

# INFERNO GAZETTEER

## LEAD AND HOUNDS

### CIRCLES THREE AND FOUR

#### THIRD CIRCLE OF HELL

NORTHWEST

1 Hex = 2 miles





# **GAZETTEER OF HELL**

## **Lead and Hounds**

**The Third and Fourth Circles of Hell**

**WRITTEN BY**

PAUL ELKMANN, GEOFFREY O. DALE

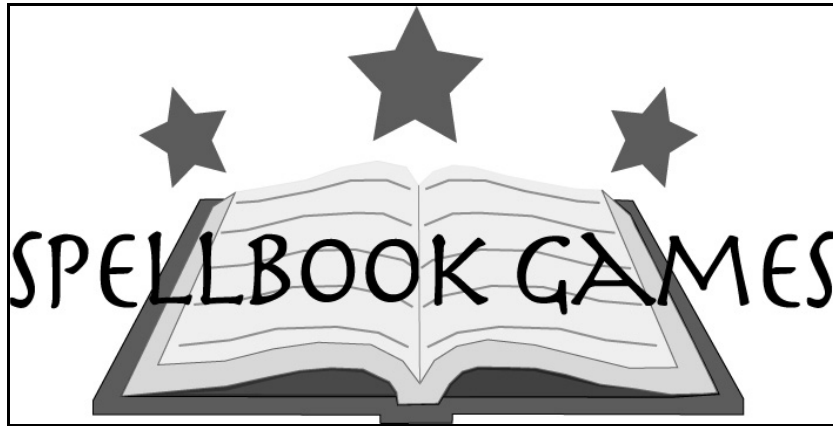
**PRODUCTION BY**

PAUL ELKMANN

**ART BY**

ANDREAS CLAREN

ERIC ELKMANN



©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

<b>Introduction.....</b>	<b>1</b>
Lateral View of the arrangement of the Circles of Hell .....	2
<b>Circle Three.....</b>	<b>3</b>
Overview Map .....	3
Overview.....	4
Northwest Map Descriptions .....	5
Northeast Map Descriptions .....	10
West Map Descriptions.....	14
East Map Descriptions .....	19
Southwest Map Descriptions .....	24
Southeast Map Descriptions .....	29
<b>Circle Four .....</b>	<b>34</b>
Overview Map .....	34
Fourth Circle, Lateral View .....	35
Overview.....	35
Northwest Map Descriptions .....	36
Northeast Map Descriptions .....	40
West Map Descriptions.....	43
East Map Descriptions .....	47
Southwest Map Descriptions .....	50
Southeast Map Descriptions .....	53
<b>Encounter Tables .....</b>	<b>58</b>
Third Circle Encounter Table .....	58
Fourth Circle Encounter Table .....	59
<b>NPC Wizard’s Spells and Priest’s Prayers.....</b>	<b>60</b>
<b>Pre-Generated Characters.....</b>	<b>62</b>
Rothbert, Dwarf Warrior L10 .....	62
Ghergol, Human Warlock L10 .....	63
Nambrion, Human Crusader L9 .....	64
Ambrose, Half-Elf Shaman L10 .....	65
Saldorian, Human Air Wizard L11.....	66

## 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 that 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 Third and Fourth Circles, located in central Hell. It is an overview of a part 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 Infernal 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. towards Lucifer). This book is titled, '*Lead and Hounds*,' because of the lead balls pushed by sinners on the Fourth Circle of Hell (and the lead of Plutus' false treasure hoard), and because of Cerberus and the Garm (Hounds of Hell) on the snowy Third Circle of Hell.

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. The complete Gazetteer includes *Fire and Ice*, the Seventh, Eighth, and Ninth Circles of Hell, *Blood and Mire*, the Fifth and Sixth Circles of Hell, and *Realms of Shadow*, Outer Hell (Circle Zero, and the First and Second Circles of Hell). The three Gazetteers, *Lead and Hounds*, *Blood and Mire*, and *Fire and Ice*, are intended to be used together to form a complete description of Hell from the Third Circle inward to the Ninth, and beyond to the escape path back to the Material Plane.

