FT to 20 FT. Dis is nine miles across. The Walls of Dis are in the half mile ring between the fetid swamp and the city proper.

A 50 FT wide band of huge mushrooms grows along the base of the outer cliff; these mushrooms can be poisonous, induce hallucinations, cause paralysis, or have other effects. A wharf and signal Tower is at the base of each of the gullies between the Fourth and Fifth Circles, with opposite wharves along the Walls of Dis. There are three long canoes tied to each wharf (each 1400 pound capacity). The signal tower summons Phelgyas, Boatman of the Styx, to ferry mortals across the swamp. The fare for a one-hour trip is (1) each passenger's right arm [removed immediately at the shoulder without pain and with the wound healed; permanently reduce hp by 4 health points; cannot be regenerated], (2) ten white or pink pearls of high quality [each valued GTET 2500 GP] per

passenger, or (3) 25 years from each passenger's lifespan. He will also transport persons possessing valid written orders from any Prince, Duke, or Earl of Hell. Phelgyas owns a tower which moves about the Circle as he desires (located on a small floating island); for purposes of this Gazetteer the island is currently located on the western map of the Circle, but could be located as needed by the Games Master.

The whirlpool, Charydis, moves about the Styx in a random pattern, at 4 miles/hour; for purposes of this Gazetteer it is currently located on the southeast map of the Circle, but could be located as needed by the Games Master. Persons encountering Charydis are sucked in, suffering hp1d6/round of entrapment (avoid 1d20 GTET [30-Agility] plus 1d20 GTET [30-Strength]). Trapped Adventurers break free on 1d20 rolls GTET [34-Strength], checked per round; a saving roll of 1 indicates the mortal has drowned.

The Walls of Dis are 30 FT high, 30 FT thick, made of ancient red stones, and are crenellated along the top. Cauldrons of boiling oil are located every 50 FT along the top. Ten Gates are spaced 35 miles apart. Each gate has an iron portcullis in front of silver rectangular double doors 15 FT wide by 12 FT tall. The Gates are closed but unlocked. A mix of 100+2d100 Ordinary, Common, Assura, Etvaras, Nimidoryas, Type 4 Devils, Type 5 Devils, and Type 6 Devils gather at along the wall's top; they taunt mortals with threats and obscene suggestions but take no other action if mortals remain GTET 75 FT from the wall; when mortals approach they are attacked with 20+2d20 missiles/round and 3d12 spells. Mortals approaching the Gates are also attacked by the Three Furies (see Inferno: Bestiary), each holding bloody Medusa heads (avoid sight 1d20 GTET [33-Intelligence], save versus stoning 1d20 GTET [34-Stamina]). Mortals clear the Walls of Dis without fighting by, (1) successfully invoking the presence of a Good Deity, (2) blowing the Trumpet of the Lord [found on the Fourth Circle], (3) invoking a scroll obtained from the Lesser Seraphim at the Shining Hill [in the Vile Forest above the Pit of Malebolge], or (4) invoking a scroll after fighting the Chimera of the Wood [in the Vile Forest above the Pit of Malebolge]. The walls remain cleared for 9+1d12 minutes. When mortals try to clear the walls by fighting it is likely at least one Diabolic General or Diabolic Earl arrives within 1d10 rounds.

The City of Burning Tombs is made up of an uncountable number of rectangular marble sepulchers, some covered by heavy marble lids, some with missing lids, and some with their lids bashed in and broken in pieces. All tombs warm to the touch and many are hot enough to cause burns. The tombs are 6 FT apart at all possible angles, so that there are no straight line paths. Open tombs are lit from within with flickering red lights and orange-red tongues of fire; flames roll and dart in spaces surrounding the tombs, with small jets of flame visible on the ground. Black smoke coils upward out of every open tomb and a dark haze hangs over the entire City. Half of the tombs are occupied.

The Shade Erichtho speaks a doom to one mortal/day, making them more susceptible to having their soul taken by a Mummy King or Queen (in an oasis on the Seventh Circle). Myrodgar is a Human madman carrying an oversized bone club. (the bone holds the soul of Odozor, evil Fire Giant mage who has a genocidal hatred of Dwarves; Odozor can dominate and take over Myrodgar)

Black stone Directional Obelisks are spaced at five mile intervals along the outer shore of Styx, each 8 FT tall. Each Obelisk is engraved with arrows pointing to the north (clockwise direction) and to the south (counterclockwise direction); the arrows are labeled with the nearest Diabolic Prince or Earl (Astraroth, Ahriman, Bebal). Black Obelisks are also found around the outer perimeter of the City of Dis, spaced at five mile intervals; these markers are engraved with arrows and the names Abalam, Batanin, Belphegor, Paimon, and Mephisotoles.

Weather and Effects

Styx

The sky over Styx is hazy with light winds of variable direction, very high humidity, and an air temperature of 93 degrees. It has a musty odor that makes breathing difficult: reduce an affected mortal's Stamina by 1d4 points for 1d100 hours (save 1d20 rolls GTET [33-Stamina]). Sudden violent downpours lasting 1d20 minutes occur hourly over Styx; a storm is severe on 1d12 rolls GTET 8, each severe storm lasts 3d100 minutes at a rate of 2 inches of water/hour.

The marsh Styx is filled with dirty black-colored water slowly circulating in the counterclockwise direction, with numerous thick flat red double-heart-shaped leaves floating in it. The water is at a constant 80 degrees. Styx has an oily feel to it, an acidic taste, and it smells like rotten eggs. A mortal contracts (select 1d3) diphtheria, whooping cough, or malaria after every drink of unboiled swamp water or after every hour of exposure to swamp water (save 1d20 GTET [32-Stamina]; see Codicil of Maladies for effects). Adventurers become lost in Styx unless succeeding on 1d20 rolls GTET [28-Intelligence], checked every quarter hour (movement is at 1.25 miles/hour, apply the check to the party leader).

Adventurers wading through Styx acquire 1d20 slugs or leeches on their skin (save 1d20 GTET [14+{number of half-hour segments spent wading}]). Each leech inflicts hp1 damage every half-hour, killing an attached leech inflicts an additional hp1d4. Persons afflicted with leeches contract the disease 'elephantitis' (save 1d20 rolls GTET [32-Stamina, see Codicil of Maladies for details).

City of Burning Tombs

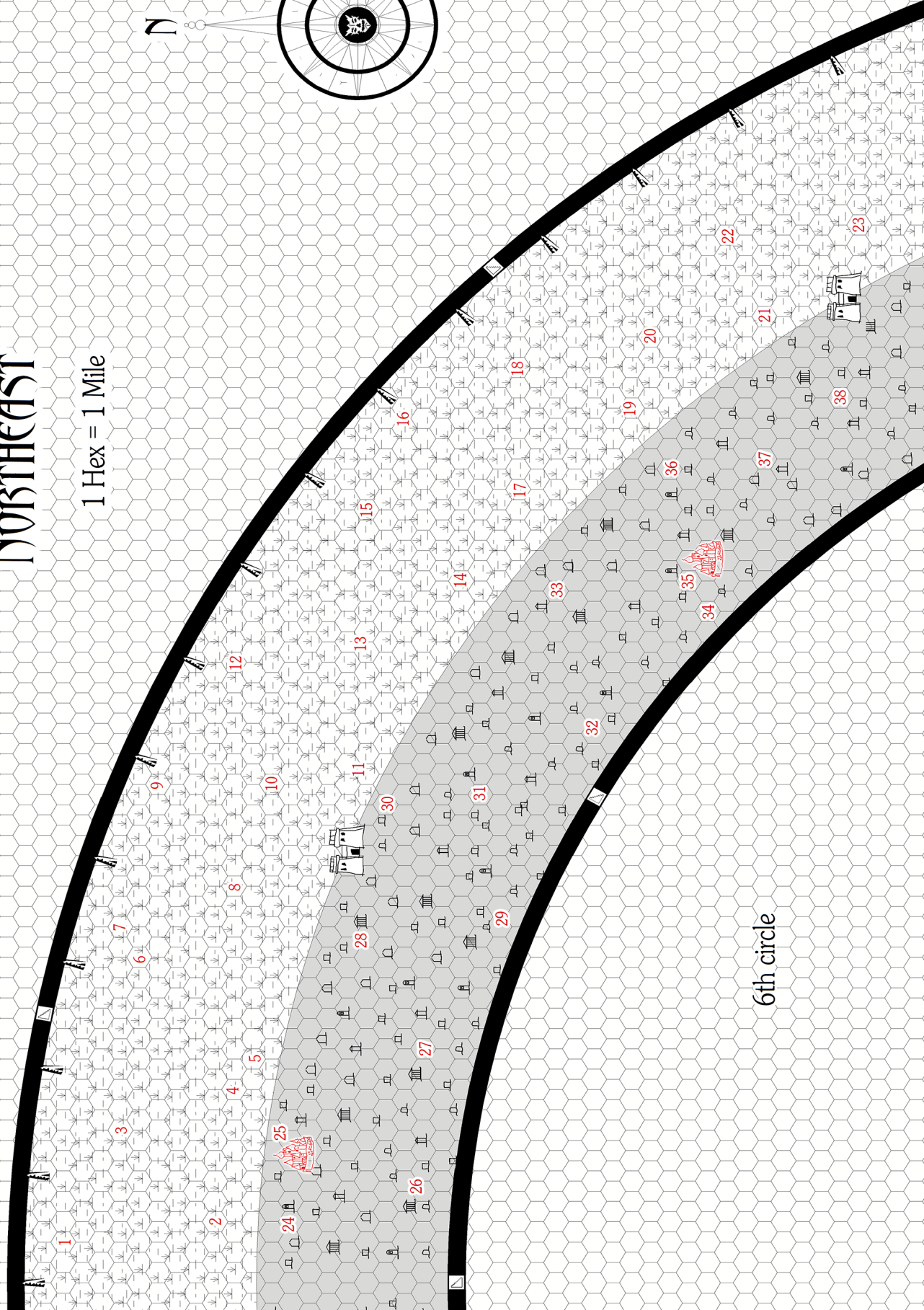
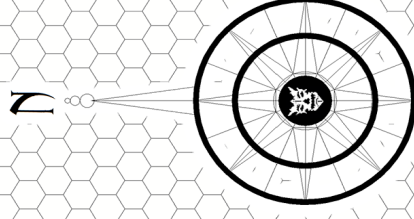
The sky over Dis is dark with vile smokes and vapors issuing from open graves and broken mausoleums. There is no wind, and the air is still. The bad air causes mortals to be fatigued (e.g. reduce Strength statistic by 3 points while exposed, save 1d20 GTET [36-Stamina], checked hourly). Elves and Half-Elves are sickened, with recurring bouts of cramps and nausea (also reduce Agility statistic by 3 points, reduce Will by 1 point while exposed, save 1d20 GTET [36-Stamina]).

Jets of fire occur frequently in the City; every 1d20 minutes one randomly-determined Adventurer is subject to engulfment by a hp1d12 flame, avoid 1d20 GTET [30-Agility]. Earth tremors occur every 3d20 minutes, causing 1d4 randomly-determined Adventurers to fall into nearby open graves (hp1d6 falling damage, 1d6 fire damage, avoid 1d20 GTET [28-Agility]).

FIFTH CIRCLE OF HELL

NORTHEAST

1 Hex = 1 Mile



6th circle

CIRCLE 5 NORTHEAST MAP

Locations in the Styx Swamp

1. Galechki Castle. A three-story red stone Keep behind a 40 FT wall with two gates. The Castle has six octagonal Towers, each 70 FT tall, and four one-story wood buildings inside the wall. Two lines of closely set pikes surrounds the Castle. The Castle is commanded by Valaferra (Type 5E Devil); the garrison consists of two Nimidoryas, seven Assura, a squad of Etvaras, three squads of Type 5C Devils, three squads of Type 5A Devils, ten Centaur of Hell Lancers, and six Zoybim. Twenty-three Common Devils are servants. The Castle is rumored to hold the mummified remains of Demon Prince Daexo'xosis, killed in battle 2856 years ago.
2. An oval mound, 300 yards long by 50 yards at its widest point, 50 FT high. An 8 FT blue stone statue of a Type 5C Devil holding a spear (aura of enchantment) stands in a small grove of beech trees growing on top. Evil persons touching the spear are healed hp4 (limit two/day), and gain one 1d10 God's Finger prayer (limit one/day, must be used within 12 hours or lost). A patrol of two Assura and twelve Etvaras arrives here 1d100 minutes after the Adventurers.
3. A pyramidal mausoleum constructed of pink sandstone, 50 FT high, 80 FT along each side, with a silver door midway up the west side (brass keyhole, aura of enchantment, -7 open lock). A narrow stair leads to three underground rooms, arranged in linear sequence; the rooms have murals depicting animal-headed men and woman in amorous activities. The door to a fourth room has been bricked and plastered over (not a 'secret' door), -12 to find. The last room holds the mummified remains of Lannamastmus (male Human, Rascal L15, death cultist), along with 12,953 SP, 7229 GP, 10 gems (each 1d100*1d100 GP), an enchanted Mace, two potions, and an enchanted Helm.
4. Shrine of the Five Unholies, dedicated to Paimon. A circular one-story building with domed roof, constructed of purple stone, with three entrances each with large brass doors. Five statues of Paimon surround the altar, surrounded by a ring of 5 statues of Lucifer and a ring of 5 statues of Samael. Five chalices of blood are on the altar. Evil persons drinking a chalice gain AC+20 for 1d12 hours, are immediately healed hp8 (one/day), and gain gain +2 TH during their next battle (within 24 hours); the chalices are poisonous to good persons (save 1d20 GTET [33-Stamina]). The shrine is tended by Utyang (Type 5D Devil), Noqua (Type 5C Devil), and Cavaz (Type 5A Devil).
5. A 7 FT by 4 FT by 4 FT brown stone cairn sticks out of the muck. 50 FT away stands a stoned Centaur holding a bow. The distintegrating bones of a Bugbear are interred in the cairn, along with a potion flask labeled 'Healing' (actually a Potion of Reduction, to 12 inches), a rusty military pick, and a copper/amber bracelet (36 GP). If the cairn is disturbed the Bugbear's Wraith appears on 1d20 rolls GTET 8.
6. A 70 FT tower consisting of a 40 FT base built in the shape of an orange bird's leg, 9 FT thick, with a hidden door at the heel and an interior stair. On top is a 30 FT by 12 FT pink egg shape, with two rooms inside and frosted glass windows looking out. A Nimidoryas is meditating in the upper room.

7. An 8 FT green metal door stands in a 12 FT high metal frame on top of a tuft of tall grass. The door has a keyhole lock (-4 open lock, aura of enchantment). When the door is opened, a bright light shines through, but the door does not lead anywhere.

8. A hexagonal one-story structure stands on a mud flat, the exterior covered in red tanned hides. The interior consists of a large open room with four cells (padlocks, -4 open lock). The large room holds two whipping posts, a rack, two iron maidens, a cage suspended from the roof by a chain, a stock, and a bed of nails. A table has a variety of knives, mallets, tongs and tweezers, skewers, crushers, and probes. A copper brazier burns at one end of the room, a cauldron of oil is on the fire at the other end. The room is lit by lamps shaped like Medusae heads. A Type 5C Devil and two Common Devils are flogging an Ordinary Devil manacled to a whipping post. Two cells are occupied by an Ordinary Devil and a Lycanthrope (Rat).

9. A circular area a half-mile across is infested by huge swarms of annoying, stinging Insects. Adventurers passing through the area suffer hp1d6 in stinging damage. Elves contract a disfiguring skin disease (save 1d20 GTET [32-Stamina], see Codicil of Maladies).

10. Memstee's Vault. A four-story rectangular black stone structure, the base 45 FT by 60 FT. A single barred door is guarded by two Etvaras and two Type 5D Devils. The ground floor is occupied by a Nimidoryas, fifteen Zoybim, four Centaurs of Hell, and Klangou (evil male Gnome, Rascal L10); the second floor is filled with files written in Infernal Cant; the upper two floors are empty. A hidden door (-12 to find, -5 open lock) leads to an underground vault door (combination lock, -8 open lock); inside the vault is 95,032 CP, 50,115 SP, 20,592 GP, a coffer of 300 gems (1d100*1d100*1d8 GP each), 100 carved pieces of ivory (1d100*1d20*1d10 GP each), and 32 pieces of rare art (1d20*1000 GP each). A patrol of two Assura and twelve Etvaras stops here every 1d12+6 hours; they have four Infernal Hounds.

11. A rectangular area four tenths mile by two tenths mile, filled with strong disgusting and annoying odors and smells (skunk musk, etc.). Humans are affected by 1d100 minutes nausea, save 1d20 roll GTET [30-Stamina], Elves apply a saving roll of 1. A 6 FT tall by 4 FT across stone box in the center of the area holds a 3 FT tall idol of a hooden man (4200 GP, aura of enchantment).

12. A circular area one mile across engulfed in a permanent severe thunderstorm. Mortals crossing the area experience gale force winds (prevents normal speech, stay on feet requires 1d20 roll GTET [32-Agility], checked every tenth-mile) and heavy rain. Each person is subject to three, 3d6 lightning bolts while crossing, avoid 1d20 GTET [28-Agility].

13. Green Bat Crypt. A one-story mausoleum is made of green stone, one hundred small statues of sitting bats sit on the roof. The metal door is half off its hinges and three green stone coffins inside are desecrated, cracked, and empty. The interior walls are covered in green algae. A hidden panel in the floor (-6 to find), covers a 25 FT vertical shaft to an underground room with green tile floor, and white walls painted in images of flying bats. Three sealed green stone coffins hold the remains of two female Vampires and a 'living' HD9 female Vampire (Rapier +2, wand, two enchanted rings).

14. An oval basin, 20 FT long by 9 FT at the widest surrounded by a 6 FT wall; a 30 FT diameter round metal ball sits on ten legs, each 28 FT long; several pipes connect the basin and storage ball, with a variety of valves and connections. The basin is filled 4 FT deep with wholesome water (is affected by Inferno consumption curse). A patrol of two Assura and twelve Etvaras stops here every 1d12+6 hours; they have four Infernal Hounds.

15. An oval-shaped area, three-quarters mile by half-mile across at the widest. Adventurers make 6 encounter checks while crossing the area: an encounter with a mob of 6d20 machete-wielding Zombies (HD2, hp13, AC10) occurs on 1d20 rolls GTET 12. Each encounter yields 3d12 CP, 1d12 SP, 1d6 GP, and 2d20 rusty (ordinary) blades. One Zombie in an encounter has an enchanted sword on 1d100 rolls of 100.

16. A huge Bonfire is blazing on a 20 FT by 20 FT stone platform, 3 FT above the water; the smoke can be seen one-and-quarter mile away; the fire is tended by four Type 5C Devils. A line of black skulls is attached to the platform's rim. Ravensome Armory stands a third of a mile away. The armory is a three-story black stone building with a crenalated roof line. The armory is commanded by Namilyas (Nimidoryas), and staffed by 20 Type 5B Devils, 8 Type 5C Devils, 10 Zoybim, and 9 Harpies of Hell.

17. Bratratan Museum of Scales. A four-story T-shaped building of grey stone, the exterior is covered in brown-grey-tan scales. The single door is guarded by a Type 5A Devil. The museum has an extensive collection of stuffed and preserved reptiles from across the Celestial Spheres, with an entire floor exhibiting varieties of crocodile. The Curator is Ghorijak (Vazawashian, HD12 alien from the Fourth Celestial Sphere), with a staff of six Ordinary Devils, two Common Devils, three Zoybim, and a Minotaur. A patrol of six Type 5B Devils stops here every 1d8 hours.

18. Four grave mounds are found on a mud flat, each 8 FT by 4 FT by 2 FT high, with small white headstones; the stones are engraved in a foreign alphabet, reading 'Boemus, Kozma, Cagomer, Reccareed.' The bones have rotted and decayed. Adventurers opening Kozma's grave encounter 8 Rot Grubs (HD2, hp9, AC14, rotting slime). Those opening Cagomer's grave find a silver-bladed Cutlass +1 and 20 arrows wrapped in oilskin (one is Devil Slaying, save 1d20 GTET [20-HD]; one is paralyzing, save 1d20 GTET [30-Stamina]). Persons opening Reccareed's grave are exposed to a disease (save 1d20 GTET [32-Stamina], range 10 FT, see Codicil of Maladies).

19. Six huge rocks stick out of the swamp, from 105 FT tall by 40 FT across, to 185 FT tall by 65 FT across. The rocks are 20 FT to 40 FT apart, rust-red in color, with streaks of green and bright orange. A HD8 Naga is found in a 12 FT by 9 FT by 10 FT hold at the base of one rock (Spiked Mace +1, poisoned Dirk {save 1d20 GTET [28-Stamina]}, gold Locket at 374 GP, 1d12 Healing Potion).

20. Two male humans and a female human are found in the open shell of a small cottage on a hillock; they are roasting Giant Rats over a camp fire. They are Pozdai (Evil Priest L12), Charbart (Evil Priest L10), and Strenza (Evil Priestess L9); each has three alchemical concoctions, enchanted armor {effective 50-60}, an enchanted weapon +2 {evil aura}, and 1d4 additional enchanted items. They are travelling to Fort Menymire, headquarters of Infernal Legion XXXI, in the southeast part of the Styx.

21. Post 518 Tower. A gigantic toadstool, the shaft is 65 FT high by 15 FT thick, the cap has a 35 FT diameter and is 6 FT thick; a wood gazebo is on top, occupied by four Common Devils and a Type 5B Devil; a metal cable ladder hangs from the gazebo to the ground. The post is equipped with four loaded crossbows, nine javelins, two Short Bows with 50 arrows, five 2d8 fire bombs (avoid 1d20 GTET [30-Agility]), five flash grenades (blind 2d20 rounds, save 1d20 GTET [32-Stamina]), and five 1d12 round smoke grenades. Ten Type 5C Devil reinforcements arrive 1d20+4 rounds after being summoned.

22. Boletum Library. A three-story L-shaped pink stone building with green slate roof, holding an extensive collection of material concerning mushrooms, slimes, fungi, puddings, and similar creatures, including cultivation, cooking, medicinal properties, and uses in rituals and poisons. The Head Librarian is Procklessa (evil female Gnome, Shaman L7), with a staff of ten Ordinary Devils, six Zoybim, two Bugbear, and a Black Annis (HD6, Shaman L6, innate telepath). A basement room has vats of Red Slime and White Mold.

23. Mossocus Spire. A 166 FT structure, the bottom 100 FT consists of twenty 6 FT thick green metal cylinders forming a ring 35 FT in diameter, joined at the top to a 20 FT diameter copper plate. The upper section consists of three 8 FT diameter by 60 FT cylinders extending upward from the copper plate, each topped by a coiled gold snake (15 FT, 62,500 GP). An open stair spirals around the lower ring, giving access to the deck at 100 FT. A copper plaque at the base reads 'Mossocus made this' in Infernal Cant. Two cougar carcasses are found on the deck inside white pentagrams. A patrol consisting of a Type 5D Devil and ten Common Devils visits here every 1d20+4 hours.

Locations in the City of Burning Tombs

24. A six-sided shaft, 25 FT across, 85 FT deep, with a wooden scaffold and hoist over the opening. A 10 FT diameter circular chamber is at the bottom; a locked (-3 open lock) chest in the chamber holds a closed-face Helm of All Seeing AC+14 and a silver-bladed Rapier +1. Two HD4 Musk Beetles cling to the shaft wall.

25. Palace of Belphegor, Earl of Hell. A two-story H-shaped white manor in a garden, surrounded by a 20 FT wall; a five-story tower is in the center of the cross-piece between long wings of the building. The Seneschal is Quocleppo (Nimidoryas). The staff consists of fifteen Type 5B Devils, six Type 5A Devils, eleven Zoybim, three Assura, twelve Common Devils, and four Ordinary Devils. The Palace is known for its extensive collection of time-keeping devices.

26. An orange metal rectangular gallows platform, 15 FT by 20 FT, on six metal stilts 9 FT above the ground; the platform is reached by two stairs at the rear. The platform has two yardarms, an additional 15 FT high, and a headsman's block. A dead Minotaur dangles from one noose, guarded by three Type 5D Devils, two Type 5A Devils, an Etvaras, and three Zoybim. A Two-Handed Sword +1 (Shield Breaker) is found under the platform.

27. An octagonal area three-eighths mile across is at a constant ten degrees below zero; unprotected mortals suffer hp1/half-minute exposure and become numb (save 1d20 GTET [33-Stamina]); much of the ground has a layer of ice; open graves in the area have blue flames of cold. Mortals entering an open grave suffer hp4/round, save 1d20 GTET [35-Stamina]). A three-story blue stone structure is found in the area, the door guarded by two Type 5A Devils. The ground floor (interior temperature 50 degrees) is a records office for Paimon, occupied by fourteen Zoybim, three Type 5B Devils, a Type 5D Devil, six Centaurs of Hell, a female Frost Giant, and a Bugbear. The middle floor is storage for files and the upper floor is not in use (four empty apartments). A patrol consisting of a Nimidoryas, a Assura, and nine Etvaras stop here every 1d8+10 hours.

28. A cruciform mound is surrounded by eight oval mounds; each arm of the cruciform is 50 FT long by 18 FT wide by 16 FT high, the oval mounds are 20 FT long by 10 FT wide by 10 FT tall. A small white mausoleum stands on each oval mound, with locked brass doors. A gold pennant attached to a polearm sticks out of the cruciform mound, blazoned with the red emblem of an eagle's talon.

29. Adamant Prison. A hollow two-story black stone rectangle surrounding a three-story square building, an 80 FT courtyard between them; a 15 FT fence of upright steel pikes rings the outer rectangle. The Head Jailer is Darghoulmat (Vampire Lord), with a staff of twenty-nine Ordinary Devils, seven Type 5C Devils, five Type 5B Devils, eight Etvaras, ten Zoybim, and an Assura. The prison has 428 cells, 310 are occupied. The most prominent prisoners are Jreelo (Lalopothkan, from the third Celestial Sphere), Tausapolis (Fire Giant), and Avorbandus (Human, Rascal L11, Assassin).

30. A loud buzzing sound occurs throughout a square region, three-eighths mile across. Mortals are confused by the sound (save 1d20 GTET [30-Will]; become unconscious 2d20 minutes on save roll of 1). The Daristoph Arch is located in the center of the region; the arch is made of green metal, 70 FT wide at the base by 50 FT tall, 10 FT thick. Twenty green stone Gargoyles and one ochre Gargoyle sit on shelves on the arch, each with a silver collar (104 GP) and jade eyes (474 GP); aura of enchantment. A neutral person touching the ochre Gargoyle gains 1 hour protection from Devotion prayers.

31. Gerpplay Garden. A T-shaped walled area, the top is a one-sixth mile long by one eighth mile, the wall is 20 FT tall. The long section is one-third mile by one eighth mile. Iron arch entrys are at the two ends of the short segment and at the end of the long segment. The garden consists of upright trellises, each supporting a different vine with many varieties of fruits and berries; anything eaten is poisonous on 1d20 GTET 14, save 1d20 GTET [28-Stamina]. The Head Gardener is Unnaboesses (female Lycanthrope [Boar]), assisted by nine Ordinary Devils, three Common Devils, two Type 5A Devils and a Zoybim.

32. A rock Cairn, 16 FT long by 5 FT high by 6 FT across. A blue pendant showing a gold horse's head is attached to a staff stuck into the ground. The cairn covers the skeleton of a 12 FT female Giant. She is buried with a huge mattock, an open face helm, and Dirk +1 (Short Sword). A hollow stone (-12 to find) hides a 17,500 GP ruby.

33. Altar of Ezrasumda, dedicated to Paimon. A 50 FT by 30 FT green-and-white stone platform is 5 FT high, with white steps on the north and south sides. A 9 FT long blue-green stone altar stands in the center, with inlaid strips of silver and ebony across the top. A carved ebony Unholy Symbol is inserted in a hole in the altar, and blue flames flicker every 3 FT along the perimeter. Good persons touching the altar receive an hp1d10 electric shock, save 1d20 GTET [30-Stamina]. Once per day the entire platform is covered in a poisonous fog (occurs on 1d20 rolls of 1, persists 1d20 minutes, save 1d20 GTET [33-Stamina]). A Type 5D Devil is found here on 1d20 rolls GTET 14.

34. Smuillick Plaza, a circular paved stone structure, 220 FT across, 2 FT above the ground. Four black stone sarcophagus form a 30 FT square in the center; they are labeled, Bartorus, Demion, Gorhav, and Lundermon. A 15 FT white statue of a Type 5B Devil astride an eight-legged three-horned horse is on each corner. An 8 FT green mushroom-shaped pedestal is at the center, with a plaque in Infernal Cant reading, "In memory of Smuillick, hero of the Battle of Reliahock Valley."

35. Palace of Paimon, Diabolic Prince. A five-story square building, topped with four corner cupolas, and a brass dome; the palace is surrounded by 12 FT wall constructed of metal shields mortared together. The building is constructed of red and orange stones and has an entrance on each side (3 Assura guards). The Major Domo is Plokim (Nimidoryas); the staff consists of fifteen Ordinary Devils, ten Common Devils, nine Type 5C Devils, seven Type 5A Devils, sixteen Zoybim, ten Harpies of Hell, six Centaur of Hell, and an Ettin. The palace has several extremely valuable stained glass windows.

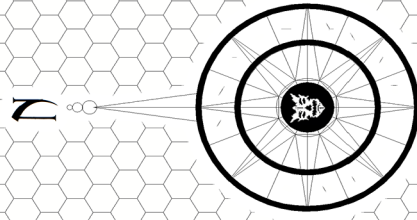
36. Funyarsam Arena, an open-air bowl with forty tiers of seating. Four wrestling rings are in the center. Bouts are underway, one between two Type 5A Devils, and one between a huge Ogre and a Type 2B Devil. The crowd consists of 45 Type 5A Devils, 30 Type 5B Devils, 10 Type 5D Devils, 20 Pruddin, 40 Common Devils, and 14 Zoybim.

37. Temple of Shades, dedicated to Samael. A one-story rectangular building surrounded by columns, 4 FT off the ground, the walls constructed from interlocking leg and arm bones; a row of skulls is attached to the roof. Stairs on the long sides lead to brass doors. The interior has the shrine plus 3 small rooms. The altar is black onyx, with two 20 FT statues of Samael and one of Lucifer. Twelve open pits in the floor hold skeletons; their Wraiths (HD10, AC120 iron, cold touch, fear gaze) appear on command. The Priests are Beveban (evil Half-Elf, Priest L13), Thulso (Type 5C Devil), and Nilsawarth (Type 5C Devil). Each pit has a talisman that allows the wielder to control the associated Wraith. A patrol of two Assura and twelve Etvaras arrives here 1d100 minutes after the Adventurers.

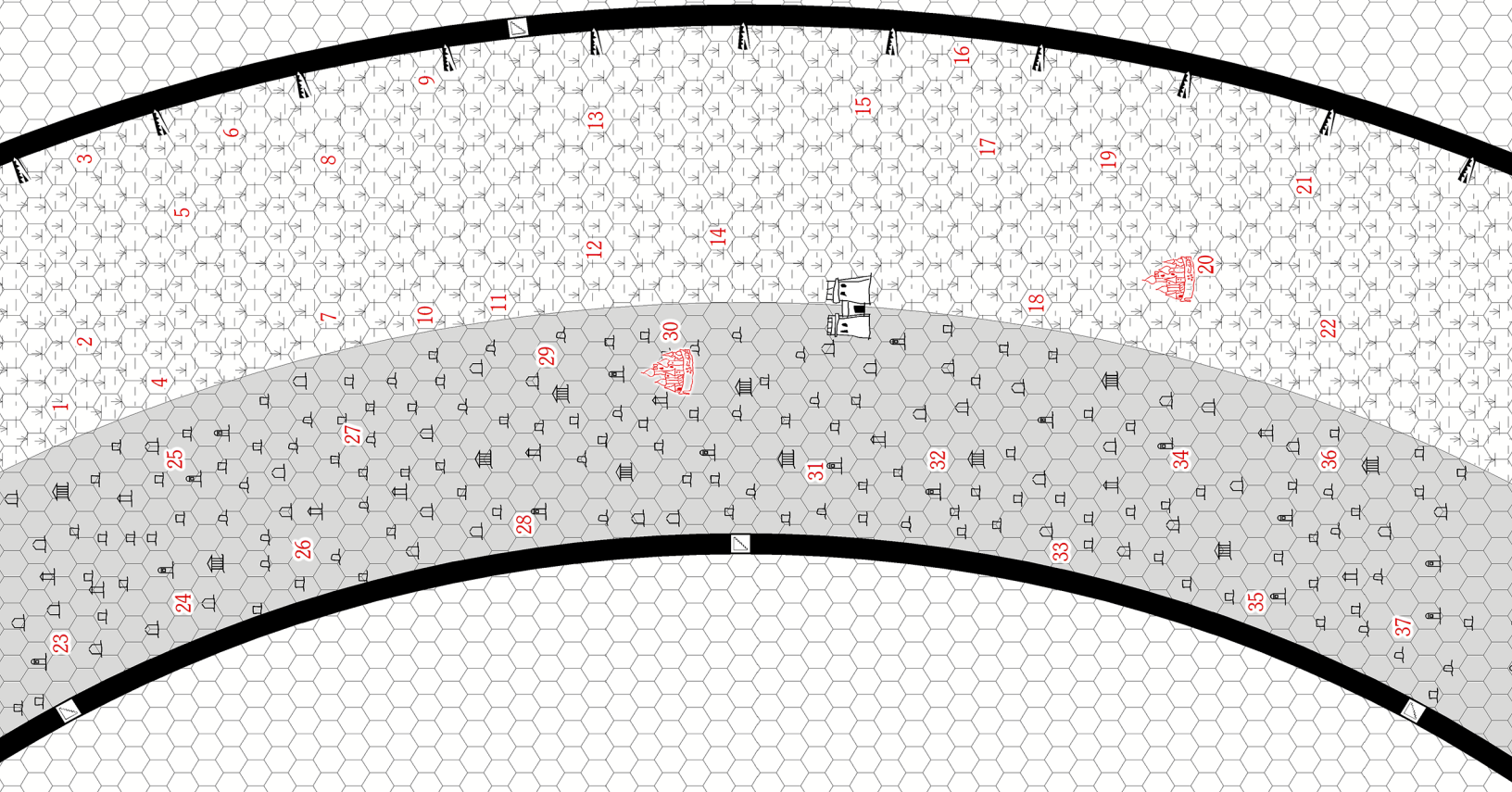
38. Cettus Laonfadelle's Laboratory. A complex of four two-story stone buildings, two with underground rooms, a well, and a small one-story brass building. The laboratory studies the Elemental Planes and the Ether. The staff consists of Cettus (Master Engineer, male Dwarf, 83 years), Rangafuo (Engineer, male Gnome, 71 years), Ethoria Jandis (Engineer, female Elf, 114 years), six Ordinary Devils, eight Zoybim, and two Ogres. A patrol of a Type 5E Devil and eight Type 5B Devils stops here every 1d6+12 hours.

FAST

1 Hex = 1 Mile



6th circle



CIRCLE 5 EAST MAP

Locations in the Styx Swamp

1. A partially collapsed green-stone three-story building, the upper floors have fallen, the lower floor leans to the left and the entrance is partially blocked. Inside are heavily damaged coffins with decaying bones. Found inside are 42 SP, 14 GP, a 1d10 Healing Potion, and an Arrow +2; [b] Bubbles of yellow-green gas are exhaled from a 6 FT open cylinder of grey stone; exposed persons become unconscious (save 1d20 GTET [32-Stamina]) 3d100 minutes, then die (save 1d20 GTET [28-Stamina], checked at 80, 160, 240 minutes).

2. A group of eight black stone pens, each 100 FT across, 5 FT high, with two bronze gates. Three pens hold 2d20 Hell Cattle, two pens hold 2d12 Giant Musk Oxen, two pens hold 1d20 Giant Dung Beetles, and one pen holds 3d12 Giant Rabid Skunk. The pens are tended by an Assura and eight Ordinary Devils. While Adventurers are in the area four HD7 Basilisk approach from the swamp.

3. Camp Ophimeshim, headquarters of Infernal Legion XXX (Lalullium). A complex of five three-story black stone buildings and eight one-story wood buildings surrounding a parade grounds; the camp is surrounded by a 15 FT tall chain fence, and has ten 25 FT guard towers. The camp commander is Weravunddru (Nimidoryas). The garrison consists of four Nimidoryas, nine Assura, four squads of Etvaras, two squads of Type 5D Devils, two squads of Type 5C Devils, two squads of Ogres, fifteen Centaurs of Hell, and twenty Infernal Hounds. The staff includes thirty-two Common Devils, twenty-six Ordinary Devils, twenty Type 5A Devils, twenty Zoybim, four Medusae, and seven Harpies of Hell. The camp chapel has a masterpiece-level statue of Lucifer.

4. Evoleungi Temple, dedicated to Lucifer. A one-story structure made of green stone with a copper dome, and two slender four-story minarets; the exterior is thickly covered by green Poison Ivy vines. The interior has a green marble floor, pale green walls covered in tapestries, and a rectangular black altar. A 25 FT statue of Lucifer is made of black metal with six 30,000 GP ruby eyes. Mortals touching the altar gain immunity from slimes, molds, fungi, and puddings for 24 hours (good persons fail on 1d20 GTET [40-Will-Level]). The temple is staffed by Sorachi (female Gnome, Shaman L14), with two Common Devils and two Zoybim. The temple is rumored to hold the Gwemric Staff, an evil artifact.

5. An eight-sided area, two-thirds mile across, filled with strong putrid gasses. Mortals entering the area are affected by coughing and nausea for 3d100 minutes, save 1d20 GTET [32-Stamina]; affected persons apply a -3 TH modifier and their Strength is reduced by 2 points while in the area.

6. Twelve upright T-shaped red stones, 15 FT high, the crosspiece 10 FT long; the stones form a square 40 FT across surrounding a polished black 15 FT long egg-shaped stone, on a 20 FT x 20 FT by 4 FT thick green stone base, 10 FT brass obelisks on each corner. A brass plaque on the 'egg' reads 'In memory of X Company of the XXX Legion, who gave their all at Hunvanane,' in Infernal Cant. The plaque is dated 1720 years ago.

7. Crypt of Nysothergy. An unmarked 10 FT by 8 FT metal door is in a 16 FT by 12 FT horizontal stone slab found on a mud flat, secured with a brass padlock (-3 open lock). A stair under the door leads to five underground rooms, including a chamber flooded waist-high over a floor of spikes, a circular room holding the coffins of Nysothergy (male Gnome, evil Warlock L14) and his wife Remedara, and a parlor where Nysothergy's Specter (HD7, AC80 ferrous, touch 1d4+XP loss, can summon 1d100 Giant Rats) is found. A hidden chest holds 6721 SP, 2083 GP, twenty gold rings (each 1d100*20+500 GP), three gold-diamond lockets (9246 GP, 7584 GP, 5199 GP), an enchanted weapon, three alchemical concoctions, an enchanted book, and an enchanted piece of jewelry.

8. Caryboran's Mausoleum. A yellow stone one-story stone building with three interior rooms. The outer room has a statue of a Dwarf with a world globe on his back. The middle room has rotting and hacked wood furniture and the remains of an old fire, the door to the third room is locked (-5 open lock) with sprigs of garlic attached. The third room has four rotting wood coffins and is occupied by four Vampires (HD9, AC50, XP touch, charming gaze); they are Caryboran (male Dwarf, evil Rascal L10), his brother Rouscul, his brother Quanglor, and Rouscul's younger son Hargalath. They each have Rapiers +1 and poisoned silver-bladed Dirks (save 1d20 GTET [29-Stamina]), ten gems (at 8500 GP), three necklaces (at 5000 GP), two miscellaneous enchanted items, and an enchanted item of clothing.

9. Theater in the Thicket. A theater in the round, the walls created by a 50 FT high thorn hedge with four arched openings along the south side. A production of 'Heaven can wait' is currently being staged. The audience includes 1d100 Ordinary Devils, 3d20 Common Devils, 1d8 Assura, 1d20 Etvaras, and 3d12 each of Type 5D Devils, Type 5C Devils, Type 5A Devils, and Zoybim.

10. [a] Manor of the Looms, a V-shaped two-story building on a sandbar surrounded by a small orchard of silk trees, occupied by Humbert (HD9, hp 82, AC60, Luxan Sphinx, Earth Wizard L6); the staff includes seven Common Devils, four Type 5A Devils, four Harpies of Hell, and two Zoybim; the manor is known for its exceptional quality silk cloth; [b] Laudu's Tree, a 150 FT Weeping Willow with a gnarled 20 FT diameter trunk, the limbs 40-50 FT in radius, a double-bladed War Axe +2 is embedded in the trunk 30 FT above the ground; humans touching the trunk sleep for 1d100 minutes (save 1d20 GTET [32-Will]).

11. A huge Pyre burns on a small round hillock, 30 FT across by 10 FT high. The pyre's flames are 30 FT high. The pyre is tended by five Common Devils.

12. [a] Wild laughter continually is heard throughout a hexagonal-shaped region, three-eighths mile long by a quarter mile across, sometimes loudly and some softer; Dwarfs and Gnomes are infected and laugh along (save 1d20 GTET [32-Will], checked every 5 minutes; apply a temporary -4 TH and reduce the Will of affected mortals by 2 points). [b] A B-shaped stone plaza is at the region's center, 350 FT long by 200 FT at the widest, a 30 FT fountain of Unholy Water is in each lobe.

13. Foggan's Arch. A 65 FT tall arch, 25 FT at the base, embedded in a blue stone structure, 90 FT tall by 40 FT at the base, 20 FT thick. A gold-painted stone statue of a dragon is on top. Tile murals of slaves being whippd by Type 5A Devils are on the base walls. A metal ladder on the west side leads up to a metal walkway that circles the structure 75 FT above the ground. A mortal who simultaneously grasps two of the dragon's fangs can fly (1 hour over the subsequent 24 hours). A secret hatch on the top (-6 to find, -4 open lock) leads to a 30 FT by 30 FT room above the arch.

14. Undicoram's Forge. A complex of three decaying wood buildings on a sandbar in the swamp. Undicorman (HD11 male Cave Troll) is the Master Smith, assisted by Atmeorma (male Ogre), Posstass (male Ogre), and three Common Devils; Olverdian (male Dwarf, 52 years, Warrior L6) is a bellows slave. The forge is known for its exceptional quality blunt weapons {war hammers, maces, cudgels, and metal clubs}. There are twenty Long Swords (6x +1, 2x +2 silver-bladed, 1x +3 good bane), three Two-Handed Swords, sixteen Spears (5x silver-head, 3x +1), eighteen War Hammers (3x +1 {one silver head}, 1x +2, 1x +3 giant weight), six Light Maces (2x +1, 1 silver-head) and eleven heavy Maces (4x +1 {one silver head}, 1x +3 evil aura).

15. An oblong boulder in the swamp, 18 FT long by 12 FT wide by 8 FT tall; iron spikes driven into the sides form steps to the top. A 6 FT by 4 FT violet stone altar is on top of the boulder, an inscription in Infernal Cant reads that it is dedicated to Paimon. The recently-killed carcass of a silver sheep is found on the altar (4x horns at 30 GP each).