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 support a complete game encounter scenario. 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 Game's: *Portal to Adventure* RPG rules, *Codicil of Maladies*, *Inferno Bestiary*, *Inferno Treasury*, *Inferno: Journey through Malebolge*, or *Gehenna Primer*; all available from DriveThruRPG.com. It is assumed the Games Master has these "standard" creatures, spells, and object descriptions available, or will substitute details from the rule set they are using. The inner border of the Fourth Circle matches the outer border of the Fifth Circle as described in Spellbook Games' *Gazetteer of Hell: Blood and Mire*; the outer border of the Third Circle matches the inner border of the Second Circle as described in *Realms of Shadow*.

*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 descriptions of some items may be found in *Inferno: Treasury*. The Games Master is free to substitute other sources as information as they suit their campaign, or may create their own unique data.

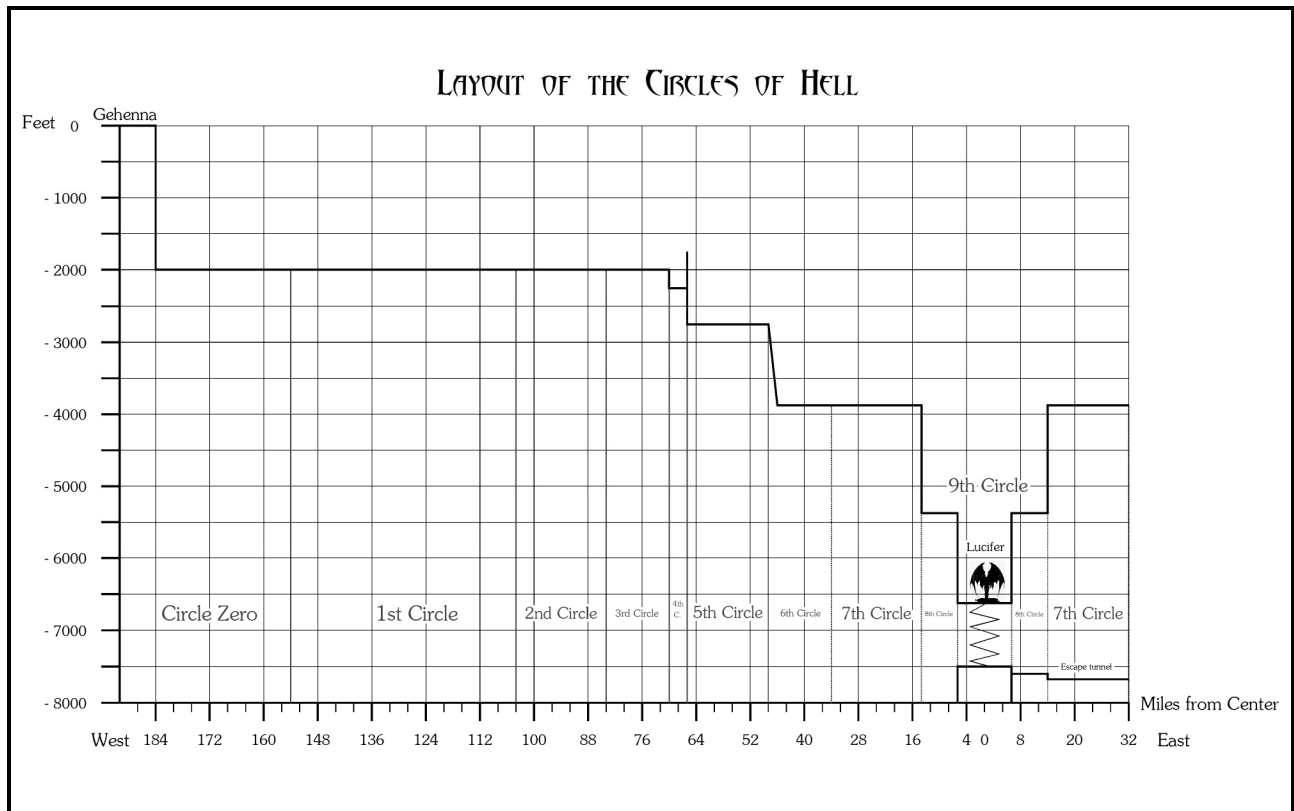
Gehenna and Inferno are locations for higher-level game play. It is suggested that Adventurers be at least L10 before attempting to visit any part of Hell. Games Masters should generally not allow easy access to Gehenna, nor an easy retreat from it. The suggested prayer and spell restrictions found in *Gehenna Primer* are intended, in part, to prevent an easy retreat