16. An abandoned 70 FT wood tower with six legs supporting a one-room roofed watch station, wood platforms extend out on the north and south sides. Spikes in the southwest leg form a ladder. The structure has vines wrapped around its legs. An empty 40-pound capacity backpack is found in the watch station, along with wrappers for eight rations. The structure collapses when climbed on 1d12 rolls of 1.

17. A rectangular area, one mile by two-thirds mile. Mortals crossing the area dodge 1d8 bombardments by meteors, each hp3d12, avoid on 1d20 GTET [32-Agility].

18. Library of Delgatodes. A four-story circular building, the lower two floors constructed of blue stone and the upper floors of redwood. The library has an extensive collection about tropical and swamp disease and the medicinal uses of swamp plants. The Head Librarian is Formaossus (old Blue Dragon, shapedchanged as a Type 5D Devil); the staff consists of three Type 5C Devils, three Type 5A Devils, nine Ordinary Devils, six Zoybim, and four Centaurs of Hell. The entrance is guarded by four Etvaras. A patrol consisting of a Type 5D Devil, six Type 5B Devils, Ogre, and three Infernal Hounds stops here every 1d12+20 hours.

19. A 40 FT cylindrical column topped by a silver-painted statue of a Manticore, the column is on top of a rectangular base of yellow stone, 12 FT by 9 FT by 10 FT tall. The remains of Pamioc (female Half-Elf, Water Wizard L11) are interred inside the base; a secret panel (-5 to find, -4 open lock) in the west side gives access to the burial chamber. The tomb was looted long ago.

20. Palace of Bebal, Earl of Hell. The palace is a triangular five-story building, alternating rows of red and blue stone, a seven-story tower is on each point with an onion-shaped top. An 8 FT high by 10 FT thick burning hedge surrounds the building. The Major Domo is Franethirian (male Cloud Giant). The garrison consists of three Nimidoryas, five Assura, and three squads of Etvaras. The staff consists of nineteen Common Devils, twenty-two Ordinary Devils, ten Type 5C Devils, ten Type 5A Devils, twelve Zoybim, three Medusae, a Berg Troll, and three Beast-Men. Bebal is known to breed and show a wide of variety of exotic purebred dogs and wolves.

21. Treasury of Snakes. A four-story cylindrical building of dark green stone, with two underground levels; a 20 FT watch tower is on the roof. Three light green stone snake figures wind around the building (rumors are they can be animated, HD10, hp150, AC70, bite 3d8, constrict 3d12). The ground and second floors are occupied by two Assura, fifteen Zoybim, six Centaurs of Hell, four Harpies of Hell, four Bugbear, and a Medusae. The garrison is commanded by Brilling (Type 5D Devil), and consists of nine Etvaras, ten Type 5C Devils, and ten Type 5B Devils. The treasury has 58,300 CP, 32,036 SP, 18,925 GP, 2d100 diamonds, 3d20 rubies, and 3d20 emeralds.

22. Henge of the Blue Snakes. Three concentric rings of upright rectangular green stones capped by black stones, each 14 FT high by 6 FT across by 3 FT, the crosspieces 22 FT long. The center is 35 FT across, and each ring is 20 FT apart. A 6 FT blue metal winged snake is curled on a 3 FT blue cube at the center. A 4 FT gold idol of a snake (each 4028 GP) sits on every second crosspiece. If a good-aligned person enters the center of the Henge, 2d20 blue Winged Snakes (HD5, 1d10 bite, infrared vision, one-tenth damage cold magic, double damage fire magic) appear.

Locations in the City of Burning Tombs

23. Tower of Trakkan. Four circular platforms are supported by a 95 FT stone column that is 10 FT thick; each platform is 30 FT across, they are located at 20 FT, 35 FT, 50 FT and 75 FT. A 6 FT blue glowing crystal tops the column. A hidden door in the central column reveals a ladder up through the center. A patrol of a Type 5C Devil and six Type 5A Devils stops here every 1d8+12 hours.

24. Aguaveerda Ruin, the burned-out remains of a two-story manor; the interior walls have largely collapsed. A twisted path through the rubble gives access to the mostly-intact kitchen area, with stairs down to a root cellar filled with mouldy hog carcasses and a HD5 Widow Spider (fatal

poison, save 1d20 GTET [36-Stamina]. A three-room smuggler hole is behind a secret door in the west wall (-5 to find, -2 open lock); a locked and trapped chest holds a pair of studded leather Gauntlets of Hitting +2, a Cure Tome, and a pair of red leather Traceless Shoes.

25. Pachomisu (male Human, 67 years), a blind Seer, and Clustus (male Human, 38 years, Warrior L9, Agil 18, Intel 13, Stam 15, Strg 17, Will 16, hp19, Long Sword +2, silver-headed War Hammer +1, plate mail/helm, AC55) are found eating under a twisted fig tree (poisonous fruit, unconscious 1d100 minutes, save 1d20 GTET [30-Stamina]). The Seer has a Crystal Ball and is seeking the Type 5C Devil, Sayrender, because of a recent vision. Two HD4 Spitting Cobra (hp30, hp33, stunning poison, range 20 FT, avoid 1d20 GTET [30-Agility], save 1d20 GTET [32-Stamina]) lay in wait in a partially collapsed mausoleum along the northwest edge of the hex; they have 612 SP, 302 GP, and a spoiled 1d10 Healing Potion they attack with surprise.

26. Beyvask Forge. A three story stone structure with two wood barns; one barn has a 15 FT tall water tank. The ground floor stores metal ingots, the middle floor has a smelting facility, and the upper floor is a workshop that makes blades (not complete weapons). The Foreman is Harklaness (male Minotaur), assisted by three Common Devils, a Common Troll, and a Bugbear. The forge has thirty dirk blades (3 silvered, 1 adamantine), ten short sword blades, fifteen long sword blades (three silvered, one gold, one brass), four blades for two-handed swords, nine cutlass blades (one silvered), two rapier blades, and fourteen axe blades (two silvered, one adamantine). Harklaness uses a double-bladed War Axe +3 (limb cleaver, save 1d20 GTET [28-Agility]).

27. A 25 FT tall mound shaped like a pentagram, 50 FT across, the top is flat. An 8 FT high upright Unholy Symbol of Lucifer is mounted in a stone base. Evil persons touching the unholy symbol are healed hp1d6 on 1d20 rolls GTET 2 (inflicts damage on roll of 1; once/day). An encounter occurs at the mound on 1d20 rolls GTET 15.

28. [a] Strong earthquakes are continuously felt across a circular area three eighths mile across; Adventurers suffer hp1d3 and are knocked off their feet, avoid 1d20 GTET [30-Agility], a check is made every 3 minutes; a particularly severe quake occurs on 1d20 rolls of 20 causing hp1d10 damage; [b] A large one-story rectangular structure, 400 FT by 140 FT, with large doors at each short end; the building stores campaign equipment (tents, backpacks, belts, barrels, etc.) for the XXXI Legion. The staff includes a Type 5D Devil, a Type 5C Devil, six Type 5A Devils, nine Ordinary Devils, and four Zoybim. A patrol of an Assura and seven Etvaras stops here every 1d8+6 hours.

29. Pothifar Henge. A circle of forty upright rectangular stones, 14 FT by 3 FT by 2 FT, standing around the perimeter of a 60 FT diameter pool of mercury. The stones are 8 FT from the pool edge; the inner faces are carved with the likeness of storks, the outer faces are carved with the likeness of horned frogs. A silver Summoning Ring (HD 4 Kicking Stork, hp 28, AC30, beak 1d6, kick 2d6, second kick on alternate rounds #46) is found (-8 to find) at the base of the southern stone.

30. Palace of Mephistoteles, Earl of Hell. The palace consists of two rectangular two-story buildings separated by a green space with a formal garden, gazebo, and beds of flowers, both buildings are surrounded by 20 FT redwood fence. A gate opens into the garden (four Type 5D Devils). The Major Domo is Ralabutto (Type 5E Devil). The staff consists of eight Type 5D Devils, fourteen Type 5C Devils, six Type 5B Devils, nineteen Ordinary Devils, ten Zoybim, five Ogres, a Mountain Giant, and a Minotaur of Hell. Mephistoteles is known to collect both rare books of poetry and of limericks.

31. An open pit quarry, 325 FT long by 90 FT wide, 115 FT deep. Azure marble is mined here, along with high quality white granite. Four stone buildings are along the rim along with two heavy cranes and a winch. A stone dressing yard is also at the top. The quarry manager is Scirza Westhum (Mountain Giant). The staff includes twenty Ordinary Devils, seventeen Common Devils, seven Trolls, nine Ogres, six Minotaur, and five Zoybim. The quarry just received a payroll chest of 2800 GP. A patrol of a Type 5D Devil and six Type 5B Devils stops here every 1d8+12 hours.

32. Four sets of Stocks are found in the center of a 50 FT wide plaza paved in red sandstone. An Infernal Minotaur is held in one stock, guarded by four Type 5A Devils.

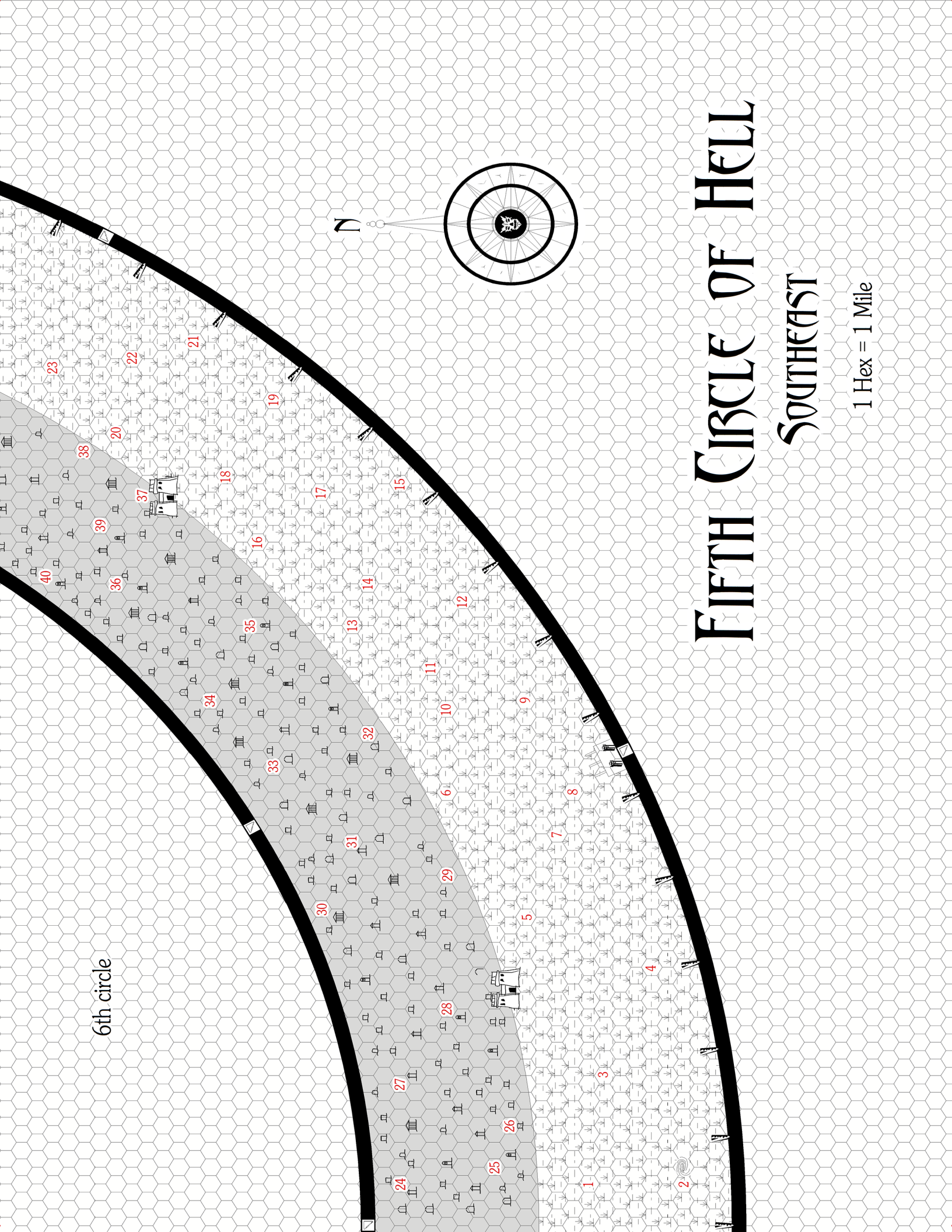
33. Cairn of Prince Aethirn, 8 FT by 5 FT by 6 FT, carefully constructed of white marble bricks. A rectangular brass plaque is embossed with his name, coat of arms, and a crown. He died 936 years ago on a quest to retrieve the Horn of Nobiloth from the Palace of Mephisotoles. He was buried with a Helm AC+10, Chain Mail AC+12, steel Gauntlets AC+8, silver-bladed Rapier +2 (Sword Breaker), Dirk +1, a platinum Water Breathing Ring, and an Amulet of Luck (AC+10, +15% rolls). His bones have turned to dust, but his Spirit is bound to a 17,184 GP silver/ebony signet ring.

34. Dahlomytag Gallery. A two-story dark brown stone building that exhibits diabolic art. It is currently showing a series of Gehenna landscapes by Diabolic General Dobriham, a collection of busts and small sculptures by Earl Dagon, scrimshaw by Paliphora (Type 5D Devil), and a retrospective of fabric prints made from 1000-2000 years ago in Glasya-Labolas. The curator is Isslavechi (female half Elf).

35. Rewtaqui's Mausoleum. A small one-story brass building with a padlock (-5 open lock); the door sticks (total Strength GTET 25 to open). A dwarf-sized figure encased in amber resin lies on a stone bier, 8 FT by 4 FT by 2 FT tall (very flammable); the bier's top can be removed (-5 to find, Strength GTET 28) to reveal a 5 FT by 3 FT vertical shaft to a five room underground complex. The rooms include an ever-burning brass cauldron with Rewtaqui's (male Dwarf, Shaman L15, deceased 902 years) ashes, a poker room with five HD5 Uber-Skeletons, and two Brass Golem (Dwarf-sized) archers. A hidden ceiling panel (-5 to find, -2 open lock) holds 3217 GP, two alchemical concoctions, a scroll (4x Lesser Magic, Fire), a non-sword enchanted weapon, and an item of miscellaneous magic.

36. The 15 FT diameter vertical shafts, each 80 FT deep, form the points of an equilateral triangle, their edges separated by 25 FT; 5 FT of stagnant stinky water are at the bottom. Three ordinary dwarf skeletons are at the bottom of one shaft. A human skull with a 800 GP gold tooth is at the bottom of a second shaft. Three ordinary Cutlasses are stuck into a 5 FT three-sided pyramid (single piece of granite) at the center of the triangle.

37. A Torture Chamber is inside a ruined mausoleum, with rack, whipping post, boiling cauldron of oil, wall manacles, iron maiden, and a variety of hand tools. Two Type 5D Devils are found whipping an unconscious Lycanthrope (Rat). If the Devils are killed or driven off, 3d20 Giant Rats appear in 5 minutes, and carry the Lycanthrope away. A Short Sword +1 (Summoner, 1d20 HD2 Giant Rats, 15 minutes, 2/day) is at the bottom of the cauldron.



6th circle

Fifth Circle of Hell

Southeast

1 Hex = 1 Mile

CIRCLE 5 SOUTHEAST MAP

Locations in the Styx Swamp

1. Ingiman House. A four-room thatched cottage on a sandbar, surrounded by blackberry bushes. It has a wood floor and a loft. Rumor has it that Duke Ippos owns the house and meets there with a mistress, Eulonia (female Efreet; a Nimidoryas and five Etvaras stand guard when he is present), or with his spies. A Dirk +3 (Devil Killer, save 1d20 GTET [22-HD]) is hidden (-5 to find) in the pantry; three alchemical concoctions are hidden in the loft.

2. Charydis Whirlpool (nominal location); see Inferno: Journey through Malebolge.

3. Post 511 Tower. A 45 FT blue stone column with a canvas awning over the roof, 22 FT wide, an exterior stair winds around the building. The tower is occupied by four Type 5C Devils, two Common Devils, and a Zoybim; they are armed with three loaded crossbows (Bolt of Human Slaying, Bolt of Elf Slaying, save 1d20 GTET [32-Will]), two Long Bows with 50 arrows (all +1 damage), double bladed War Axes (one at +2), a cauldron of boiling oil, three smoke grenades, and three flash grenades (1d100 minute blindness, range 15 FT, save 1d20 GTET [30-Stamina]).

4. Quorlach (male Dwarf, 102 years, Warrior L6, prospector, Agil 17, Intel 15, Stam 17, Strg 14, Will 14, hp21, AC22, leather shirt AC+10, open-face helm, leather gloves, Miner's Pick +1, Dirk, Saber, Ring of Invisibility {34}, 2x 1d10 Potion of Healing) is found digging out a pit 9 FT across by 7 FT deep on a small hill, looking for silver ore. His mule, Midnight, stands nearby, chewing on a creosote bush. Eight silver nuggets (each 1d100*1d20 GP) are in a saddlebag.

5. Jalfairy Altar, dedicated to Lucifer. A 10 FT pink stone altar on dark red supports, under a red-wood pergala. A 7 FT statue of Lucifer stands in front, with 4225 GP pink pearl eyes (aura of evil, aura of enchantment). A silver-bladed dirk is stuck into the top. An Assura is found here on 1d20 rolls GTET 13, sacrificing a (drugged) Giant Spitting Cobra; five Etvaras are watching the sacrifice.

6. Fort Menymire, headquarters of Infernal Legion XXXI (General Irricia). The fort consists of two square six-story black stone Keeps with a bridge between them on the fourth story, four three-story red stone structures, three large wood barns, a stone smithy, two one-story wood structures, six corrals, and two canine pens. The fort is commanded by Taubmirk (Type 6D Devil). The garrison consists of ten Nimidoryas, eighteen Assura, four squads of Etvaras foot, six squads of Etvaras cavalry (Sleipnir stallions), three squads of Centaur of Hell archers, and three squads of Infernal Hounds. The staff consists of forty Common Devils, thirteen Ordinary Devils, fifteen Zoybim, ten Type 5A Devils, and sixteen Bugbear slaves. The hounds have a staff of eight Ogre handlers.

7. An L-shaped muddy ditch is formed by parallel dirt mounds, 15 FT apart; the water is 2 FT deep; the larger leg is 300 FT long, the shorter leg 125 FT. Fifteen HD3 Giant Crab live in the ditch. A spear stuck into the bank at the top of the long end has a penant showing two gold crowns on a green field over an upended gold double-bladed axe.

8. Cerestinne Temple, dedicated to Paimon and Samael. An H-shaped one-story orange stone structure with green roof, standing on a mud flat. The interior of the north segment is all green marble, with two altars, burning copper braziers, and a 25 FT statue of Paimon. The interior of the south segment is all red marble, with a wood altar, rows of candlesticks, an Unholy Water fountain, and two 20 FT statues of Samael. Paimon's priestess is Annagorinda (female Gnome, 86 years, Priestess L11) with acolyte Loessa (female Human, 22 years, Priestess L4). Samael's priest is Sundromin (male Human, 62 years, Priest L14) with two Type 5B Devil assistants.

9. A crenalated grey stone wall, 450 FT long by 22 FT high by 7 FT thick rises out of the water. At the midpoint, two Thorn Hedges run perpendicular to the wall, the whole forming a cruciform pattern; the hedges are 275 FT long by 15 FT high by 15 FT thick; hp1d8 damage is suffered by pressing through. At the top/center of the wall, 150 FT along its length is found a Djinn Summoning Lamp (female Djinn, HD8, once/week, 15 minutes). A patrol consisting of a Type 5C Devil and six Type 5A Devils arrives here 1d20 minutes after the Adventurers.

10. [a] A white two-story Mausoleum, the stone door chained shut with a padlock (-5 to open), narrow window in the upper floor. The ground floor has a red-stained altar and stairs leading up. The upper floor is furnished as an ornate bedroom; a HD3 Zombie holds a copper vessel closed, opening it releases the HD10 Ghost of Osmir (male Human, evil Fire Wizard, L12); [b] Two HD5 Tar Golems stand under a large cypress tree, guarding a set of human bones that are barely visible in the mud (-3 to find).

11. Erreandor Keep. A four-story black stone building topped by a watch tower, the Keep is surrounded by a 15 FT black stone wall and by a 4 FT dike holding flammable oil. A bridge to the only entrance spans the dike (three Etvaras guards). The garrison is commanded by Varazac (Type 5E Devil) and consists of six Assura, ten Etvaras, sixteen Type 5C Devils, fourteen Type 5B Devils, eight Centaur of Hell, and three Harpies of Hell. The Keep is rumored to have a stolen relic (Mantle) of Saint Gartastian.

12. Garden of Eeknay. A circular area one-tenth mile across, behind a 16 FT open wrought-iron fence, having five arches gates. The garden features ferns and non-flowering plants from across the Celestial Spheres, with a small area of carnivorous plants. The Head Gardener is Lolaff (Ettn), with a staff of four Common Devils, two Type 5A Devils, a Zoybim, and two Harpies of Hell. A 1d10 healing syrup is created by boiling the Dolaffaw Fern.

13. Pyre of Foracattus. The body of Foracattus, evil female Gnome, Water Wizard L14, has been burning here for 410 years and appears uncorrupted by the flames. The pyre is on a steel frame on a 20 FT by 20 FT blue stone, 4 FT above the water. The pyre is tended by three Type 5A Devils.

14. Brebandor Smials. A four-level underground complex reached through a hollow tree or a hidden teleportation circle in a ruined tomb. The upper level has eleven rooms, the second level has fifteen rooms, a waterfall, and a pool of slime, the third elevation has ten rooms, a spiral tunnel, a chasm, and a greenhouse of poisonous plants, the lowest elevation has twenty rooms, a pool of burning oil, a piece of alien technology, a robot with laser arm, and the tomb of Brebandor (male Gnome, Shaman L15). The monsters include Death Beetles, Mummies, Basilisks, Caleygreyhounds, Stigae, and Wraiths. A Rapier +5 (10x Spell Storing) is on the fourth level.

15. Post 528 Tower. An open metal cylinder made of girders, 45 FT in diameter by 60 FT tall, a curved ramp around the inside leads to an encircling walkway at 20 FT, an encircling walkway at 40 FT, and a domed room on top. Three Common Devils are on the lower walkway, three Type 5A Devils are on the upper walkway, and four Type 5B Devils are in the wardroom. They are armed with Javelins, single-blade War Axes, four steel cable nets, Long Bows with 30 arrows, three smoke grenades, and three deafening grenades (25 FT radius, save 1d20 GTET [33-Stamina]).

16. Jogrozio Monument, a 12 FT green stone boulder topped by a 15 FT silver statue of a Diabolic General; the monument commemorates the assassination of Diabolic General Jogrozio 1638 years ago by Diabolic General Xuwia. An evil person who touches the feet of the General's statue is unaffected by the unhealthy air of the Fifth Circle for the subsequent 12 hours.

17. Mozinell Ruin. The broken remains of a brewery and distillery, consisting of an L-shaped two-story stone structure, a large wooden barn, a wood building holding ten copper tanks (each 12 FT high by 10 FT across), and an underground salt cavern with (broken) winch. Six HD6 Death Beetles inhabit the barn. Five cases of excellent brandy are hidden in the stone building (16 bottles/case at 200 GP/bottle; subject to the Inferno binding effect).

18. Four Ancient Lizards (HD7, bite 1d10, 2*Claw 1d6, Tail Whip 1d8, to 45 FT) live on a mound, 200 FT by 45 FT by 6 FT above the mire. All Lizards wear 2200 GP gold collars; one Lizard has an Arrow +1 stuck in its tail. An old campfire is found on the west end, along with a 50 pound Backpack (fireproof) holding 39 GP, a canteen of mead, 4 wholesome rations, silvered Dirk, 3 vials of Holy Water, 3122 GP ivory prayer beads (Molarri, God of Gnomes), and a prayer scroll (3x 1d8 Cure Light Wounds, Minor Prayer, Reveal Hidden).

19. Eight HD10 Centaurs of Hell are on the roof of a one-story circular stone structure with crenelated top, 65 FT diameter, reached from the swamp by a 15 FT wide exterior ramp (no exterior door). An interior ramp gives access to the ground floor, with a second ramp to a underground room, 40 FT across. The Centaurs all have Dirks, War Hammers, and Long Bows (25 arrows); other equipment includes 6 Smoke Grenades, four 1d10 Explosive Grenades, five loaded crossbows (10 bolts each, 2 arrows of Human Slaying and 2 arrows of Dwarf Slaying (save 1d20 GTET [32-Will])), 2 vials Unholy Water, a barrel of beer, and twenty wholesome meals.

20. An eight-sided area, four-hundred yards across. Disintegration rays continually bombard the area (visible 100 yards as orange streaks), the bodies and equipment of affected persons instantly cease to exist; mortals crossing the area each dodge 1d6 rays, avoid 1d20 GTET [30-Agility], save 1d20 GTET [38-Stamina]. A shield made of woven swamp rushes picked from the swamp will protect from the rays, if used within 1 hour of being picked.

21. Mausoleum of Fedoristra. A 24 FT high pink stone building, with closed red metal doors; the interior is a single room centered on a red metal casket containing the mouldering bones of Fedoristra, evil female Warlock L16. Opening the casket releases a noxious gas (hp1d8 damage, 15 FT, save 1d20 GTET [28-Stamina]). Under the casket (in the floor) is a metal chest (locked, -3 to open) that contains a Scroll (Fire, 3x Basic Magic, 3x Lesser Magic, 1 Greater Magic), a Bracelet of Tirelessness (spontaneously breaks after 1d100 days), and a Cloak of Franklin {absorbs hp100 electricity/day}. A ring of Explosive Mines surrounds the building, 1d4 hp1d12 mines/person (range 6 FT, avoid 1d20 GTET [26-Agility]/mine).

22. A 20 FT by 20 FT area of paved stones supports a green metal spiral staircase, 12 FT in diameter by 26 FT tall; a 7 FT diameter horizontal silver hoop is attached to the top step (aura of enchantment); persons stepping/dropping through the hoop are instantly transported to the ground immediately below it. Vines of Poison Ivy hang from the stair. The forty-ninth step is marked, 'Gabbitoy was here.' A 5028 GP silver/sapphire ring is on the one hundred eleventh step (-3 to find).

23. A hillock, 38 FT by 15 FT by 5 FT above the swamp, holds 3 black headstones, marked 'Habyosh,' 'Argalon,' and 'Tuscandos.' On 1d20 rolls GTET 13, digging in front of the Tuscandos headstone yields 17 CP, 8 SP, a 250 GP diamond, and a 1d10 Healing Potion (labeled 'Lethe Water'). 2d20 doses (e.g. one-tenth pound) of rare herbs can be harvested from the hillock (Games Master's choice of plant(s), value of 3d20 GP per tenth-pound).

Locations in the City of Burning Tombs

24. A Hostel having 8 double-bed rooms, dining area, and bath. It is run by Colomane, a Type 5C Devil. Good persons are only welcome on 1d20 rolls GTET 18, Neutral persons on rolls GTET 14. 1d4 rooms are already occupied, as determined from 1d8: (1) Medusae, (2) Centaur of Hell, (3) Evil human Priestess, (4) Evil dwarf Warrior, (5) Evil Elf Wizard, (6) Evil Gnome Shaman, (7) Evil human Rascal, (8) Evil dwarf Crusader. All Adventurers are 1d6+8.

25. Red Belian Ruin. The remains of a large two-story house, with three intact rooms of ten on the ground floor, two intact rooms of seven on the upper floor (a wood ladder is tied into place, breaks on 1d20 rolls GTET 9), and a 15 FT underground cellar. Tivandar Seire, male Dwarf Shaman L12, 136 years, lives here as a Hermit, with his two Dogs (HD1, hp5, AC15 bite 1d4) and green cat, Mossis. Tivandar has a Dirk, Rapier +2, Cloak of Invisibility and a Snake Master Staff.

26. Bygorm's Alchemical Laboratory. A three-story green stone structure on a mud flat, the entrance guarded by a Common Devil. The ground floor is a large alchemical laboratory, including a secure chemical storage vault. The middle floor has storage areas for non-reactive alchemical ingredients, and food stores for the staff. The upper floor has quarters for Bygorm (male Dwarf, Warrior L4, Master Alchemist), T'laniga (female Gnome, Rascal L3, Alchemist), Verichanus (male Leprechaun, Alchemist), three Common Devils and a Zoybim. 3d20 chemicals and alchemical concoctions can be found in the vault at 1d12 of each (see The Master List). Treasures include 80 lead ingots, 12 gold ingots, 5 silver ingots, 22 steel ingots, an adamantine ingot, 11,282 SP coins, 7228 GP coins, and six enchanted items. A patrol of a Type 5D Devil and eight Type 5B Devils arrives 1d100 minutes after Adventurers.

27. An irregular 18 FT tall blue-grey rock (aura of enchantment), 12 FT wide by 6 FT thick, has flat front and back sides, which are carved in glowing white primitive petroglyphs. Some glyphs resemble winged humanoids, horned Devils, Harpies, snakes, horses, dogs or wolves, and rap-tors. Persons touching both a Devil and a Snake glyph gain the ability to detect Devils at 1000 FT for 24 hours. Two HD8 Mummy (poisoned Scimitar, 1d100 minute paralysis, save 1d20 GTET [28-Stamina]) approach from the north, 1d8 minutes after Adventurers arrive.

28. A narrow, 320 FT lane between rows of tall tombs forces Adventurers to pass through single-file; the lane is oriented northwest to southeast. The nearby tombs are thickly covered by purple-green HD3 Entangling Vines. Each Adventurer walking the lane is attacked 1d6 times by the vines, avoid 1d20 GTET [30-Agility]; an entangled person breaks free on 1d20 rolls GTET [30-Strength], checked Stamina number of times.

29. Riccasto Monument. A 60 FT by 40 FT rectangular area paved in softly glowing green stones, three 25 FT dark green pillars are in the center, separated by 9 FT, topped by black arches flecked with orange. A 10 FT tall continuous Pyre of red-orange-green fire burns in a 15 FT wide copper bowl in front of the arches. A dark green plaque embedded in the floor at the Pyre reads, 'To commemorate the first victory of the XXVI Legion at Riccasto Field, and its commander Tecquaret.' A patrol consisting of two Type 5B Devils and eight Type 5A Devils passes here 2d20 minutes after Adventurers arrive.

30. A black steel gallows platform, 15 FT above the ground, with four 12 FT giblets and ropes. The bodies of a Frost Giant and Ogre are still in their nooses, dead 1d100 minutes before Adventurers arrive. The gallows are attended by four Common Devils, two Ordinary Devils, and a Type 5A Devil.

31. The ground in a hexagonal area, a half-mile across, is heated to 175 degrees; unprotected persons crossing the area suffer hp1/minute (typical 8-12 minutes to cross). The Gormosius Pool is at the center, a circular body of boiling water, 100 FT across by 10 FT deep, bordered by red stones, with ten black stone Gargoyles (aura of evil) evenly distributed along the perimeter. An 18,000 GP black pearl floats in the pool.

32. Post 502. A triangular 70 FT metal tower, 15 FT on a side, supported by three long black legs. An open platform is a 40 FT, an enclosed room is at 70 FT. Two Ordinary Devils are on the open platform; A Type 5C Devil, Type 5A Devil, and three Common Devils are in the enclosed room. They are armed with 20 Darts (four of paralysis, save 1d20 GTET [30-Stamina]), 2 Long Bows with 40 arrows, either a Club +1 or Cutlass +1, a flare gun (summons 3d8 Type 5B Devils), three smoke grenades, three flash grenades (blind 1d100 minutes, 15 FT, save 1d20 GTET [32-Stamina]), and a weighted metal mesh net. 60 FT around the tower is covered with poisonous Toadstools.

33. Mausoleum of Wenzobor. A two-story mausoleum of black-and-white stones with white roof, a mural painted on the brass door depicts a young male human in Shaman's robes, having long black hair and an eye patch (keyhole, -6 open lock). The interior is a single room with stairs leading down to a six-room complex, including a hidden room (-7 to find, -3 open lock) holding the coffin of Wenzobor (HD14, hp105, AC 75 (55+steel armor), Lich, Fire Wizard, Agil 18, Intel 19, Stam 17, Strg 16, Will 21, SPM+7, BASIC 1d6+7 Fire Attack, Call Flames, Command Fires, Double, Extinguish Lights, 1d8+7 Fire Arrow, Fireworks, Flare, 1d12+7 Magic Grenade, See Invisible, See True Location, Smokescreen (Free 16), LESSER 2d6+7 Fire Attack, 1d6+7 Attack (acid, cold, energy, lightning), Blindness, Darkness Zone, Disperse Magic, Fire Ring, Invisibility, Mirage, Mezmerize (Free 14), GREATER 2d6+7 Attack (acid, cold, energy, lightning), All Seeing Eyes, Blinding Cloud, Confusion, Heat Area, 3d8+7 Fire Hail, 2d8+7 Magic Timed Blast, Summon Fire Elemental, Summon Djinn, Wall of Fire (Free 10); Cutlass +3 (Plate Ripper), Charm versus Air Magic, Lijeth's Bracers damage+2, Blinding Wand {save 1d20 GTET [32-Stamina], 52}). One room of the underground complex has nine HD4 Uber-Skeletons, one room has three HD9 Specters. Wenzobor's treasure includes 150,000 CP, 215,000 SP, 23,000 GP, 50 gems (each 1d20*500 GP), three Alchemical items, an enchanted Book, two Miscellaneous Magic items, and two Enchanted Rings.

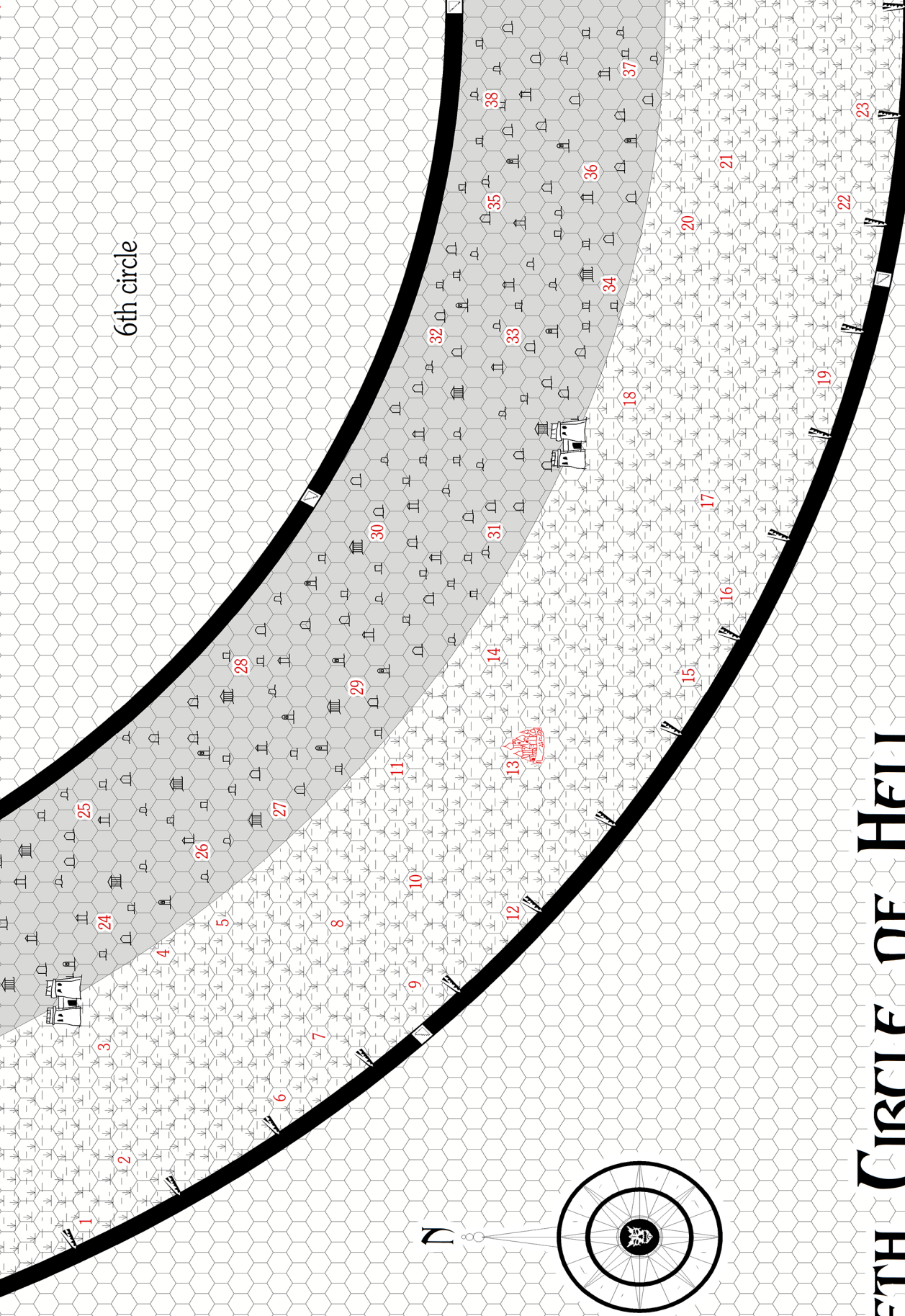
34. Hogna Shrine, dedicated to Samael. A one-story round green stone building with black dome, with 30 exterior black columns. The interior has three small round black stone altars. The shrine is tended by Almonus (Type 5B Devil) and Parnady (Type 5C Devil).

35. An oval area of quicksand 500 FT long by 325 FT at the widest point, 20 FT deep. Adventurers crossing the area sink into the sand, avoid 1d20 GTET [34-Agility], checked every 50 FT; persons trapped by the sand break free on 1d20 GTET [32-Strength], checked per round. A person trapped more than Stamina number of rounds sinks and drowns, save 1d20 GTET [36-Stamina], checked per round.

36. A cruciform Mound, orientated northwest to southeast, northeast to southwest, each arm is 120 FT long by 25 FT at the base, 18 FT tall. The top is covered with open graves and grave stones. A 15 FT statue of three drowned sailors is found along the top on the northeast arm (aura of enchantment); a hidden compartment (-4 to find, -4 open lock) in the base holds two 1d12 Healing Potions, a Potion of Water Breathing, and a Scroll (Water, 2x Detect Poisons, 2x Protection versus Cold, Purify, Summon Haze).

37. Chimera Keep, headquarters of Infernal Legion XXVI (General Kamdro). A four-story green stone building fronting the parade ground, with eight one-story wood buildings on the far side, two barns, and four corrals. The complex is surrounded by a 10 FT wood fence and 20 FT deep dry moat. Two stuffed Chimera flank the Keep entrance and each moat bridge. The Keep Commander is Reorhl (Type 5E Devil). The garrison consists of four Nimidoryas, eight Assura, three squads of Etvaras, three squads of Type 5D Devils, and two squads of Centaur of Hell archers. Ten Berg Trolls handle five Chimera. The staff is twenty-two Common Devils, eighteen Ordinary Devils, fifteen Type 5A Devils, twelve Zoybim, nineteen Goblin slaves, and three Common Trolls.

38. A rectangular area a half-mile long by a third-mile wide has Heavy Gravity, causing mortals to weigh triple their normal weight; mortals move across the area at half-speed (typical 12-14 minutes to cross the shorter side); save 1d20 GTET [36-Stamina], applies for 100 yards. Affected Adventurers crossing the area reduce their Agility statistic by 6, their Stamina statistic by 3, and their Strength statistic by 6, apply a -4 TH modifier, and opponents apply a +3 TH modifier. An open grave in this area holds 1d4 golden nuggets on 1d12 rolls of 12, each worth 1d100*12 GP (limit 30 nuggets/group). A patrol of one Type 5C Devil and six Type 5B Devils passes by 1d20 minutes after Adventurers arrive.



FIFTH CIRCLE OF HELL

SOUTHWEST

1 Hex = 1 Mile

CIRCLE 5 SOUTHWEST MAP

Locations in the Styx Swamp

1. A pile of black stone, 15 FT high by 40 FT at the base, shaped like a sitting eagle, the whole shape is 350 FT long; the eyes are 6 FT round blue boulders. A blue stone coffer in a hole in the left eye holds 218 GP and a 8500 GP diamond; the hole is hidden by an illusion (disbelieve 1d20 GTET [30-Intelligence]). A Pyre 15 FT across, 6 FT high, with 25 FT green-orange flames burns on the head portion of the mound. The pyre is attended by three Type 5B Devils and two Common Devils.
2. The underlying ground in a circular area one-third mile across shifts 1d3 FT vertically every 30+1d20 seconds, either upward or downward. Adventurers each fall to their knees 1d6 times while crossing, avoid 1d20 roll GTET [32-Agility]. Each movement is accompanied by a loud tearing or ripping sound, deafening mortals for 1d10 minutes, save 1d20 GTET [30-Stamina].
3. Camp Hoillins, headquarters of Infernal Legion XXXII (General Xuwia). The camp consists of two quadrangles, with fourteen one-story stone buildings, three one-story wood buildings, a stone chapel dedicated to Lucifer, and a large barn. A permanent 12 FT Wall of Ice surrounds the camp. The commander is Immerolok (Nimidoryas). The garrison consists of fourteen Assura, two squads of Etvaras, five squads of Type 5D Devils, three squads of Type 5C Devils, and two squads of Beast-Men lancers mounted on Great Stallions. The staff consists of nineteen Ordinary Devils, fourteen Common Devils, ten Type 5A Devils, eight Centaur of Hell, ten Harpies of Hell, sixteen Zoybim, and fourteen Goblin slaves. The camp holds the Halybro Sapphire, a 134,000 GP gem.
4. Three HD10 Berg Trolls (Short Sword, 1d10 Mallet, small metal Shield) are sitting around a campfire in an empty single-room mausoleum, roasting 20 huge purple mushrooms (toxic to Elves, save 1d20 GTET [35-Stamina], checked per mushroom consumed). The building is thickly covered by vines and appears (-6 to find) to be a hillock. The Trolls have 18 wholesome rations, 10 gallons wholesome water, 2 gallons wholesome beer, 47 CP, 11 SP; one has a gold earring with a 4928 GP ruby.
5. Three hillocks are thickly covered in thorny vegetation with small trees at the top. They are 15-20 FT across, 10-12 FT high, and form a triangular patter, with each side 30 FT long. The center area is 4 FT above the swamp. A 17 FT statue of Paimon is buried to its waist in the muck; the eyes are 9250 GP and 11,380 GP emeralds. The area is occupied by 6 Death Beetles (HD6, AC44, hp47-49-50-52-54-57, lethal poison save 1d20 GTET [34-Stamina]). A metal strongbox has recently been buried in the northern hillock (-8 to find, -2 open lock); the box contains 410 GP, a 7202 GP gold-onyx-pearl pin, a Antidote Tonic (poisons), Restallan's Tonic (regeneration), and a Choker of Tongues (Dwarvish).
6. Gaol of Winds. An eight-story black building with square base, tapering so the top is half the size of the ground floor; the building has 270 cells. The gaol is in the eye of a 250 FT permanent tornado; the entrance is through an under-swamp tunnel (six Type 5A Devil guards). The Warden is Uthanc (Assura); the staff includes nine Common Devils, fourteen Type 5B Devils, ten Type 5A Devils, eight Zoybim, eleven Type 6A Devils, five Medusae, and three Feuèr Trolls. Important prisoners include Kanifard (neutral Dwarf, Warrior L9, Clan Chief's son), Cooveren (Fire Giant, suspected demonic spy), and Flahound (good Human, Crusader L13).
7. Tower of the Bats. A cruciform black stone building, 120 FT tall, each arm 50 FT by 30 FT, with a single 35 FT arched entrance; the building is completely open inside with myraids of shelves,

ledges, protruding stones, horizontal poles, cables, etc. The tower is inhabited by 2000 ordinary Bats, 650 Giant Bats, 425 Vampire Bats, 1200 Tiny Bats, and 175 Spectral Bats. Although the floor is concave, it appears flat because of the accumulated guano (bat dung). It has an overpowering nauseating odor, save 1d20 GTET [35-Stamina].

8. Snoquin's Altar. A 14 FT red stone altar on a black circular pedestal on a 25 FT redstone patio, purple stains pool on the top surface. Brass statues of Type 5A Devils stand at the corners holding ever-burning torches, and a copper brazier is on a tripod. A 7 FT glass tusk (60 pounds, 10,662 GP) lies on the altar. An enchanted wand is hidden in the northeast 5A statue (-4 to find). Snoquin (Type 5D Devil) is present on 1d20 rolls GTET 12, sacrificing two bound Orcs; four Type 5A Devils watch the ritual.

9. A circular floe of green ice, 165 FT across by 2 FT thick, floats on the swamp. A square one-room igloo structure is on the floe, 40 FT across by 18 FT high. The igloo has six bunks and a table inside. A cold blue fire burns in the central depression. The igloo is currently occupied by an evil Warrior L10 (male Dwarf, Agil 17, Intel 14, Stam 17, Stng 19, Will 17, hp22, War Hammer +2, AC 60), evil Warlock L9 (female Dwarf, Agil 18, Intel 16, Stam 18, Stng 15, Will 19, SPM+4, hp22, Cutlass +1, silver-blade Dirk, 4x grenade, Cloak of Cold Protection), evil Wizard (Water) L11 (female Human, Agil 15, Intel 21, Stam 15, Stng 13, Will 20, SPM+6, hp19, Rapier +1, scroll {5x Basic Water}, scroll {3x Lesser Fire}, Armorskin Potion, Invisibility Potion), and an evil Priest L11 (male Elf, Agil 20, Intel 19, Stam 14, Stng 13, Will 18, SPM+7, hp18, Long Sword +2, Heavy Mace +1 (Gnome Slayer), Arrow of Human Slaying, scroll {4x Devotions}).

10. A loud wailing (mechanical siren) continually sounds in a circular area a quarter-mile across. The sound emanates from a cylindrical metal device on top of a 25 FT stone column at the area's center. A 1 FT metal cube (box with cover, locked/keyhole, aura of enchantment) hangs from a rope around the column; a HD9 Efreet appears (having first strike) when the box is opened and attacks the opener; a silver Ring of Efreet Summoning is in the box (23 charges, 15 minutes).

11. A pyramidal cairn (auras of enchantment, evil), 20 FT across at the base, 16 FT tall. The stones are grey, except for the base ring and capstone which are dark red. A wood sign tied to a rotting wood post has the symbol of a winged helmet inside an octagon. Inside the cairn are the mouldering bones of an Infernal Minotaur, buried with a Minotaur helm, Spear +2, huge wooden shield (rotted), and a pair of steel gauntlets. Persons disturbing the cairn are stoned (save 1d20 GTET [28-Stamina]).

12. Croekus Platform. A 75 FT diameter circular platform of purple metal stands in the swamp, on 2 stone posts. The top surface is 7 FT above the water, and the platform is reached by four metal stairs, at the northeast, southeast, southwest, and northwest. The platform supports a 35 FT long stone statue of a squatting purple frog with warts and deformed limbs. It is 14 FT across and 10 FT high, its eyes are 4 FT orbs of milky-white crystal. Its mouth is a thin slit 6 FT across with a 16 FT red tongue that sticks out. A stud hidden (-6 to find) under the second toenail on the left foot causes the mouth to open, revealing a 10 FT long tunnel, 4 FT tall, that leads to a 10 FT room. The interior room holds the coffin of a deceased Beast Man; inside is a Ring of Shape Shifting (Giant Frog), a pair of Baengan's (Swimming) Sandals, a vial of 20 water-breathing pills (12 hours each pill), and pair of green leather Bracers AC+16 (Poison Frog Summoning, 2/day; sized for Gnomes).

13. Palace of Ahriman, Earl of Hell. The palace is an H-shaped blue stone structure with the center crosspiece three times the size of the end segments; the center is three stories and the end segments are each one story. The palace is surrounded by a pool of deep water, and is entered via a

graceful curved bridge; a thick ring of tall pine trees surrounds the pool. The Major Domo is Nel-lanod (Mummy Lord). The staff consists of nine Common Devils, sixteen Type 5C Devils, twelve Type 5A Devils, twenty Zoybim, two Vampires, six Uber-Zombies, four Ogres, and three Naga. A well-know Efrete musician and a Cloud Giant are visiting. Ahriman is known to collect ales, mead, and beers from across the Celestial Spheres.

14. A 25 FT covered platform is on the top of two crossed violet stone arches, 40 FT tall by 18 FT across at the base. The platform and occupants are invisible. The guards are two Type 5C Devils, two Type 5A Devils, and a Zoybim, armed with spiked clubs, long-handled single blade War Axes, poisoned Dirks (save 1d20 GTET [32-Stamina]), four 10-round smoke grenades, two flash grenades (15 FT radius, blindness 1d100 minutes, save 1d20 GTET [30-Stamina]), two steel mesh nets, and six Darts (one +1, one sleep, save 1d20 GTET [28-Stamina]).

15. Two stoned Hell Mammoths stand in the swamp, each 15 FT tall, with 60 pound ivory tusks. While adventurers are examining the creatures, a flock of 22 Giant Vultures arrive (HD5, hp44, AC22, bite 1d8, 1d10 talons airborne, disease – save 1d20 GTET [30-Stamina]).

16. Floranigan Temple, dedicated to Paimon. A square green stone building covered in vines of Forget Flowers (range 20 FT, save 1d20 GTET [30-Will]), black exterior columns hold up the roof. The interior is green and cinnamon marble, the stone altar is black granite, there are four 20 FT statues of Paimon and a 25 FT statue of Lucifer. Four sticks of incense (each 50 GP) burn on a brass stand. Colored stone flowers are found throughout the building, on columns, on walls, and in tile on the floor; an Unholy Symbol tapestry hangs behind the altar. The temple is tended by Bodentxus (male Human, Priest L12), Latro Neemuk (male Dwarf, Priest L9), and two Zoybim.

17. Eighteen huge Rocks stick out of the swamp, within an area 200 FT across, separated by 8-16 FT. Each rock is 30-45 FT tall and 26-30 FT thick. They are black and grey stone, with thin streaks of silver; one rock has a yellow pick painted on it. Striking a rock 1d12 times reveals a solid silver nugget silver node of 1d8*quarter pounds (400 GP value/quarter pound). Adventurers can find up to 20 nuggets.

18. Stillinys Circle. A circle 60 FT across paved in black stone, bordered by twenty-two groups of gargoyles. Each gargoyle is dark green rock, 5 FT tall with glowing white eyes; a group has five stacked rows, the bottom having 8 gargoyles, the next has six, the middle has four, the next three, and a single gargoyle is on top. An 8 FT brass cube sits at the center, with a 4 FT silver cube on top. A mortal who lifts the silver cube above their head (1d20 GTET [34-Strength]) gains the ability to shapchange into a Gargoyle for 30 minutes (expires in 48 hours).

19. A tower with a 20 FT diameter open circular platform at 22 FT and another at 38 FT. The lower platform is held up by the extended arms of six black stone statues of Giants, the upper platform is held up by the extended arms of two green stone statues of Giants. A new rope ladder hangs down from the lower platform. A patrol of an Assura and six Etvaras arrives here 1d100 minutes after the Adventurers.

20. Pool of Fostarius. An S-shaped pool of wholesome water, 35 FT across, 8 FT deep, 425 FT in length. The pool is built into a pink stone plaza, 50 FT by 500 FT, having a stone railing and twenty Naga statues (15 FT tall, blue stone) around the perimeter. A 25 FT black statue of the Naga, Fostarius, is in pool's center, holding a shining trident; its eyes are 3500 GP emeralds. Evil persons touching the trident gain the ability to breathe water for 8 hours. A hidden compartment in the base of the fourth statue holds a Ring of Minor Escapes (30 FT teleportation, 38). 1d20 minutes after Adventurers arrive, a swarm of 45 Spider Wasps (HD4, hp35, AC18, paralyzing venom, webs) arrives.

21. Lightning continually strikes in a rectangular area 700 yards long by 250 yards across; each person cross the wide is struck by two 2d8 Lightning Bolts (avoid 1d20 GTET [28-Agility], half damage 1d20 GTET [32-Stamina]) or five bolts if crossing lengthwise. The remains of a Brass Golem are on a small sandbar in a corner near one end (75 yards from one edge, 55 yards from the other); under the Golem is found two flasks Unholy Water, a clay flask of oil, and a Walk on Water potion (15 minutes).

22. The Contorting Arch. A yellow metal arch 140 FT by 50 FT across at the base, supported on two rectangular stone bases, each 15 FT tall by 10 FT across. The metal twists as it ascends, so it makes two complete spirals over its length. A flag with Paimon's arms flies from the peak. Mortals have the spider-climbing ability while touching the metal, easily being able to climb the arch to the top. A compartment at the top holds an enchanted sword, ring, and wand.

23. Vorcrommon's Pyramid. A five-level ziggurat, the base 200 FT to each side, the flat top 40 FT by 40 FT; each elevation is 20 FT tall for a total of 100 FT. A single narrow steep stair follows the northwest corner. A single room building at on the top, 18 FT by 22 FT, the roof 22 FT tall, with two vaulted entrances. The room holds a 15 FT wooden throne, two heavy tables, and three carved benches. A 20 FT by 25 FT room hidden (-4 to find, -2 open lock) on the south-southwest side of the second course holds four HD6 Mummies (two hand-axes each) sitting in chairs; they have 86 GP, 9015 GP and 13,208 GP emeralds, and a 6911 GP gold pin depicting Lucifer's Unholy Symbol. A 30 FT by 18 FT room hidden (-6 to find, -3 open lock) on the west side of the fourth course appears dusty and empty; a floor section (-6 to find) covers a 40 FT vertical shaft down to Vorrommon's (male Vampire Lord staked through the heart) Tomb, a 25 FT by 25 FT room with a sealed white stone sarcophagus. He is buried with a Codicil of Transformation (Ogre) and 2d8 Lightning Staff (39).

Locations in the City of Burning Tombs

24. Sixteen jagged fissures in the ground are found in a circular area one-third mile in diameter, each fissure is a tenth-mile long, 2d20+20 FT across by 3d20+10 FT deep. Black vapors rise from ten fissures (range 200 FT, blindness 2d200 minutes, save 1d20 GTET [32-Stamina], Dwarf/Gnome [28-Stamina]). 4d100 gold nuggets (1d8*quarter pound at 5000 GP/pound) are at the bottom of the eighth fissure. A patrol of an Assura and eight Etvaras come by on 1d20 rolls GTET 16, arriving in 1d20*half-minutes.

25. Cacti Garden. An iron fence surrounds a square area, 150 FT on a side, with a metal arch at the southeast corner. The open ground between tombs is filled by a variety of large cactus, from 5 FT to 15 FT tall. Along the north side grow HD8 Burning Cacti (1d12 fire shooting, avoid 1d20 GTET [28-Agility]), in the southwest corner grow HD6 Spiny Cacti (1d8 clubbing, 1d12 needle spray to 25 FT, avoid 1d20 GTET [30-Agility]; narcotic perfume, save 1d20 GTET [32-Stamina]).

26. Continous snow falls in a rectangular area a quarter mile long by tenth-mile wide, rapidly melting on the ground; reduce visability to 15 FT. A 50 FT white stone patio has a 12 FT white oval altar dedicated to Lucifer, six depressions in the top holding hardened pink wax, an Unholy Symbol is held by a 7 FT silver statue of Lucifer (aura of evil). A mortal touching the altar suffers hp1d8 damage, save 1d20 GTET [28-Stamina]. A loose paving stone covers a depression holding a Ring of Frosty Breath (28).

27. Carlles Tradoski (male Dwarf, Warlock L11, Bounty Hunter, Agil 17, Intl 15, Stam 19, Strg 17, Will 16, hp23, AC52 {enchanted helm, gauntlet, chain mail}, double blade War Axe +2, silver Ra-

pier +1, four enchanted items) is found camped in the empty shell of a cottage, on a sand bar. He is chasing Fergus O'Walchmag (male Dwarf, Rascal L13), who he thinks is currently in Astraroth's palace; Fergus is supposed to have stolen the Padashtam Axe from the Lokvant Dwarves.

28. An oval depression filled with fine yellow sand (Sand Pit), 300 FT by 90 FT, 80 FT deep at the center. Persons along the edge fall in, avoid 1d20 GTET [28-Agility], persons in the pit struggle to escape, succeed 1d20 GTET [34-Agility] checked every minute. A mausoleum roof sticks out from the pit bottom; any attempt to dig out the building {30 minues} results in a sand cave-in on 1d20 rolls GTET 6. The mausoleum is a single room holding four ordinary dwarf-sized skeletons; a 30 pound capacity leather backpack holds 50 FT rope, lantern, 2 flasks oil, 3x magnifying glass, and two empty burlap bags.

29. [a] A 40 FT circular area paved in slippery red stones, a 14 FT headstone stands at the center, surrounded by six copper kettles with ever-burning red fires. A 13 FT Etvaras statue stands at the north, a 15 FT Etvaras statue stands to the south. The headstone text is in Infernal Cant and reads, 'In memory of Tawesdaxer, the toughest Sergeant that Legion XXXV ever had, dated [1103 years ago]'. A group of 1d8 Etvaras is here on 1d20 rolls GTET 11; [b] An oval hillock 45 FT long by 22 FT across by 18 FT high is surrounded by a mud flat. A narrow tunnel leads down to a 15 FT by 20 FT cave; a HD 8 Berg Troll is burying a copper chest holding 4800 CP, 916 SP, and four emeralds.

30. Camp Ebbodu, headquarters of Infernal Legion XXVII (General Dobriham). The camp consists of seven T-shaped two story stone buildings, four H-shaped three-story buildings, and two slender seven-story towers; the camp is surrounded by a moat of burning oil (2 bridges) and a 14 FT wall of protruding spikes. The Camp Commander is Waegonn (Hulden). The garrison consists of five Nimidoryas, fourteen Assura , four squads of Etvaras, four squads of Type 5C Devils, four squads of Type 5A Devils, ten Centaurs of Hell, and twelve Infernal Hounds. The staff is thirty Common Devils, sixteen Ordinary Devils, twenty Zoybim, and six Minotaur.

31. Ruins of Camp Fillipcurf. The partially-collapsed remains of six two-story stone buildings and a four-story tower, arranged around an open area 80 FT by 120 FT. A metal fence surrounding the compound has gaps and sections that are leaning. The camp was heavily damaged in an earthquake 1842 years ago and was abandoned. When the tower is searched, a map is found of two levels of tunnels beneath the ruins on 1d20 GTET [36-Intelligence], one attempt per Adventurer.

32. Hogahelm Spire. A 210 FT red structure, the bottom 50 FT is a hexagonal stone base, the upper portion is a thick metal girder that twists through four revolutions then tapers at the top. A gold humanoid figure is at the top. The metal girder has ten circular holes in it, each 15 FT radius. A hidden (-6 to find, -3 open lock) door in the base holds a small armory. A patrol of a Type 5D Devil and ten Type 5A Devils stops here every 1d8+20 hours.

33. Cistern of Inameddes. A 30 FT brass statue of three human women holding buckets stands next to a red stone stair leading underground; a switch on the statue base causes water to flow out of each bucket. The stair leads to an underground room 30 FT below the surface, 350 FT by 100 FT, filled 20 FT deep with wholesome water; a metal walkway circles the room, 5 FT above the water. A 20 FT x 20 FT room built into the wall at the far end holds various pipes and valves. There is a rumor that a hidden door in the cistern area leads to a rich gold mine.

34. [a] An X-shaped Thorn Hedge, each segment is one-tenth mile long, 18 FT tall, 25 FT thick; a 6 FT spiked wall is hidden inside, pushing through causes hp1d10 damage; thorns are poisonous on 1d20 rolls of 1, save 1d20 GTET [32-Stamina]; [b] A 16 FT copper statue of an upright Cobra is on a black trapezoidal stone, 15 FT across at the base, 8 FT at the top. Its fangs are rare ivory (8251 GP each). It spits poison at a mortal every 1d20 rounds (range 50 FT, avoid 1d20 GTET [32-Agility], 3d100 rounds paralysis, save 1d20 GTET [30-Stamina]). A copper Ring of Snake Summoning (38) is hidden in a 15 FT radius (-12 to find)

35. The ground inside an oval area sixth-tenths mile long by four-tenths mile wide at the widest point is at a temperature of 140 degrees. Sickly-sweet pink vapors (range 20 FT) flow from 3-inch holes in the ground, spaced about 50 FT apart. Humans exposed to the vapors experience muscle tremors for 35-Stamina days; temporarily reduce the Agility of affected persons by 2 and reduce Strength 1 point; save 1d20 GTET [32-Stamina] checked every 5 minutes.

36. Jannoldas Armory. A Y-shaped three story black stone building with one underground level, surrounded by a 15 FT Wall of Fire. The commander is Vuzess, Type 5D Devil; the garrison consists of two squads of Type 5B Devils and two squads of Type 5A Devils. The armory specializes in missile weapons: 250 Long Bows, 180 Short Bows, 46 Cavalry Bows, 50 Blow Guns, 190 Slings, 125 Medium Crossbows, 66 Heavy Crossbows, 215 Darts; there are 3d20 cases of ammunition for each type of weapon. A weapon is enchanted on 120 roll of 20. Twelve Common Devils and five Zoybim are the Bowyers and Fletchers.

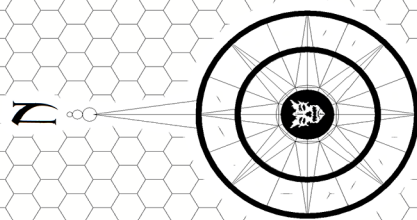
37. A stoned Nimidoryas is in the limbs of a huge dead tree, 160 FT high, spreading 40 FT in radius. The tree base is 18 FT diameter, covering parts of three selpulchures. A 2 FT hole in the trunk is 25 FT off the ground, spotted on 1d20 rolls GTET [33-Intelligence]; inside is a Rabid Squirrel (HD1, hp7, AC10, bite 1d3, aggressive, save versus rabies 1d20 GTET [32-Stamina]) with a 12,204 GP black pearl and a green Stoning Stone (save stoning 1d20 GTET [33-Stamina]).

38. Four Luxan Sphinxes (HD8, male head, lion body, eagle wings, snake tail, AC60, Earth Wizard L14) are found digging in the bottom of a large pit grave; they search for a green metal key dropped during recent combat (the dismembered bodies of 10 Uber Zombies are on the ground in the area). They are named Anim'dror, Cilleb, Gurning, and Klassectir. They have five Common Devil servants.

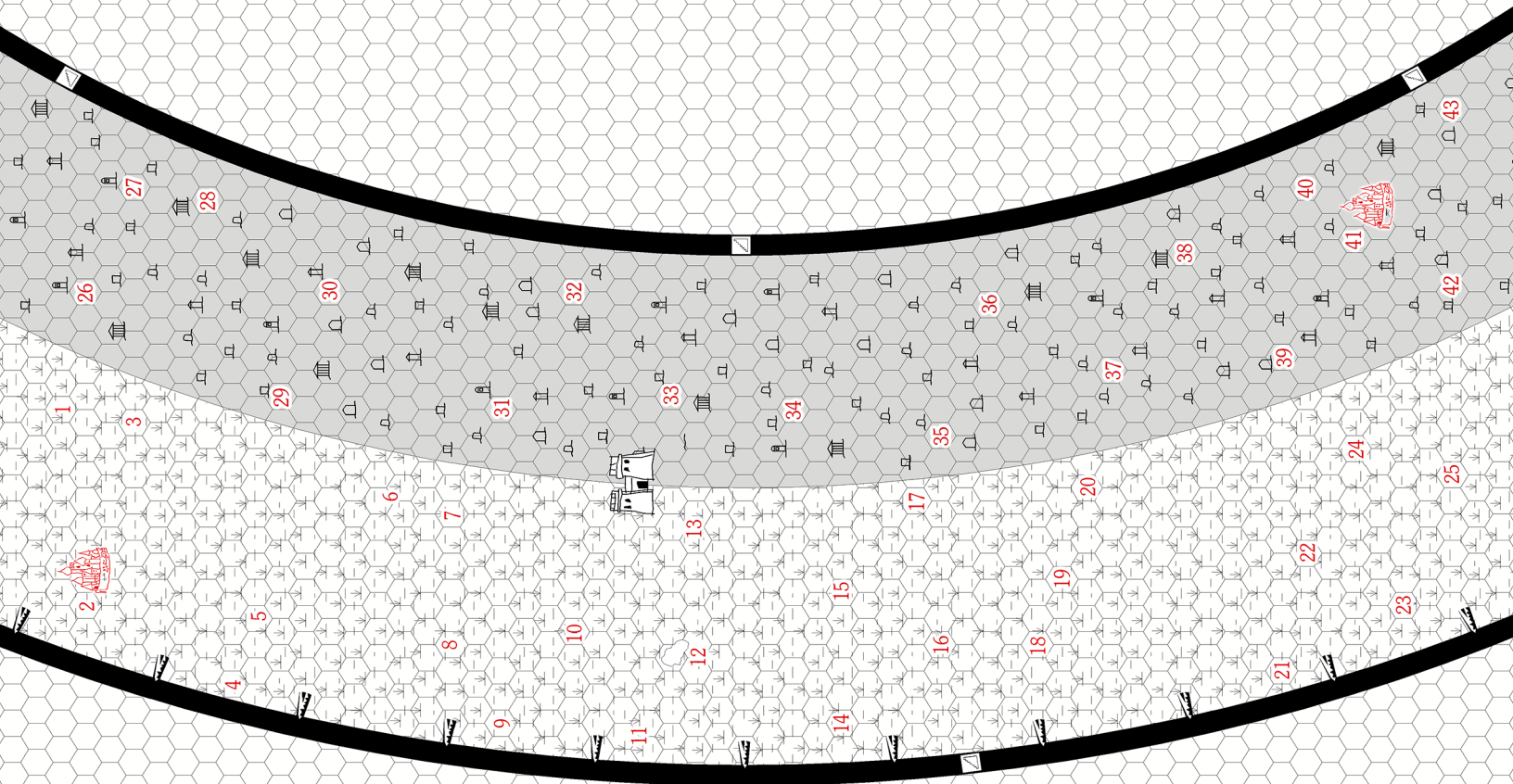
FIFTH CIRCLE OF HELL

WEST

1 Hex = 1 Mile



6th circle



CIRCLE 5 WEST MAP

Locations in the Styx Swamp

1. Museum of Oklachis. A three-story black-green stone building made of intersecting H-shapes, surrounded by tall swamp grass. The museum specializes in insects from across the Celestial Spheres; the largest specimens are 6 FT long. The Head Curator is Cajtony (Naga); the staff consists of ten Common Devils, eight Zoybim, four Centaurs of Hell, two Harpies of Hell, three Naga, and a Goblin.

2. Palace of Astraroth, Earl of Hell. The palace is an O-shaped four-story white building with a 250 FT courtyard in the center; it is surrounded by a fruit tree orchard inside a 20 FT black stone wall topped by flames. The Major Domo is Sareanor (Fire Giant); the staff consists of seventeen Ordinary Devils, nine Type 5A Devils, two Type 4D Devils, eleven Zoybim, four Common Trolls, a Mountain Giant, and a Vampire. Astraroth is considered to employ the best chefs in three Circles.

3. A cruciform area, each arm is 600 FT long by 150 FT wide; any ferrous (iron, steel) material carried into the area is strongly pulled down into the swamp by magnetic attraction. An Adventurer resists the pull for 4 pounds of metal for each point of Strength; any individual item worn on the outside of their clothing is dropped unless 1d20 GTET [24-Strength]. An item pulled into the swamp is recovered on 1d20 rolls GTET [35-Strength], checked 3 times, after which it is permanently lost.

4. Henge of the Scorpion Crabs (aura of enchantment). A double circle of large green stones, 32 FT tall by 8 FT wide by 4 FT thick; the inner ring has twelve stones arranged in a 50 FT diameter circle centered on a moss-covered suit of plate mail sized for a Giant (shield has a gold Scorpion Crab on a blue field). There is 15 FT between the two rings. The outer ring has 30 stones, with black stone crosspieces forming a circle long the top. Forty 6 FT white stone statues of Scorpion Crabs are on the outer crosspieces. The crabs act as HD5 Golems (hp34, AC40, 2*pincers 1d8, stinger 1d10 every third round) if the suit of armor is disturbed. The crabs have amber eyes (each 500 GP). Each mortal has one meal putrefied every round they remain in the Henge.

5. Adorjaen (Mummy Lord) is found picking fruit off of a 150 FT swamp tree. The fruit is yellow-green and chewy; mortals heal hp1 per fruit (elves hp1d4). The fruit rots 1d20 hours after picking.

6. Tivavek Castle. A six-story red stone Keep with nine minaret-style towers and an open courtyard, surrounded by quicksand. The garrison commander is Mouzhillio (Type 5E Devil), the troops consist of four squads Etvaras, two squads Centaur of Hell archers, two squads Common Devil pikemen, and two Fire Giant sappers. The staff includes nineteen Ordinary Devils, six Type 5A Devils, ten Zoybim, and five Minotaur. The castle is known for its exquisite tapestries of the Diabolic Princes.

7. A hillock in the swamp, 120 FT by 90 FT, 10 FT above the water; Willow trees and blueberry bushes grow here, along with hundreds of Sleep Flowers (hp1, AC8, perfume causes sleep, range 25 FT, save 1d20 GTET [34-Stamina], initial check then every hour to waken, resists normal and enchanted fire, cold causes 1d6 days dormant).

8. A two-story blue stone building with exterior columns and carvings of devils on the outside; the door is guarded by four Etvaras. Ursmar (Type 7C Devil, Magistrate) is found here, with a Type 5C Devil bailiff and two Assura guards. The office area has nine Zoybim and a Centaur of Hell. A patrol of a Type 5D Devil and nine Type 5A Devils stops here every 8 hours.

9. A circular area a half-mile across is filled with Toadstools, pools of Slimes, Fungi, and the dead stumps of swamp trees. Adventurers crossing the area suffer hp1d4 acid damage every tenth-mile (save 1d20 GTET [28-Stamina]). The fungi release clouds of spores that reduce Stamina by 3 points for 1d100 hours (save 1d20 GTET [32-Stamina]).

10. Zanaria Racing Arena. A half-mile oval track, paved with tan blocks; stands are on the inside, a barn is at the south end with corrals beyond. The arena hosts foot races, riding, canine and equine races, and chariot races. When Adventurers arrive Greater Wolf races are being held; the audience includes 2d100 Common Devils, 4d20 Ordinary Devils, 2d20 each Type 5C, 5B, and 5A Devils, 1d100 Zoybmin, and 1d12 Nimodoryas.

11. Two H-shaped Thorn Hedges separated by 100 FT. Each long edge is an eighth mile long by 20 FT tall by 20 FT thick, with the connector a twelfth mile long. Pushing through the hedge causes hp1d12 puncture damage; 1d10 poisonous thorns are encountered on 1d20 rolls GTET 14 (3d100 minutes paralysis, save 1d20 GTET [30-Stamina] per thorn). A poisonous smoke (hp1/round exposure, save 1d20 GTET [36-Stamina] per round) forms if the hedge is burned.

12. Island of Phelgyas, Ferryman of the Styx (see Inferno: Journey through Malebolge).

13. [a] A rectangular area paved in green stones. A 15 FT black altar stands on three orange cylindrical stones, dedicated to Samael; the altar has red grooves in the top. A 10 FT statue of Lucifer is at the north end, an 8 FT statue of Samael is at the south end; a green flame burns on top in the center. Evil persons touching the altar are invisible to Type 5 Devils for 3d100 minutes; [b] A 26 FT boat is anchored in 8 FT of water; the boat has a small cabin on the back end and sails; Kelioszar (male Half-Elf, 93 years, blind in one eye, Prophet, Seer) is on the boat.

14. The roofless frame of a 40 FT x 50 FT cottage sits on a stone platform 60 FT x 60 FT, 2 FT above the water. The cottage is occupied by a squad of 12 Type 5D Devils commanded by an Assura. They have stabbing spears, poisoned cutlasses (paralysis, save 1d20 GTET [30-Stamina]), 8 explosive grenades (1d12, radius 5 FT), 2 smoke bombs; the Assura has a Bow +1 and 20 arrows (one Human Slayer, save 1d20 GTET [32-Will]).

15. A cruciform area, each arm is three-eighths long by a quarter-mile across; the area is filled with geyser cones, 5 FT to 8 FT high, up to 10 FT across at the base. Yellow Sulphur clouds hang over the area, inflicting hp1d6 lung damage (save 1d20 GTET [34-Stamina]). Adventurers are sprayed with hp1d8 scalding water 1d6 times, avoid 1d20 GTET [30-Agility].

16. An oval region a half mile long by one-third mile at the widest degrades and quickly rusts ferrous (iron, steel) material; any ferrous object less than 1 pound disintegrates (extreme rust); any object GTET 1 pound distinegrates unless 1d20 GTET 16, checked every 3 minutes. Enchanted weapons and armor save on rolls GTET 4. A Gallows made of redwood is in the center of the region, held together with stone pegs. The gallows platform is 12 FT above the swamp, with the giblet at 22 FT. The moss-covered bones of an Elf are found on the platform. A large nest of ordinary Bees is attached to the underside of the gallows platform.

17. Frikalesh Manor. The ruined remains of a four-story white stone building with a two-story extension on the east side. The roof is gone, and much of the top story has fallen into the third story; the cellars have collapsed and filled with mud. A chest of 1280 GP is found partially buried in the cellar (-5 to find).

18. Temple of Rystansol, dedicated to Paimon. A circular temple area, 30 FT high, with three one-story wings forming a T-shape. Columns carved like Giants are around the exterior. The temple has a black block altar, two statues of Lucifer, two statues of Paimon, and four copper braziers;

a gold Unholy Symbol hangs on the wall. The Head Priest is Pribinuma (Centaur of Hell), assisted by Filimongu (Type 5C Devil) and Csombor (Zoybim). Mortals touching the statue of Paimon receive a Fifth Circle Pass on 1d20 rolls GTET 17 (one/person/24 hours). A patrol of a Type 5D Devil and six Type 5B Devils stops here every 10 hours.

19. A seven-story circular black stone tower, 40 FT across, guarded by four Etvaras. The tower holds Luthgardnis (female Human, Warlock L8), she is paranoid and insane, with frequent hallucinations.

20. A mud flat two-tenths mile by one-tenth mile is thickly covered in petrified palms, each 4 FT to 8 FT tall.

21. A circular area (aura of enchantment) an eighth mile across; a sharp-eyed person discerns a shimmering in the air at the boundary on 1d20 rolls GTET [32-Intelligence], one per person. There is no oxygen in the area, causing persons to pass out, save 1d20 GTET [37-Stamina], Dwarf [34-Stamina].

22. Hennockus Cave. A large hillock, 260 FT long by 110 FT by 35 FT tall, two cave entrances are on the north side. A twelve room cave complex is beneath the hillock, one room has a geyser, one room is a den for two Infernal Hounds and two cubs, one room has visible flecks of gold (1800 pounds ore makes 350 pounds gold valued at 88,000 GP).

23. A V-shaped sand bar (aura of enchantment), each segment is 750 FT long by 150 FT across. Persons crossing the sand bar receive three attacks from Rolling Stones (3-5 FT stone disk, 2 FT thick, HD7, hp1d8+55, AC80, damage 1d10, avoid 1d20 GTET [30-Agility]).

24. A large bonfire perpetually burns on a 10 FT by 10 FT metal platform, 4 FT above the swamp; the flames are visible a half-mile away. The odor of charred flesh is smelled 200 FT away. A 19,700 GP jeweled horned skull is in the sand under the platform (1d12 heat damage to crawl under).

25. Lanazoi Geysers. Conical stone geysers are found throughout a hexagonal region a half-mile across, each cone has a base of 1d20+6 FT and is 1d12+3 FT tall; geyser cones are typically 3d20+10 FT apart but could be much closer. An Adventurer crossing the region encounters 1d8 eruptions (1d12 scalding water, avoid 1d20 GTET [32-Agility]). The steam from frequent eruptions reduces visibility to one-quarter normal (infrared vision becomes ineffective). Noxious vapors hang over the region causing hp1 lung damage/round (save 1d20 GTET [30-Stamina]). A group of 8 Ordinary Devils are found erecting a 20 FT black obelisk in memory of the Type 5E Devil, Lanazoi.

Locations in the City of Burning Tombs

26. Pools of Toratarian. A group of five circular pools of lava, forming the points of a pentagram. Each pool is 188 FT across, bordered by a ring of rough black stone, the pool edges are 50 FT apart. The plaza between the pools is paved in green/blue stones. At the center is a 20 FT solid silver statue of Toratarian, Diabolic General, XXX Infernal Legion, killed in a duel with Holuganbus, General, XXXIII Infernal Legion. The statue is surrounded by a ring of 200 rapiers point down in the rock, surrounded by a ring of 300 plumed brass helms. Any Type 5 Devil that touches the statue is immediately healed hp12 (once/day).

27. Three HD11 Manticores are found in an open one-story Mausoleum. The tomb holds two broken statues of Type 5B Devils, a quarter-sized statue of a Garm, a bird-bath font of Unholy Water (1 gallon), and an open stone coffin with some powdered bone. Found are three broken arrows, a

torn gauntlet, a backpack with five moldy rations, a broken clay flask, a cracked bone horn, and 6 SP.

28. Warm, steaming oil bubbles and splashes to the surface in a hexagonal region a quarter-mile across, surrounding the tombs in a black swampy morass; at places the oil is 12 inches deep. The oil releases yellow mists of sulphur so the area strongly smells of rotted eggs. Adventurers crossing the area are covered from the knees down in a sticky black tar. Reduce mortal's effective Agility 3 points while in the morass (save 1d20 GTET [34-Strength]). Reduce mortal's effective Stamina 2 points from breathing the noxious gasses (save 1d20 GTET [32-Stamina]). Any fire or flame (e.g. torch or lantern) sets the oil on fire on 1d12 rolls of 12, checked every twelfth mile (burns 1d20 rounds at hp1d6/round).

29. Nwython Castle. A triangular black five-story Keep is built on a large granite butte, 50 FT high, 600 FT long; it is surrounded by a 30 FT wall. A narrow road is cut out of the butte, leading up to the gate. The castle commander is Gunophar (Nimidoryas). The garrison consists of nine Assura, two squads of Etvaras, three squads of Type 5D Devils, two squads of Type 5B Devils, ten Bugbear sappers, and ten Infernal Hounds. The Castle is known to have exceptional stained glass in its Lucifer chapel, and has a collection of swords used by important historical Generals.

30. Caocolan Ruin. The remains of a large cruciform cathedral complex dedicated to Lucifer, it was collapsed in an earthquake 1749 years ago. Two levels of catacombs are beneath the ruin. An evil person touching the altar is healed hp1d6 (2/day). A Ring of Invisibility is hidden in the base of a headless statue of Lucifer (-5 to find).

31. Gaol of Gargoyles. A square six-story red stone tower, surrounded by a one-story circular brick structure, a moat filled with Giant Crocodiles surrounds the entire structure. The gaol has 430 cells. A squat Gargoyle sits every 100 FT along the roof, and stand at the bridge. The Head Warden is Kordaihr (Type 5D Devil), and the staff consists of twenty Common Devils, fifteen Ordinary Devils, nine Type 5C Devils, four Type 5B Devils, thirteen Zoybim, and thirty Gargoyles. The most important prisoners are Morirex (male Human, good Shaman L16), Enestannon (Assura), and Proasaskus (Type 6C Devil).

32. Continuous wild maniacal laughter is heard throughout an octagonal region three-eighths mile across; mortals are affected by confusion (save 1d20 GTET [32-Will]), checked every tenth-mile. The Usthandames Catacombs are at the center, six underground levels reached from a trap-door in a ruined hut; the top level has nine rooms, the second tier has eleven rooms, the third tier has eight rooms, the fourth has ten rooms, the fifth tier has twelve rooms, and the bottom level has six rooms. The monsters include White Pudding, Basilisks, Mautherdoogs, Garms, Gargoyles, and Vampires.

33. Flaming tombs in a circular area a quarter-mile across hold nuggets of gold. Adventurers find gold in 2d20 open graves, each grave having 1d12 nuggets, each nugget 1d20*tenth pounds, valued at 2 GP/tenth pound after smelting. Adventurers entering the graves suffer hp1d4 fire damage.

34. Veander's Statue (aura of enchantment, aura of evil). A 14 FT statue of red granite, 8 FT across, of two Medusae tied back to back to a pole in the center of a large fire. Mortals touching the statue are stoned (human-elf save 1d20 GTET [32-Stamina], dwarf-gnome GTET [29-Stamina]). Created 806 years ago by Veander van-der-Moreker, legendary sculptor.

35. A 70 FT stone tower with a winding exterior staircase up to a circular 30 FT deck with bars. The fresh body of a leather-clad male Dwarf is found on the deck without equipment. A patrol of an Assura and six Etvaras stop here every 12 hours.

36. A rectangular red metal deck 35 FT by 45 FT, supported 12 FT off the ground by ten thick

stone columns; a red metal ramp on the south side leads up to the top. The deck covers 50 open graves, with smoke and vapors spilling up through the metal grating. Six ordinary dwarf-sized skeletons are on the deck, with polished bones. 1d10*quarter-minutes after mortals reach the deck, 1d100*12 Fire Breathing Ants (HD1, hp7, AC20, fire breath 1d4 once/ten rounds) swarm up from the open graves.

37. Sulphur Vents are found in a diamond-shaped region, one-fifth mile long by one-eighth mile wide, encompassing hundreds of open graves. Yellow Sulphur gas belches up from the open graves, reducing visibility to 100 FT (negates Infrared and Ultraviolet vision). The gas causes intense coughing fits, reduce mortal's effective Agility 4 points (save 1d20 GTET [30-Stamina] per point; dwarves GTET [28-Stamina]); the effect lingers for 2d200 minutes after leaving the area. A patrol of one Type 5E Devil and eight Type 5C Devils appears on 1d20 rolls GTET 14.

38. Fort Ziomagugus. Four one-story squares around each other and around the central parade ground. A stockade of sharpened logs surrounds the Fort. The commander is Grumentius (Fire Giant). The garrison consists of three squads of Type 5C Devils, three squads of Type 5B Devils, two squads of Minotaur axe-men, and a squad of Harpies of Hell.

39. Boroshot Pools. A rectangular orange stone plaza, 200 FT by 125 FT holds a rectangular pool, 100 FT by 30 FT, and six circular pools each 50 FT in diameter arranged three on each side of the rectangular pool. Each pool is filled 5 FT deep with a pink acid (if wet, 1d12 rounds of damage at hp1d4/round, save 1d20 GTET [32-Stamina]\round). An unpleasant sour aroma around the plaza makes it difficult to breathe (reduce effective Stamina 2 points for 1d100 minutes, save 1d20 GTET [33-Stamina]). Three 40 FT black obelisks are in the rectangular pool, and 25 FT pink statues of Type 5A Devils are in the center of each circular pool. A partially-digested large skeleton is in one circular pool (Hell Mammoth).

40. A 12 FT by 12 FT black wood platform is 15 FT off the ground, on top of a single stone column. A rope ladder reaches to the ground (breaks on 1d20 roll of 01). Four Common Devils are on the platform, armed with flails, short bows (30 arrows each), 5x smoke grenades, 3x 1d12 explosive grenades (5 FT radius, avoid 1d20 GTET [32-Agility]), a steel mesh net (avoid 1d20 GTET [35-Agility]), and 4x vials Unholy Water. A signal horn summons 2d12 additional Common Devils, which arrive in 1d12*quarter minutes.

41. Palace of Batanin, Earl of Hell. The palace consists of a three story rectangular building with three smaller cross buildings of two stories. The palace is surrounded by a 15 FT wall that encloses the building, a pond, a barn, and two greenhouses. The Major Domo is Achestes (Type 5E Devil). The staff consists of fifteen Common Devils, ten Type 5A Devils, sixteen Gargoyles, eleven Centaurs of Hell, fourteen Minotaur, and five Medusae. Batanim raises Racing Stigae.










42. A 25 FT vertical shaft leads to an oval underground room, 70 FT by 30 FT at its widest; a wood ladder sticks out of the hole (breaks on 1d12 rolls GTET 7). One end of the room has a 15 FT pool of cold water 2 FT deep. Numerous 2 FT holes in the cave floor lead to a large nest of rats. 1d20 rounds after Adventurers enter the room they are swarmed by 2d100 Giant Cave Rats (HD3, hp15+1d6 AC20, bite 1d6, disease {save 1d20 GTET [29-Stamina]}) and 1d10 Rat Snakes (HD3, hp24, AC30). A rat is rabid on 1d20 rolls GTET 16 (save 1d20 GTET [34-Stamina], persists 2d12 days, fatal unless 1d20 GTET [27-Stamina] checked daily).