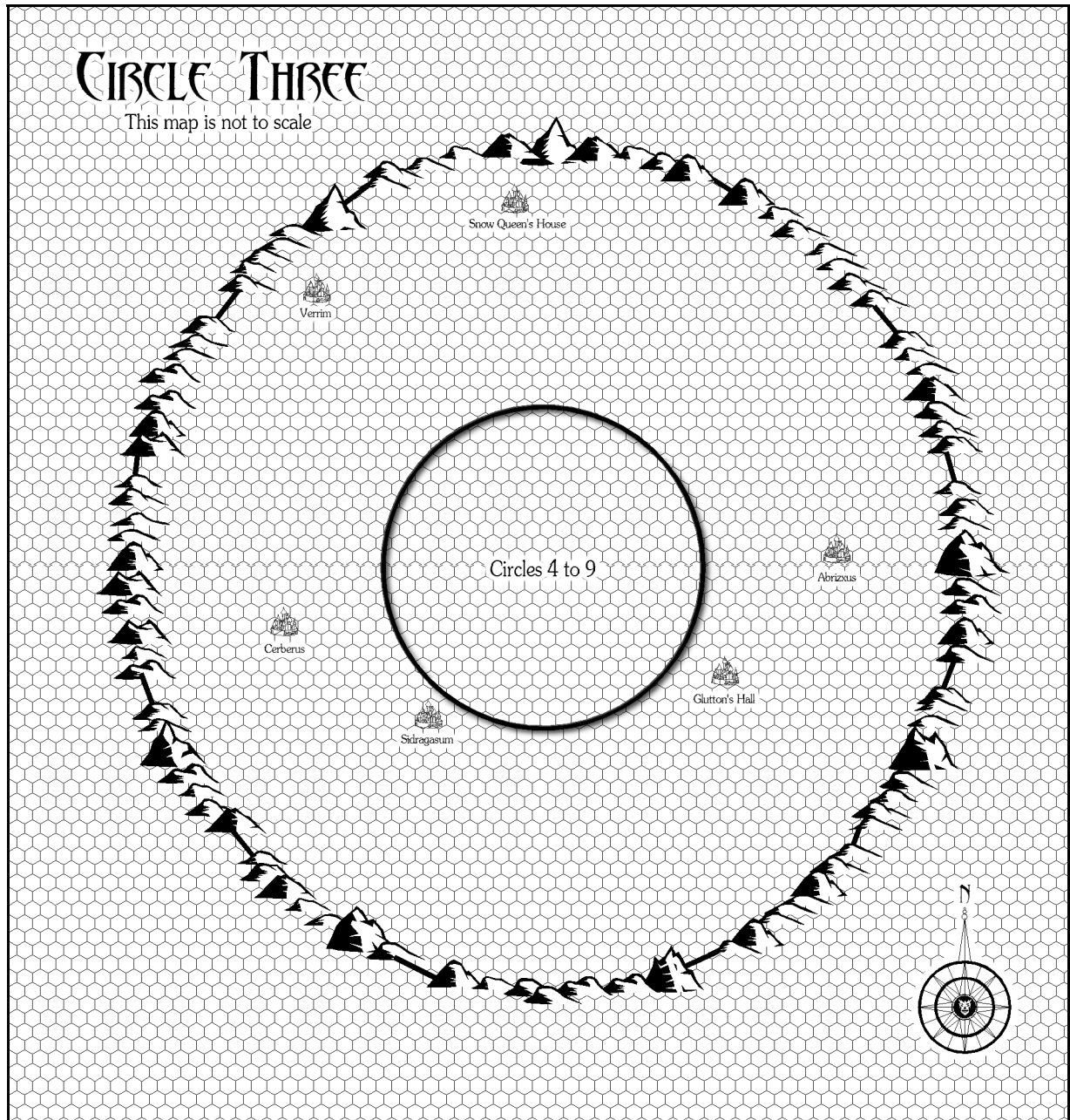


once Malebolge has been entered. Adventurers entering the Gates of Hell should not have a ready-at-hand magical means of escape; it is a place for the slog of a campaign, not the swift in-and-out of a raid. The design intends that any mortal inside Inferno be compelled to walk from the perimeter to Lucifer 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 THREE