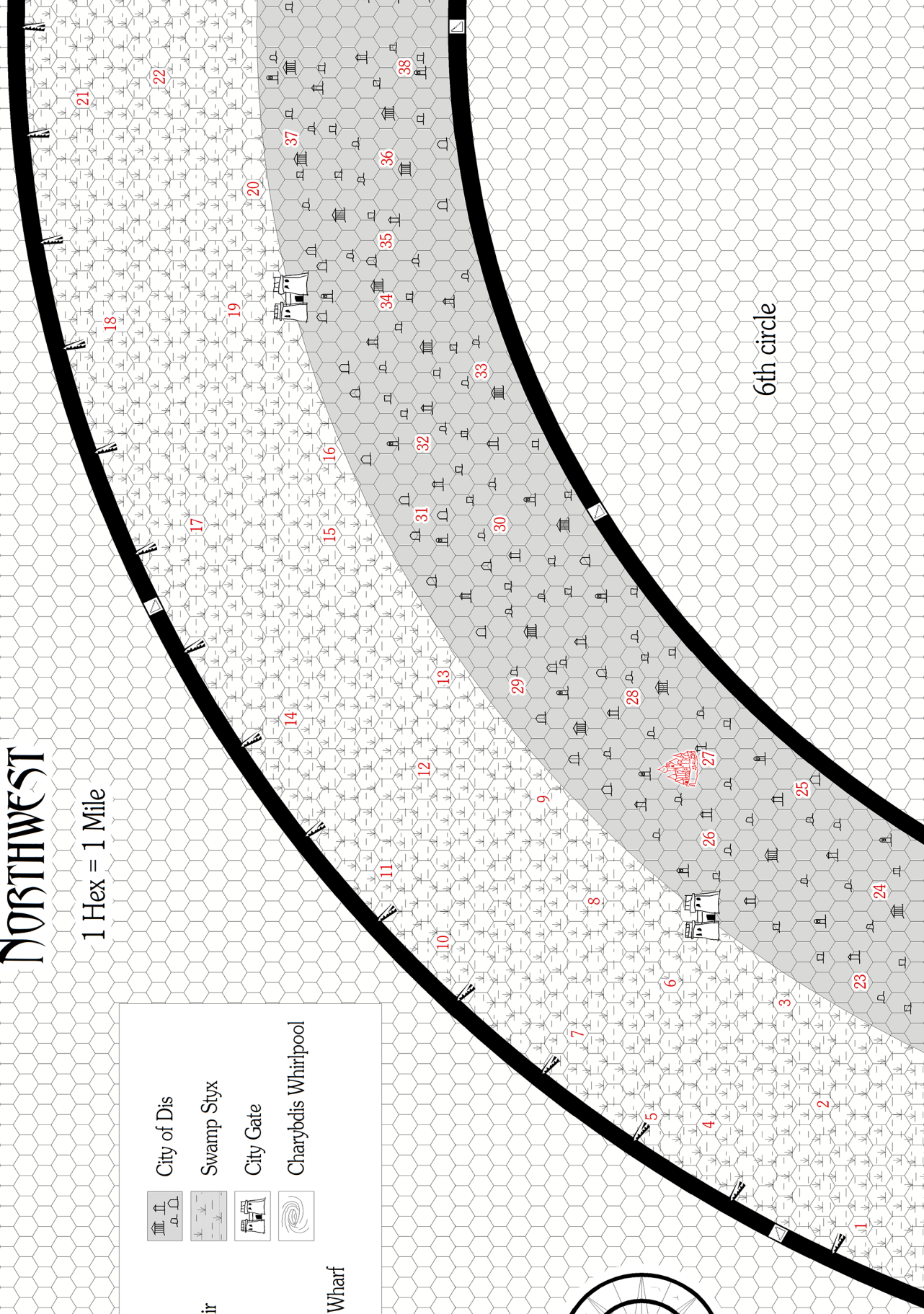
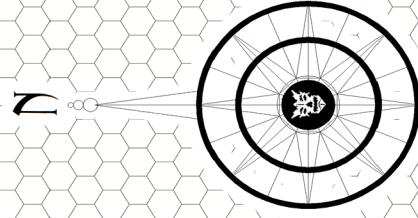
43. A 50 FT high spiral staircase of blue metal and grey stone steps, the open center is 15 FT in diameter; the stairs are on a 40 FT by 40 FT blue stone base. At the top is an upright 8 FT blue metal hoop, a portal to a fixed dimension that acts as a Tent of Marvels. 30 FT up the stair is a section that suddenly tilts and throws the occupant off, causing falling damage (avoid 1d20 GTET [30-Agility]).

FIFTH CIRCLE OF HELL

NORTHWEST

1 Hex = 1 Mile



CIRCLE 5 NORTHWEST MAP

Locations in the Styx Swamp

1. A Nimidoryas, Assura, and seven Etvaras troopers sit on a small hillock in the swamp. They guard three shackled Harpies of Hell inside a nearby green tent. They have four gallons of wholesome water and eighteen rations.
2. A circular region three-eighths mile across is filled with the cones of active geysers. The cones are $1d8+3$ FT high, spaced $1d20+5$ FT apart, randomly erupting with $1d12$ scalding water at an 8 FT radius. The cones continuously leak steam mixed with corrosive acid; mortals suffer $hp1d6$ lung damage from breathing in the area (save $1d20$ GTET [33-Stamina]). Each Adventurer encounters $1d12$ geysers while crossing, avoid $1d20$ GTET [34-Agility], half damage if $1d20$ GTET [30-Agility] per geyser. Exposed metal equipment is permanently ruined by acid on $1d20$ GTET 18, each piece checks (on 20 followed by $1d20$ GTET 17 for enchanted metal items).
3. A rectangular zone, three-eighths mile long by one-quarter mile wide. An Adventurer has one ration or one half-gallon wholesome drink ruined (putrefied) every two minutes while in the zone.
4. A circular region one-tenth mile across, bordered by 3 FT high green stones every 25 FT around its perimeter. Mortals inside the zone are mute (save $1d20$ GTET [34-Will]). A 25 FT green metal Cyclops statue 200 FT inside the zone has a 32,366 GP diamond for an eye. On $1d20$ rolls GTET 16 a patrol of one Type 5C Devil and ten Common Devils arrives $1d20$ rounds after the mortals.
5. Muximumtick's Grove. A circular grove of 300 Giant Toadstools, standing from 4 FT to 20 FT high, with caps to 9 FT in diameter; the toadstools are separated by $1d20+5$ FT. A cloud of purple spores surrounds the grove, causing $hp1d8$ lung damage (save $1d20$ GTET [28-Stamina]). The grove contains 20 green stone statues of huge toads (aura of enchantment), each 7 FT long by 4 FT wide; touching a statue summons $2d20$ Giant Disease Toads (HD3, $hp18+1d6$, AC20, rotting disease from skin/save $1d20$ GTET [32-Stamina]).
6. Library of Dunocattus. A five-story H-shaped building on a sand bar, surrounded by thorny bushes with purple berries (hallucinogenic, save $1d20$ GTET [29-Stamina]). The library has an extensive collection about medicinal plants, with an emphasis on psycho-active drugs; one wing has a large collection of dried and preserved plants. The Head Librarian is Bronstar (female Cercopes, Shaman L10); the staff consists of fourteen Ordinary Devils, five Type 5B Devils, thirteen Zoybim, four Gargoyles, and eight Zombies. A patrol of a Type 5D Devil and seven Type 5C Devils stops here every $1d6+12$ hours.
7. A perpetual cold, heavy, downpour affects a circular area a half-mile wide; the area is often shrouded in heavy mist and fog, reducing visibility to LTET 50 FT, and muffling sounds. The ruins of the Hammondi Foundry are in the affected area; a false column (-5 to find, -3 open lock) has a ladder down to four underground levels. The uppermost level has twenty-four rooms, the second tier has seventeen rooms, the third level has eleven rooms, and the bottom level has nine rooms, including an alien's tomb. The monsters include Giant Alligators, Banshees, Musk Beetles, Lightning Bugs, Cockatrice, Doppelgangers (imitating Dwarfs), Water Elementals, and Gila Monsters.
8. A stone bowl, 15 FT in diameter by 3 FT deep is on two stone pedestals, 3 FT above the water, with black stone steps up to the rim; the bowl contains a brightly-burning Pyre with blue-green flames 15-20 FT high. A Centaur's body is on the pyre, holding a huge metal Spear +3 (triple damage on rolls GTET 17). The pyre is tended by two Type 5A Devils and three Ordinary Devils.

They can summon 1d12 Type 5C Devils, who arrive in 1d20 rounds.

9. Arycarp Temple, dedicated to Samael. A pentagonal two-story blue stone structure with stairs up to the main level. The interior is done in blue tile. The altar is blue-and-black stone, set in a pit, surrounded by a water-filled moat 20 FT deep. The temple has three 20 FT blue statues of Samael, one black 30 FT statue of Lucifer, with silver Unholy Symbols hanging on the wall. The Priest is Nikklas Rostava (male Dwarf, Priest L14), assisted by his nephew Bodian (male Dwarf, Crusader L8), a Type 5C Devil, and three Zoybim. Good persons who swim the moat are protected from evil Basic and Lesser magic spells for (Will) number of hours. The temple has six enchanted books.

10. A thicket of petrified plants fills a curved area of swamp, one-third mile long by one-tenth mile thick (arc segment of a circle). The plants consist of flowers, stalks, ferns, and bushes between 2 and 5 FT above the swamp, spaced 1d8 FT apart. An Adventurer pushing through contacts 1d12 plants while pushing through at hp1/contact (avoid 1d20 GTET [28-Agility]\contact). Each Adventurer can collect 2d20 pieces of petrified plant, value at 1d12 GP/piece after polishing. On 1d12 rolls of 12, a HD2 Basilisk Lizard appears.

11. Iuoban's Grove. A grove of palm trees on a mud flat in the swamp, 250 FT across; the trees are up to 35 FT tall, with a variety of berry bushes beneath them. A 15 FT silver statue of a huge two-horned stallion is in the grove, with ruby eyes (each 12,500 GP) and amber hooves (each 6600 GP); touching the statue's mane gives protection from Hell Horses for 24 hours. On 1d20 rolls GTET 6, a herd of thirty-five HD7 Hell Horses graze in the grove.

12. Three large muddy ditches are in the swamp, one is 450 FT from northwest to southeast, 50 FT across, with berms 7 FT high by 5 FT thick; the other two are parallel, 200 FT from to northeast, 25 FT across, with berms 5 FT high by 5 FT thick, separated by 100 FT. Broad-leaf plants growing in the larger ditch dry to make an outstanding tobacco (3d20 pounds leaf dry to 1d12 pounds dry leaf at 1d6+10 GP/pound). A group of six Common Devils tend the leaf crop.

13. Khynicke Shrine, dedicated to Paimon. A hillock, 320 FT long by 170 FT by 40 FT tall, surrounded by a sand bar. A semicircular grotto in the southwest side is 35 FT deep by 70 FT across; the grotto is paved in black stone. The shrine consists of two burning copper braziers, two 15 FT statues of Paimon, a 19 FT statue of Lucifer, a 5 FT shallow copper krater on a tripod, and a metal offering box (padlock, -8 open lock). A Zoybim is found here on 1d20 rolls GTET 14. An evil Wizard touching the statue of Lucifer gains SPM+1 for (Will) number of hours.

14. Ojo's Cone. A circular mud flat is 75 FT in diameter, 2 FT above the swamp. One yellow stone cone in at the center, 15 FT at the base, 4 FT at the top, standing 30 FT high. A yellow gas spurts from many small vents on the cone and fine yellow Sulphur powder covers everything. Mortals suffer hp1d6 lung damage from the gas (save 1d20 GTET [30-Stamina], checked every 2 minutes). Each person can collect 1d20*tenth pound of raw Sulphur powder at 2d20 GP/tenth. A variety of very rare medicinal Herbs grows on the mud flat, 2d20*quarter pounds can be harvested (dry weight one-quarter of wet, at 500 GP/pound). On 1d12 rolls of 12 a group of ten HD8 Hell Boars are grazing on the herbs.

15. A hillock 520 FT long by 175 FT by 25 FT high. A narrow slit on the southwest side leads underground to a five-room cave complex. One room has petrified wood and one room is inhabited by 150 Stigae. Narigeon (male Human, good Crusader of Anuruck, L14) is found in one cave room on a makeshift bed; he is badly wounded (currently at hp7 of hp20), has a high fever, and has an active skin disease which makes movement difficult (Agility 13 of 17).

16. A 45 FT tall hexagonal Guard Tower, a red metal leg is at each point, the platform is 30 FT across, has open sides, and covered by a tarp lashed to a curved frame. A metal cable ladder hangs from an opening in the floor. The tower is occupied by four Type 5D Devils armed with Long Bows (2x Arrows of Slaying, save 1d20 GTET [38-Level/HD-Will], 10x Darts (one paralysis 1d100 minutes, save 1d20 GTET [32-Stamina]), double-blade War Axes, three smoke grenades, three flash grenades (blindness 1d100 minutes, 12 FT range, save 1d20 GTET [32-Stamina])).

17. Tryfennia's Tower. A square black stone pillar 30 FT tall, 20 FT on a side, topped by three white arches 12 FT tall; a brass bell hangs in each arch, with ropes that reach the ground. A 25,000 gold-pearl-amber locket is found under a trapdoor in the pillar's top (-5 to find). A mortal simultaneously touching the left and middle bells is protected from deafening for 2d20 hours. A Type 5A Devil is found here on 1d20 rolls GTET 13.

18. A cruciform-shaped area, three-eighths mile along each axis, one quarter mile across each axis, bordered at 50 FT increments by a 3 FT rusting metal soldier figure. Each ferrous (iron, steel) item carried by an Adventurer rusts and disintegrates on 1d20 rolls GTET 17, enchanted items GTET 27, applying a +1 modifier for every 2 minutes spent in the area. A 20 FT stone statue of a soldier is at the center, inside a brass box under its foot is a silver-bladed Rapier +3 (Eye-Gouging on 1d20 rolls, save 1d20 GTET [32-Agility]).

19. An oval hillock, 150 FT long by 60 FT wide, 25 FT high, covered in vines. A 5 FT by 4 FT cave entrance on the southeast side is difficult to see (-8 to find); the entrance leads down at a steep angle to a seven room cave complex in two elevations, 25 FT and 42 FT below the surface. The largest room is 90 FT across, the smallest room 16 FT across. One room has a pool of seeping oil, one room has hallucinogenic violet mold (save 1d20 GTET [28-Will]).

20. Gowerwysti Spire. A 198 FT pyramidal structure, the base is 90 FT on a side; it is 30 FT across at 100 FT, and 15 FT thick at 175 FT. The lower 100 FT is made of a hard purple metal, the upper 98 FT made of highly reflective glass. A 20 FT silver Unholy Symbol is mounted at the top. A hidden door (-8 to find, -8 open lock) in the south side leads to two levels of rooms in the base; the ground floor has five rooms; the upper floor has eight rooms. A trove of eight enchanted clothing items is found on the second floor. A patrol of a Type 5D Devil and seven Type 5B Devils visits here every 20 hours.

21. Forge of Crows. A four-building complex of one-story wood buildings on a sandbar. The forge is known for making excellent arrows, spear and javelin tips, lance heads, halberd tops, bills, and spikes. The Master Smith is Bannin Millgron (male Dwarf, Warlock L6, speaks with crows); the staff consists of two Common Devils, two Trolls, and a Centaur of Hell. The inventory is 620 arrowheads (30x +1, 12x +2), 58 spear tips (4x +1, 1x +2, one paralyzing {save 1d20 GTET [30-Stamina]}), 20 javelin tips, 20 halberd tops (4x +1), 220 steel spikes, 14 single-blade axe heads, 4 double-blade axe heads, and 28 dirk blades (2x +1). A flock of 200 Giant Crows lives in the vicinity.

22. Quavasnik Armory. A three-story green stone building with an underground level, surrounded by two rings of poisoned spikes. The gate is guarded by five Type 5B Devils. The commander is Dodyemmo (Type 7C Devil), and the garrison consists of four Nimidoryas, three squads of Centaur of Hell lancers, two squads of Common Devils, and four Ogres. The armory supplies Infernal Legion XXXIII; a partial inventory includes 250 Long Swords, 180 long-handle War Hammers, 78 Two-Hand Swords, 320 Spears, 440 Javelins, 120 Long Bows, 1400 arrows, and 310 Heavy Maces. A vault (-6 to find, -8 open lock) holds 30,215 CP, 21,042 SP, 15,589 GP, and 80 pieces of jade.

Locations in the City of Burning Tombs

23. An X-shaped region is filled with perpetually burning berry bushes; each half of the X is a rectangular section, one half mile long by one-fifth mile across. The bushes are spaced 2d12 FT across, among the tombs and graves. Mortals passing through suffer hp1d3/minute (save 1d20 GTET [30-Stamina], checked per minute). Mortals can scavenge 1d20 berries per plant, while suffering hp2 fire damage. The berries are one-fiftieth pound, at 420 GP/pound. After the berries cool, consuming one gives heat protection for 30 minutes.

24. Fifteen large fissures are found in an area a third-mile across; each fissure makes a jagged line one eighth mile long, 1d20+4 FT across, 1d10+5 FT deep. The bottoms are filled with a burning blue liquid that give off a blue smoke that paralyzes Elves (save 1d20 GTET [32-Stamina], checked every minutes, persists 3d100 minutes. Persons along the edge fall unless 1d20 GTET [28-Agility].

25. [a] Two 18 FT bearded Giants stand with crossed spiked clubs, transformed to stone; [b] Three small thatched cottages stand in a 125 FT circle of sand. Two are empty. Ixakka (male Gnome, Rascal L16, Pilgrim, AC53 enchanted leather armor, Rapier +3, four alchemical concoctions, six additional enchanted items) is found in the third cottage, roasting a haunch in the fireplace; Ixakka is traveling to the Temple of Yirad in the northeast of the Sixth Circle.

26. Pool of Themonassa. A 120 FT by 80 FT rectangular plaza of silver bricks (each 6 pounds at 40 GP, limit 1d12) has a U-shaped pool of mercury, 210 FT long by 30 FT wide by 4 FT deep, with a 2 FT border of black stone. Ten brass statues of Trolls are around the perimeter, each 15 FT high. A brass bier is in the pool at the rounded end, supporting a sealed glass coffin holding the body of Themonssa, a female Troll Shaman, held in a state of no decay. Attempting to wade in the pool causes the surface to locally go solid, without any friction (e.g. impossible to walk).

27. Palace of Abalam, Earl of Hell. The palace consists of four underground elevations, all of elegant construction; a circular walled gatehouse structure is at the surface, guarded by six Etvaras. The uppermost elevation has thirty rooms, the second tier has twenty-four rooms, the third elevation has thirty-six rooms, and the lowest elevation has nineteen rooms. The Seneschal is Arowydd (Lycanthrope {Wolf}, Warrior L11); the staff consists of twenty-two Ordinary Devils, ten Common Devils, thirteen Zoybim, seven Minotaur, eight Medusae, and five Gargoyles. Abalam has an extensive collection of semi-precious gems from across the Celestial Spheres.

28. A 200 FT by 150 FT one-story wood building; one half holds drying racks for mats of a large leaf, the other holds 600 barrels of the dried leaf; it is an expensive drug in the Myeppic Universe in the Third Celestial Sphere. The building is staffed by eight Common Devils, twelve Centaurs of Hell, five Harpies of Hell, nine Zombies, and sixteen Minotaur. A patrol of an Assura and six Etvaras stops here every 24 hours.

29. Swaxban and Lokumuir. Two Type 5D Devils stand petrified between two mausoleums, each transformed into a pillar of solid salt.

30. The Manor of Kerensa Fendilmon. The manor is a stucco-covered two-story structure with a barn, greenhouse, and two outbuildings. Kerensa is a HD7 Medusae. The staff consists of five Ordinary Devils, three Harpies of Hell, a Type 5A Devil, and three female Minotaur. The manor has three antique weapons of historical importance (28,402 GP, 23,165 GP, 17,959 GP).

31. Vendimundor Arch. A white stone arch, each base is triangular, 20 FT on a side, the bases 80 FT apart, the apex is 130 FT high. A 6 FT wide red ribbon wraps around each base. A 10 FT glass

diamond hangs from the apex by a thick brass chain. A 5000 GP diamond appears to a mortal hitting the diamond with an arrow (moderate range, -6 TH because of the winds)

32. Motals entering a circular area one-quarter mile across are affected by confusion for 2d100 minutes (5d100 for humans and half-Elves); save 1d20 GTET [32-Will], checked every 5 minutes. An open cylindrical Cistern is in the area, 30 FT in diameter by 12 FT tall, sitting on a black stone base; it is filled to 9 FT. Several pipes and valves are on the north side (operating valves sprays down the Adventurer unless 1d20 GTET [28-Intelligence]).

33. A 50 FT shaft is sunk into the floor of an open mausoleum, leading to 1800 FT of mining tunnels and nine underground rooms. Six HD7 Ogre miners are found in the tunnels; they have 82 wholesome meals, 200 gallons wholesome water, 1480 pounds of silver ore (80 pounds silver at 7 GP/pound), 128 SP, 44 GP, a Mattock +1, and two enchanted rings.

34. Altar of Oronargis, dedicated to Lucifer. A 14 FT white altar on an X-shaped pedestal, on a pyramidal dais with seven steps. An ebony Unholy Symbol is pressed into the top. Unlit candles in upright silver candlesticks are on the corners of the second, fourth, and sixth tiers. A 6 FT brass statue of Lucifer stands on the north end of the altar. A Saber-Toothed Cat's skull is on the altar. A patrol of a Type 5D Devil and five Type 5B Devils stops here every 1d20 hours. Touching the cat's skull gives an Infrared vision ability for (Stamina) hours.

35. The Raining Tower. A 90 FT tall cylindrical blue stone structure with a domed top; ten Gargoyle water spouts are spaced along the top. An arched opening in the west side leads to a tall cylindrical chamber. Water continually pours out of the water spouts, forming a fine fog and mist around the tower. A downpour lasting 1d100 minutes occurs on the hour on 1d20 rolls GTET 8. A secret door (-6 to find) in the interior chamber leads to an upper room with a rain-making device.

36. Adventurers crossing a one-mile circular area encounter 1d20 Desert Worms (HD10, hp1d12+65, AC55, 25-35 FT long, up to 7 FT wide, burrowing), which emerge from large open graves or ruined mausoleums. Worms are encountered on 1d20 rolls GTET 13, checked every fifth-mile of travel.

37. Golistand Fastness, headquarters of Infernal Legion XXIX (Quah Vodar). The fortress consists of two six-story black towers surrounded by two 30 FT curtain walls in the shape of a six-pointed star, the space between the walls is roofed in wood and forms a continuous one-story structure; the entire structure is surrounded by a moat of tar. The commander is Portofalia (Type 8B Devil); the garrison consists of nine Nimidoryas, fourteen Assura, four squads of Etvaras, two squads of Common Devil grenadiers, three squads of Harpy of Hell bombers, and seven Trolls. The staff consists of sixteen Ordinary Devils, eight Type 5A Devils, four female Lycanthropes (Boar), a Black Annis, eleven Zoybim, and an Ogre. The fort has a collection of ivory tusks from across the Celestial Spheres.

38. Puggalossus Arena. A two-story boxing arena with four rings; the center part is open while the stands are covered. Two matches are in progress, one between a Berg Troll and an Ogre, the other between two Type 5C Devils. The audience consists of 1d100 each Ordinary and Common Devils, 2d20 each Types 5D, 5B, and 5A, 1d20 Etvaras, 1d20 Assura, 1d12 Centaurs of Hell, and 1d12 Harpies of Hell.

CIRCLE SIX

Diabolic Prince	Amayon (Yellow field, 3 red tongues of fire over tree)
Diabolic Dukes	Abaddon, Bifrons, Ippos
Diabolic Generals	Asaqq, Furfir, Guzalu, Osse
Devils	Common, Ordinary, Hulden, Odoru, Ladatajas, Zoybim, Types 6A through 6E
Other Notable Creatures	Infernal Minotaur, Chiron (Lord of the Centaurs of Hell), Harpy Matriarchs, Harpy Grand Matriarch
Sinners and Punishments	Violent against Others (River of Blood), Violent against Self (Wood of Suicides)
Environment	River and Woods
Physical Challenges	Bubbling River, Impenetrable Forest, Poisonous Thorns and Fruit, Outer Cliff
Size	Torus, Outer Circumference 290 miles, Inner Circumference 200 miles, Outer Radius 48 miles, Inner Radius 33 miles, Width 15 miles

Description

The inner border is the sands of the Seventh Circle, which thin out and give way completely to thick trees over a quarter mile distance. The outer border is a steep rocky slope 1500 vertical FT high, with twelve steep switchback paths connecting the Fifth and Sixth Circles. An Infernal Minotaur guards each path between the Fifth and Sixth Circles.

A desolate open area 200 FT wide lies between the outer cliff and the River of Blood. The river is 1000 FT wide, varying from 4 FT to 15 FT in depth. Stepping stones cross the river at three-mile intervals. Spells, prayers, and enchanted objects of water breathing do not work in the River of Blood. Troops of Centaurs patrol both the outer and inner banks. An open area 150 FT wide separates the River from the Wood of Suicides. The Wood is nearly 15 miles wide, a dense forest filled with gnarled trees having human faces. Heavy vines and thorn bushes fill the spaces between trees. The Grand Matriarch of Harpies has rooms at the top of the Harpodrome, an open-air stadium similar to the Roman Coliseum; the Harpodrome is at the inner edge of the Wood just outward from the border with the Seventh Circle.

Directional Obelisks stand 50 FT from the outer border (cliff), each of black marble, 9 FT high. Arrows engraved on the obelisk point north (clockwise) and south (counterclockwise). The arrows point to the palaces of Diabolic Princes and Dukes, and the Hall of Centaur Lord (Chiron, Abaddon, Bifrons, Ippos).

Dark roiling clouds hang over the Sixth Circle moving in many directions at once, showing flashes of purple and red heat lightning. The air is oppressive and humid, with a sticky-sweet smell from the river which turns the stomachs (save 1d20 rolls GTET [30-Stamina]). The air temperature remains about 97 degrees throughout the Circle. A rainstorm of blood occurs on 1d20 rolls GTET 14, checked hourly, lasting 5d6 minutes.

The fruit, leaves, and tree sap in the Wood are highly poisonous (lethal, contact and ingestion; save 1d20 rolls GTET [32-Stamina]).

SIXTH CIRCLE OF HELL

NORTHWEST

1 Hex = 1 mile



Obelisk



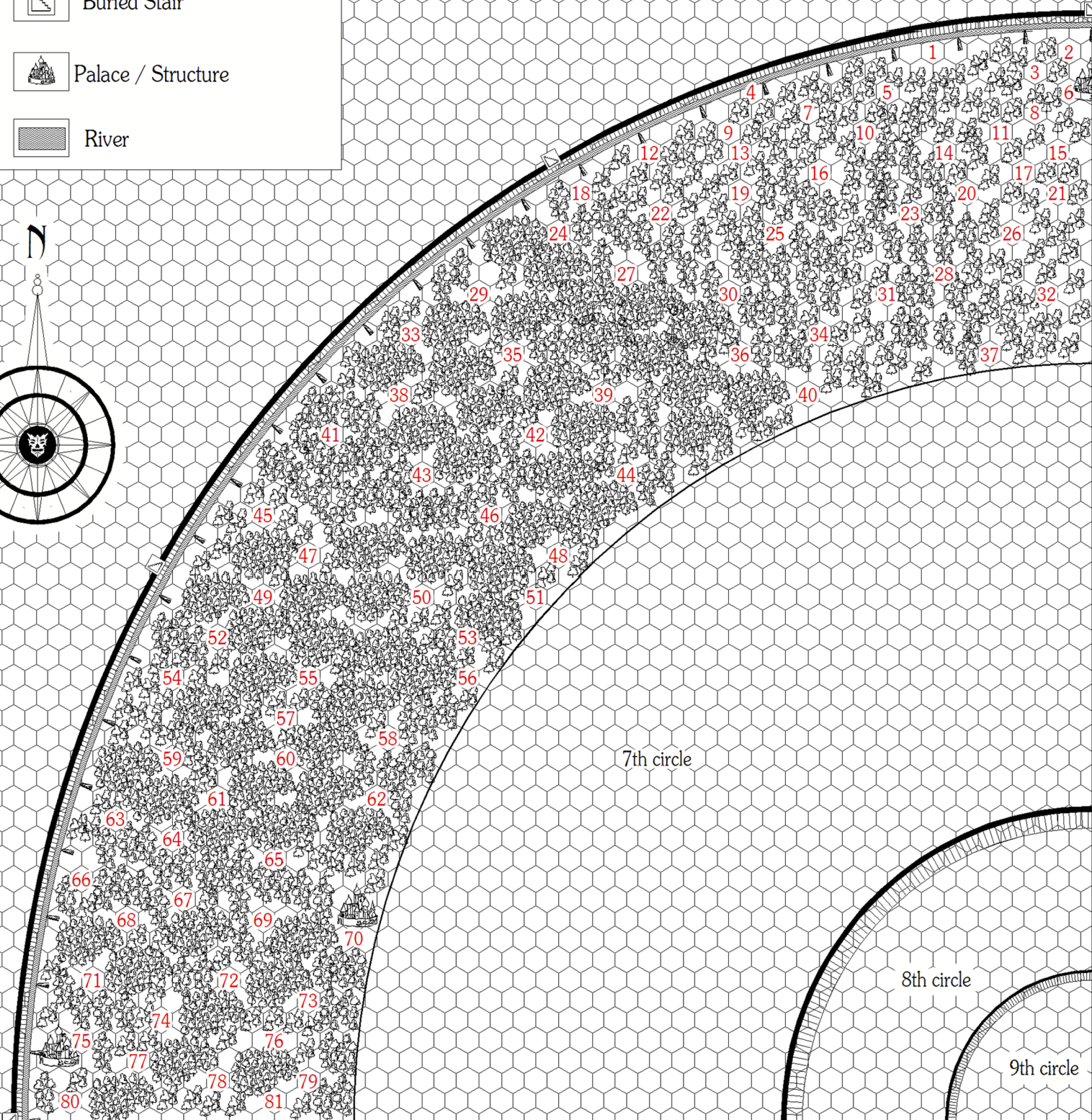
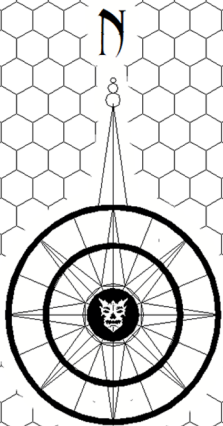
Buried Stair



Palace / Structure



River



CIRCLE 6 NORTHWEST MAP

1. A circular area one-half mile across. The area is riddled with a large number of deep pits, each one 40 FT to 60 FT across by 30 FT to 50 FT deep. The pits are 20 FT to 40 FT apart. An encounter occurs here on 1d12 rolls GTET 6.
2. A square area one-quarter mile on a side. The area is deluged with continuous storms, at two inches of rain/hour. Adventurers crossing the area are bombarded by 3d6 lightning bolts (avoid 1d20 GTET [30-Agility], checked every three minutes or one-tenth mile).
3. An X-shaped Thorn Hedge, with two V-shaped hedges in each quadrant. Each hedge is 15 FT high by 8 FT thick, separated by 15 FT. The inner hedge has 1d100 gold leaves every 10 FT, each leaf valued at 1d100*1d6 GP. An encounter occurs here on 1d12 rolls GTET 8.
4. [1] A metal platform in a tree holds nine Black Gargoyles (HD5, AC65, short swords, darts, 5 smoke bombs). The platform is reached using a metal cable ladder. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).
5. A circular area, three-eighths mile across. Numerous sulphur vents are between the trees, each vent being a slit 5 FT to 8 FT long at the top of a oval mound, the mound being 10 FT to 16 FT long by 5 FT wide by 4 FT high. Elemental Sulphur coats the ground and nearby trees. Yellow-white vapor forms a thin fog that causes hp2 lung damage every minute of exposure. A mortal becomes unconscious for 1d100 minutes (save 1d20 GTET [30-Stamina], checked every three minutes, or one-tenth mile).
6. The palace of Abaddon, Duke of Hell. The palace consists of a rectangular one-story white building with gold roof in front of an L-shaped two-story light pink stone building. The space between the buildings is filled with fruit trees and two bubbling fountains. Abaddon's Major Domo is Jalacolan (Hulden). The staff consists of nine Common Devils, fourteen Ordinary Devils, three Type 6A Devils, six Type 6D Devils, two Oduru, six Centaurs of Hell, ten Harpies of Hell, and ten Zoybim. Abaddon collects rare insects encased in amber.
7. A 7 FT cubical grey stone pedestal is overgrown in vines (poison ivy). The pedestal supports a 14 FT bronze statue of a Type 6C Devil wrapped in the coils of a giant winged snake. The statue commemorates battles fought by Infernal Legion XXIII in the jungles of Zriem (Fourth Celestial Circle). Touching the snake gives mortals the ability to control ordinary snakes (persist 15 minute/animal, lasts 1d100 hours/person).
8. A rough 5 FT by 4 FT tunnel leads to a desecrated shrine in an underground room (broken altar, headless statues, rent brazier, broken platters, obscene graffiti). The room is occupied by thirty-six Stigae (HD1, AC8, blood suckers). The floor is 1 FT deep in guano.
9. A two-story building, the bottom part of stone, the upper part of wood, with horizontal wind blades. The millstone is in the upper area. The miller is a Type 6C Devil assisted by Type 6A and Common Devils. In an underground storeroom are forty-two barrels of milled barley, eighteen barrels of corn meal, twelve barrels of crushed oats, ten barrels of hops, and three barrels of threshed wheat. A patrol consisting of an Oduru and squad of Ladatajas stops here every 2d20 hours.
10. Temple of Iron, dedicated to Amayon. The building is a one-story black iron structure surrounded on all sides by ten stone steps and fifty outdoor columns. The roof is pointed like a cone.

Inside are three yellow stone altars (17 FT by 6 FT by 8 FT high), ten iron columns, two iron statues of Amayon, a silver bust of Lucifer, six unholy tapestries, and two coal braziers. The floor around the altars is covered by iron plates. The Temple is tended by Alkahania (evil female Human, Priest L10), Brevutt (Common Devil), and Urphronee (Type 6A Devil). A hidden underground room (-4 to find, -2 to open) holds two hundred ingots of iron, sixty-three ingots of silver, twenty ingots of gold, twenty gallons Unholy water, eight gallons of unholy (cursed) oil, and ten golden dishes (each 1d100*1d12*1d6 GP).

11. A 130 FT stone tower, 35 FT across by 20 FT, with two bronze doors at ground level. Nine brass bells hang at 115 FT, operated by ropes that hang down to a platform at 85 FT. The tower is tended by four Common Devils. A room hidden under the tower holds a Bell of Paralysis (4 FT, 1000 pounds, range 1 mile, save 1d20 GTET [31-Will]).

12. [1] A red brick plaza, 50 FT by 60 FT, holding three set of Stocks. A 3 FT red brick wall runs along the north and south sides. On 1d20 rolls GTET 14, two stocks are occupied by a Common Troll (HD6 AC40 and a Centaur of Hell, guarded by two Oduru, six Ladatajas, five Common Devils, and two Zoybim. An encounter occurs here on 1d12 rolls GTET 10. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

13. Pool of Afarent. A black stone S-shaped pool, one-tenth mile long by 100 FT across, filled to 4 FT with mercury. Twenty silver sailfish statues (each 5 FT) are mounted along the pool's edge. Three metal chests are beneath the mercury (-7 to find, -2 open lock); the first chest holds five alchemical items, the second chest holds six enchanted books, and the third chest holds three items of enchanted clothing, two enchanted swords, a Short Bow +2, and a quiver of silver-tipped arrows (two of Slaying, save 1d20 GTET [30-Will]).

14. [1] A 3 FT by 3 FT opening in a large tree leads to an underground room, 30 FT long, occupied by forty Ice Ants (HD2, AC14). The room is at a temperature of -10 degrees. A standard backpack (gear load) is found in the tunnel with a Longsword +1 (silver-bladed, Reptile Bane). [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

15. [1] A blue wildfire continuously burns across an area three-eighths mile by one-eighth mile. Adventurers crossing the area suffer hp3/minute fire damage. Smoke hangs over the area, reducing visibility to 25 FT; exposure to the smoke causes 2d20 minutes coughing fits (save 1d20 GTET [30-Stamina]). [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

16. A rectangular area one-quarter mile by one-eighth mile contains pink, aqua, and light blue vapors among the trees. Visibility is reduced to 35 FT. Mortals breathing the vapors are panicked 1d100 minutes (save 1d20 GTET [32-Stamina], checked every three minutes or one-sixteenth mile traveled. An encounter occurs here on 1d12 rolls GTET 7.

17. A circular area one-quarter mile across, the perimeter marked with a thin purple line. When Adventurers are inside the zone, two meals/minute and one-third gallon of liquid/mine (water, beer, wine, ale, milk, etc.) are putrefied.

18. An oval earthen mound between trees, 22 FT long by 15 FT wide by 9 FT high, the sides covered in red gravel. Five wood poles on top support red metal tikki masks, each 4 FT high. An evil person touching the second mask gains x-ray vision capability for 1d20 hours (limit 3 inches thickness, save versus ability 1d20 GTET [28-Will]).

19. A fan-shaped area, one-quarter mile along each side, three-tenths mile at the center. The area is continually bombarded by large hail, unprotected Adventurers suffer hp2/minute. Encounters occur in the area on 1d12 rolls GTET 6.

20. A square area, one-quarter mile to a side, the perimeter marked with a thin silver line. The area inside the perimeter has anti-gravity, any person not tethered to the ground or a tree floats 50 FT off the ground, unable to move. An encounter with airborne creatures occurs here on 1d12 rolls GTET 8.

21. Fifteen huge rocks stick up among the trees, each rock 90 FT to 120 FT high, 20 FT to 30 FT across. Each rock is streaked red and orange, with shelf fungus growing on it.

22. The Oyalphane Library. A five-story green stone structure consisting of two side-by-side circular buildings with copper roofs. The Library holds an extensive collection about plants and plant-like creatures, techniques for planting and growing, cross-breeding, plant pests, and uses for plants (including healing and poisons). One section is an agriculture museum. The Head Librarian is Maeledor (Type 6D Devil) and the staff consists of four Centaurs of Hell, eleven Ordinary Devils, three Medusa, eight Type 6B Devils, a Type 6D Devil, and a Lich.

23. [1] Myldrene Shrine, dedicated to Samael. A five-sided blue-green one-story stone building with two bronze domes. A black altar is under each dome, along with four bronze statues of Samael. The domes are separated by a huge tapestry. The shrine has eight rooms on the ground floor and ten rooms underground. The shrine is tended by Hysodee (evil female Human, Priest L13), Dechterrann (Centaur of Hell, Priest L8), Pannajon (Oduru), and three Common Devils. Good mortals touching the left altar become solid bronze statues (save 1d20 GTET [32-Stamina]). The Shrine has four enchanted books. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

24. [1] An altar dedicated to Lucifer. The altar is red stone, 16 FT by 6 FT, 9 FT off the ground, with ivory horns. Silver bison faces are inlaid around the edge. Three silver platters (aura evil, aura of enchantment) are on the altar. A mortal who touches the altar is transformed into a Bison for the subsequent 1d100 hours (save 1d20 GTET [30-Stamina]). Four Type 6E Devils arrive 1d20 rounds after a mortal touches the silver platters. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

25. Crosbill Mine. The mine consists of a 1200 FT oval pit, 350 FT deep, with three metal hoists, five one-story stone buildings, a two-story stone building, and two metal water towers. To the north are three piles of slag. Mercury ore is dug at the mine. The mine manager is Turquan (Type 6D Devil). The staff includes twenty Ordinary Devils, sixteen Common Devils, nine Common Trolls, an Ogre, a Cyclops, four Centaurs of Hell, and thirty Orc slaves.

26. A three-story red brick building with slate roof, an office area. The office manager is Zallalee (neutral male Gnome, Warlock L8, Master Accountant). The staff consists of fourteen Zoybim, eight Centaurs of Hell, a Medusa, four Minotaurs, and eight Common Devils. The upper two floor are primarily records storage. A patrol of an Oduru and a squad of Ladatajas stop here every 1d20 hours.

27. Four concentric rings of vertical stones. The innermost ring has twenty red stones, 15 FT high with a 85 FT central space, the second ring has thirty-five orange-brown stones, 20 FT high, the third ring has fifty blue-grey stones, 25 FT high, and the outer ring has sixty-five violet stones, 30 FT high. An unmarked 15 FT earthen grave is in the center area.

28. [1] A rectangular area one-third miles long by one-quarter mile across, the air within is at a constant 10 degrees. The trees, vines, and undergrowth are covered with frost and icicles. Mortals crossing the area suffer hp1/minute cold damage unless protected against cold. Two human males in leather armor are found in the area, turned to solid ice. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

29. A cylindrical metal cistern, 25 FT tall by 35 FT diameter, sitting on ten wooden columns, each 7 FT high by 4 FT thick. Copper pipes and valves extend from the underside. This water is not subject to the Inferno binding effect. A patrol of an Oduru and a squad of Ladatajas visits this location every 2d20 hours.

30. A rough tunnel 6 FT by 8 FT leads to an underground cave consisting of three rooms. The first room is occupied by 2d100 ordinary Bats (HD0, hp3, bite hp1), the second room is covered in a black-purple slime, and five Dragon Lizards (HD5, AC45) occupy the third room. A trickle of water flows from the rear cave wall down the side, disappearing down a 2 FT drain hole.

31. [1] The shell of a one-story stone cottage (collapsed roof) shelters Pulupollis (evil female Human), a woman traveling to see General Ippos to beg for diabolic protection for her husband, Dhuyothor (a Sergeant currently involved in a nasty guerrilla war in the Mikaloan Mountains). She has a vial of rare Class A Demon blood to trade for her favor. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

32. Garden of Semanigath. A three-eighths mile circular area surrounded by a black stone wall, 10 FT high, the wall inside a Thorn Hedge 16 FT high by 12 FT thick. Five iron arches give access to the garden. The garden consists of many shallow pools of water which support a variety of ferns, thistles, swamp grasses, rushes, and other swamp plants (find any rare water-related plant after 1d100 minutes of searching, limit 1 pound). The garden is tended by Gheorsi (Type 6C Devil), with a staff of three Ordinary Devils, two Medusa, and a Minotaur. Gheorsi has a Wand of Healing (hp1d10/charge, two charges remove blindness, three charges remove paralysis).

33. [1] A wood platform between two trees is occupied by four Ogres (HD5, AC 32). They hang concealed nooses down and try to lasso victim's necks (find 1d20 GTET [30-Intelligence], if found avoid 1d20 GTET [24-Agility] otherwise avoid 1d20 GTET [32-Agility], nooses do hp1d8 choking damage/round). The platform is camouflaged (-4 to find). [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

34. A blue metal Arch, 18 FT high by 7 FT wide at the base, 6 FT thick, embedded in a stone structure 30 FT high by 14 FT long. Two gargoyle faces are mounted inside the arch at eye-level. The left face continually makes awful jokes about mortals. Gargoyles will not attack a mortal who has touched the right face for the subsequent 1d100 hours

35. A ring of forty horizontal green stones surrounding a very large tree. Each stone is 6 FT long by 3 FT wide by 4 FT high, with a parrot's face carved into the upper face. Four green stone plaques carved like crone's faces hang on the tree at head height (aura enchantment). Persons touch the crone plaques suffer a -3 Level adjustment for the subsequent 1d100 hours (opponents attack them as if their level is 3 below its actual value, save versus effect 1d20 GTET [35-Will]).

36. Manor of Sholorian. An L-shaped three-story white stone building, the bottom floor is covered in thick vines and brambles (no visible entrances). The occupants (nine Common Devils, four Zoybim, two Harpies of Hell, two Minotaur, six Bugbear, and an Ogre) have been asleep the past forty years; any mortal entering the building goes to sleep after a number of rounds equal to their

Will statistic (save 1d20 GTET [32-Will], checked every three minutes). The exterior growth gives off poisonous fumes when burned (2d12 hours blindness, save 1d20 GTET [33-Stamina] checked every minute exposure, blindness permanent on save rolls of 1).

37. [1] Three camouflaged tents occupied by Biuldrod, Glordinal, Turkop, and Volannis (neutral male Humans, Warriors L1d4+10). These warriors are searching for Rennathru (Type 6E Devil), whom they hold responsible for killing Kathilonna, wife of Glordinal. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

38. Four white stone cairns are found surrounding a large tree. Each cairn is circular, 8 FT wide by 6 FT high. A wood pole fixed on top of each cairn has a pendant with green field and silver hawk. A silver-bladed Long Sword +2 (Evil Paralyzing, save 1d20 GTET [30-Stamina]/hit) is stuck into the tree (Strength GTET 21 to pull out.)

39. Large cacti grow among the trees in a square area one-quarter mile to each side. Each Cactus (HD4, AC20) is pale purple, 6 FT to 10 FT high, 6 FT across, and capable of firing 1d10 needles/round at range 25 FT. Adventurers crossing this area are attacked by 1d8 needles every 50 yards or two minutes (avoid 1d20 GTET [28-Agility], needles do hp2 damage). Burning cacti release fumes that stun mortals 2d20 minutes (save 1d20 GTET [33-Stamina], elves receive +4 roll bonus, half-elves +2 bonus).

40. A cruciform-shaped area, each segment is one-quarter mile long by one-eighth mile across. The ground within continually shifts in unpredictable patterns, so that mortals crossing the area are knocked to the ground every 50 yards or two minutes (avoid 1d20 GTET [30-Agility], suffer hp1/fall to ground). Adventurers in this area are attacked by airborne opponents (-2 modifier to hit) on 1d12 rolls GTET 7.

41. Pacon's Shrine, dedicated to Lucifer. A rust-colored one-story stone building with iron roof, ten metal stairs lead down to the iron door. The shrine consists of three rooms, and contains a rusted iron altar, two copper braziers with ever-burning flames, a pool of rust-colored water (any ferrous/iron-based object dipped into the pool is immediately rusted and useless), and three rusted Iron Golems. The shrine is tended by Nestroina (evil female Half-Elf, Priestess L11).

42. [1] A rectangular wood platform that spans three trees, 25 FT off the ground, with a vine ladder (-3 to find, breaks at 225 pounds). A metal box on the platform has the recent remains of a fire. Also on the platform are four bedrolls (slightly larger-than human), packs with twenty-eight meals, and a 10-gallon cask of wholesome ale. An encounter occurs here on 1d12 rolls of 12. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

43. Bawtown Tower. A tapered five-story grey-black tower with metal roof, the base 45 FT across, the top 30 FT across. An iron door is partially open on the ground floor. Two women in red gowns lie dead on the third floor, apparently poisoned (a vial labeled cyanide is nearby). An enchanted book is on the upper floor.

44. Crypt of Salafisca. A stone stair leads underground to a two-level crypt. The upper level has five rooms, the lower level has three rooms. The door to the burial chamber has been bricked over and painted. The Salafisca's casket (evil female Human, Shaman L13, deceased 803 years) is surrounded by ornate furniture, barrels of fine ale and wine, barrels of good-quality dried meats, jars of honey, and bowls of rare nuts. A gold rapier sticks through her casket and pins her body. Under the casket is a 3 FT hole which contains three ingots of gold, six vials Unholy Water, evil prayer beads (to Amayon), a poisoned silver-bladed Dirk +1 (blood curdling, save 1d20 GTET

[32-Stamina]), and a 10 inch gold idol of Lucifer.

45. A grey stone altar dedicated to Samael. The altar is 16 FT long by 5 FT wide, standing in a rectangular stone plaza, 50 FT by 20 FT. A poisoned thorn vine (paralysis 1d100 minutes, save 1d20 GTET [30-Stamina]) wraps around the altar. If a good person touches the altar a Keres appears in 1d20 rounds to investigate. A cylindrical metal cistern (10 FT high by 8 FT diameter, copper spigot on the side) is found 300 FT from the altar; the water carries Wasting Sickness (save 1d20 GTET [33-Stamina], see Codicil of Maladies)

46. Two Caleygreyhound heads (hp9, AC20) are mounted on circular wooden plaques attached to opposing trees. They spit on mortals walking between them (avoid 1d20 GTET [30-Agility]); persons hit by spit suffer hp1d3 acid damage for 1d3 rounds.

47. [1] Haelafram's Spire. A bronze metal corkscrew construction, 200 FT high by 26 FT diameter, narrowing to 15 FT diameter the uppermost 50 FT. A pulsating green lantern hangs at the top. A red metal door in the base opens into a dusty (empty) chamber, 10 FT by 12 FT. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

48. The ruins of an H-shaped building, the long segments 180 FT long by 70 FT wide, the short segment 80 FT by 50 FT. Sections of an upper story remain on the left-side longer segment, however there are no intact stairs up. Three underground rooms are accessed from the right-side segment, with a downward ramp blocked by a cave-in. One underground room holds an ornate four-poster bed, a chest with four flasks of good brandy (each 2d12+100 GP value), and a collection of diabolic pornography. A 4 FT diameter glowing blue light moves about the ruin (Will O'Wisp).

49. [1] A three-elevation ziggurat-shaped earthen mound. The top is 20 FT by 25 FT, the middle elevation is 35 FT by 50 FT, the lower elevation is 55 FT by 75 FT, and the base is 70 FT by 90 FT. A pool of warm bubbling mud is on the uppermost elevation. 15 FT poles with red pendants are located at each of the base's corners. An encounter occurs here on 1d12 rolls GTET 6. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

50. Skuen Works. A one-story rectangular building with copper roof, three sides are constructed of green stone, one side of opaque glass blocks. A one-story wood warehouse stands behind the main building. A 35 FT water tower is on the main building roof. The main building houses extensive glass works, with a large furnace, several ovens, fire pits heating metal buckets of molten glass, and areas for glass blowing and for setting glass molds. The works are managed by Lizobeoth (Type 6E Devil). The staff consists of eight Common Devils, three Ordinary Devils, two Human slaves, a Dwarf slave, and two Zoybim. The works has two enchanted mirrors (GM to determine type).

51. Moree-mrie Gaol. A U-shaped one-story green-stone building surround by twenty green stone columns with statues of grotesque frogs. The building holds seventy-four cells, all partially flooded with wet mud floors (for aquatic creatures and amphibians). The Head Jailer is Riji Honson (Type 6D Devil). The staff consists of five Ordinary Devils, three Type 6A Devils, three Type 6C Devils, a Minotaur, two Ogres, and six Bugbears. One of the inmates is Smolghro (female Naga, HD6).

52. A 40 FT by 60 FT metal platform suspended between two trees, 40 FT off the ground, with a bamboo ladder down to a smaller bamboo platform, 15 FT by 10 FT. Three Common Devils are on the metal platform, two Type 6A Devils are on the bamboo platform. The devils have twenty smoke grenades, two poison grenades (1d100 minutes paralysis, save 1d20 GTET [32-Stamina]), four grenades with eye irritants (2d100 minutes blindness, save 1d20 GTET [30-Stamina]), and six weighted metal nets.

53. Rhapsual Arch. A blue stone structure 80 FT tall by 100 FT long and 15 FT thick, two side-by-side bronze arches are fitted in the center, each 32 FT high at the center by 22 FT at the base. A 10 FT white stone statue of a Type 6A Devil is above the left arch, a 10 FT black stone statue of a winged Medusa is above the right arch. Forty brass rings, each 1 FT across, are fastened to the structure at 4 FT off the ground. A mortal who touches all forty rings gains the ability to stick to walls (spider walk) for the subsequent 1d100 hours. A patrol of an Oduru and a squad of Ladatajas visits here every 2d12 hours.

54. Tower of Brelthalal. The tower is a twenty-two-story, six-sided blue-green stone building, 35 FT across; each floor is a single room. A green metal door gives access into the ground floor. The top floor has a copper dome. Six bedrolls and ashes from a fire are found on the sixth floor. The eighteenth floor has a gold statue of two Oduru fighting with staves. The twentieth floor has a broken grey stone altar. On 1d12 rolls GTET 8 a Manticore (HD6) is found on the tenth floor.

55. Theyshon Theater. A four-story crimson stone building with sixty black stone columns surrounding it. A large portico paved in black stone is on the west side. The central area has a 200 FT by 80 FT stage, with thirty tiers of seating (wood benches with crimson pillows). On 1d12 rolls GTET 7 a vocal concert is in progress ('Hoargrom's Spears,' a group of six Centaurs of Hell); the audience consists of 3d20 Centaurs, 2d20 Harpies of Hell, 1d100 Common Devils, 3d20 Ordinary Devils, 1d20 Hulden, 1d20 Oduru, and 3d12 Ladatajas.

56. [1] The remains of broken walls, foundations, columns, door frames, and stairs are scattered across a space 300 FT by 125 FT. No piece is more than 4 FT high. Several areas have circular stone pits mostly filled with water. An encounter occurs here on 1d12 rolls GTET 8. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

57. [1] A bronze door frame, 16 FT high by 7 FT wide by 2 FT thick, on a black stone foundation, with four blue stone steps on either side. A red wood door fills the frame with an adamantite key-hole lock (-4 to open). Mortals stepping through the door are transported 1d20 miles in a random direction, 1d8: (1) north, (2) northeast, (3) east, (4) southeast, (5) south, (6) southwest, (7) west, (8) northwest. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

58. Boyvoy's Tomb. A 6 FT wide stone stair leads to five underground rooms occupied by Boyvoy (Minotaur Lich, Air-Fire-Shaman L18). One room contains a mahogany sarcophagus, one room has a magic circle inscribed on the floor, one room has a writing desk and scroll rack, one room holds ornate bedroom and parlor furniture, and one room holds the Skeletons (HD2) of six Greater Wolves. The entrance to a small treasure room is hidden behind the scroll case; the treasure includes four spell scrolls (1d8 Lesser Magic – Air, 1d10 Basic Magic – Shaman, 1d10 Lesser Magic – Fire, 1d6 Greater Magic – Fire), two scrolls of rituals, five enchanted books, a Wand, a Staff, two enchanted Rapiers (+2, +1 silver-bladed and Mage Bane), and six miscellaneous enchanted items.

59. Library of Hiaroz. A five-story stone building painted aqua. The library has an extensive collection of books, scrolls, and maps about underwater civilizations. The Head Librarian is Udayang (Centaur of Hell). The staff includes four Common Devils, three Ladatajas, seven Centaurs of Hell, two Harpies of Hell, and five Galatollans (frog-headed humanoids from Bomua, fourth Celestial Sphere). A 60 FT statue of a horned frog is on the ground floor.

60. A black stone altar standing on a red stone foundation. The altar is 14 FT long, 5 FT across, and 7 FT off the ground. Ten globes of gold are embedded along the outer face. A panel is hidden on the underside (-6 find, -3 to open), inside are two scrolls (2 Greater Magic spells – Water, 3

Lesser Magic spells – Earth) and an item of enchanted jewelry. An encounter occurs here on 1d12 rolls GTET 8.

61. A 20 FT-tall mound shaped like the number 8, 60 FT long by 24 FT across, the depressions in the top are 10 FT deep by 14 FT across, filled with stagnant water covered in algae. A 3 FT red brick wall follows the mound perimeter. A thorny thistle plant grows along the mound's top. An encounter with ten Echidna (HD4, AC30) occurs here on 1d12 rolls GTET 6 (poison arrows, paralysis 2d100 minutes, save 1d20 GTET [32-Stamina]).

62. A three-floor circular brick building, 45 FT across by 40 FT high, capped by a copper dome. The area under the dome holds four vertical stone wheels, each 14 FT high, perpetually turning on a thick wood shaft, over a horizontal stone tablet. The wheels crush stone into gravel, and crush metal ores for separation. The Miller is Organook (Type 6B Devil), and the staff consists of three Common Devils, two Ogres, a Minotaur, and two Zoybim.

63. Platoferen's Golem Laboratory. The compound consists of two two-story wood buildings with slate roofs, three one-story wood sheds, and four underground vaults, all surrounded by a 25 FT wooden palisade. Platoferen (evil male Human, Earth-Shaman L17) is researching new and different golems, and methods to more quickly construct existing types. The staff consists of two male Gnomes, two Centaurs of Hell, a Leprechaun, a Type 6C Devil, and a Type 6A Devil. The laboratory has eight golems in various stages of construction, plus parts to begin construction off twelve more. There are two complete Stone Golems (HD7), a Tar Golem (HD4), three Wood Golems (HD6), and two Iron Golems (HD9). A patrol of an Oduru and a squad of Ladatajas stops here every 1d20+1d8 hours.

64. [1] An H-shaped blue stone plaza, 140 FT by 100 FT, with a gold line around the perimeter. Blue stone planters in the gaps contain Forget Flowers (range 35 FT, save 1d20 GTET [32-Will]). On 1d12 rolls GTET an encounter occurs here with 1d12 Lycanthropes (Bear). [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

65. Rety's Forge. A two-story violet stone building and a one-story red-black brick building. The larger building contains a casting area and five large anvils. The smaller building holds charcoal and steel stock. The forge is managed by Olmar Rety (neutral male Dwarf, Warrior L9). The staff consists of five Ordinary Devils, two Common Devils, three Bugbears, and two Minotaur. A secret door under barrels of charcoal leads to an underground room with four enchanted chain mail shirts, seven adamantine helms (two enchanted), six breastplates (two enchanted), ten sets of steel gauntlets (three enchanted), fifteen swords (six enchanted), forty spears (nine enchanted), and thirty silver-dirks (five enchanted).

66. Six grey stone columns in a line, each 55 FT high by 9 FT across, separated by 15 FT. The columns sit on rectangular black pavement, 170 FT by 30 FT. Each column has ten grotesque faces carved into it, slightly rotated and above each other. The columns commemorate the Covazerene Campaign in Stohswar (in the Sixth Celestial Sphere), conducted 1006 years ago. A mortal touching the fourth column gains a +1 TH bonus for 1d100 hours.

67. [1] A fiery pyre, 15 FT long by 8 FT across, sitting on eight black stone columns 7 FT high (15 FT clearance to the nearest tree). Black metallic bones are visible in the flames. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

68. Camp Hithfold, headquarters of Infernal Legion XXIX (General Osse). The camp consists of four two-story black stone buildings, four one-story metal buildings, two circular red stone buildings, and two wood palisades. The camp commander is Zasadar (Hulden). The garrison consists

of thirty-two Common Devils, twenty-one Type 6A Devils, twelve Type 6B Devils, eight Ladatajas, three Ogres, seven Minotaur, and four Harpies of Hell.

69. A five-sided star consisting of one hundred-ten blue stones. Each stone is 18 FT high, 10 FT thick with six sides. A 20 FT high bronze statue of interconnected stars stands in the center, surrounded by a white nimbus. A mortal touching at least ten perimeter stones gains 1d100 hours immunity to lightning. A person touching the interior statue gains the ability to throw one 2d8 lightning bolt (expires in 1d100 hours).

70. The Harpodrome. A large circular open-air theater with a central area for gladiatorial combat surrounded by fifty tiers of perches for the Harpies of Hell. The rooms of the Grand Matriarch of the Harpies of Hell are along the top of the building. The Harpodrome has a bell for summoning the Harpies of Hell. Holding cells are located in a ground-floor level built under the seating. Several dens of Infernal Hounds are located around the building perimeter. A gladiatorial combat is in progress on 1d12 rolls GTET 9, with an audience of 1d100*1d12 Harpies of Hell (see *Inferno: Journey through Malebolge* for more details).

71. Theater of Dreams. The theater is a three-story five-sided white stone building with blue stone facing. Four brass pyramids are on the roof, each 35 FT tall by 18 FT across at their base. The double-doors are each 9 FT high, made of solid brass. The theater has a semi-circular stage 200 FT across by 120 FT deep, raised 15 FT, with twenty tiers of seating, each with fifty seats. On 1d12 rolls GTET 8 a production of 'Fly Me to the Three Moons of Amrap' is being performed; the audience (some standing if necessary) consists of 1d100 Common Devils, 1d100 Ordinary Devils, 1d20 Type 6B Devils, 1d20 Type 6D Devils, 1d20 Oduru, and 2d20 Ladatajas. Gold masks of comedy and tragedy hang in the theater lobby. A mortal touching the mask of tragedy apply a -2 TH penalty for the subsequent 1d100 hours (save 1d20 GTET [33-Will]). A mortal touching the mask of comedy breaks out in laughing fits lasting 1d12 minutes every hour for the subsequent 1d100 hours (save GTET [28-Will], checked hourly). A gold statue of Lucifer stands in the theater area (aura of evil, aura of enchantment).

72. A wildly-burning bonfire that never runs out of fuel, 15 FT across by 20 FT high, surrounded by a circle of large black stones. The surrounding trees are at least 20 FT back from the flames. Two Fire Elementals (HD9, AC30) emerge from the flames on 1d12 rolls GTET 8, checked every ten minutes. Female Gnomes are unaffected by the fire. A metal chest is concealed in the fire; the chest contains 8428 GP, a barrel helm (AC+15), a pair of steel gauntlets (AC+10), and twenty Arrows +2 (one of Sleep, save 1d20 GTET [32-Stamina]); one of Stoning, save 1d20 GTET [28-Stamina]).

73. [1] A 60 FT tower, 25 FT across by 10 FT thick. A green 30-hour clock face is on the east and west side, 44 FT off the ground, each with orange hands; the clock gives current time at Hinaveedor (Fourth Celestial Sphere). A circular opening on the north side shows the current moon phase. An Iron Golem (HD9, AC50, two huge spiked maces) perpetually marches around the tower. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

74. A two-story brown stone house with green metal roof and door. The windows have orange metal shutters. The house is occupied by Innellia (neutral female Gnome, Warlock L11, Master Weaver), her sister Dosimoa (neutral female Gnome, Dyer), her niece Sallimah (evil female Gnome, Weaver), and Balimost (neutral male Dwarf, Artisan). The occupants offer poisoned water to Elves and Half-Elves (1d100 hours weakness and cramps, save 1d20 GTET [30-Stamina]).

75. The Hall of Chiron, Chief of the Centaurs of Hell. A two-story wood building located on the

outer side of the River of Blood, partially built into the cliff. An archery and physical training area is immediately to the Hall's north. The large room on the second floor contains Chiron's library. Chiron also has a collection of historically-significant weapons and armor (see *Inferno: Journey through Malebolge* for details).

76. [1] A four-legged metal Guard Tower, 45 FT off the ground, reached by a metal ladder. The tower is occupied by four Type 6B Devils, equipped with four smoke grenades, two flash grenades, a grenade that spreads sneezing powder (save 1d20 GTET [30-Stamina]), and three explosive grenades (2d6, 6 FT, avoid 1d20 GTET [32-Agility]). [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

77. A two-story green stone building with wood roof. The bottom floor contains a taxidermy studio. The taxidermist is Lillon McTalbot (neutral female, Fire Mage L6), with assistants Toronosim (Type 6A Devil), and Jalcrob (Type 6B Devil). The upper floor has three sleeping chambers and a storage area holding a stuffed Grizzly Bear, a Manticore, two Wolves, three Giant Snakes, a Winged Unicorn, and a Komodo Dragon. A stuffed Peryton (HD4, AC20) on the ground floor can be animated by Lillon's command, as a golem.

78. Two black stone stairs lead to either side of a 40 FT by 55 FT torture chamber, both sides having a steel door with padlocks (-2 to open). The room is equipped with a water wheel, a water-torture chair, a whipping post, an iron maiden, three coal braziers, and five sets of wall manacles. On 1d12 rolls GTET 9 the room is found occupied by three Type 6A Devils whipping a Berg Troll (HD7).

79. Forsaillis Dungeon. Two green stone stairs led underground to six underground levels; levels two and three are next to one another, level five can only be reached through level two. The uppermost level has fourteen rooms, the second level has twenty rooms, the third level has eleven rooms, the fourth level has twenty-eight rooms, the fifth level has nineteen rooms, and sixth level has twenty-two rooms. Among the dungeon inhabitants are Hell Salamanders, Senmura, Mummies, Mautherdoogs, and Hippogriffs.

80. A 90 FT wood Observation Tower, reached by exterior stairs. The 15 FT by 10 FT room at the top is occupied by three Medusa (HD6, AC24).

81. [1] The remains of an H-shaped four-story manor house, with a one-story black stone carriage house. The roof is partially caved-in, and there are holes in the exterior walls. The floors in some rooms are collapsed. Water is found in areas of the ground floor. Ordinary humanoid skeletons are found in several places in the ruin. A secret door in the library leads to a four-room underground crypt; the tomb holds the bones of Sannerportas (evil female Human, Shaman L16, deceased 883 years). [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

SIXTH CIRCLE OF HELL

NORTHEAST

1 Hex = 1 mile



Obelisk



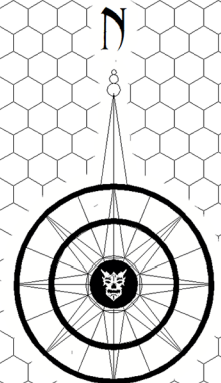
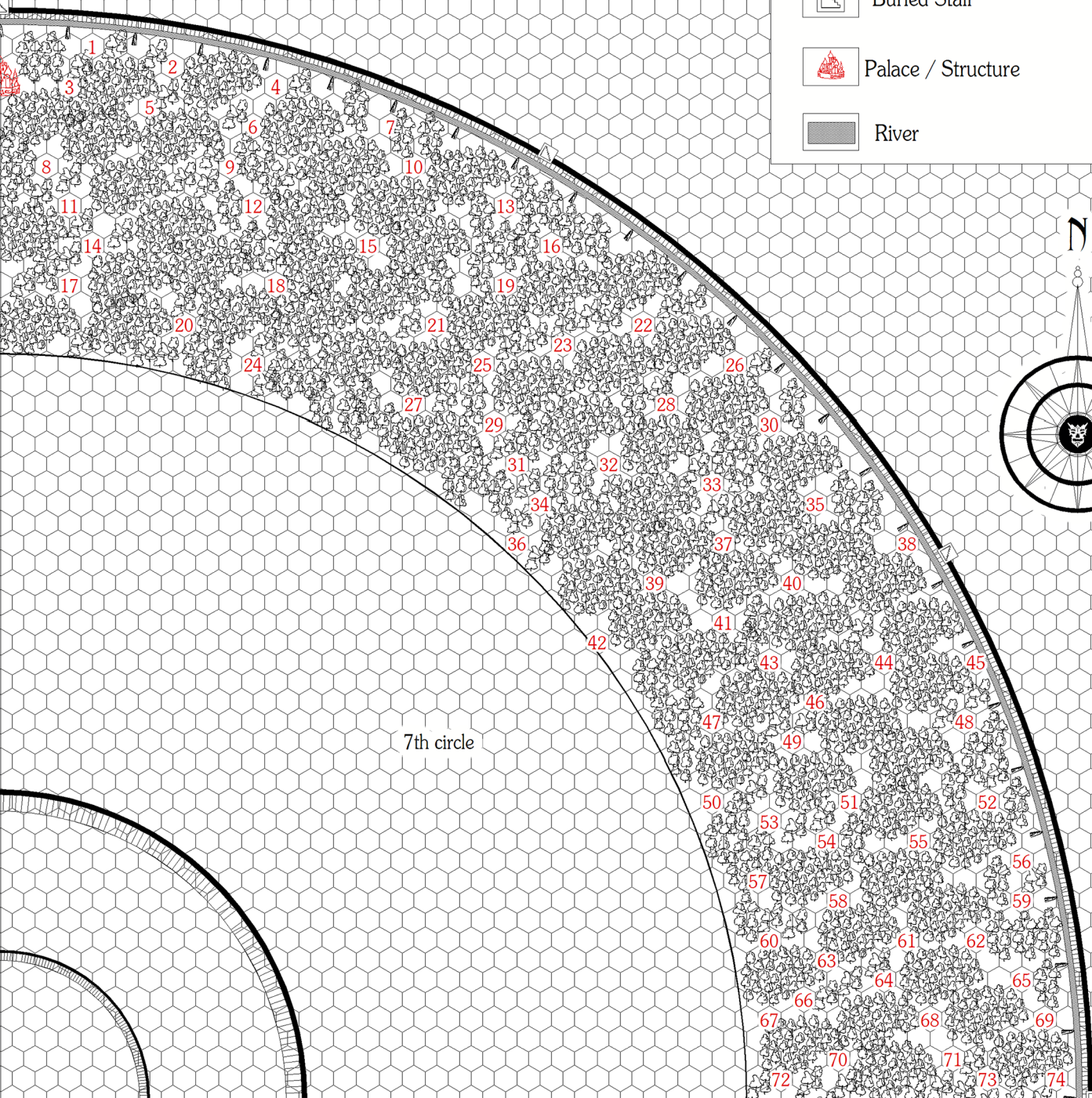
Buried Stair



Palace / Structure



River



CIRCLE 6 NORTHEAST MAP

1. Fort Galjo. The fort consists of three two-story brown stone buildings, three one-story wood buildings, a circular bronze shrine to Lucifer, and a six-cell underground gaol. The complex is surrounded by a 15 FT wide moat, surrounded by 40 FT of quicksand. The fort is commanded by Yandaar (Type 6E Devil). The garrison includes seven Hulden, eleven Oduru, three squads of Ladatajas, two squads of Centaur Lancers, two squads of Minotaur axemen, five Harpies of Hell, and twenty Zoybim.

2. Zanoryas' Mausoleum. A two-room white stone building above ground with a solid silver door. One room has a blue stone sarcophagus with a false bottom, concealing a ladder down to seven underground rooms. One room holds five mummy sarcophagi, one room holds two Vampire coffins, and one room holds Zanoryas' (evil male Half-Elf, Shaman-Fire-Water Mage L18, Ghost HD7, deceased 2073 years) white stone sarcophagus.

3. Moolkalthay Shrine, dedicated to Amayon. A six-sided one-story grey stone building with grey roof and a silver dome, surrounded by fifty white stone columns. The single room is floored with white marble. Ten white steps lead down to a circular area 60 FT across with two grey stone altars (each 15 FT by 5 FT), two grey pillars supporting 10 FT statues of Amayon, three copper braziers filled with green flame, and a small fountain of green liquid. The shrine is tended by Olkalha (Type 6D Devil), with Graella (evil female Gnome, Priest L8) and Oracki (male Bugbear). A patrol of an Oduru and squad of Ladatajas stops here every 1d20+1d8 hours.

4. Vibran Mine. A vertical shaft leads to four underground levels on which high quality coal is mined. Three long one-story wood buildings are on the surface. The uppermost level (200 vertical FT) has three-quarters miles of tunnels, the second level has one mile and a quarter of tunnels, the third level has two-thirds miles of tunnels, and the lowest level (700 vertical FT) has one-half mile of tunnels. The mine is managed by Itonore (male Minotaur), with a staff of twenty Common Devils, eleven Ordinary Devils, five Type 6A Devils, two Oduru, fifteen Ogres, five male Dwarf slaves, and thirteen Zoybim. Itonore has a Cutlass +2 (Bane against Good), a Shield AC+10, a Helm of All-Seeing, and five explosive grenades.

5. [1] Temple of Yirad, dedicated to Samael. A Y-shaped one-story red brick building with white ceramic tiles on the roof. Arched opening are at the end of each segment with brass grille doors. A brass 16 FT by 5 FT altar is in a five-sided room where the segments meet, along with a 20 FT brass statue of Samael, two brass braziers with blue flames, and a 5 FT silver statue of Lucifer. The Temple is maintained by Elclaer (Type 6D Devil) and Nolnom (Type 6C Devil). A good person touching the Lucifer statue is paralyzed 1d100 hours (save 1d20 GTET [32-Stamina]). An evil person touching the Samael statue is healed hp1d10 (limit hp20/day/person). [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

6. Garghorin Theater of Poets. A one-story orange-and-red stone building with painted red dome. A raised 12 FT circular stage is surrounded by fifteen tiers of seats. On 1d20 rolls GTET 15 Viawrot (Type 6C Devil) is giving a poetry recital, to an audience of 2d20 Type 6A Devils, 2d20 Type 6B Devils, 1d12 Hulden, 1d12 Oduru, 1d10 Ladatajas, and 1d12 Zoybim. Hidden in the stage (-5 to find) is an Idol of Appreciation, that enhances the audience's reaction to the speaker.

7. [1] Three vertical shafts, one is 12 FT by 9 FT by 220 FT deep, one is 10 FT by 14 FT by 403 FT deep, and one is 15 FT by 19 FT by 662 FT deep. The shafts form a triangle, the sides 28 FT, 39 FT, and 48 FT long. A 4 FT tall ceramic frog is at the triangle's center. An encounter occurs here on 1d12 rolls GTET 8. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by

a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

8. Dododon's Quarry. An oval pit 315 FT long by 166 FT wide by 86 FT deep. Four one-story wood buildings are on the surface, with three wood cranes. The quarry is managed by Madin-mashed (Centaur of Hell, Master Stonemason). The staff consists of twenty-one Common Devils, six Ordinary Devils, eight Minotaur, five Centaurs of Hell, ten Type 6A Devils, fourteen Type 6C Devils, and eight Zoybim. One Minotaur has an enchanted pick, two Type 6A Devils have enchanted mallets. The quarry is visited twice a day by a patrol of an Oduru and a squad of Ladatajas.

9. Hellshraw Post, headquarters of Infernal Legion XXX (General Furfir). The camp consists of five circular towers (each eight stories) surrounding three two-story wood buildings. A 30 FT moat surrounds the towers, with two bridges. The post commander is Tassolis (Hulden). The garrison consists of twenty-five Ladatajas, twenty Type 6B Devils, fourteen Type 6C Devils, three squads of Harpies of Hell, twelve Common Devils, and nineteen Zoybim. The post has a hidden locker holding twenty-two enchanted Staffs and sixteen enchanted Wands.

10. An eight-sided vertical shaft, it drops 184 FT. A 90 FT horizontal tunnel at the bottom leads to a second vertical shaft, 206 FT deep, that leads into a huge natural cave room, 850 FT by 260 FT by 150 FT high.

11. Prevfall's Arch. A black steel lattice arch, 120 FT high at the top, 50 FT across at the base, 15 FT thick. A 15 FT steel ball hangs from the top by a thick chain. Four 15 FT by 10 FT steel platforms are attached to the arch, two at 40 FT and two at 80 FT, reached by a ladder on either side. On 1d12 rolls GTET 8 the platforms are occupied by one Type 6C Devil with a bow (3 Arrows of Slaying, save 1d20 GTET [29-Stamina]).

12. Gaverlog Prison. A three-story box-shaped grey stone building built around an open courtyard, with a four-story gatehouse (large steel portcullis). The third floor has sixty-six cells, the second floor has one-hundred twenty cells (none on the ground floor). A secret panel on the third floor leads to a hidden elevator down to a ten-room underground level which holds the most secure prisoners. The prison Warden is Albogod (Hulden). The staff includes nineteen Type 6C Devils, six Type 6D Devils, fourteen Common Devils, eighteen Ordinary Devils, two Trolls, an Ogre, fourteen Skeletons, a Minotaur of Hell, and nine Zoybim.

13. Spire of Haggashat. A curved green steel structure, 310 FT high, 45 FT across at the base. Two adamantine doors are in the base (padlocked, -5 to open). The ground floor is filled with incomprehensible machines, pipes, valves, spinning motors and wheels. Large vertical pipes go into the ceiling. On 1d20 rolls GTET 19 (checked every two minutes) a pipe breaks and fills the room with steam (hp2/round).

14. A silver door frame 18 FT high by 9 FT wide, sitting on a black rock 18 FT long by 8 FT wide by 9 FT high. A red metal door hangs in the frame with adamantine hinges and handle. A 3 FT circular cut out is in the door, giving a look at an island in a stormy sea. Mortals going through the door are dropped at a random location in Styx (Fifth Circle).

15. [1] A 100 FT wood observation tower constructed with three 12 FT by 12 FT wood rooms connected by ladders. The rooms are at 25 FT, 50 FT and 75 FT. A green pendant flies from the tower top. The bottom room is empty, the middle room is occupied by 1d8 Common Devils, and the top room is occupied by an Oduru and four Ladatajas. The tower does not burn. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

16. [1] Camp Ficasoddid. The camp consists of a one-story H-shaped building surrounded by six one-story rectangular wood buildings. A parade ground is to the north. The entire complex is surrounded by a 30 FT wood palisade. 20 FT towers on each corner mount ballista. The camp commander is Isnotreedd (Hulden). The garrison consists of forty Common Devils, five Hulden, ten Oduru, three squads of Ladatajas, two squads of Centaur of Hell Lancers, and twenty Type 6A Devil archers. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

17. Grolnaoc's Laboratory. A T-shaped three-story building constructed of heavy timbers and tin sheeting, with a slate roof. The laboratory distills ether from the Ethereal Plane. Supplies and spare equipment are stored on the ground floor, the work areas are on the second floor, and living quarters are on the top floor. An underground room reached from a secret door on the second floor has a 30 gallon tank of liquid ether. The laboratory is managed by Grolnaoc Redbeard (neutral male Dwarf, Master Alchemist, Warrior L4). The staff includes Svartok (evil Gnome, Alchemist), Walurnop (Centaur of Hell), Ullina (Medusa), and Tisozens (Minotaur). A secret closet in the living quarters holds five enchanted books, two miscellaneous enchanted items, and nine alchemical concoctions.

18. A two-story black stone building with slate roof, entered through a gate tower with adamantite portcullis (found open). A fourteen room underground level is reached through a secret panel in the second vault (-10 to open). Three vaults on the ground floor hold a total of one hundred ten thousand GP, eighty-two thousand SP, one hundred fifty thousand CP, twenty-six thousand platinum pieces, and eight-hundred fifty assorted gems (each valued at 1d100*1d20*1d8 GP). The treasury is managed by Rulliski (Hulden). The staff consists of three Oduru, twelve Ladatajas, six Trolls, two Ogres, two Type 6A Devils, and fifteen Zoybim.

19. [1] A 20 FT W-shaped wall, each segment is one-quarter mile long. The lower half is yellow-painted stone, the upper half is thick ironwood. Steel spikes are mounted along the top every 2 FT, a golden skull is mounted every 100 yards. A narrow arched opening is at every vertex, closed by a heavy iron portcullis (strength GTET 44 to lift). About one-quarter of the wall is marked with obscene graffiti in Infernal Cant. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

20. Yattaquo Dungeon. Two white stone steps lead underground, one stair to the uppermost level, one to the third level. A circular stone disk is a teleportation device to the fourth level. The dungeon has five levels; the uppermost level has twenty-two rooms, the second level has sixteen rooms, the third level has nine rooms, the fourth level has seventeen rooms, and the bottommost level has twenty-four rooms. A desecrated temple is on the third level, a ruined alchemical laboratory is on the second level, a room of vampire coffins is on the fourth level. The dungeon has Spectral Bats, Rot Beetles, Chimera, Doppelgangers, Water Elementals, Tar Golems, Humbata, a Lich, and Mummies.

21. Gaol of Winds. A circular building constructed around an open courtyard; a strong wire mesh hangs over the courtyard like a dome. The gaol has seventy cells constructed for winged creatures. The gaol Warden is Alfrod (Type 6E Devil). The staff includes six Common Devils, eight Type 6A Devils, ten Type 6B Devils, ten Harpies of Hell, ten Bugbear archers, and five Zoybim. The most valuable prisoner is Valoroban (Phoenix).

22. A U-shaped mound, 225 FT long, 160 FT wide, and 35 FT high; the arms of the U separated by 55 FT. A 14 FT pewter statue of a Komodo Dragon is between the arms. The top is paved with red flagstones. An encounter occurs here on 1d12 rolls GTET 7.

23. An earthen grave mound, 12 FT long by 5 FT by 2 FT high at the center. A green metal headstone reads, "Nalloy Marnside, Adventurer, Thief, Gentleman." Buried in the mound is Leather Armor AC+12 (lightning immune), a metal Shield AC+6, a silver-bladed Rapier +1, and Boots of Water Walking.

24. Camp of Yualle. The camp consists of eight one-story wood buildings with copper roofs arranged around a square pool of water, 100 FT. A red stone wall surrounds the compounds, with a dry moat surrounding the wall. Four wood towers are on the perimeter, each 100 FT high. The camp commander is Strolibilis (Type 6E Devil). The garrison consists of thirty Type 6A Devils, twenty-five Type 6B Devils, fifteen Centaur of Hell Lancers, eighteen Harpies of Hell, ten Ordinary Devils, and four Zoybim. One of the Type 6B Devils (Tragoy) is an exceptional teacher of hand-to-hand martial arts.

25. [1] A Z-shaped stone plaza paved with brown, grey, and violet stones. The plaza is 200 FT long by 100 FT across, the perimeter marked with a copper railing. The plaza has a 15 FT copper statue of three Type 6A Devils playing musical instruments. Scorch and blast marks are visible at the north end. An encounter occurs here on 1d12 rolls GTET 8. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

26. Three large wooden barns surrounded by a 20 FT wooden palisade. One barn holds enough cases of dried meats for thirty-thousand meals, one barn holds enough barrels of dried vegetables for thirty-six thousand meals, and one barn holds enough cheeses for twenty-nine thousand meals. There are also five thousand gallons of water, six hundred gallons of ale, four hundred gallons of wine, and twelve hundred gallons of cider. The barns are managed by Alocorix (neutral male Human, Warrior L6), with the assistance of five Common Devils, an Ogre, two Minotaur, and four Zoybim. A patrol of an Oduru and a squad of Ladatajas stops here every 1d20+1d12 hours.

27. [1] A six-sided wood platform floats between four trees, 55 FT above the ground, suspended by a levitation spell. Rope bridges connect the platform to two trees, with rope ladders to the ground. Two Adventurer backpacks are found on the platform along with three bedrolls. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

28. Caermorcoran Castle. The castle consists of a five-story central Keep surrounded by two black stone walls. The inner wall is 30 FT with two 60 FT towers. The outer wall is 35 FT with four 60 FT towers. One-story wood buildings are located between the walls. Entry is through a gatehouse with two iron portcullis'. The Castle Seneschal is Banatiuy (Hulden). The garrison includes seven Oduru, two squads of Ladatajas, two squads of Centaur of Hell Lancers, and a squad of Harpies of Hell. The servants include twenty Common Devils, ten Type 6A Devils, an Ogre, and twelve Orcs.

29. A rectangular one-story wood building, a hostel with a common room, a bath area, and nine sleeping rooms. The hostel is available to any mortal with a badge or pass that allows travel on the Sixth Circle. The hosteller is Melgniss (evil female Human), assisted by three Ordinary Devils.

30. An S-shaped ditch, three-eighth miles long by 200 FT wide, 75 FT deep. The bottom is covered 2 FT deep in swampy muck. The water carries disease (save 1d20 GTET [33-Stamina]). An encounter occurs here on 1d12 rolls GTET 8.

31. An oval pile of turquoise stones, 18 FT long by 7 FT wide by 6 FT high. Four ordinary spears are wedged into the cairn. A person touching the human bones inside is petrified (save 1d20 GTET [28-Stamina]).

32. An oval pit, 50 FT by 20 FT by 18 FT deep. A burning pyre is at the pit bottom, 15 FT by 6 FT, on stone columns 5 FT high. A troll's shade can be seen flickering in the fire. Smoke from the pyre causes coughing fits up to 150 FT away (save 1d20 GTET [30-Stamina]).
33. Two wooden guard towers stand next to one another (separated 26 FT at base), each 85 FT tall with a 20 FT by 15 FT room at the top. The left tower is occupied by five Type 6B Devils, the right tower by two Type 6C Devils and three Harpies of Hell. The towers have four smoke grenades, ten 1d12 explosive grenades, and three grenades that disperse a blinding chemical (save 1d20 GTET [32-Stamina], persists 3d20 hours).
34. Crypt of the Howling Rats. A blue stone stair leads to a six-room underground complex. One room has flaming oil traps, one room has an altar to Amayon, and one room has a huge ziggurat occupied by 2d100 rabid Giant Rats (HD3, AC20, disease). The crypt of Zecharias (evil male Half-Elf, Priest of Amayon, Shaman-Earth Mage L5) is behind a bricked-in archway covered in plaster. Inside the crypt is a redwood sarcophagus, three 5 FT pewter urns each holding 15,000 GP, ten masterpiece paintings (each 1d100*1d100*1d8 GP), a golden cat idol (22,435 GP), and two rare musical instruments (18,043 GP, 27,307 GP). A chest (padlock, -6 top open) holds 312 gold rings, 110 silver rings, 64 bracelets, 15 necklaces, 42 brooches, and four tiaras. Zecharias' Ghost (HD6) appears when the crypt is disturbed. The crypt is painted with pictures of rats, and plaster figures of rats are attached to walls in all of the rooms.
35. [1] A T-shaped stone plaza, the top section 150 FT by 40 FT, the perpendicular section 200 FT by 50 FT. The plaza is paved in ochre, azure, and aqua colored stones. A glowing white line forms the perimeter. A 15 FT statue of a Type 6D Devil pointing with a staff (labeled, Sueropasir) stands on a ochre block where the segments intersect. An encounter occurs here on 1d12 rolls GTET 5.
[2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).
36. A 20 FT by 15 FT wood platform is constructed 10 FT off the ground. Four hangman's ropes hang from a thick overhead tree limb. On 1d12 rolls GTET 8, a Medusa and a Type 6A Devil hang from ropes, watched by a Hulden, two Oduru, twelve Ladatajas, and two Zoybim.
37. Dozoline's Arch. A crystalline structure 50 FT high by 50 FT long by 15 FT thick, the arch is 22 FT high at the center, 35 FT at the base. The interior face of the arch is surfaced by a thin film of platinum. Ten crystalline wolf's heads are attached to the structure (head high). A mortal walking through the arch backward gains the ability to know exactly where they are in the forest for the subsequent 1d100 hours. A person who touches every one of the wolf's heads gains the ability to summon one Greater Wolf (HD4, AC 22) for fifteen minutes (expires in 1d100 hours).
38. Henge of the Carved Pegusi. Three concentric circles made up of life-sized statues of Pegasus. The inner circle is made up of a bronze Pegasus and nineteen white statues, surrounding an open space 35 FT across. The second circle is made up of a silver Pegasus and thirty-four grey statues, separated from the inner circle by 18 FT. The outer circle is made up of an adamantite Pegasus and fifty-nine brown statues, separated from the middle statue by 18 FT. A Pegasus is buried in the open area in the center. A mortal who gets on either the bronze or silver statues believes they gain the power to summon 1d6 Pegasus but it is an illusion (save 1d20 GTET [33-Will]).
39. [1] An ochre stone altar dedicated to Lucifer. The altar is 15 FT by 5 FT, on three black columns 6 FT high. The fresh carcasses of two Giant Squirrels are found on the altar, along with some warm wax. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

40. A five-sided green metal door frame, 14 FT high by 8 FT across by 3 FT thick, standing on a rectangular stone base, 15 FT by 8 FT. The bronze door is engraved on both sides with scenes of Lucifer being worshiped by Type 6 Devils. The door has an adamantine keyhole (-8 to open). Mortals passing through the door inward to outward are transported to the Landing of Lost Souls (First Circle). Mortals passing through from outward to inward are transported to Amayon's Castle.

41. A 230 FT mound shaped like a trident, each section is 38 FT thick and 17 FT high; there is 55 FT between each of the three trident arms. The top is paved in polished pink coral. Ten stone tridents, each 13 FT high, stand upright in a row along the top. An encounter with 20 Armorpeckers (HD2, AC38) occurs on 1d12 rolls GTET 8.

42. Torotemishka Dungeon. A bronze pole sticks 8 FT out of a 12 FT diameter circular shaft. The shaft is 48 FT deep and leads to a five level dungeon. The uppermost level is divided into three autonomous sections (roughly at the same depth), the first section having six rooms, the second having twelve rooms, and the third having fourteen rooms. The second level has eighteen rooms. The third level is a single huge cavern, the east end of which is partially flooded with the stern of a sailing ship sticking out of coral. The fourth level has twenty-six rooms. One room has a secret door behind a large idol, one room has weighted net traps, one room has animated blocks of ice on a slippery floor, one room has levitated steps, and one room has several enchanted mirrors. The dungeon has Red Slime, Poltergeists, Coral Snakes, Salamanders (reptile and elemental), Rusulki, Giant Skunks, a Simorg, and Wertzels Spiders.