Diabolic Prince	Gaap (Pale Blue Field with Black Dragon profile)
Diabolic Earls	Abrizxus, Sidragasum, Verrim
Diabolic Generals	Izophum, Morfessus, Ophshot, Pavius, Tilchattio, Toorcay
Devils	Common, Ordinary, Gaityas, Beng, Pruddin, Zoybim, Types 3A through 3E
Other Notable Creatures	Cerberus
Sinners and Punishments	<b>Gluttony</b> and <b>Avarice</b> (naked in the snow)
Environment	Snowy Fen
Physical Challenges	Outer Cliffs, Cold, Snow
Size	Torus, Outer Circumference 500 miles, Inner Circumference 430 miles, Outer Radius 86 miles, Inner Radius 71 miles; Width 15 miles

### Description

The outer Circle border is a one mile-wide region of rocks and cliffs and valleys, some up to 1500 FT high. Adventurers with rock climbing skills may attempt to crossing this area but it takes several days; the rocks and cliffs are home to many creatures, such as Gargoyles and Flying Medusae Monkeys. While Adventurers are actively climbing roll a fall-check every two hours (climbing succeeds on 1d20 rolls GTET [35-Agility], apply a +1 modifier if Elf, apply a +6 modifier if training in climbing. When a fall occurs the affected person drops 1d12+2d20 FT. Twelve passes through the rocks allow easier movement between the Second and Third Circles (e.g. no physical impediments), they are located 40 miles apart along the outer perimeter. A pass is located 15 degrees of arc clockwise from the western radius line and every additional 30 degrees along the circumference.

The inner border is an earthen dike, 50 FT across at its base, 20 FT tall at the top, with a flat 8-FT stone walkway along the top. Fifty FT inward from the dike is a 300 FT drop to a flat black sand plain. The Third Circle is a cold, wet, and wretched flat area of soft spongy ground with a layer of 1 FT to 2 FT of dirty snow over 6 inches to 8 inches of cold water, with occasional snowdrifts up to 6 FT high. The souls whimper, bark, and howl like dogs, so a muffled barking or baying sound is heard everywhere on the Circle. Dogs of many species and sizes roam through the Circle tearing at the souls being punished; large, obvious paw prints are frequently found in the snow, up to 16 inches across

### Weather and Effects

The Circle has frequent thick mists, fogs, and sleet. It hails up to 3 inches in diameter. The air temperature is a constant 30 degrees. A black gritty substance is mixed with the eternal rain and snow and pools of a foul oily liquid are on top of the snow. The air has an irritating odor to it and the grit in the air continually burns at a mortal's eyes (apply a -1 TH die roll modifier, save 1d20 rolls GTET [30-Stamina], checked hourly). Movement is at three-quarters mile/hour.

A severe weather check should be made every two hours, occurring on 1d20 rolls GTET 17. Severe weather takes the form of either a blizzard or a hailstorm. Blizzards have fierce winds and white-out conditions for 14+1d100 minutes (immediate hp1d6 points exposure damage); groups caught in a blizzard are separated (save 1d20 rolls GTET [32-Intelligence]; use 1d8 with 1 equal to north, 2 equal to northeast, 3 equal to east, etc.). Thick fog has the same separating effect as a blizzard without the cold-based damage. Hailstorms last 3d20 minutes; each unprotected person suffers hp1 damage every 2 minutes of hail exposure

When mortals are not protected from the cold or lack cold weather gear, reduce their effective Stamina statistic by 1 point after each two hours of travel and their effective Will statistic one point after each four hours of travel; if either statistic is reduced to four, the affected mortal falls into the swamp and refuses to move (e.g. gives up, unconscious on 1d20 rolls GTET 12). If the affected person's body temperature isn't restored to normal within 30 minutes, they die of exposure to cold; for more details see *Codicil of Maladies*).

Directional Obelisks are found one-hundred yards into the Third Circle, each obelisk is black stone, 10 FT. Obelisks are engraved with arrows pointing north (clockwise direction) and south (counterclockwise). The arrows point to the nearest Diabolic Prince and Earls (Verrim, Abrizxus, Cerebrii, Sidragasum), as well as Caladriedra and the Hall of Gluttons.