43. A twelve-sided mound covered in long spiked grass. The mound is 80 FT across at the base, 50 FT across at the top. A barren area in the center has a pentagram inscribed in a circle inscribed in an octagon (aura of enchantment). The grass is poisonous unless boiled GTET 15 minutes. On 1d20 rolls GTET 17 the grass releases Poison Pollen (fatal, save 1d20 GTET [30-Stamina]).

44. [1] A torus-shaped plaza constructed of black-red bricks. The inner radius is 30 FT, the outer radius is 65 FT. The plaza is surrounded by a dry moat, 35 FT across by 20 FT deep, with four metal bridges. Four 18 FT pewter statues of rearing Warthogs stand at the northwest, northeast, southeast, and southwest points of the plaza. On 1d20 rolls GTET 16 Adventurers meet Lonellia (evil female Human, Shaman L13, Seer); she pronounces a doom on one Adventurer – their sword arm will be cleaved (critical hit) on the first round of their next combat (save 1d20 GTET [34-Will]). [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

45. An H-shaped yellow stone wall, 22 FT high by 6 FT thick. The vertical segments are three-eighths miles long, the connecting segment one-quarter mile long. A four-story stone tower is at the midpoint of the connecting segment; the wall can be cross through the tower via two open iron portcullis. The tower is tended by an Oduru and three Trolls. Vines of Poison Ivy grow on the two long segments.

46. Lokyriack Manor. A white stone three story building, a two-story blue stone building, and a large wooden barn. The manor is known for its collection of rare model ships and fine navigation instruments. The decorations throughout the house have a nautical theme. An art room has several valuable seascape paintings. The manor is occupied by Lokyriack Wellsood (evil male Dwarf, Water Mage L20). The staff consists of nine Common Devils, six veiled Medusa, four Winged Medusa Monkeys, six Type 6A Devils, and five Zoybim.

47. A five story grey stone building with copper roof. The building has offices for Amayon's clerks. The staff includes thirty-eight Zoybim, fourteen Centaurs of Hell, three Harpies of Hell, and seven Type 6A Devils. The fourth and fifth floors are file storage. A patrol of Oduru and a squad of Ladatajas visits every 1d20+1d12 hours.

48. [1] A 140 FT wood observation tower with a 20 FT by 20 FT room at the top. The room is occupied by four Harpies of Hell. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

49. Rasazim Mine. Two vertical shafts lead to three underground levels where turquoise is mined. The upper level has one-quarter mile of tunnels, the middle level has one-eighth miles of tunnel, and the bottom level has one-half mile of tunnels. There are four one-story wood buildings and two metal hoists on the surface, along with a 25 FT high slag pile. The mine is managed by Xanafarse (neutral male Gnome, Master Miner, Warlock L9). The mine staff consists of twenty Common Devils, twelve Type 6A Devils, eight Type 6B Devils, fifteen Gnome slaves, and ten Zoybim. A secret room off the second level holds fourteen hundred pieces of turquoise, each valued at 1d100*1d8*1d6 GP.

50. Perostack Library. An L-shaped four-story violet stone building with black stone roof. The library has an extensive collection of books and scrolls about flight, airships, and flying animals, along with twenty stuffed flying creatures. The Head Librarian is Rattonfleg (evil male Half-Elf, Sage, Air Wizard L11). The staff consists of twenty Centaurs of Hell, three Medusa, six Minotaurs, sixteen Skeletons, eight Type 6A Devils, and nineteen Zoybim. A patrol of an Oduru and a squad of Ladatajas visits every 1d20+1d12 hours.

51. Nolanjone Gardens. A quarter-mile circular garden behind a 20 FT grey stone wall, with three arched entries; each entry has a set of double brass doors. The garden has four large fountains and contains colorful flowers from throughout the Celestial Spheres, many never seen on the Material Plane; all plants found here are poisonous to humans, elves, and half-elves (poisons dwarfs on 1d12 rolls GTET 5, gnomes on rolls GTET 7). The gardener is Szorui (Type 6C Devil). The staff consists of five Common Devils, a Type 6A Devil, a Minotaur, and two Centaurs of Hell. An encounter with airborne opponents occurs here on 1d12 rolls GTET 5.

52. [1] Museum of Bones. A two-story bleached white stone building with ochre tiles on the roof. The museum displays the articulated skeletons of two-hundred eighty-six monsters and weird creatures from the Material Plane and across the Celestial Spheres. The curator is Nuth Wosdrack (Centaur of Hell, Shaman L11), assisted by three Centaurs of Hell, two Ordinary Devils, an Ogre, and six Zoybim. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

53. Pocktorman's Mausoleum. A one-story light blue stone building with dark blue metal roof, the door is bronze (padlock -4 to open). The mausoleum is 50 FT by 35 FT. Two dark blue stone sarcophagi are inside, those of Pocktorman (evil male Human, Warlock L14, deceased 683 years) and his wife Quossi (neutral female Human, Master Engraver and Forger, deceased 696 years). Touching Pocktorman's tomb gives a mortal immunity to Warlock spells for 1d100 hours. Two huge black pearls (18,053 GP, 22,406 GP) are found inside Quossi's tomb.

54. An X-shaped line of dark green stones inside a circle of light green flecked stones. The inner stones are 16 FT high, with 5 FT thick stones across the tops of adjacent stones. The stones of the outer circle are 14 FT high, engraved with images of crossed swords. A shallow grave containing a Gnome's bones (Curkogar, Rascal L10, deceased 288 years) is found inside the circle.

55. [1] Maygunthor's Tomb. A circular metal stair descends 60 FT into a dry well, a 12 FT stone door at the bottom (requires total Strength GTET 44) gives access to a five room tomb. The tomb has been ransacked in the past, furniture broken, fires set, and tile frescoes smashed. Obscene graffiti in Dwarvish is on the walls. An encounter with Maygunthor's Ghost (HD5, AC40) occurs on 1d12 rolls GTET 8. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

56. A 60 FT circular stone building with a copper dome. Four huge Buffalo are harnessed to a large horizontal beam extending out from the building; as the buffalo are driven around the building the beam turns two vertical millstones, each 12 FT in diameter. The Miller is Dynihorus (Type 6C Devil), assisted by two Ogres, a Type 6A Devil, and a Zoybim.

57. Danzaet's Manor. An F-shaped two-story brown stone building with an attached rectangular four-story red brick tower. A garden of rare cacti is found on the west side. The manor belongs to Danzaet Vorix (Hulden, aide to General Furfir). The Major Domo is Geras (Type 6B Devil). The staff consists of nine Common Devils, four Harpies of Hell, a Troll, five Bugbear slaves, and two Zoybim. Danzaet owns a rare pianoforte (42,318 GP) and is a virtuoso on the instrument.

58. Klorkier's Foundry. A one-story wood building with slate roof with a detached 30 FT wood cistern. The foundry specializes in casting the heads of maces, axes, and pole arms. The foundry is operated by Klorkier Guthror (evil male Dwarf, Master Smith, Warrior L7), with the assistance of three Type 6C Devils, a Troll, and a Minotaur. There are 1d100 each of type of weapon head, 1d20 completed weapons of each type, and 1d12 silver-headed weapons of each type. Klorkier is armed with a War Axe +3 (Beheading on rolls GTET 17, save 1d20 GTET [34-Agility]).

59. A one-story black building with black metal roof, entered through a detached gate house with double adamantine portcullis, with two underground levels (one with fourteen rooms, one with twenty-one rooms). The lower level stores 368,500 GP, 207,530 SP, 18,428 platinum pieces, eighty ingots of silver, forty-six ingots of bronze, one hundred ingots of iron, and four barrels of mercury. The staff consists of three Centaurs of Hell, a Type 6D Devil, a Type 6C Devil, three Oduru, and twelve Zoybim. The guards are twenty Ladatajas.

60. Mamagon's Garden. A cruciform-shaped area, each segment is one-tenth mile long by two-hundred yards, entered through steel arches at the segment ends. One segment has a 150 FT barn. The garden is filled with rare varieties of palms and other tropical trees. The garden is tended by Somiting (intelligent Great Ape, HD4), with three Centaurs of Hell, four Harpies of Hell, and two Ogres.

61. Jolku's Forge. Two one-story wood frame buildings with tin siding and roofs. This forge is known to turn out exceptional quality Dirks, Knives, and Short Swords. The forge is operated by Jolki Renwehr (Centaur of Hell) with the assistance of Hundror (evil male Dwarf, Smith, Warrior L5), Rockri (evil male Gnome, Smith, Rascal L6), Agness (evil female Gnome, Smith, Engraver), and two Type 6A Devils. There are 3d20 Dirks (1d8 are enchanted), 1d100 Knives, and 1d12 completed Short Swords (two are enchanted). Jolki is armed with a Short Sword +2 (Blinding touch, save 1d20 GTET [32-Stamina]), and Rockri is armed with two Dirks +3 (one Priest bane, save 1d20 GTET [30-Will]).

62. A four-story black stone tower entered through an adamantine portcullis. The building is an armory storing 217 spears, 82 pole-arms, 114 javelins, 42 lances, 102 metal staves, 65 long-handled maces, 48 war hammers, 118 heavy maces, 166 helms, 140 chain mail shirts, 41 pairs of steel gauntlets, and 93 metal shields. 1d100 weapons are enchanted, 3d20 pieces of armor are enchanted. The armory is commanded by Soljo (Type 6D Devil). The garrison consists of twenty Common Devils, eight Oduru, a squad of Ladatajas, six Harpies of Hell, and nine Zoybim. A Hulden is visiting (inspecting) on 1d12 rolls GTET 8.

63. [1] A one-story white stone cottage with thatched roof and seven rooms. The house is occupied by Nippoa Thackry (neutral female Half-Elf, Seer, Fortune Teller) with two Zoybim servants. Her sister Alabiyna is encased in a nearby tree (deceased 8 years). [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

64. Temple of the XXVIth Legion, dedicated to Lucifer. A one-story circular red stone building

with gabled roof. The temple has a 13 FT bronze altar supported by twenty silver swords, the table pierced by forty knife blades. Also present are two 18 FT statues of Lucifer, a 10 FT statue of Amayon, six standing suits of plate mail holding bill hooks, three copper braziers filled with burning coal, two tripods of spears supporting copper kettles of Unholy Water, and a 15 FT statue of two wrestling Oduru. The temple is tended by Heleness (evil female Human, Priest L14), assisted by five Oduru. A patrol of an Oduru and a squad of Ladatajas visits every 1d20 hours. Mortals touching the statue of Amayon are petrified (salt statue, save 1d20 GTET [33-Stamina]). One knife piercing the altar is +2 (Oduru Bane, any hit kills, save 1d20 GTET 18). Under a floor panel (-5 to find) are twenty ingots of platinum.

65. [1] A T-shaped brown stone wall, 22 FT high by 8 FT thick, with an ever-burning line of fire along the top. The shorter segment is two-tenths miles long, the longer segment is four-tenths miles long. A short tunnel passes beneath the longer segment, midway along its length. An encounter occurs here on 1d12 rolls GTET 7. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

66. Storlay Museum. A one-story building of alternating lines of white, tan, and green bricks, with a black metal roof. Ten steps lead up to a covered porch on the front end. The museum features ores, crystals, and gemstones from across the Celestial Spheres. The total value of all the precious and semi-precious stones within is 1,502,530 GP. The entrance is guarded by a Hulden and two Oduru.

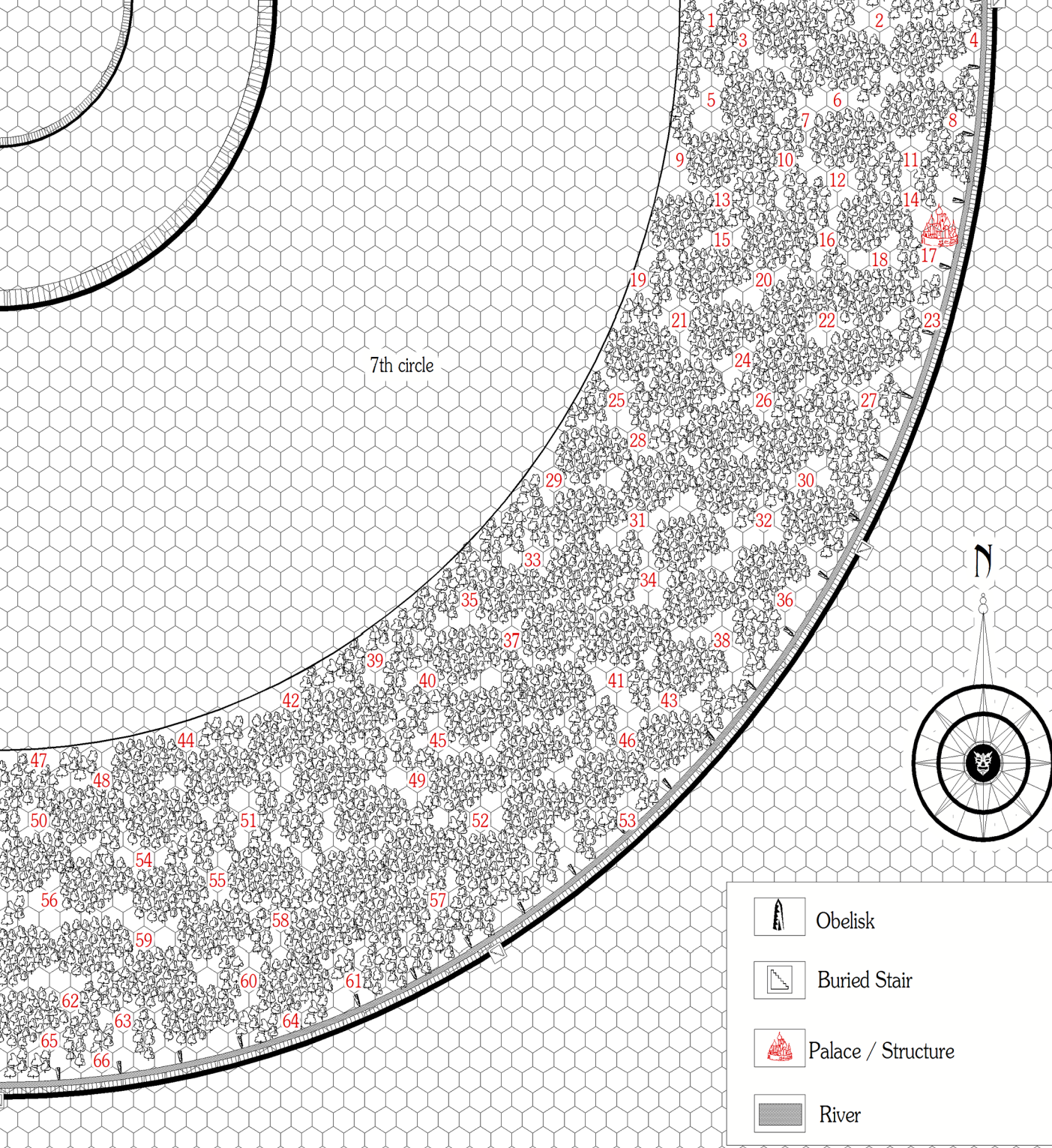
67. A 110 FT green metal Tower with a 20 FT square room at the top, reached by a metal ladder. A mechanical flare launcher is on top of the tower. The tower is occupied by five Ladatajas. The guards have ten smoke grenades, six flash grenades, eight 1d12 explosive grenades, three crossbows with fifty bolts, and nine javelins (two are +1 returning).

68. A 220 FT red glass spire that twists three complete turns. The base is 42 FT. A 50 FT Titan (Rathemattes) is imprisoned midway up the spire (stasis). A 30 FT glowing silver statue of a Hippogriff tops the spire.

69. Zaradeeba Castle. An H-shaped three-story black stone building surrounded by three 40 FT walls, inside a 35 FT moat of hot bubbling pitch. Two drawbridges allow entry to the Castle. The space between the outer and middle walls is completely filled by workrooms and living quarters. The Castle Seneschal is Nexar Ulnawl (Type 6E Devil). The garrison consists of nineteen Ordinary Devils, thirty Common Devils, ten Type 6A Devils, ten Type 6B Devils, five Odura, and six Ogres. On 1d12 rolls GTET 10 two squads of Centaur of Hell Lancers are in the compound. The Castle is known for two 50 FT tapestries of Amayon and Lucifer, woven by Anistassius 829 and 841 years ago; they are valued at 30,583 GP and 43,608 GP.

70. [1] A large wooden barn housing ten dye vats. The barn is managed by Gaffigae (Centaur of Hell). Thirty Gnome slaves harvest leaves and sap from trees to make dye, supervised by two Oduru and fifteen Ladatajas. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

71. A mushroom farm consisting of six fields each 200 FT by 120 FT, with three one-story wood buildings. Fresh mushrooms cause strong hallucinations when consumed within 96 hours of harvest (save 1d20 GTET [35-Stamina], effects for 1d100*tenth-hours). Dried mushrooms less potent (+6 on saving roll), and are poisonous to Dwarves (1d100 hours paralysis, save 1d20 GTET [30-Stamina]). The farm is managed by Lelron (Type 6C Devil), with a staff of eight Harpies of Hell, two Medusa, and two Zoybim.



SIXTH CIRCLE OF HELL

SOUTHEAST

1 Hex = 1 mile

Circle 6 Southeast Map

1. Tollrat Works. Two large wooden buildings house a glass works that produces high quality crystals up to ten pounds. The works are managed by Harwhell O'Hamsey (neutral male Human, Master Glassblower). The staff includes nine Common Devils, five Type 6C Devils, three Ladatajas, and two male Lycanthropes (Wolf).

2. Ixvain's Garden. A rectangular area three-eighths mile long by one-quarter mile across, surrounded by a thistle hedge (10 FT high by 6 FT thick) with six gaps for entry. The garden is planted with exotic fruit bushes collected from across the Celestial Spheres. A 30 FT copper statue of Ixvain (Diabolic General, deceased 1074 years) stands in the center. The garden is tended by Frauendor (Minotaur of Hell), with a staff of four Ordinary Devils, a Medusa, and three Zoybim.

3. [1] A one-story brown stone building with a tin roof. The building consists of a large common room, a kitchen with root cellar, and twelve sleeping rooms (ten with two beds, two with four beds). The hostel is free to any mortal bearing a badge that allows access to the Sixth Circle. The hostel is managed by Trevall (Type 6B Devil), with a staff of a Harpy of Hell and a Zoybim. The hostel has 1d4 guests as determined from 1d8: (1) male Dwarf, Warrior L9, (2) female Elf, Air-Water Mage L14, (3) male Gnome, Sage and Alchemist, (4) female Human, Crusader of Lucifer L11, (5) male Half-Elf, Warlock L13, (6) female Human, Minstrel, Rascal L10, (7) male Dwarf, Priest of Amayon L12, (8) female Gnome, Fire-Earth Mage L15. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

4. A stone structure 110 FT long by 40 FT high by 20 FT thick. Three arches are 20 FT high by 15 FT wide, faced with copper bricks. Four statue niches on each side of the structure have 6 FT green metal statues of a Hulden, Oduru, Type 6E Devil, and Type 6C Devil. Ten ever-burning lights are attached to each side 30 FT off the ground. A metal plate on top of the structure covers the bones of Jurtgens (Fire Giant, deceased 884 years). A mortal who walks through each arch three times gains the ability to be invisible to devils three times (expires in 1d100 hours).

5. A one-story black building, entered from the top. White stone steps lead up the east side to the roof. The building has three rooms. One room has five iron poles each with three sets of hand/foot manacles, one room has six individual jail cells, and one room is a torture chamber with two whipping posts, a rack, a dunking chair, a bed of nails, and an iron sarcophagus. There is a copper brazier with iron brands, a selection of hammers and clubs, a rack of whips, and a glass jar of needles. On 1d12 rolls GTET 9 the room is occupied by two Oduru and two Type 6B Devils with a Type 6A Devil on the rack, a Minotaur on the bed of nails, and a Bugbear manacled to the whipping post.

6. A red stone oval cairn, 12 FT long by 5 FT wide by 5 FT high. A broken javelin and a shattered sword blade (aura of enchantment) are stuck into the rocks. Beneath the cairn are the mouldering bones of Manador (good male Human, Crusader L13, deceased 201 years), buried with plate mail armor AC+16, an enchanted Helm, steel gauntlets AC+8, a silver Dirk +1, an enchanted item of clothing, and two enchanted Rings. A curse has been laid on the cairn affecting any evil person who violates it; an effected person is deafened 3d100 hours (save 1d20 GTET [33-Stamina]); a Priest or Mage loses the ability to perform Prayers or Spells for 1d100 hours (save 1d20 GTET [30-Will]).

7. [1] A one-story wood warehouse that stores treated lumber harvested from the forest. The warehouse staff consists of nine Ordinary Devils and four Common Devils, supervised by a Type 6C Devil. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).
8. [1] A one-story white stone warehouse that stores five hundred twenty empty oak barrels. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.
9. Eleventh Ward Gaol. A four-story brown stone building with slate roof. The fourth floor has eighty-two cells, the third floor has fifty-four cells, and the second floor has seventy cells. The Warden is Salool (Type 6D Devil), with a staff of ten Common Devils, ten Type 6A Devils, ten Type 6B Devils, two Ogres, a Centaur of Hell, four Harpies of Hell, and six Zoybim. The most important prisoners are Jultace (good male Human, Shaman L16), Renforun (Minotaur, Slave revolt leader), Iphynio (Calorastis, Winged Unicorn), and Walforean (neutral male Dwarf, Prince of House Thaloris, Warrior L10).
10. Laphadoris' Crypt. A hidden door (-6 to find, -4 to open) is concealed in a huge red boulder, 22 FT across by 30 FT high. Narrow stairs behind the door lead to a seven room underground crypt. One room is decorated in frescoes of Phoenixes, one room has a trap releasing an incendiary liquid, one room has a Living Pool, and one room has a statue of Amayon (auras of evil and enchantment). The crypt of Laphadoris (evil male Half-Elf, Minstrel, Rascal L10, deceased 903 years) is beneath an engraved marble slab in the floor (carvings of winged Devils carrying harps). His Harp of Command is buried with him.
11. A 70 FT wood Tower, 26 FT across at the base. The sides are enclosed in mahogany. All four sides have an 18 FT diameter twenty-hour clock at the 50 FT elevation. A locked brass door (-3 to open) in the base given access to the clock works. An encounter occurs here on 1d12 rolls GTET 7.
12. Phadormass Museum. A cruciform-shaped two-story blue stone building with a copper dome over the center. The museum displays insects and giant insects collected from the universes of the Celestial Spheres. A library has scrolls with anatomical drawings, and numerous biological texts about insect behavior and breeding. A hidden underground room holds a twenty gallon tank of the incendiary liquid from Fire Flies. The Head Curator is Lovenseyes (neutral male Half-Elf, Sage, Shaman L7). The staff consists of four Centaurs of Hell, six Harpies of Hell, a Minotaur, a Medusa, two Type 6A Devils, and four Zoybim. A patrol of an Oduru and a squad of Ladatajas stops here every 1d20 hours.
13. A circular two-story brown stone building with a pitched copper roof. The building contains a laboratory working with oils and incendiary powders, liquids, and gels. The laboratory manager is Xorius (evil male Dwarf, Sage, Earth Wizard L12). The staff includes an Oduru, three Type 6A Devils, five Type 6C Devils, a Common Devil, two Minotaur, and four Gnome Alchemists (Hermon, Irgothna, Erion, Nalphon). A hidden (-8 to find, -5 open lock) underground room holds a chest of eighty blasting caps, thirty 1d12 explosive grenades, one hundred smoke grenades, six barrels of black powder, and twenty-two explosive sticks (e.g. dynamite, damage 2d100, range 50 FT).

14. A one-story building constructed of coral blocks with an ironwood roof, a hidden (-6 to find) stair leads to an underground level and vault. An adamantite portcullis at the entrance is guarded by two Oduru and two Type 6B Devils; it is normally found closed. The vault (-12 to open) holds 206 pieces of jade, 105 white pearls, 72 black pearls, 55 pink pearls, 418 emeralds, 210 rubies, 160 moonstones, 38 bloodstones, 327 pieces of polished jasper, 88 lapis lazuli, 43 smoked quartz pieces, 96 diamonds, 186 pieces of turquoise, 48 zircons, and 122 garnets. The interior guard detail consists of a Hulden, six Ladatajas, and two Type 6D Devils. The Master Gem Cutter is Hunsadaria (evil female Gnome), assisted by Gyvold (evil male Dwarf) and Stracassus (evil male Gnome).

15. Mausoleum of Fire. A two-story ochre stone building with a slate roof. Six ever-burning torches are mounted on the roof. A padlock (-6 open lock) is on the bronze exterior door. Fire and flames are engraved on all interior walls and embossed on the doors. One interior room holds an embalming table and empty salt and spice jars, one room has eight 6 FT statues of Dwarves holding buring torches, and one room has three 12 FT coffins surrounded by a permanent Wall of Fire; the coffins hold Calacattan (male Vampire, HD7), Korricoa (female Vampire, HD7), and Werraon (male Vampire Lord, HD9). Each vampire wears a Ring with ten 3d6 Lightning Bolt spells (Lesser Magic); Werraon has a Wand of Fireballs (2d10, 38 charges). Korricoa has a brooch that allows her to summon 1d6 Infernal Hounds (15 minutes, 3/day).

16. A mound shaped like a flying bat, 200 FT long by 110 FT across, 32 FT high. Bat-shaped paving stones along the top are 6 FT across. Three stuffed Giant Vampire Bats hang from a three-pronged wood pole. An evil person touching one stuffed bat gains the ability to transform once to a bat for thirty minutes (expires in 1d100 hours, save versus ability on 1d20 GTET [36-Will]). An encounter with 1d100 Giant Bats (HD2, AC22) occurs here on 1d12 rolls GTET 9.

17. The palace of Ippos, Duke of Hell. The palace consists of two circular four-story white stone towers, topped by a two-story rectangular structure that spans both towers. The palace is surrounded by a paved plaze and a 60 FT moat crossed by five red stone bridges. A thick thorn hedge surrounds the moat. Ippos' Major Domo is Urmagadin (Type 6E Devil). The staff consists of twenty-one Type 6D Devils, seventeen Type 6C Devils, ten Type 6B Devils, seven Ordinary Devils, a Hulden, an Oduru, six Ladatajas, and fifteen Zoybim. Ippos is a gourmet chef, with an excellent kitchen, a thousand-bottle wine cellar, barrels of excellent mead, and storerooms holding rare spices, fruit, and vegetables from throughout the Celestial Spheres.

18. Loraon Shrine, dedicated to Samael. A one-story wood chapel with a copper dome. The shrine holds a U-shaped mahogany altar with lit silver candlesticks, a tile frescoe of Samael, a copper wall plate with a relief sculpture of Samael, a 5 FT wide sacrificial pit, and a brazier filled with green flames. A semicircle of upright spears is behind the altar. The shrine is tended by Gellawayea (evil female Half-Elf, Priest L11), Hagabol (Type 6C Devil), and Mac'Droy (evil male Gnome, Priest L7). A mortal who throws a sacrifice into the pit is protected from the special abilities of devils for the subsequent 1d20 hours (this is an evil act). Two Oduru and two squads of Ladatajas arrive in 1d20 rounds if the altar is damaged or defacd.

19. [1] A 25 FT by 20 FT wood platform at the top of a 40 FT tall by 4 FT thick wood column. Metal rungs are set into the column. The platform is occupied by three Harpies of Hell. They have six smoke grenades, two flash grenades, and three 1d12 explosive grenades. One Harpy is a Priest L6. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

20. Shield Manor. An L-shaped two stone brown stone building with a ten-room underground section. The exterior is covered in colorful overlapping shields; ten shields are enchanted. The manor belongs to Kallidanae (Keres, Diabolic Officer). The staff consists of eight Type 6C Devils, five Type 6A Devils, nine Common Devils, three Ordinary Devils, four Zoybim, two Common Trolls, two Medusa, and six Harpies of Hell. Kallidanae is known to have an extensive collection of [captured] battle flags and military unit regalia. Jahabran (neutral male Human, Historian, Sage) is visiting the manor, researching the armies of Sararazi (second Celestial Sphere).

21. [1] A 14 FT diameter circular bonfire set on eight 5 FT stone columns. Three Centaurs of Hell scavenge loose wood from the forest to keep the fire going. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

22. Maellen's Crypt. A smooth black stone pyramid is 35 FT high, 42 FT along each side at the base. A secret door on the south side (-7 find, -3 open) leads to an interior room with a 50 FT vertical shaft down to a three room crypt. One room has eight cattle skulls moving about, one room has fourteen 5 FT wax-sealed clay amphora filled with rare herbs (100 pounds/amphora, value 1d100 GP/pound), and one room has the wood sarcophagus of Maellen (male Minotaur, deceased 471 years) and his brothers Raunkos and Kishtam. An illusion is triggered when the sarcophagi are disturbed, showing three adult Minotaur with huge axes (disbelieve 1d20 GTET [32-Will]).

23. An 18 FT bronze statue of Cadastoon (Type 6E Devil) with drawn huge bow. It commemorates winning the Glasya-Labolas Archery Tournament of 907 (314 years ago). An arrow touched to the statue's arrow gains a +1 TH (expires 1d20 hours).

24. Nellant Prison. A V-shaped two-story red stone building surrounded by a moat of bubbling pitch. The building is entered through a portcullis on the 'point.' The second story has one hundred-six cells, the ground floor has forty-eight cells. The Warden is Quarskad (Hulden). The staff consists of twelve Common Devils, four Oduru, ten Ladatajas, two Centaurs of Hell, and six Harpies of Hell. A kennel holds nine Infernal Hounds. The most prominent prisoners are Vacaz (Centaur of Hell, Troop Commander, Warrior L16), Hortimer (good male Human, Crusader L15, found drugged), Ealskol (evil male Half-Elf, deposed Grand Duke of Haridagg), and Taffin (Type 6D Devil). Two hundred twelve years ago Nellant was raided by a band of Class G Demons to free Ogolmeeda (Greater Demon).

25. A 40 FT tall by 20 FT wide circular stone column, topped by a 30 FT tall bell tower. The six adamantine bells are rung every two hours by a Type 6B Devil.

26. Sollomora Castle, headquarters of Infernal Legion XXVI (General Asaqq). The castle consists of two four-story red stone buildings surrounded by seven one-story wood buildings, the whole enclosed by a 30 FT black stone wall. Six 60 FT stone towers are built into the wall. The castle is entered through a gatehouse with a drawbridge over a short dry moat (120 FT long, 50 FT wide, 35 FT deep) filled with iron spikes. The castle commander is Fomykelor (Type 6E Devil). The garrison consists of nineteen Type 6A Devils, fifteen Type 6B Devils, twenty Type 6C Devils, twenty Common Devils, nine Oduru, and two squads of Ladatajas. Some stories claim the Chalice of Montarmain (artifact) is in the Commander's Office.

27. A farm consisting of three fields, each 750 FT by 400 FT. The farm grows a hallucinogenic leaf popular in many universes (mortals from the Material Plane are unaffected; 1000 GP/pound leaf). The farm is managed by Kelperaoda (Type 6C Devil), with twenty-one Ordinary Devils, six Type 6A Devils, and seven Zoybim. A drying barn holds 4328 pounds of prime leaf.

28. [1] A circular wood cistern, 30 FT high by 60 FT diameter, mounted on twelve 10 FT stone columns. Several pipes and valves extend from the bottom. An encounter occurs here on 1d12 rolls GTET 5. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

29. Turviol Mine, an ivory mining operation. An open pit 600 FT by 180 FT by 85 FT deep. Four one-story wood buildings are on the surface, with three wood hoists, a stone building housing a smithy, and a 20 FT cistern. The mine is managed by Contangor (Hulden). The staff consists of twenty-four Ordinary Devils, nine Ogres, six Common Trolls, a Stone Giant, and eighteen Bugbear slaves. A vault (-12 pick lock) holds one hundred sixty-eight pounds of high quality ivory. A chamber hidden under the smithy has fourteen ingots of gold, nine ingots of silver, eighteen ingots of copper, and four ingots of bronze.

30. Godogol Plaza. An X-shaped stone plaze, paved with irregular stones in black, royal blue, and dark yellow. A 20 FT high glowing red curtain (no resistance or substance) forms the perimeter. A 70 FT dark brown obelisk stands on the plaza; the surface is so weathered its surface engravings are illegible. The plaza is visited by an Oduru and squad of Ladatajas every 2d20 hours.

31. [1] The ruins of four one-story cottages. One cottage has a partially collapsed thatch roof, one cottage has a one-quarter slate roof, and the roofs of the two other cottages are completely collapsed. On 1d12 rolls GTET 4 the area is home to 1d12 Giant Rattlesnakes (HD3, AC26, fatal poison). [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

32. Six wood stocks stand in an 80 FT diameter circular plaza paved in blackstone. On 1d20 rolls GTET 13, 1d4 of the stocks are occupied as determined from 1d8: (1) Common Devil, (2) Type 6B Devil, (3) Type 6D Devil, (4) Oduru, (5) Ladatajas, (6) Centaur of Hell, (7) Ogre, (8) male Human [Tradafao], evil Shaman L12, found drugged]. When the stocks are occupied, they are guarded by two Hulden, two Oduru, and five Ladatajas.

33. A 5 FT high gold trophy cup is fastened to a 4 FT high orange stone pedestal. A brass plaque attached to the pedestal lists the names of the most recent 25 winners of the Harpathon (a flying race around the outer Circle perimeter, run every 10 years). A mortal touching the cup takes on the form of a Harpy of Hell for the subsequent 2d20 hours (save 1d20 GTET [32-Stamina]). 4d20 Harpies of Hell appear within 2d12 minutes if the trophy is damaged.

34. Askimadass Quarry. An open pit 1000 FT long by 250 FT across by 130 FT deep. Three one-story wood buildings are on the surface, with four wooden hoists, a shaping yard, and two 15 FT wood cisterns. A stone building has a small casting line for steel chisels (sixteen ingots of iron). The quarry is managed by Hanufron (evil male Elf, Master Stonemason, Warlock L7). The staff includes fourteen Ordinary Devils, ten Type 6C Devils, twelve Type 6D Devils, seven Ogres, a Berg Troll, six Centaurs of Hell, and eleven Zoybim. A chamber hidden under six half-ton blocks holds eighteen gold ingots, twenty-one silver ingots, five platinum ingots, ten gallons of pure mercury, a gallon jug of quicksilver, and a coffer of fifty black pearls.

35. Gozkho Gardens. A T-shaped area enclosed by a 15 FT wood palisade, the shorter segment 750 FT long by 250 FT, the longer segment 1200 FT by 400 FT. The gardens are planted with varieties of berry bushes collected from the universes of the Celestial Spheres. A berry is poisonous to a mortal on 1d20 rolls GTET 14, checked individually (fatal, save 1d20 GTET [32-Stamina])

per fruit consumed, save induces 1d20 hours paralysis). The gardener is Herschal (neutral male Human, Master Gardener), assisted by four Ordinary Devils, a Medusa, and two Harpies of Hell. A patrol of an Oduru and a squad of Ladatajas visits here every 2d20 hours.

36. Mausoleum of Rislavea. A one-story green stone building with black slate roof, entered through two solid brass doors (6 FT by 4 FT, padlocks, -5 open lock). The mausoleum consists of four rooms. One room has obscene wall frescoes partially obscured by green algae, one room is furnished as a bed chamber, and one room stores ten kegs of spoiled/sour wine. Rislavea's (evil female Elf, Shaman L15, deceased 1109 years) stone sarcophagus is behind a heavy (Strength GTET 30) brass door; the lid is fastened with brass bolts. A curse on the tomb door causes the first person through it to permanently develop donkey ears (save 1d20 GTET [32-Will]). Rislavea is buried with an enchanted book, an enchanted Wand, and two items of enchanted clothing.

37. [1] A ten-story dark blue stone tower, entered through a rusted iron portcullis (found in the down position, lifts with Strength GTET 34). Each floor has three rooms. One floor has been damaged by lightning, one floor has a desecrated chapel of Amayon, one floor has a wood carving shop, and one floor has weaving looms. On 1d12 rolls GTET 8, a group of good-aligned Adventurers are found camping on the eighth floor: Bagrabet [f Human, Priest L12], Baoldwin [m Dwarf, Warrior L14], Cendar [m Human, Warlock L11], Kilyd [m Half-Elf, Shaman-Fire Mage L15]. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

38. [1] A black wood stand is located between trees, 15 FT off the ground with three gallows. The noose ropes are 22 FT off the ground. On 1d20 rolls GTET 14 a Harpy of Hell (bound wings) and a Mountain Giant are found hanging from the gallows, guarded by two Oduru, a Type 6D Devil, ten Ladatajas, and two Zoybim. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

39. Lurchadh's Manor. A Y-shaped three-story tan stone building, surrounded by an orchard of fig trees. The manor is occupied by Lurchadh Urno (Oduru, Senior Diabolic Sergeant-Major). The Seneschal is Vidorech (Ladatajas). The staff consists of five Ordinary Devils, two Common Devils, three Centaurs of Hell, four Zombies, and a Naga. The manor contains three landscape paintings by the master Sechstilius the Older (minimum values 48,500 GP).

40. A one-story wood warehouse. The building stores 420 crates of dried meat, 238 barrels of tubers, 206 barrels of dried vegetables, 170 crates of berries, 79 crates of edible fungi, 182 barrels of ale, 131 barrels of wholesome water, 438 bottles of good quality wine, and 156 wheels of cheese. The food is held in stasis (consumption does not invoke the binding effect). The warehouse staff consists of eight Common Devils, two Type 6B Devils, five Centaurs of Hell, and four Harpies of Hell.

41. Camp Telgoromali. The camp consists of eight one-story wood buildings with tin roofs, a two-story stone building, and a thirty-room underground level. The camp is surrounded by a 30 FT wood palisade inside a 40 FT moat of bubbling pitch. A drawbridge on each side allows access to the camp. The camp commander is Levogaold (Hulden). The garrison consists of two Hulden, eight Oduru, three squads of Ladatajas, a squad of Centaur of Hell Lancers, and three squads of Harpy of Hell archers.

42. A two-story white stone cottage with slate roof. The house is occupied by Ixakka (evil male Human, 47 years, Master Carver), his wife Gialanna (evil female Human, 41 years, Weaver and Dyer), and their children Cadorean (m, 11), Halfdon (m, 8), and Iankoa (f, 4).

43. Jenwyn's Altar, dedicated to Lucifer. An ironwood altar, 16 FT by 7 FT, supported by three red stone blocks 6 FT high. The altar has numerous quartz crystals embedded in the sides and underside. A 3 FT silver idol (28,058 GP, aura of evil) of Lucifer is attached to a 15 FT wood pole set in a hole through the altar. The cold ashes of a large fire are in front of the altar. Good persons touching the idol have their hand disintegrated (hp1d8, save 1d20 GTET [30-Stamina]).

44. Theater of Karacson. An H-shaped building, three stories in the center, with four one-story wings. The theater area has a curved stage 220 FT by 110 FT at the widest, with twenty-five seating tiers. On 1d12 rolls GTET 7 a production of 'As Hell Turns' is going on, with an audience of 3d20 each Centaurs and Harpies of Hell, 2d20 each of Types 6A through 6D Devils, 1d20 Ladatajas, 1d12 each Hulden and Oduru, and 1d10 Zoybim.

45. [1] A one-story grey stone cottage with thatched roof. The house is occupied by Menyhert (Type 6C Devil) and his housekeeper Olzabetha (evil female Gnome). [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

46. A 22 FT by 15 FT by 3 FT glass case standing on a white stone foundation (30 FT by 8 FT by 2 FT high). An exquisite tapestry is displayed in the case depicting a picturesque castle in a mountain valley by a large waterfall (Castle Trumewein, Seriac universe). A plaque states the tapestry was seized as a trophy by Infernal Legion XXVI after the Battle of Trumewein, fought 1273 years ago).

47. [1] A two-story wood building with slate roof. The ground floor has a large common room, a kitchen, a storeroom, a hot bath, and four two-person rooms. The upper floor has two four-person rooms, four two-person rooms, and six one-person rooms. Mortals with badges permitting travel on the Sixth Circle may use the hostel for free. The hosteler is Gurcant (evil male Dwarf, Rascal L9), with two Type 6A Devils. The storeroom holds two hundred wholesome meals, fifty gallons of wholesome water, twenty gallons of good quality beer, and five bottles of wine. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

48. Wansigusth Plaza. A cruciform-shaped area paved in red and black bricks. Each arm is 250 FT by 90 FT, a glowing green line around the perimeter. A 25 FT black stone fountain of eight horned mermaids is at the center. 20 FT iron statues of Harpies of Hell are located along the four cardinal directions. A loose paving stone (-14 to find) covers a switch, throwing it causes a copper chest (-7 open lock) to materialize. The chest contains ten alchemical concoctions, three enchanted books, two enchanted wands, and nine scrolls (three Air magic, two Fire magic, one Earth magic, two Water magic, one Shaman spells).

49. A metal lattice tower, 100 FT high by 15 FT on each side. The tower is on a 5 FT foundation of green stone. Five copper bells hang at 60 FT, 70 FT, and 80 FT. The bells are rung by Harpies of Hell every twelve hours. An encounter occurs here on 1d12 rolls GTET 8.

50. A 14 FT by 6 FT red soapstone altar dedicated to Amayon. The altar stands on a 25 FT by 15 FT stone block reached by six steps. Black pendants are on metal poles on each corner of the block. A pile of unidentifiable bones is heaped on the altar. If the bones are burned they come together to form a Skelatal Warrior (HD4, AC24) under the control of the person making the fire (persists 2d100 hours).

51. A 15 FT by 9 FT by 7 FT high cairn of white and blood-red stones. Beneath the stones the body of Elochad (good male Elf, Priest L15, deceased 827 years) is found uncorrupted; he is buried with studded leather armor AC+15, leather gauntlets AC+6, an open-face helm AC+10, an enchanted ring, an enchanted staff, two vials Holy Water, and prayer beads. An evil person touching the cairn receives an hp1d8 electric shock (save 1d20 GTET [32-Stamina]).

52. A solid clear crystal, 30 FT high by 10 FT on each side, the top rounded off. Inside the crystal is an 18 FT white ivory carved dragon ridden by a 3 FT black ivory Diabolic General. The crystal sits on a paved area 25 FT along each side. A brass plaque states the crystal is a monument to the ride of General Heorg (deceased 910 years) over Adelchec in the Corofei universe.

53. [1] A diamond-shaped vertical shaft, 20 FT long by 12 FT wide, the shaft is 80 FT deep. A wood hatch at the bottom gives access to a tunnel in which a natural underground river flows. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

54. A two-story brown stone building with a copper roof, entered through an adamantine portcullis. The building stores 180 whips, 108 bolos, 82 garrotte cords, 64 weighted nets, 210 coils of rope (50 FT), 46 rope ladders (100 FT), 91 two-person tents, 44 four-person tents, 10 twelve-person pavilions, harnesses for 77 beasts (horses, oxen, etc.), and 114 saddles. The garrison consists of three Oduru, a squad of Ladatajas, five Zoybim, and six Centaurs of Hell.

55. Belyzabel Temple, dedicated to Lucifer. An eight-sided one-story black stone building with black slate roof and silver dome. Twenty black stone columns stand in front, 20 FT high, carved in the image of coiled Cottonmouth snakes. The temple has five interior rooms and ten underground rooms. The worship area includes a two 10 FT blue stone altars, 20 FT gold and 12 FT silver statues of Lucifer, a 10 FT diameter pool of Unholy Water, four statues of Hulden holding flares, and four tapestries of Lucifer with his feet on the world (each 15 FT by 10 FT). The temple is tended by Guenloie (male Stone Giant, HD8, Priest L9), Quentataccus (Gargoyle, HD5, Priest L4), Partanian (Type 6B Devil), and Hludic (Ordinary Devil). A kennel holds three Garm (HD5, AC22).

56. Stoimar's Arch. A rectangular wood structure, 50 FT long by 35 FT high by 10 FT thick, the embedded arch being 15 FT high by 20 FT wide at the base. The arch interior is faced with a thin layer of beaten gold leaf. Four gold shields painted with the Arms of Amayon hang on the structure. The wood is six inches thick, the interior space filled with a poisonous gas (effect in 1d10 rounds, range 50 FT, fatal, save 1d20 GTET [32-Stamina] checked every minute of exposure).

57. Plettian, an open-pit adamantium ore mine, 800 FT by 300 FT by 215 FT deep. Four one-story wood buildings, a three-story wood building, two 40 FT wood cisterns, a one-story stone building housing a forge, and four sturdy hoists are on the surface. The mine is managed by Werenfrod (evil male Lycanthrope, Leopard HD5, Master Miner, Warrior L10). The staff consists of twenty-four Common Devils, twelve Ordinary Devils, eight Type 6A Devils, fifteen Type 6B Devils, six Centaurs of Hell, and eight Zoybim. Sixteen tons of ore are available on site. An underground vault holds thirty adamantine ingots, ten gold ingots, four silver ingots, forty-two iron ingots, and fourteen copper ingots.

58. Kurthir's Crypt. Black stone stairs lead underground to an adamantine door (keyhole, -10 open lock). The tomb consists of five rooms. One room has a copper brazier burning incense (Wraith, HD10, HP100), one room has four kneelers and a silver idol (14,393 GP) of Amayon, and one room has an enchanted circle inscribed on the floor (aura of evil). A secret stone panel (-6 to find, -5 open) leads to the sarcophagus of Aigal (pet cat, Ghost, HD4). A secret stone panel (-8 to find,

-6 open) leads to the sarcophagus of Kurthir (evil male Human, now Lich, HD12, Air-Fire-Earth Wizard L18). A shaft under Kurthir's tomb leads to a treasure chamber with 74,000 GP, 35,800 SP, 350 gems (minimum 5000 GP), twenty rare pieces of art (minimum 15,000 GP), four enchanted weapons, three enchanted books, three enchanted rings, an enchanted Staff and Wand, and ten potions.

59. A 15 FT by 6 FT six-sided door frame constructed of electrum is located on a 14 FT by 20 FT stone block, 20 FT off the ground, reached by wooden stairs. A red wood door (aura of evil) is in the frame, with a keyhold (-5 open lock) and a padlock (-8 open lock). Mortals passing through the door take on the shape of Flying Medusa Monkeys for the subsequent 2d100 hours (save 1d20 GTET [34-Will]).

60. [1] A half-mile straight wall consisting of a stone section 14 FT high by 5 FT thick supporting a bronze metal section 10 FT high by 2 FT thick. A six inch knife blade is attached to the top. There are no openings in the wall. A 30 FT stone statue of a Type 6E Devil is attached to each end of the wall. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

61. Dorsallo, an iron ore mine. The mine consists of three vertical shafts to four underground levels. There are five one-story wood buildings, a two-story stone building, a 20 FT stone cistern, two one-story stone buildings housing forges, and four iron-frame hoists on the surface. The mine is managed by Brochwel (Type 6A Devil, Master Miner). The staff consists of forty Common Devils, nineteen Type 6B Devils, six Ogres, ten Bugbear slaves, and eight Zoybim. Guebrica (neutral female Human) is a skilled Healer and Surgeon.

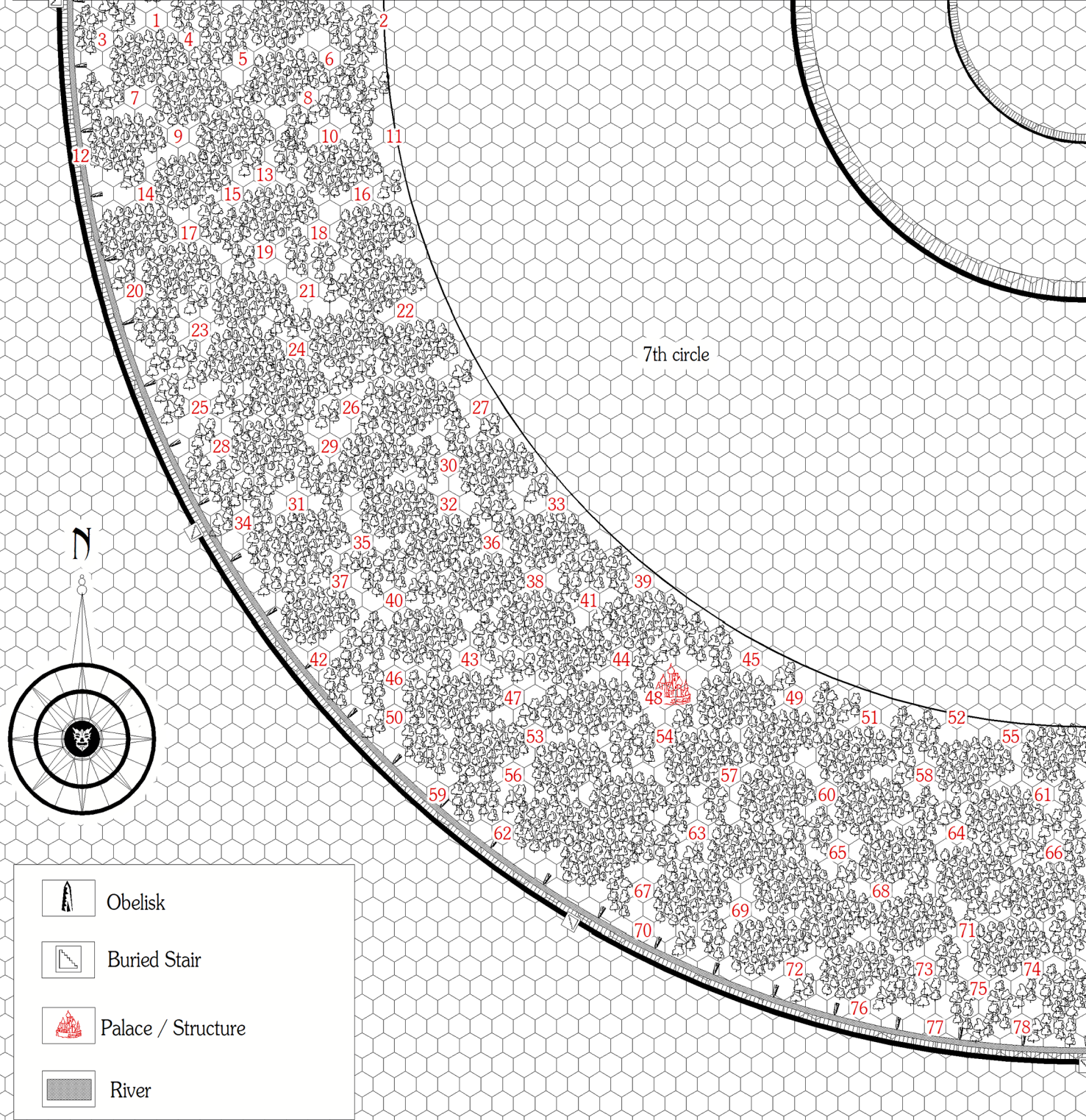
62. Fort Whelashgam. The fort is a four-story keep surrounded by a 40 FT black stone wall (six towers each 70 FT high), enclosed in a 20 FT moat of flames. Two outer guard towers allow access over metal drawbridges. The fort commander is Barragh (Hulden). The garrison consists of twenty-one Ordinary Devils, twenty Type 6A Devils, ten Type 6B Devils, fourteen Type 6C Devils, nine Oduru, two squads of Ladatajas, twenty-four Harpy of Hell archers, and thirteen Zoybim.

63. An oval cairn constructed of black and ochre stones, the pile is 20 FT long by 11 FT wide by 6 FT high. A smooth granite headstone is marked with 'Seminsille, Fallen Hero, Patriot of Largon.' Seminsille's (good male Half-Ogre, Warrior L17, deceased 1105 years) bones have turned to dust; his Wraith (HD9, AC50) is bound to within one-quarter mile of a silver Dirk +1 found inside the cairn.

64. A 25 FT circular pool of water surrounds five white stone columns, arranged with four 15 FT columns around a 25 FT central column. A 25 FT statue of a Diabolic General in plate mail is on the central column, with four 15 FT statues of Hulden (Diabolic Officers) on the outer columns. A plaque states the statues commemorate General Paraphion (deceased 4681 years) at the Battle of Zulgis Rift (the river Norclan in the Elimgal universe). A mortal who climbs the columns and touches any statue can take on the form of a Type 6A Devil three times (each 30 minutes, expires in 1d100 hours, save against ability 1d20 GTET [35-Will]).

65. A circular vertical shaft, 22 FT across by 717 FT deep, the bottom 30 FT is filled with cold water.

66. Dallaxtus Library. An L-shaped four-story grey stone building with a front plaza and twenty steps. The entrance is flanked by pewter statues of Sphinxes. The library holds an extensive collection of music scores collected from across the Celestial Spheres, along with texts on the construction of musical instruments, music theory, composition, and the use of music in magic and religious ritual. The Head Librarian is Cealwind (Cyclops, HD8). The staff consists of sixteen Centaur of Hell, nine Minotaur of Hell, six Medusa, ten Common Devils, three Type 6A Devils, a Type 6C Devil, and twelve Zoybim. A patrol of an Oduru and a squad of Ladatajas stops every 1d20 hours.



SIXTH CIRCLE OF HELL

SOUTHWEST

1 Hex = 1 mile

Circle 6 Southwest Map

1. [1] A circular bonfire, 15 FT wide, the flames are 10 FT high. The fire is kept burning by four Bugbears (HD4) who scavenge wood from the forest. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

2. A one-story red brick building with copper roof, with six interior rooms. Three rooms are unused (garbage-filled), one room has six pairs of wall manacles, and one room has a hearth, wood tables and benches along with six barrels of mead. The sixth room is equipped as a torture chamber with two racks, a whipping post, a water-torture chair, a crushing table, a rack of whips, a rack of padded clubs, two copper braziers burning charcoal, a rack of brands, and a table with a surgical kit. On 1d12 rolls GTET 8, the room with manacles is occupied by Calvagh (good male Human, Crusader L9) and Jirminia (good female Human, Warlock L11), and the torture room is occupied by an Oduru, three Type 6C Devils, and a Zoybim.

3. A large wood barn filled with six thousand pounds of cured leaf tobacco and forty barrels of processed snuff (250 GP/pound). The barn is tended by four Ordinary Devils. On 1d12 rolls GTET 7, two Oduru are present.

4. A 25 FT high mound shaped like the head of a horned Goat, 200 FT across. Stone steps go up the west and east sides. The top is covered in saw-grass, grazed by 4d12 Golden Ram (HD3, AC20). If the grass is searched Adventurers find a Spear +1 (Returning) and a Cutlass +2 (silver-bladed, Snake Slayer) on 1d20 rolls GTET 16.

5. [1] A two-story stone house, occupied by Katyushka (neutral female Human, Seer, Shaman L8), her half-sister Bedche (evil female Half-Elf, Rascal L6), and manservant Eyvindor (male Human, Warrior L9). Katyushka sells a bottle of vapor that puts any Type 6 Devil to sleep 1d6 hours (cost 315 GP). On 1d20 rolls GTET 17 she has a vision that one of the Adventurers gains an Altered Realities (wish) from a Diabolic General by winning a game of chess. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

6. A 20 FT diameter circular shaft, 315 FT deep. Below 30 FT many sharp iron spikes protrude from the sides (about 4 FT apart). Three small cave rooms are in the sides, one at 110 FT, one at 180 FT, and one at 245 FT. The bottom 10 FT is covered in warm pitch.

7. The overgrown ruin of Fort Tremhaold, destroyed 2588 years ago. The only remaining structures are part of the dry moat, the bottom 20 FT of a tower, the foundation of two stone buildings, a covered well, several sections of perimeter wall (up to 25 FT high), and four underground rooms. The area is occupied by Giant Scorpions (HD4, AC40), Salamanders (reptile, HD2), and Giant Rats (HD1), and infested by Scorpion Flies (HD3) and Flesh Flies (HD2).

8. Three 50 FT by 60 FT stone pens, each holding 1d20 Giant Ferrets (HD2, AC20, bite 1d6, 2 claws 1d8). Two one-story wood buildings store ferret-food, hoods, harnesses, prod sticks, and assorted tools. The animals are tended by 1d8 Doppelgangers (HD5, appears as Type 6A Devils).

9. Aderet's Forge. A one-story stone building with black slate roof housing three 5 FT anvils and a casting line. The forge is operated by Aderet (male Ettin, HD6, Master Smith), with two Common Devils, an Ordinary Devil, an Ogre, and two Zoybim. Aderet specializes in forging hatchets

and axes; he carries a heavy double bladed Axe +3 (2d8 damage, limb crushing on roll GTET 17). There are twenty-eight hatchets, seventeen single-blade axes, and eleven double-bladed axes. A vault (-5 open lock) holds ten enchanted axes.

10. A 4 FT by 3 FT natural tunnel leads underground to a nest of 3d100 Fire Breathing Ants (HD1, AC12). The nest has forty-six rooms arranged on six levels. The Queen Ant (HD4, AC30) is on the fourth level, guarded by ten huge warriors (HD3, AC20).

11. [1] Farthacat Dungeon. A one-story black stone circular building with four interior rooms. A secret trapdoor leads to two underground levels; the upper level has nineteen rooms, the lower level has fifteen rooms. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

12. [1] The ruins of a tannery. The building has a stone foundation and wooden walls that are rotted with holes. The stone vats are filled with noxious chemicals (acid) and refuse. The metal equipment is rusted and useless. The stench is gagging (save 1d20 GTET [32-Stamina]). A Basilisk (HD4, AC22, stoning gaze) is found here on 1d12 rolls GTET 7. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

13. Sabigotha's Tomb. White stone stairs descends to a stout wood door (padlock, -5 open lock). The tomb consists of seven rooms. Two rooms are bare, two rooms have collapsed walls and are filled with mud (fungi on the walls), one room has a wood altar covered in red algae with six rusting spears, and one room has two large tapestries. Sabigotha's crypt is behind an adamantine door (keyhole, -10 open lock); Sabigotha's (evil female Elf, Sage, Seer) bones are under a copper plate embedded in the floor; removing the plate releases poisonous gas (sleep 1d20 hours, save 1d20 GTET [32-Stamina]). Two Shaman spell books and two enchanted books are buried with her.

14. An oval pool of water, 65 FT long by 25 FT wide, 6 FT deep at the center, surrounded by a light blue stone rim. A 10 FT statue of the hero Deregaer (also known as Achilles) stands on a pedestal in the pool. A mortal who completely submerges in the pool for one minute becomes immune to ordinary (non-enchanted) missiles for 1d100 hours.

15. Uehahad Post, headquarters of Infernal Legion XXVII (General Guzalu). The post consists of three circular two-story stone buildings, three L-shaped one-story wood buildings, a wood gazebo over an altar to Lucifer, and a wood bell tower. The post is surrounded by 25 FT stone wall. A gatehouse has three adamantine portcullises. The post commander is Kolbennin (Hulden). The garrison consists of fifty Type 6A Devils, sixteen Type 6B Devils, eleven Ordinary Devils, eight Oduru, two squads of Ladatajas, two squads of Harpy of Hell archers, and ten Zoybim.

16. The remains of a crashed airship, 320 FT long by 60 FT across, with four decks. The copper underside and lower deck is crumpled and impassible. The top deck has a pilot house at the front and a four-room deck house. Three masts are broken and lay across the deck, along with their sails. Twenty rooms on the second deck are accessible. Twelve rooms and the 220 FT cargo hold are accessible on the third deck. The ship had been carrying a cargo of rare silks and satin, leather goods, spices, and exotic dried fruit. The wreck is being secured by three Oduru and two squads of Ladatajas on 1d12 rolls GTET 9.

17. A three-story wood building with slate roof. The building stores records and houses thirty-six Zoybim clerks. The office is managed by Bouslous (Type 6B Devil) and Ferwoad (Minotaur of Hell). A patrol of an Oduru and a squad of Ladatajas stops here every 1d20+1d12 hours.

18. A 2 FT glass canister of pure salt fastened to the top of a 6 FT white stone. A Garm is found nearby transformed into salt. A mortal touching the pillar is petrified (transformed to salt) 1d100 seconds after touching the pillar (save 1d20 GTET [32-Stamina], per touch).
19. [1] A wildfire is burning in the brush across a rectangular area, three-eighths of a mile long by one-quarter mile across; the trees are unaffected. Adventurers crossing the area suffer hp1/five minutes exposure. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.
20. A ruined one-story stone building with partial roof. The building has six intact rooms which have been converted into living quarters by Prislev (male Ettin, HD6), his wife Radostta (female Ettin, HD4), and their juvenile sons Jeorg (HD3) and Matheus (HD4). They have thirty-four wholesome meals, sixteen gallons of wholesome water, five gallons of beer, and one miscellaneous enchanted item.
21. A wet mire and bog area, one quarter mile on each side. Adventurers crossing the area become stuck in the mud (save 1d20 GTET [30-Strength], checked every 250 FT). An encounter occurs here on 1d12 rolls GTET 4.
22. A one-story wood building with copper roof. The hostel consists of a large common room, small kitchen and storeroom, six two-person rooms, two four-person rooms, and three one-person rooms. The rooms are free to mortals bearing badges authorizing them to cross the Sixth Circle. The hosteler is Karullian (Zoybim), assisted by two Common Devils.
23. Three large one-story wood buildings form a woodworking shop that builds siege equipment such as ballista, trebuchet, onagers, climbing ladders, rolling towers, and mobile bridges. The workshop manager is Xzolek (Type 6E Devil). The workers are nine Common Devils, eleven Centaurs of Hell, three Minotaurs of Hell, two Ogres, eight Bugbear slaves, four Type 6A Devils, and four Zoybim.
24. [1] A circular area three-eighths miles in diameter. Mortals crossing the area hear loud continuous wild laughter that causes confusion (save 1d20 GTET [32-Will], checked every 5 minutes; save rolls of 1 result in 1d100 hours insanity). [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).
25. A rain of fire occurs in a cruciform area three-eighths mile along each axis by one-eighth mile across. Adventurers crossing the area suffer hp1/minute. The fire does not ignite the underbrush or trees.
26. A two-story grey stone building with metal roof with two underground levels built around an open courtyard, the building is entered through two adamantite portcullises. The office manager is Bruattar (Hulden). The building houses twenty-one Zoybim, eight Centaurs of Hell, two Medusa, six Type 6A Devils, and seven Common Devils. The garrison is two Oduru with twelve Ladatajas. The vault holds 110,525 GP in coins, 78,390 SP, 4286 platinum pieces, 45 tin ingots, 8 electrum ingots, 33 silver ingots, 12 gold ingots, 20 copper ingots, a coffer of 732 assorted gems (value 1d100*1d100*1d8 GP), six enchanted books, nine pieces of enchanted armor, ten enchanted swords, four enchanted weapons, and five enchanted Rings.

27. [1] A natural stone tunnel, 6 FT by 7 FT, leading to an underground room occupied by five Death Beetles (HD6, AC44, fatal poison). A quiver of ten Arrows +1 is found among the cave refuse. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

28. A T-shaped area, the shorter segment is one-quarter mile long by one-eighth mile; the longer segment is three-eighths miles long by two-tenths mile across. The perimeter is marked with a line of 2 FT black wood posts, 50 FT apart. Mortals crossing the area have their Agility statistic reduced by 1d8 points for the subsequent 1d100 hours (save 1d20 GTET [30-Will], checked every 5 minutes).

29. An S-shaped pool of water, 120 FT long by 35 FT wide, 10 FT deep at the center. The pool is bordered by a rim of aqua sandstone. Zoybim statues holding torches stand every 40 FT around the perimeter. A school of 2d100 Piranha (HD2, AC22) appear 1d100 seconds after a mortal enters the water.

30. Orphasha's Excavations. Two violet stone obelisks are on the surface, a trap door in the ground between them leads to the second level (covered in leaves and dirt). The dungeon consists of five underground levels. The uppermost level has sixteen rooms and is oriented to the northwest of the obelisks, the second level has ten rooms and is oriented to the northeast, the third level has fourteen rooms and is oriented to the southeast, the fourth level has twenty-four rooms and is oriented to the southwest. The fifth level is a single huge cave room directly beneath the obelisks, there are three water-filled ponds in the room, along with a partially-constructed temple to Amayon. The dungeon is occupied by Killer Bees, Boobrie Birds, Chimeras, Ettin, Gargoyles, and Mauther-doogs. A person quickly touching the left obelisk four times is teleported to a magic circle on the fourth level.

31. Dympha's Tomb. A 4 FT by 6 FT natural stone tunnel leads underground to a copper door (padlock, -4 open lock). The tomb consists of four rooms on one level, with a hidden door leading to a lower burial chamber. One room has a rotting wood altar to Lucifer, one room has two weaving looms, one room has shelves filled with carved wooden figures (toys/dolls), and one room has wooden chests filled with woman's clothing and bedding. The burial chamber has an amber glass sarcophagus holding Dympha's (evil female Human, Shaman L14) bones; the lid is sealed in wax – opening the lid releases poisonous gases (save 1d20 GTET [32-Stamina]). Dympha is buried with an enchanted book and two spell scrolls (one with eight Basic Shaman, one with three Lesser and one Greater Magic Shaman spells). On 1d12 rolls GTET 7 an encounter occurs with three Specters (HD7, AC80).

32. A 5 FT by 4 FT natural tunnel leads to a six-room underground cave complex occupies by fourteen Yassakko's Spiders (HD5, AC30, cold breath). One room is filled with rotting toadstools, one room has a ruined alcohol still, one room has a small waterfall, and one room is crusted in quartz crystals. A backpack found in the caves has three ropes (80 FT), ten iron spikes, mallet, bullseye lantern, six oil flasks, hacksaw, lock probe, and ten-inch silver mirror.

33. Shelf fungi grow on the trees in a circular area one-quarter mile across. Poisonous spore clouds are released when mortals enter the area (hp2 lung damage/minute exposure, save 1d20 GTET [30-Stamina] checked/minute). The fungi explode (1d10, range 8 FT) when exposed to flame or fire.

34. The ruined remains of a one-story stone building open to the sky. Sections of wall have collapsed in ten rooms, and eight rooms are intact with damaged furniture. The area is occupied by eighteen humanoid Skeletons (7 FT, HD1, AC15) armed with scythes.

35. [1] Eight Salamanders (HD2, AC12, reptiles) live in the tops of three trees. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

36. The ground across a rectangular area one-half mile long by three-eighths mile is heated by underground magma. The surface temperature is 170 degrees. Mortals crossing the area suffer hp1 every ten minutes and have their effective Agility reduced by 4 points (save 1d20 GTET [32-Stamina] checked every three minutes).

37. A 70 FT wood tower with a 20 FT by 20 FT room at the top. A mechanical flare mechanism is mounted to the roof. The tower is occupied by an Oduru and four Ladatajas. The tower is equipped with ten smoke grenades, ten 1d12 explosive grenades, three grenades with blindness powder (effect 1d100 minutes, save 1d20 GTET [32-Stamina] checked/minute), and four grenades with retching agent (effect 1d100 minutes, save 1d20 GTET [35-Stamina] checked/minute).

38. Sextiano Arena. A 200 FT circular open-air arena surrounded by fifteen seating tiers under a wood canopy, the arena surrounded by a 40 FT dry moat. The arena is used for training and duels between Type 6 Devils. On 1d20 GTET 14 a match is in progress between two Type 6E Devils and six Type 6A Devils; the audience consists of 1d100 Ordinary Devils, 3d20 Common Devils and Zoybim, 2d20 each 6A, 6B, 6C Devils, and 1d12 each Hulden, Oduru, and Ladatajas.

39. Mausoleum of Yeshasher. A one-story ochre stone building with white stone roof and copper door (padlock, -8 open lock). Yeshasher's (Oduru) remains lay on a 10 FT copper plate bolted to the roof (ceiling niche). The interior is painted in scenes of Oduru and Ladatajas fighting frog-like creatures in a swamp. Yeshasher is buried with an item of enchanted clothing and an enchanted Wand.

40. [1] Six Zoybim (HD3) are found roasting a bovine creature on a spit over a large fire pit. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

41. A one-story white stone building with thatched roof. The house is occupied by Dovacactus (neutral male Half Elf, Noble, Sage), a collector of rare ivory carvings. He is travelling to Kward-dur Post (Southwest #58) to try and buy a carved armorpecker figure by the Master Carver Neacal (273 years old, value 18,050 GP).

42. A 14 FT by 6 FT red stone altar dedicated to Amayon, on three 6 FT dark green stone pedestals. The altar is on a paved area 30 FT by 20 FT. A 3 FT diameter depression on the top holds Unholy Water. On 1d12 rolls of 12 a Type 6D Devil is found sacrificing three Killer Hares.

43. A two-story building constructed of translucent stone blocks with a slate roof. The upper floor is a single room with five archery targets. The following are stored in the upper room: thirty-six Long Bows, fifteen Cavalry Bows, twenty-three Short Bows, eighteen Crossbows, ten hand-sized Bolt Throwers, twenty-four Sling Shots, five slings, forty-one Throwing Stars, and six Bolos, along with thirty pieces of ammunition for each. The lower floor consists of five rooms occupied by three Oduru and nineteen Ladatajas.

44. Phiere Dungeon. A white stair leads to three underground levels. The uppermost level has thirty-six rooms, the middle level has sixteen rooms, and the lower level has thirteen rooms. One room has a steam-powered dragon statue, one room has gravity reversed (ceiling), one room is an armory of spears, one room has an organ that plays fear-inducing music, one room has six boxing

golems, and one large room is occupied by twenty Zombies engaged in a ball kicking contest. The dungeon is occupied by Giant Alligators, Aitvaras, Giant Vampire Bats, Cockatrice, Earth Elementals, Lycanthropes (Rat and Tiger), and Giant Psychic Snails.

45. Adventurers come across the petrified (stoned) remains of six Lycanthropes, caught in transformation from man to bear.

46. Quaerold Manor. The ruined shell of a T-shaped three-story manor. The upper floors have collapsed together in the shorter segment (large rubble pile). Ten rooms remain on the uppermost floor, fifteen rooms remain on the second floor, and eight rooms remain of the ground floor. A library room on the second floor contains 1842 volumes related to building and construction techniques. The ground floor is occupied by four Sirens (HD3, AC20, mesmerizing, beauty illusion).

47. [1] Surface pools of bubbling acid are found throughout a region one-half mile long by one-eighth miles across. The acid pools are 2d100 FT apart. The atmosphere in the area contains concentrated acid mists; exposed mortals suffer hp1 per 30 seconds and suffer 1d100 hours blindness (save 1d20 GTET [30-Stamina], checked every three minutes). An encounter occurs here on 1d12 rolls GTET 6. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

48. The palace of Bifrons, Duke of Hell. The palace consists of an H-shaped two-story black stone building, with two underground levels. A group of twenty Tangle Trees (HD3) is north of the palace. A manicured lawn is south of the palace, with small flower beds surrounding five white stone statues. Bifrons' Seneschal is Mekehley (Type 6E Devil). The staff consists of nine Ordinary Devils, fifteen Centaurs of Hell, three Harpies of Hell, seven Minotaur of Hell, four Oduru, nine Type 6B Devils, eleven Type 6C Devils, two Medusa, two Naga, and fourteen Zoybim. Bifrons is known to collect rare books of poetry, and is particularly fond of classic Elven poets.

49. [1] A square area one-quarter mile along each side is filled with numerous sulphur vents. Each vent is a yellow cone, 4 FT to 8 FT high by 8 FT to 12 FT across at the base, with 3d20 FT between cones. The vents continuously release sulphur vapor and noxious gasses, visibility is reduced to 25 FT. Mortals crossing the area (range 250 FT from perimeter) suffer hp1/minute exposure (save 1d20 GTET [30-Stamina]). [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

50. A rectangular area, three-eighths miles long by one-quarter mile across. The area is seeded with 2d8 explosive mines (range 6 FT, one-quarter damage on 1d20 roll GTET [32-Agility]). An Adventurer crossing the area crosses a buried explosive mine every 1d100 FT.

51. Red Tomb of Rycarius. A red stone stair leads down to a stone door; the next room has three stairs down to separate hexagonal burial chambers. One chamber has four wood coffins of Feu'ur Trolls, one chamber has two wood coffins of Zombie Masters, and one chamber hold the sarcophagus of Rycarius (Olympian Sphinx). The tomb is occupied by a Wraith (HD10, AC120, cold touch, panic gaze) and three Spirits (HD5, AC35, panic gaze). The tomb holds forty black pearls (1d12*1500 GP), ten rubies (1d20*2000 GP), 18,033 GP, six valuable paintings (each valued at 10,000+[1d100*50] GP), two enchanted weapons, two enchanted Chain Mail armor, two enchanted items of clothing, and three miscellaneous enchanted items.

52. Gaol of Uvaise. A four-story brown stone building constructed around an open courtyard. Two iron statues of Lucifer stand outside the entrance. The gaol is entered across a metal drawbridge. The fourth floor has thirty cells, the third floor has forty-seven cells, the second floor has fifty-two cells, and the ground floor has twelve cells. The Warden is Jeroshkerk (Type 6E Devil). The staff consists of twenty Common Devils, a Hulden, seven Oduru, seventeen Type 6C Devils, an Ogre, a Troll, and five Zoybim. The most important prisoners are Kazesmir (Centaur of Hell, rebel), Ezden (disgraced Diabolic General), Wionamenos (Vampire Lord), and Gordienna (female Fire Giant).

53. A 320 FT long bare earthen mound in the outline of a Sabre Tooth Tiger. The mound is 22 FT high and 66 FT across at the base. The warm remains of a large bonfire is in the open central area, along with two bare trees. An encounter occurs in the area on 1d12 rolls GTET 4.

54. A circular area one-eighth mile across, the perimeter marked with a 3 FT black stone wall. Mortals in this area are petrified [transformed to stone] (save 1d20 GTET [32-Stamina] checked every minute). Adventurers spot 1d8 petrified persons while outside the area on 1d20 rolls GTET [28-Intelligence].

55. A paved plaza constructed from interlocking red and brown leaf-shaped stones; the plaza is fan-shaped, 225 FT deep by 130 FT across (widest). A 15 FT black stone statue of a Type 6B Devil wielding a hammer stands in the center. When mortals enter the plaza one pound of leather on their persons is rotted each minute. An encounter occurs here on 1d12 rolls GTET 6.

56. Leffwhine Shrine, dedicated to Samael. A two-story dark brown circular wood building with a bronze dome (crystal skylight). The ground floor has ten bronze columns around a 20 FT bronze statue of Samael standing on two large dogs, holding glowing Flails. The upper floor has twelve bronze columns, a copper-colored stone altar, three bronze braziers burning oil, a wood font holding 2 gallons Unholy Water, and three 10 FT silver mirrors in bronze frames. The shrine is tended by Talentina (evil female Human, Priest L16), with Sosanna (evil female Gnome, Priest L9), two Type 6A Devils, and an Ordinary Devil. A hidden compartment in a ground-floor column holds three scrolls (six Devotions, six Mysteries, four Majesties) and two Potions of Greater Healing.

57. [1] A V-shaped region, each segment is two-tenths mile long by one-tenth mile across. Mortals crossing the region are mired in quicksand (avoid 1d20 GTET [32-Agility], checked every 300 FT). Persons caught in quicksand are pulled under in a number of rounds equal to their Agility (escape on 1d20 rolls GTET [34-Strength] checked every round until submerged). An encounter with airborne opponents occurs here on 1d12 rolls GTET 4. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

58. Kwarddur Post. The post consists of five one-story black wood buildings with slate roofs, a stone two-story building, a circular gazebo over an altar to Amayon, and four five-story stone towers. The post is surrounded by a wood palisade and entered across a wood drawbridge over a 30 FT moat of boiling pitch. A three-story stone tower is outside the moat. The post commander is Paurdym (Hulden). The garrison consists of twenty-two Type 6A Devils, sixteen Type 6B Devils, twelve Type 6C Devils, eight Oduru, a squad of Ladatajas, a squad of Minotaur axemen, and seven Zoybim. The post is supposed to have a collection of fine ivory carvings captured 114 years ago at Weilrock Castle.

59. Bomhuall's Quarry. An open pit 620 FT long by 180 FT, 90 FT deep. Two two-story wood buildings are on the surface, with three one-story stone buildings (one holds a forge, one holds blasting caps), a wood cistern, a watch tower, and three sturdy wood hoists. A corral holds twenty-two huge oxen. The quarry is managed by Bomhuall Lavan (evil male Dwarf, Master Miner, Warlock L8). The staff includes twenty-three Ordinary Devils, sixteen Centaurs of Hell, twenty Minotaur, five Ogres, two Common Trolls, fifteen Bugbear slaves, and nine Zoybim. A chest in the manager's office holds 8320 GP and 2301 SP.

60. [1] A rectangular bog, three-eighths mile by one-quarter mile. A surface layer of leaves and debris float on water 1d8+2 FT deep. Mortals crossing the area become stuck in the thick mud (avoid 1d20 GTET [32-Agility] checked every three minutes, stuck persons require 1d20 GTET [32-Strength]/round). Mortals crossing the bog contract a disease (see Codicil of Maladies, save 1d20 GTET [34-Stamina], checked every ten minutes of exposure). An encounter occurs here on 1d12 rolls GTET 8. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

61. A 15 FT by 20 FT treehouse is concealed by vines and leaves, with a camouflaged rope ladder. The treehouse is occupied by Arllelwedth (male Gnome, Rascal L10), he is reconnoitering the Red Tomb of Rycarius (Southwest #51). Arllelwedth has a Cloak of Invisibility, Sword +2 (Paralyzing, save 1d20 GTET [32-Stamina]), Leather Armor AC+16, Leather Gauntlets AC+8, Short Bow, 30 arrows (six are +1, two +2), three 1d12 explosive grenades, five smoke grenades, four vials Unholy Water.

62. A Djinn (Grotgaerd, HD8) is found digging a hole at the base of a tree, he is burying a pewter lamp inside a copper chain wrapped in chains (padlock, -6 open lock). The lamp confines Perskha (female Djinn), the younger daughter of a political rival.

63. A square area, one-quarter mile along each side containing number geysers. Each geyser is a cone from 6 FT to 10 FT high, 10 FT to 16 FT across at the base, erupting with scaling water every 1d20+1d8 minutes (hp1d10 damage). Visibility is limited to 30 FT. Adventurers crossing the area are sprayed with water every 1d6*half-minute (avoid 1d20 GTET [32-Agility]). An encounter with 1d10 Wertzel's Spiders (HD5, AC22, fire breathing) occurs every 1d10 minutes.

64. A circular metal stair attached to a 100 FT black metal pole (stair to nowhere).

65. A 8 FT by 8 FT brick-lined tunnel leads to an underground arched vault filled with bleached bones. The vault is occupied by three Rotting Dragons (HD6, AC45, rotting touch/bite) and five Skeletons (HD1, AC10, cutlass). A metal lantern, three flasks of oil, a leather purse with 20 GP, two vials Holy Water, and a silver Holy Symbol are found among the litter.

66. [1] A circular one-story white stone building with a crystal roof. Magistrate Mynydddeg (Type 6E Devil) sits at a judicial bench on a black Dais. The magistrate is attended by a Hulden, an Odu-ru, and four Ladatajas. There are three Zoybim clerks sitting at a lower wood table taking notes. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

67. An orange-red rock, 42 FT high by 18 FT by 28 FT. The entire south face is engraved with images of tongues of fire over burning trees, Harpies flying over trees, and Centaurs with lances fighting against Infernal Hounds. A 4 FT high gold statue of a flying Harpy is mounted on a shelf on the east side, 16 FT off the ground; a mortal caressing this statue gains the ability to speak Harpy for 1d100 hours, gains the ability to avoid combat with Harpies one time (expires in 1d100 hours), and gains the ability to take Harpy shape for 1 hour (expires in 1d100 hours).

68. Tithugaul's Cairn. A 20 FT by 11 FT pile of green and black stones, 9 FT high. A battered giant-sized barrel helm is over an 8 FT wood pole. A giant-sized Javelin +1 is stuck into the stones. Tithugaul's (male Frost Giant, HD5, deceased 158 years) bones are largely decomposed. A giant-sized silver/amber Ring of Frosty Breath is on the skeletal hand and giant-sized red leather Traceless Shoes are on the feet. Good mortals who touch the ring experience 1d12 hours panic (save 1d20 GTET [30-Will]).

69. [1] A 140 FT wood tower, 25 FT across at the base. Four bronze bells hang 100 FT from the ground. Wood stairs inside lead to a platform at 70 FT. The bells are rung by a Type 6B Devil every eight hours. Mortals inside the tower when the bells are rung suffer 1d10 sound damage (save 1d20 GTET [28-Stamina]) and are deafened 1d100 hours (save 1d20 GTET [32-Stamina]). An encounter occurs here on 1d12 rolls GTET 10. [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

70. Tomb of the Three Crusaders. A rectangular structure with an embedded stone arch, the tomb is entered using an elevator concealed by a secret door on the north side (-5 find, -5 open lock). The tomb consists of a circular central room with three side rooms and a circular metal stair down to a circular room with three doors (to the burial chambers). The first side room is filled with sackcloth cloaks, the second side room has four leather-covered kneelers, and the third side room as an 8 FT pool of warm water, 6 FT across. The burial chambers are for Camulorgi (male Human, Crusader of Lucifer L12), Fulthelac (male Half Elf, Crusader of Amayon L14), and Praxawellin (male Human, Crusader of Samael L15). They are buried in their plate mail, with barrel helms, steel gauntlets, and swords. On 1d12 rolls GTET 7 an encounter occurs with four Specters (HD5, AC50).

71. [1] A round one-story wood cottage stands between two trees, occupied by a male and female Berg Troll (HD9, AC30). The male has a huge axe and he is chopping a cord of firewood. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

72. Four one-story wood buildings with tin roofs. One building has five hundred ten crates of tubers, truffles, and mushrooms. One building has forty barrels of beef jerky, thirty-six barrels of frozen chickens, eighty-nine barrels of salted pork, and one-hundred eleven barrels of smoked mutton. One building has one hundred sixty-five barrels of vegetables in brine (onions, turnips, carrots, cabbage) and ninety-two crates of tomatoes, cucumbers, peppers, and celery. One building is at 40 degrees, it has seventy-four urns of cream, one hundred twenty urns of whole milk, one-hundred ninety wheels of cheese, and sixty-six pounds of butter. The staff includes eight Common Devils, two Type 6B Devils, a Type 6D Devil, five Harpies of Hell, and three Zoybim. A patrol of an Oduru and a squad of Ladatajas stops here every 1d20 hours.

73. [1] A circular area one-half mile across affected by continuous thunderstorms. Mortals crossing the area are doused with water at 2 inches/hour and buffeted by gale force winds (40 miles/hour). Adventurers are bombarded by 3d6 lightning every 1d12 minutes (avoid on 1d20 roll GTET [32-Agility], checked per person). [2] A large roosting tree belonging to a tribe of the Harpies of Hell, ruled by a Harpy Matriarch. The tree has five wood platforms among the branches, the Matriarch and her guards occupy the top platform.

74. Lerewald Mine, a hard-rock silver mine. The mine consists of three horizontal levels, each reached by a horizontal shaft; the first level has one-half mile of tunnel, 180 FT below the surface, the second level has one-quarter mile of tunnel, at 344 FT, and the third level has three-eighths

miles of tunnel, at 683 FT. Two one-story wood buildings are on the surface, with four sturdy wood hoists and a crushing mill. Ten oxen teams load and move the ore. The mine is managed by Ottenmish (Minotaur of Hell, Master Miner). The mine staff includes nineteen Minotaur, thirty Common Devils, fifteen Ordinary Devils, five Ladatajas, ten Type 6B Devils, two Ogres, a Stone Giant, and fourteen Bugbear slaves. The tool smith is Syrdolf (evil male Dwarf, Warrior L6, Master Smith). A secret room off the first level holds sixteen ingots of iron, thirty-seven ingots of silver, five ingots of gold, eight ingots of electrum, a platinum ingot, a five-gallon barrel of refined mercury, and 36,389 SP.

75. Spire of Whorrenna. A 210 FT pyramid, 60 FT across at the base. The lower 150 FT is made of amber-colored stone, the upper 60 FT of amber glass. An 8 FT glowing sphere is at the top. The base has two copper doors (padlock). Five eight-sided rooms are in the base, connected by metal ladders. One room has six spinning motors and four pneumatic pumps, one room has five bronze statues of Type 6 Devils, one room is a kitchen, one room has a chalkboard mounted on one wall with six wood tables, and one room has nine field cots. An encounter occurs here on 1d12 rolls GTET 8.

76. A two-story rectangular wood building with copper roof. The ground floor has two dining rooms, a kitchen, two storerooms, two baths, three one-person rooms, and a two-person room. The upper floor has six two-person rooms, four four-person rooms, and two six-person rooms. These rooms are free to mortals authorized to travel the Sixth Circle. The hosteler is Vrochnani (Lycanthrope [Rat]), assisted by two Ordinary Devils and two Zoybim. A Parchment of Amerigo, a Sky Hook, and a 15,600 emerald are hidden (-4 find) under a loose floorboard in one room (under an armoire). A patrol of an Oduru and squad of Ladatajas stops here every 1d20 hours.

77. A six-legged metal tower, 130 FT tall, with a 25 FT by 20 FT metal room at the top, reached by three vertical ladders. A mechanical flare mechanism is mounted on the roof. The room is occupied by four Common Devils, a Type 6B Devil, and a Type 6D Devil. The tower is equipped with twenty javelins (two returning), five crossbows and three-hundred bolts (three Slaying, save 1d20 GTET [30-Stamina]), four smoke grenades, and eight 1d12 explosive grenades.

78. [1] A 40 FT by 20 FT patio paved in red bricks with a the remains of an altar to Samael (broken stone top). Two Luxan Sphinx (Lelchalco and Arnifinnur, HD8, AC60, Earth Mage) are playing chess. [2] A den of Infernal Hounds, having 1d20 rooms and 3d20 Hounds (one quarter are pups).

ENCOUNTER TABLES

Fifth Circle Encounters

Make an encounter check after every mile of travel through the Styx, and after every two hours stopped (camped); see below for travel through the City of Burning Tombs. When an encounter is indicated, determine the result from the Styx Encounter Table. When an encounter occurs to Adventurers in a small boat or canoe the opponent capsizes the boat before attacking directly.

Styx Encounter Table

1-12 on 1d12	1-2 on 1d6	3-4 on 1d6	5-6 on 1d6
1	1d6 Giant Alligators	1d8 Manes	1d4 Zoybim
2	1d6 Blister Beetles	1d10 Manes	1d4 Type 4B Devils
3	12 Blood Sucking Bugs	1d10 Manes	1d4 Type 4C Devils
4	1d8 Giant Dragonflies	1d12 Manes	1d6 Type 5A Devils
5	1d8 Giant Poison Frogs	1d8 Common Devils	1d6 Type 5A Devils
6	1d4 3 Headed Hydra	1d8 Common Devils	1d8 Type 5A Devils
7	3d10 Giant Leeches	1d8 Common Devils	1d6 Type 5B Devils
8	3d12 Giant Mosquitoes	1d8 Ordinary Devils	1d6 Type 5B Devils
9	5d12 Giant Water Rats	1d8 Ordinary Devils	1d4 Type 6A Devils
10	1d20 Disease Ticks	1d8 Ordinary Devils	Assura and Nimido-ryas
11	1d8 Manes	1d12 Etvaras	Assura and Nimido-ryas
12	1d8 Manes	1d12 Etvaras	Diabolic General

Encounter with Whirlpool: Adventurers wading through Styx or crossing by boat encounter the whirlpool Charydis on 1d20 rolls GTET 14, checked every half-hour. Charydis is 25 FT wide and 25 FT deep, randomly moving at 2 miles/hour. Adventurers avoid being pulled into Charydis on 1d20 rolls GTET [44-Agility-Strength]. A person pulled into the whirlpool drowns after a number of rounds equal to their Stamina (pulls free on 1d20 rolls GTET [34-Strength], checked on a number of rounds equal to their Strength. The course of Charydis can be altered using control water spells.

Encounters flying over Styx: Games Masters should check for encounters after every mile of travel. When an encounter occurs, determine the result using 1d12: (1) 1d100 Giant Mosquitos, (2) 1d100 Hornets, (3) 2d12 Gargoyles, (4) 2d12 Giant Vultures, (5) 2d12 Giant Crows, (6) 2d12 Flying Serpents, (7) 1d100 Giant Flies, (8) 1d20 Spectral Bats, (9) 1d3 Wyvern, (10) 1d8 Type 5A Devils, (11) 1d8 Type 5B Devils, (12) a Green or Black Dragon.

City of Dis Encounter Table

1-12 on 1d12	1-2 on 1d6	3-4 on 1d6	5-6 on 1d6
1	2d8 Ghouls	1d8 Manes	Diabolic General
2	Rotting Dragon	1d8 Manes	Assura and Nimido-ryas
3	1d4 Lhiannon	1d8 Manes	Assura and Nimido-ryas
4	1d8 Mummies	1d8 Manes	1d12 Etvaras
5	1d8 Vampires	1d8 Manes	1d12 Etvaras
6	1d4 Vampire Lords	1d8 Common Devils	1d6 Type 4B Devils
7	1d3 Visions	1d8 Common Devils	1d6 Type 4C Devils
8	1d4 Wraiths	1d8 Common Devils	1d8 Type 5C Devils
9	1d4 Specters	1d8 Ordinary Devils	1d6 Type 5D Devils
10	1d3 Ghosts	1d8 Ordinary Devils	1d6 Type 5E Devils
11	1d3 Banshees	1d8 Ordinary Devils	1d4 Type 6B Devils
12	Lich with Skeletons	1d6 Zoybim	1d4 Type 6C Devils

Make an encounter check after every one-half mile of travel through the City of Burning Tombs, and after every three hours stopped (camped). When an encounter is indicated, determine the result from the City of Dis Encounter Table.

A Diabolic General travels with 1d3+1 Etvaras, 1d4 Assura, 2 squads of Nimido-ryas, and 1d6 other creatures as determined from 1d12: (1) Human, (2) Dwarf, (3) Gnome, (4) Centaurs of Hell, (5) Harpies of Hell, (6) Infernal Hounds, (7) Medusa, (8) Ogres, (9) Troll, (10) Giant, (11) Cyclops, (12) Ettin. Determine the Adventurer class of Humans, Gnomes, and Dwarves using 1d12: (1) Warrior, (2) Warrior, (3) Rascal, (4) Rascal, (5) Warlock, (6) Crusader, (7) Crusader, (8) Priest, (9) Priest, (10) Shaman, (11) Air Wizard, (12) Fire Wizard. Humans, Gnomes, or Dwarves have Adventurer Class levels of 1d6+9.

Sixth Circle Encounters

Make an encounter check after every two miles of travel clockwise or for every hour spent stopped in the same location. When an encounter is indicated, determine the result from the River of Blood Encounter Table. Determine the number of creatures using 1d12.

River of Blood Encounter Table

1-12 on 1d12	1-2 on 1d6	3-4 on 1d6	5-6 on 1d6
1	Giant Beetles	Blood Leeches	Type 5D Devils
2	G. Musk Beetles	Canines	Type 5E Devils
3	Giant Rifle Beetles	Giant Poison Frogs	Ordinary Devils
4	Giant Crocodiles	Stool Fungus	Ordinary Devils
5	Giant Crocodiles	Ordinary Minotaurs	Common Devils
6	Flesh Flies	Stymphallian Birds	Common Devils
7	Flesh Flies	Manticore	Type 6A Devils
8	Flesh Flies	Wyverns	Type 6B Devils
9	Snake Flies	3 Headed Hydra	Type 6C Devils
10	Snake Flies	Evil Earth Mages	Specter
11	Water Scorpions	Evil Crusaders	Wraith
12	Mud Snakes	Evil Priests	Spirit

Make an encounter check after every mile Adventurers travel through the Dismal Wood, or for every hour spent in the same location. When an encounter is indicated, determine the result from the Dismal Wood Table. Determine the number of creatures using 2d8.

Dismal Wood Encounter Table

1-12 on 1d12	1-2 on 1d8	3-4 on 1d8	7-8 on 1d8
1	Harpies	Hell Hounds	Diabolic General
2	Harpies	Hell Hounds	Diabolic Duke
3	Harpies	Hell Hounds	Type 5C Devils
4	Harpies	Hell Hounds	Type 5D Devils
5	Harpies	Hell Hounds	Type 5E Devils
6	Harpies	Hell Hounds	Type 6A Devils
7	Harpies	Hell Hounds	Type 6B Devils
8	Fungus Beetles	Poison Spiders	Type 6C Devils
9	Hell Rats	Lamia	Type 6D Devils
10	Hell Owls	Basilisk Lizards	Type 6E Devils
11	Hell Boars	Ordinary Minotaurs	Type 7A Devils
12	Anger Flowers	Ordinary Minotaurs	Type 7B Devils

A Diabolic Duke travels with 3 Type 6E Devils, 5 Type 6C Devils, 10 Type 6B Devils, 10 Type 6A Devils, 5 Zoybim, and 1d10 other creatures as determined from 1d12: (1) Human, (2) Dwarf, (3) Gnome, (4) Centaurs of Hell, (5) Harpies of Hell, (6) Infernal Hounds, (7) Medusa, (8) Ogres, (9) Troll, (10) Giant, (11) Cyclops, (12) Ettin. Determine the Adventurer class of Humans, Gnomes, and Dwarves using 1d12: (1) Warrior, (2) Warrior, (3) Rascal, (4) Rascal, (5) Warlock, (6) Crusader, (7) Crusader, (8) Priest, (9) Priest, (10) Shaman, (11) Air Wizard, (12) Fire Wizard. Humans, Gnomes, or Dwarves have Adventurer Class levels at 1d6+9.

A Diabolic General travels with 4 Hulden, 8 Odoru, 20 Common Devils, 20 Ordinary Devils, 12 Centaurs of Hell, 10 Harpies of Hell, and 1d8 as determined from 1d12: (1) Human, (2) Dwarf, (3) Gnome, (4) Centaurs of Hell, (5) Harpies of Hell, (6) Infernal Hounds, (7) Medusa, (8) Ogres, (9) Troll, (10) Giant, (11) Cyclops, (12) Ettin. Determine the Adventurer class of Humans, Gnomes, and Dwarves using 1d12: (1) Warrior, (2) Warrior, (3) Rascal, (4) Rascal, (5) Warlock, (6) Crusader, (7) Crusader, (8) Priest, (9) Priest, (10) Shaman, (11) Air Wizard, (12) Fire Wizard. Humans, Gnomes, or Dwarves have Adventurer Class levels at 1d6+9.

Encounters Crossing the River of Blood (Stepping Stones or Flying): 4A Games Master should make two encounter checks at one third and two thirds across. When an encounter is indicated determine the result using 2d8: (2) Armorpecker, (3) Giant Vampire Bat, (4) Spectral Bat, (5) Club Tailed Bird, (6) Stinger Bird, (7) Gargoyles, (8) Griffin, (9) Ghost Owl, (10) Winged Snake, (11) Wyvern, (12) Petradon, (13) Water Mocassin Snake, (14) Giant Electric Eel, (15) Flying Fish, or (16) Poison Octopus.

Encounters Swimming the River of Blood: A Games Master should make three encounter checks at one-quarter, one-half, and three-quarters the way across. When an encounter is indicated determine the result using 2d10: (2) Giant Clam, (3) Giant Pincer Crab, (4) Needle Fish, (5) Dragonfish, (6) Giant Electric Eel, (7) Porcupine Fish, (8) Scorpion Fish, (9) Swordtail Fish, (10) Hagfish Lamprey, (11) Poison Octopus, (12) Great Pike, (13) Piranha, (14) Ratfish, (15) Killer Shark, (16) Swordfish, (17) Viper Fish, (18) Bull Shark, (19) Spike Fish, or (20) Remora.

Encounters with Wizards and Priests

The following spell and prayer lists are representative of those known by Warlocks, Wizards, Crusaders, and Priests found in Malebolge (Inferno); assume an average SPM value of +4. Although it is unlikely that any spell or prayer-user will be limited by their free casts during a single encounter, the number of free casts of Basic Magic or Devotion prayers is Level+4, the number of free casts of Lesser Magics or Mystery prayers is the same as the Wizard/Priest's Level, and the number of free casts of Greater Magic or Majesty prayers is Level-4. A Warlock has Level-2 free casts. Treat a Crusader as having prayers as if they are a Priest 5 levels lower than their actual experience level. Note that encountered Warlocks, Wizards and Priests remain subject to the spell and prayer limitations of Gehenna; for example, an opponent's 'Teleportation' spell does not function. Greater magic and Majesty prayers require 2 rounds to cast.

AIR WIZARD. Basic: 1d6+4 Attack (Electricity), Audibles, Call Breezes, Detection, Fog Bank, Putrid Scents, Remote Push, See Invisible, 1d8+4 Sound Blast, Speak Languages, 1d4+4 Steam Breath 15 FT, +2 Target Missiles, Telekinesis, Unhearing Ears, Vertigo; Lesser: 2d6+4 Attack (Electricity), 1d6+4 Attack (Acid, Cold, Fire), Area Deafen 20x20 FT, Area Silence 20x20 FT, Choke {to unconsciousness}, Control Winds, Disperse Magic, 3d6+4 Hailstorm 20x20 FT, Hold in Place, Invisibility, Levitation, Remove Air 20x20 FT, Summon Air Elemental, Swift Feet; Greater: 2d6+4 Attack (Acid, Cold, Fire), Banshee's Wail, Ear on the Wall, Flight, Shield of Reflection, Siren's Song {mesmerization}, Teleportation, Wall of Force.

GOOD CRUSADER. Devotion: AC+10 Armorskin, Compel Truth, 1d6 Cure Light Wounds, Detect Poisons, 1d10+2 God's Missile, Immunity to Disease, Minor Escape, Minor Prayer, Speak to Animals; Mystery: Banish Disease, Banish Spells, Deflect Magic, God's Hammer 20 rounds, 1d10+1 Heal Wounds, Restore Sight, Restore Hearing .

EARTH WIZARD. Basic: 1d6+4 (Acid), 1d4 Acid Slime 1d6 rounds, Bog Down 20x20 FT, Detection, Hole, Open Lock, Remove Paralysis, +1d6+4 AC Rockskin, 1d6 Rotting Hand, Slippery Surfaces 25x25 FT, 1d4+4 Steam Vent {ground}, Temporary Window 3x3 FT, Telekinesis; Lesser: 2d6+4 Attack (Acid), 1d6+4 Attack (Cold, Fire, Electricity), hp2d6 Body of Stone, Breathe Poisonous Fumes, Create Feast, Create Quicksand 25x25 FT, Dark Sight, Hold in Place, Paralyzing Hand, +3 Singing Swords, Summon Giant, +2 TD Terra's Wrath; Greater: 2d6+4 Attack (Cold, Fire, Electricity), Command Gravity, Gaze of Stone, 4d12 Meteor Cluster 50x50 FT, Permanent Mute, Stone Maw, Summon Earth Elemental, Walk through Solids.

FIRE WIZARD. Basic: 1d6+4 (Fire), Banish Vapors 25x25 FT, Command Fires, Detection, Extinguish Lights, 1d8+4 Fire Arrow, Flare {blinding}, Illusory Appearances, 1d12 Magic Grenade, +2 Stng Rage, See Invisible, Smokescreen 20x20 FT, Thermal Vision; Lesser: 2d6+4 Attack (Fire), 1d6+4 Attack (Acid, Cold, Electricity), Blindness, Darkness Zone 25x25 FT, Daylight 25x25 FT, Disperse Magic, Fire Ring, Invisibility, Mirage, Mesmirize, Shield versus Fire, Vision; Greater: 2d6+4 Attack (Acid, Cold, Electricity), All Seeing Eyes, Blinding Cloud 25x25 FT at 1 hour, Confusion, Eye on the Wall, 3d8 Fire Hail 25x25 FT, Fire Walk, 2d8 Magic Timed Blast, Summon Djinn, X-Ray Sight.

SHAMAN. Basic: 1d6+4 Attack (Force), -3 Confuse Weapons, Detection, Dominate Person, Hoga's Mage Block, Jaco's Mesmerize, Levitation, Illusion, Mind Speech, Remove Confusion, Minor Sleep, Remove Panic, Waken; Lesser: 2d6+4 Attack (Force), 1d6+4 Attack (Acid, Cold, Fire, Electricity), Arrow Volley 1d8 at hp1d3, +3 Aura of Heroism, Cloud the Mind, Disperse Magic, Fear the Reaper, Gregor's Mage Drain, Hold in Place, Sendd Mage Energy, Stun, True Sight; Greater: 2d6+4 Attack (Acid, Cold, Fire, Electricity), Clone Person, Geas, 5d20+20 Imminent Mortality, Minor Time Walk, Spell Permanency, Sleep Zone 25x25 FT.

WATER WIZARD. Basic: 1d6+4 Attack (Cold), Brain Freeze {anti-Wizard}, Create Water, Detection, Detect Poisons, Protect versus Cold, Purify, 1d4+4 Sleet Storm 30x30 FT for 10 rounds, Summon Haze, Summon Poison Frogs; Lesser: 2d6+4 Attack (Acid, Fire, Electricity), Disperse Magic, 3d6+4 Hail Blast 25x25 FT, Ice Encasement, AC+10 Ice Shield, Siren's Song {mesmerize}, Summon Undine, 3d12 Waterspout for 5 minutes; Greater: 2d6+4 (Acid, Fire, Electricity), 1d12 Blizzard for 10 minutes, Chain Lightning {d20-d12-d10-d8-d6-d4}, 5d8 Hurricane Blast 50x50 FT, Part Water, Summon Water Elemental, Wall of Ice.

WARLOCK. Bind Breath, Bind Tongue, -3 Bind Weapon, 1d12 FT Displacement, Extinguish, Flame Up, Great Leap, AC+16 Guard Self, Hero's Race, Hold Up, 1d8 Icy Spray, Ignite, Mists of Fate, Object to Hand, Reveal, Spell Shield {all Basic, others save at+8}.

EVIL PRIEST. Devotion: Animate Bones, AC+18 Armorskin, -2 Blur Sight, Command Minor Undead, Create Minor Food, 1d6 Cure Light Wounds, 1d4+2 God's Fist at 6 rounds, 1d10+1 God's Missile, God's Sword at 5 rounds, Minor Escape, Minor Prayer, Mute, Reveal Hidden, Walk through Fire; Mystery: Animate Bodies, Banish Paralysis, Banish Spells, Deflect Magic, AC+30 Divine Armor, 2d8+1 God's Fire 10x10 FT, God's Serpent 2xHD5 Venom Snake, 1d10+2 Heal Wounds, Inflict Panic, Knock Out, Restore Sight; Majesty: Body Restoration, Creature's Form, 2d8+4 Cure Serious Wounds, 4d8+4 God's Brimstone 25x25 FT {fire}, 5d12+8 God's Smite {individual}, Extraordinary Escape, Kill, Grand Crusade.

GOOD PRIEST. Devotion:AC+18 Armorskin, Bar Creature, Command Animals, Compel Truth, Create Minor Food, 1d6 Cure Light Wounds, Detect Poisons, 1d10+1 God's Missile, God's Sword at 5 rounds, Immunity to Disease, Know Creature, Minor Escape, Minor Prayer, Mute, Reveal Hidden, +4 Sword Blessing; Mystery: Aura of Calm, Banish Confusion, Banish Disease, Banish Paralysis, Banish Spells, Blind Undead, Detoxify Poisons, AC+30 Divine Armor, 2d12+2 God's Strike {lightning}, 1d10+2 Heal Wounds, Know Enemy, Minor Banish Infernal, Restore Sight; Majesty: +4 Aura of Heroism, Break Curse, Creature's Form, 2d8+4 Cure Serious Wounds, God's Mighty Warrior 2x Warrior L14, Extraordinary Escape, Major Regeneration, 2d8 Mass Heal.

Non Player Characters

Rothbert; RACE Dwarf; CLASS Warrior; Level 10; Statistics AGIL17 INTL15 STAM18 STRG16 WILL16 hp22; MORAL Good; SOCIAL Gentry; XP TO ADVANCE 18,802; RACE/CLASS ABILITY Infrared Vision, Sense Direction Underground, Strike 3 foes, called critical hits [10/day, needs TH roll plus 2]; CARRY LIMIT 200#; DIETY Dergavi (God of Dwarves); GRANTED RELIGIOUS ABILITY None; LANGUAGES Common Dwarvish(r) Gnome

1d20 Open Lock Simple always Moderate7 Difficult15 {+3 Dwarf-made}; 1d20 Stealth 5; 1d20 Pick Pocket 12; 1d20 Find Trap/Door 4; 1d20 Disarm Trap 11; 1d20 Search Area Simple always Moderate7 Difficult16; 1d20 Listen Whisper20FT Speech60FT Shout200FT Door/Whisper18 Door/Speech13 Door/Shout08; 1d20 Free Climb Easy always Moderate5 Difficult11 Impossible17; 1d20 Gear Climb Easy/Moderate always Difficult6 Impossible12 1d20 Throw Grapple (66 FT) 8-15FT always 16-30FT3 31-45FT11 GTET46FT20; 1d20 Identify as Enchanted 17; 1d20 Devil Knowledge 17; 1d20 Appraise Armor always, Weapons 5, Art 11, Tapestry 12, Gems 7, Jewelry 8, Goods 9; GEAR bedroll, backpack 50#, 3*clothing, mess kit, waterskin 1 gal, cold weather cloak, 9 torches, flint/steel, flask polishing oil, whetstone, 20 meals, cooking kit, extra blanket, rope 25FT, Cord 10FT, 8 wood stakes, mallet, 4 metal spikes, lock pick +1, wood pole 6FT, 3*chalk, pliers, 2*flask oil, first-aid kit, 3*leather sack 30#, 6*fire starters, garlic, Smelling Salts, 3*Wood Wedges, 2*Stink Grenades, folding shovel, grappling hook, climbing gear, metal clamp, salve (sticky), whistle, metal chisel, flask mead, Draught (heal d4), snake repelling powder, pair snowshoes, Draught (AC+10), magnetic compass, salve (fire protective), Liqueur of Heroism (fight+3), Talisman of Protection, Spectacles of Kent (see through solids 6"), Boots of Spider Walking (vertical), Antidote Ring, Water Breathing Ring; Other: natural heal hp1/4 hours, first-aid (4-3-2-1, kit+1)

AC82 (-11); Padded Hood 1, Padded Shirt 1, Closed-Face Helm 5+6+6 {True Seeing}, Chain Mail Neck Guard 3, Steel Breastplate 10+4, Steel Backplate 5+4, Scale Arm Guards 6+2, Chain Mail Leggings 4, Steel Gauntlets 6+4, Steel Foot Guard 5, Large Steel Shield 8+3

Damage Rolled	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Damage Taken	9	8	7	6	5	4	3	2	1	1	1	1	1	1	1	1	1	1	1	1

1d20 Save	AGIL	STAM	STNG	WILL	+1 disease-poi-
Easy 26	9	4	10	8	
Moderate 30	13	8	14	12	
Difficult 34	17	12	18	16	

Weapon Proficiencies Dirk, Long Sword, Throwing-Knife, Hand-Dart, Staff, Dwarven Hammer, War Axe, Short Bow, Miner's Pick, Heavy Mace, Spear, Light Flail ; Carried Dirk (silver blade) d4, Dwarven Hammer+2 d6, Heavy Mace+1 d8, Short Bow/25 war arrows d6

To Hit L/HD	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Warrior/Monster	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Priest	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Wizard	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13

Damage +2; TH Brawl L1-3/8 L4-6/10 L7-9/12 L12-14/14 ; Missiles Short07 Medium09 Long11 Extreme14 ; Natural 20 critical (TD+2 then – first doubles/second triples/third cleave plus triple/fourth cleaves plus kills [35-STAM]); TH+1 Hammer/Axe, TH+2 versus Humanoids; Non-proficient weapon -4; Two attacks/round vs L4-6, Three attacks/round vs L0-3

Ghergol; RACE Human; CLASS Warlock; LEVEL 10; Statistics AGIL13 INTL16 STAM20 STRG14 WILL15 hp24 SPM+5; MORAL Neutral; XP to ADVANCE 15,093; RACE/CLASS ABILITY acrobatics+1, problem solving+1, spell cast and one-handed weapon in same round, spell requires free hand (gesture), face 3 foes [not when casting], called-critical hit (8/day, required TH+2, TH+4 if casting); CARRY LIMIT 170#; DIETY Lokaski (God of Humans); GRANTED RELIGIOUS ABILITY None; LANGUAGES Common(r) Gnomish

1d20 Detect Spells 4 (Basic 4, Lesser 9, Greater 14; element always); 1d20 Detect Prayer 9 (Lokaski only, no category); 1d20 Open Lock Simple always Moderate6 Difficult14; 1d20 Stealth 9; 1d20 Pick Pocket 16; 1d20 Find Trap/Door 4; 1d20 Disarm Trap 14; 1d20 Search Area Simple always Moderate6 Difficult15; 1d20 Listen Whisper20FT Speech60FT Shout200FT Door/Whisper18 Door/Speech13 Door/Shout08; 1d20 Free Climb Easy2 Moderate9 Difficult15 Impossible fails; 1d20 Gear Climb Easy always Moderate4 Difficult10 Impossible17; 1d20 Throw Grapple (56FT) LTET15FT always 16-30FT8 31-45FT16 GTET46FT25; 1d20 Identify as Enchanted 11; 1d20 Devil Knowledge 18; 1d20 Appraise Armor2, Weapons4, Art10, Tapestry9, Gems6, Jewelry7, Goods8; GEAR bedroll, backpack 50#, 3*clothing, mess kit, waterskin 1 gal, cold weather cloak, 9 torches, flint/steel, flask polishing oil, whetstone, 20 meals, cooking kit, extra blanket, rope 25FT, Cord 10FT, 12 wood stakes, mallet, 8*steel spikes, lock pick, lock pick+2, wood pole 6FT, 3*chalk, pliers, 4*flask lantern oil, first-aid kit, 3*leather sack 30#, 6*fire starters, garlic, 3*candles, ear plugs, hooded lantern, fortune telling tiles, grapple hook, 4*Holy Water vials, hammer, hatchet, 2*Insect-Repelling Powder, small claw trap, 2*Explosive Grenades, 2*Smoke Grenades, Wolvesbane, Flash Powder, Draught (heal d8), Draught (Wizard Power, move left/down 4 cast tracks), Flying Potion, Haeldan's Cordial (Will+1d4+2, 15 minutes), Seer's Potion, Boots of Janadru (walk on air, 30 min/day), Choker of Tongues, Priest Zapping Ring (bolt Priest 1d20/Crusader 1d12 /1d4 other, 25 FT, [32-STAM]); OTHER natural heal hp1/4 hours, first aid (4-3-2-1, kit +1)

AC58 (-8); Padded Hood 1, Padded Shirt 1, Studded Leather Hood 2, Leather Neck Guard 2+3, Leather Armor 7+12 (Water Breathing), Scale Arm Guards 6+2, Leather Leggings 2, Studded Leather Gauntlets 3+3, Studded Leather Foot Guards 3, Large Bronze Shield 7

Damage Rolled	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Damage Taken	12	11	10	9	8	7	6	5	4	3	2	1	1	1	1	1	1	1	1	1

1d20 Save	AGIL	STAM	STRG	WILL
Easy 26	13	6	12	11
Moderate 30	17	10	16	15
Difficult 34	fail	14	20	19

Spell Track F F F F F F F 0 0 4 6 8 10 12 14 16 18 20 out
 Spell Fails (hp1d6 if 1d20 GTET 14) 20; cannot cast when carrying GTET 25# iron/steel

Spells Known: Bind Tongue ([32-Stam], 1d6+5 rounds), Bind Weapon (TH-3, [32-Will], 1d3+5 rounds), Displacement (1d12 FT teleport), Extinguish (all light, 30 FT), Finger Bolt (1d6 energy, 25 FT, [34-AGIL]), Flame Up (8x6 wall, 1d4+5 rounds), Great Leap (25 FT vert), Guard Self (AC+1d10+5, 1d6+5 rounds), Heroic Rage (1d8 round, TH+3, opponent gets +1), Hold Up (stop movement, 1d4 rounds, [34-STRG]), Ice Spray (1d8 cold, 20 FT, [34-STAM]), Ignite (25 FT), Mists of Fate (fog head, affected TH-6, 1d10+5 rounds, [32-Will]), Object to Hand (30 FT), Reveal (all hidden door-trap-mechanism, 25 FT, 1d6+5 rounds)

Weapon Proficiencies Dirk, Cutlass, Sling, Ball/Chain, Club, Cudgel, Spear, Light Flail, Long Bow, Short Bow, Dwarven Hammer, Scimitar, Long Sword, Two-Handed Sword; Carried Dirk d4, Short Bow, 2 quivers (18, 20) hunting arrows d4 (10 silver), Long Sword d8 (+1, silver), Dwarven Hammer d6

To Hit L/HD	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Warrior/Monster	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Priest	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Wizard	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

Damage +1; TH Brawl L1-3/8, L4-6/10, L7-9/12, L12-14/14; Missiles Short7 Medium9 Long11 Extreme14; Natural 20 critical (TD+2 then – first doubles/second triples/third cleave plus triple/fourth cleaves plus kills [35-STAM]); +1 Long Sword-Spear-Staff-Bow, TH-3 on rounds with casting, TH-4 non-proficient weapon; 2 attack versus L4-6 [not if casting]; 3 attack versus L1-3 [not if casting]

Nambrion, RACE Human; CLASS Crusader; LEVEL 9; Statistics AGIL13 INTL20 STAM14 STRG12 WILL18 hp18 SPM+7; MORAL Good; XP TO ADVANCE 12,903; RACE/CLASS ABILITY acrobatics +1, puzzles +1, face 3 foes, called critical hit (7/day, needs roll TH+2); CARRY LIMIT 150#; DIETY Tara (Goddess of Life and Medicine); GRANTED RELIGIOUS ABILITY Detect Mortal Creature 50FT, Heal Self hp6 (1/day); LANGUAGES Common(r) Dwarvish Elvish Infernal Cant(r)

Lay On Hands Healing d4 (9/day); 1d20 Reincarnate (3 years, 2 hr) 5; 1d20 Raise the Dead (17 months, 3 hr) 9; 1d20 Detect Enchantment 9 (not element/category); 1d20 Detect Prayer 3{always if Tara} (Devotion3, Mystery9, Majesty15); 1d20 Bar Undead HD+6 54 minute; 1d20 Drive Back Undead HD+8 220FT/54 minute; 1d20 Destroy Undead HD+13 range 100FT; 1d20 Open Lock Simple always Moderate5 Difficult13; 1d20 Stealth 10; 1d20 Pick Pocket 17; 1d20 Find Trap/Door 2; 1d20 Disarm Trap 7; 1d20 Search Area Simple always Moderate3 Difficult12; 1d20 Listen Whisper20FT Speech60FT Shout200FT Door/Whisper15 Door/Speech10 Door/Shout4; 1d20 Free Climb Easy3 Moderate10 Difficult16 Impossible21; 1d20 Gear Climb Easy always Moderate5 Difficult11 Impossible16; 1d20 Throw Grapple (48 FT) 8-15FT5 16-30FT13 31-45FT21 GTET46FT30; 1d20 Identify as Enchanted 11; 1d20 Devil Knowledge 10 {church specialist}; 1d20 Appraise Armor2, Weapons2, Art7, Tapestry6, Gems3, Jewelry4, Goods5; GEAR bedroll, backpack 50#, 3*clothing, mess kit, waterskin 1 gal, cold weather cloak, 9 torches, flint/steel, flask polishing oil, whetstone, 20 meals, cooking kit, extra blanket, 2*rope 25FT, Cord 10FT, 8 wood stakes, mallet, 8*steel spikes, lock pick, wood pole 6FT, 3*chalk, pliers, hooded lantern, 2*flask lantern oil, first-aid kit+1 [heals 6-5-4-3], 2*leather sack 30#, Holy Symbol, Prayer Beads, Prayer book, Religious Icon, 6*Holy Water, garlic, mistletoe, wolvesbane, ear plugs, climbing gear, grapple

hook, awl, glass cutter, small pry bar, 2*Stink Grenades, Black Powder (quarter-pound), Draught (Healing 1d10), Draught (Disease Antidote), 2*Insect Repelling Powder, 5x Binoculars, horseshoe magnet, two-man tent, pair snowshoes, Liqueur of Heroism (15 minutes, TH+5 versus Monster), Estavan's Cordial (AGIL 1d4+2), Linked Tarot Cards (pair), Wand of Giant Beaver Summoning (54 charge, 10 minutes, HD2, hp13, AC16, Bite 1d6, 2*Claws 1d3); OTHER natural heal 1hp/4 hours; first aid (4-3-2-1; kit+1); destroyed prayer book 1d6*number prayers

AC76 (-11); Padded Hood 1, Padded Shirt 1, Closed-Face Helm 5+4, Chain Mail Neck Guard 3+2 (Never Cleaving), Steel Breastplate 10+8, Steel Backplate 5+4, Scale Arm Guards 6, Chain Mail Leggings 4, Steel Gauntlets 6+5, Steel Foot Guard 5, Large Steel Shield 8 (Breathless – deflect breath weapon)

Damage Rolled	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Damage Taken	9	8	7	6	5	4	3	2	1	1	1	1	1	1	1	1	1	1	1	1

Prayer Track

Devotions F F F F F F 0 0 2 4 6 8 10 12 14 16 18 20 out

Mysteries F F 0 2 4 6 8 10 12 14 16 18 20 out

Prayer Fails (hp1d6 if 1d20 GTET 12) Mystery 20

Prayers Known: Devotions Command Minor Undead (6 Undead LTET HD3, 15 minutes), Cure Light Wounds 1d10, God's Fist (1d4+2, Prst L10, 6 rounds), God's Sword (1d6, Warr L6, 7 rounds), Minor Escape, Minor Prayer, Speak to Animals, Sword Blessing (100 FT, ally TH+4, 15 minutes), Walk through Fire; Mysteries Banish Paralysis, Banish Spells (5x5FT area, 12 rounds, Basic/Lesser only), Deflect Magic (10 rounds), Detoxify Poisons, God's Strike (indiv, 2d12+2 electrical, half [33-Will]), Walk on Water

1d20 Save	AGIL	STAM	STRG	WILL
Easy 26	13	12	14	8
Moderate 30	17	16	18	12
Difficult 34	21	20	22	16

Weapon Proficiencies Dirk, Heavy Mace, Long Bow, Short Sword, Sling, Throwing Star, Staff, Javelin, Spear, Woodcutter's Axe, Scimitar, Pole Arm; Carried Dirk d4, Heavy Mace+2 d8, Short Sword+1 silver-blade d6, Long Bow (28 war arrows d6)

To Hit L/HD	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Warrior/Monster	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
Priest	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
Wizard	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

TH Brawl L1-3/10, L4-6/12, L7-9/14, L12-14/16; Missiles Short7 Medium9 Long11 Extreme14; Natural 20 critical (TD+2 then – first doubles/second triples/third cleave plus triple/fourth cleaves plus kills [35-STAM]); +1 Long Sword-Spear-Staff, TH-4 non-proficient weapon; 2 attack versus L3-5 [not if casting]; 3 attack versus L0-2

Ambrose; RACE Half-Elf; CLASS Shaman; LEVEL 10; Statistics AGIL19 INTL21 STAM13 STRG12 WILL15 hp17 SPM+9; MORAL Neutral; XP TO ADVANCE 21,347; RACE/CLASS ABILITY low light vision; CARRY LIMIT 150#; DIETY ; GRANTED RELIGIOUS ABILITY None; LANGUAGES Common(r) Elvish(r) Centaur

1d20 Detect Enchantment 30FT always (element/Basic/Lesser always, Greater5); 1d20 Detect Prayer 12 (not deity/category); 1d20 Open Lock Simple always Moderate4 Difficult12; 1d20 Stealth 4; 1d20 Pick Pocket 10; 1d20 Find Trap/Door 2; 1d20 Disarm Trap 10; 1d20 Search Area Simple/Moderate always Difficult10; 1d20 Listen Whisper20FT Speech60FT Shout200FT Door/Whisper12 Door/Speech8 Door/Shout2; 1d20 Free Climb Easy always Moderate3 Difficult9 Impossible15; 1d20 Gear Climb Easy/Moderate always Difficult4 Impossible11; 1d20 Throw Grapple (48 FT) LTET 15FT always 16-30FT3 31-45FT11 GTET46FT19; 1d20 Identify as Enchanted 10; 1d20 Devil Knowledge 13; 1d20 Appraise Armor2, Weapons2, Art2, Tapestry2, Gems3, Jewelry3, Goods5; GEAR bedroll, backpack 50#, 3*clothing, mess kit, waterskin 1 gal, cold weather cloak, 9 torches, flint/steel, flask polishing oil, whetstone, 26 meals, cooking kit, extra blanket, 2*rope 25FT, Cord 10FT, 8 wood stakes, mallet, 8*steel spikes, lock pick, lock pick+1, wood pole 6FT, 3*chalk, pliers, hooded lantern, 3*flask lantern oil, first-aid kit+1 [heals 6-5-4-3], 2*leather sack 30#, 12*caltrops, steel whistle, small pry bar, small hacksaw, 4*Holy Water Vials, 3*wood wedges, 20 SP, light shackles, Pipe, 2*pipeweed (10 smokes), Draught (poison antidote), Draught (healing d6), two-man tent, ice hammer, magnifying glass, 2*Explosive Grenades (5FT, 1d8), goggles, Salve (electricity protective), Salve (venom protective), Armorskin Tonic (AC+16, 15 minutes), Healing Potion (1d12), Seer's Potion, Armoire Charm, Infrared Spectacles, Wall of Force Ring (15x10FT, 10 minutes, 39), Wand of Spiderwebs (25FT, 119); OTHER natural heal 1hp/4 hours; first aid (4-3-2-1; kit+1), destroyed spell book hp3*spell slots

Shaman Amulets [one can be worn]: Influence (save [32-Will], 70 FT), Luck (+4 roll bonus, 30 FT), Protection (AC+20, save+5, 20 FT)

AC50 (-7); Padded Shirt 1, Padded Hood 1, Wizard's Robe 15+20, Studded Leather Gauntlets 3+5 (Daylind's, proficiency all missile weapons, AC+, TH+), Studded Leather Foot Guards 3
 Damage Rolled 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
 Damage Taken 13 12 11 10 9 8 7 6 5 4 3 2 1 1 1 1 1 1 1 1

Spell Track

Basic F F F F F F F F F F F F 0 0 0 0 3 5 7 9 11 13 15 17 19
 out

Lesser F F F F F F F F F F 0 0 0 3 5 7 9 11 13 15 17 19 out

Greater F F F F F F 0 0 3 5 7 9 11 13 15 17 19 out

1d20 Spell Fails (hp1d6 if 1d20 GTET 14) Lesser 20 Greater 19; cannot cast if carrying GTET 25# iron/steel

Spells Known: Basic Attack (Force {only}, 1d6+9), Detect Life's Forces (quarter mile, 30 minutes), Confuse Weapons (opponent at TH-3, 10 minutes), Detection (100 FT, 15 minutes), Dominate Person (1 at 1 hour, save [32-Will]), Friends (30 minutes, save [28-Will]), Glow Balls (1 hour), Identify Magic Effects (40 FT), Jaco's Mezmerize (15 minutes, save [32-Will]), Levitation (5 FT/round, 100 FT limit, 60 rounds), Mind Speech (30 minutes), Minor Sleep (d3 LTET L/HD5, save [30-Will], 1d12+45 minutes), Remove Confusion, Remove Panic, Waken; Lesser Attack (Force 2d6+9, Acid-Cold-Fire-Lightning 1d6+5), Arrow Volley (1d8 each at 1d3, roll TH, 50 FT), Aura of Heroism (allies in 75FT, TH+3, 15 minutes), Cloud the Mind (30FT, save [35-Will]), Disperse Magic (opponent [28-Will]), Dominate Creature (HD0-10, 20 minutes, save [32-Will]), Enhanced Sleep (1d8, 30FT, HD0-10, 75 minutes), Fear the Reaper (30FT, save [34-Will], 15 minutes), Gregor's Mage Drain (one category, 1 day, save Greater36 Lesser 32 Basic28), Hold in Place (30FT, 1d8+9 rounds, save [34-Strength]), Send Mage Energy (restores free casts one category, 30 FT), True Sight (true shape, invis, incorp, 30 minutes); Greater Attack (Acid-Cold-Fire-Lightning 2d6+5), Geas (save [28-Will]), Imminent Mortality (5d20+20 energy damage, save [36-Stam]),

Meteor Cluster (4d12 bombardment, 50x50FT area, save [35-Agil]), Spell Permanency, Teleportation (10 persons);

1d20 Save	AGIL	STAM	STRG	WILL
Easy 26	7	13	14	11
Moderate 30	11	17	18	15
Difficult 34	15	21	22	19

Weapon Proficiencies Dirk, Bow, Staff, Saber, Light Flail, Throwing Axe, Short Spear; Carried Dirk d4 silver blade, Saber+2 d6, Light Flail d4, Bow (22 hunting arrows d4), Wizard's Staff

To Hit L/HD 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18
 Warrior/Monster 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 20 20
 Priest 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
 Wizard 2 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18
 TH Brawl L1-3/12, L4-6/14, L7-9/16, L12-14/18; Missiles Short8 Medium10 Long12 Extreme15;
 Natural 20 critical (TD+2 then – first doubles/second triples/third cleave plus triple/fourth cleaves plus kills [35-STAM]); TH-4 non-proficient weapon; Bow +1

Rorshrach RACE Human; CLASS Wizard (AIR); LEVEL 11; Statistics AGIL16 INTL17 STAM15 STRG12 WILL18 hp19 SPM+7; MORAL Good; XP TO ADVANCE 12,049; CARRY LIMIT 150#; DIETY Balarama (Goddess of Knowledge and Magic); GRANTED RELIGIOUS ABILITY SPM+1 (5 rounds, 1/day); LANGUAGES Common Elvish

WEAPON PROFICIENCIES DIRK STAFF LONG SWORD WAR HAMMER BOW SPEAR

DETECT ENCHANTMENTS 30FT always (Basic always, Lesser 05 Greater 10, element always); 1d20 LEARN NEW Basic 09 1h/Lesser13 4h/Greater17 12h; 1d20 OPEN LOCK Simple always Moderate06 Difficult14; LISTEN Speech60FT Shout300FT Door/Whisper18 Door/Speech13 Door/Shout08; 1d20 STEALTH 05; 1d20 PICK POCKET 13; 1d20 TRAP/DOOR SEARCH 04; 1d20 AREA SEARCH Simple always Moderate05 Difficult14; 1d20 FREE CLIMB Easy always Moderate 05 Difficult 11 Impossible 17; 1d20 GEAR CLIMB Easy/Moderate always Difficult 06 Impossible 12; GRAPPLE THROW LTET15/always 16-30FT/05 31-45FT/15; 1d20 Appraise Value: Art 08, Tapestries 07, Gems 04, Jewelry 05, Goods 06; 1d20 Identify Item as Enchanted 12; GEAR: Wizard Staff, Wand, Bedroll, 50# Backpack, 18 meals, Clothing, Cook Kit, Mess Kit, 1 gal Water Skin, Cold Weather Cloak, Spare Blanket, 2*25FT rope, 10FT cord, 8*Wood Stake, 9*Torch, Mallet, Lock Pick, 6*Chalk, Pliers, Long Tweezers, Flint/Steel, 2*Oil Flask, 2*30# Leather Sack, 6*Fire Starter, Garlic, Spare Knife, Religious Hymnal, 10 GP, 20 SP, 50 CP, 3*Gem 1000 GP (amber, onyx, bloodstone), 3*Gem 2000 GP (diamond-ruby-emerald), Draught Wizard Power, Salve Electricity Protection, 2*Insect Repelling Powder, Ice Hammer, 3*Iron Spike, 3*Iron Wedge, Mortar-Pestle, Holy Symbol, 2*Holy Water, Healing Wand (d10, 82), Talisman of Protection, Cloak of Healing (d8, 5/day), Wertzel's Bracers (webs 25/day), Charm versus Power Diabolus; OTHER: Natural Heal hp1/4 hours, cannot spell carrying GTET 25 pounds ferrous, Destroyed Spell Book hp3*Spells damage

TH Brawl L4-6/14 L7-9/16 L10-12/18; TH Missiles Short08 Medium10 Long12 Extreme15;
Long Sword/Spear/Stave +1, Not Proficient Weapon -4

[illegible]

Spells Track	Attack Mode										LIGHTNING Basic 1d8+7										Lesser 3d6+7									
Basic	F	F	F	F	F	F	F	F	F	F	F	F	F	0	0	0	3	5	7	9	11	13	15							
	17	19	out																											
Lesser	F	F	F	F	F	F	F	F	F	F	F	0	0	3	5	7	9	11	13	15	17	19	out							
Greater	F	F	F	F	F	F	F	0	3	5	7	9	11	13	15	17	19	out												

Basic Attack (Acid, Fire, Cold, Bolt) uses Lesser slot; Lesser Attack (Acid, Fire, Cold, Bolt) uses Greater slot; Greater Magic 2 rounds to cast; Spell Range 1200 FT; Spell Duration 30 minutes; 1d20 Spells Fail (1d20 GTET 14, hp1d6) Lesser 20 Greater 19; 1d20 Cast Different Element 12

Page 102