The foul water and air causes mortals to collapse (save 1d20 GTET [32-Stamina], checked every two miles; affected persons are unable to move for 2d100 minutes); after each seizure reduce their effective Stamina statistic one point for ten hours).

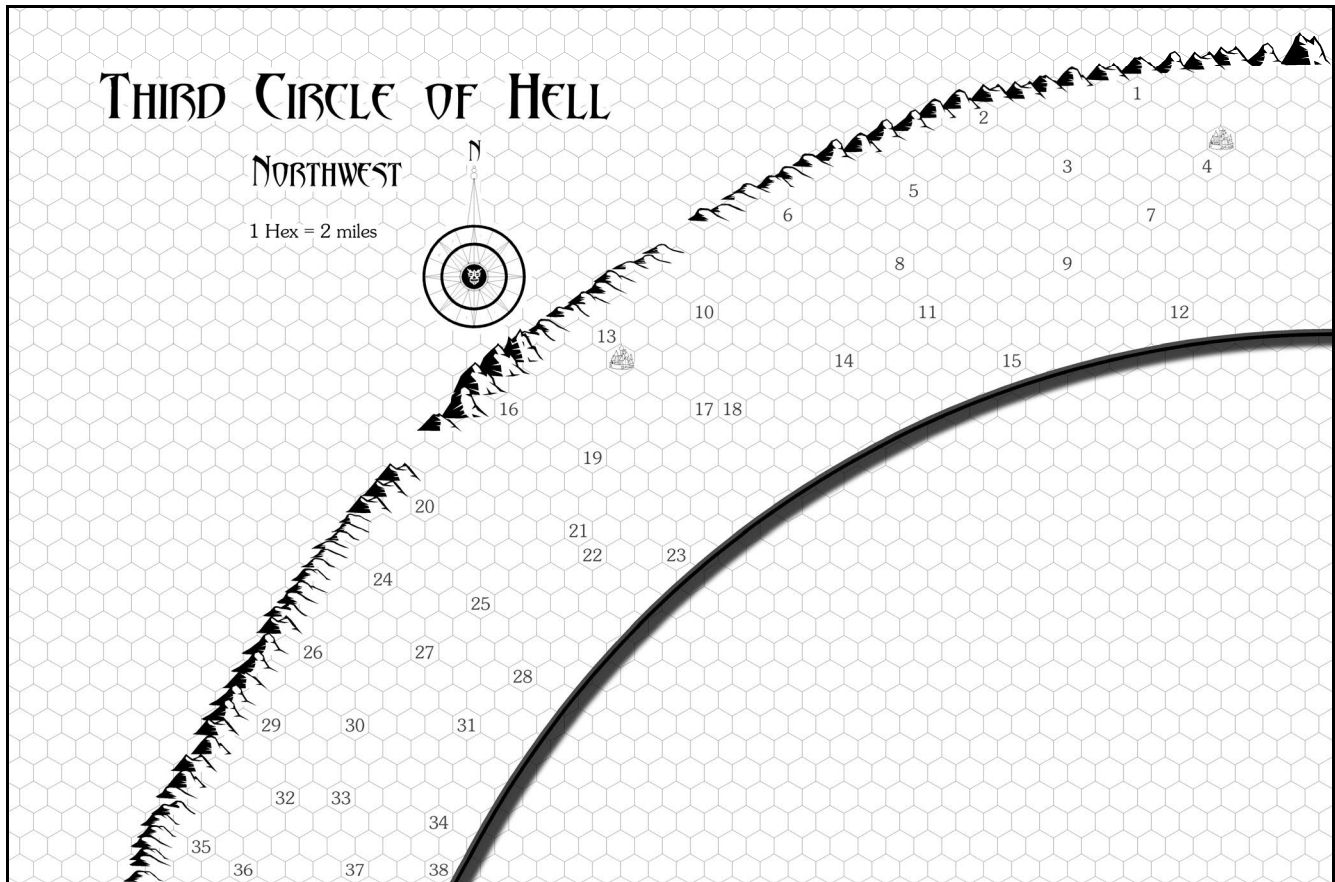
Gamesmasters should note that any Third Circle location described below will be covered in snow with waist-high to chest-high drifts about.

### Third Circle Locations

The palace of Verrim (Diabolic Earl) is located 75 miles to the north (or clockwise direction), about 3 miles inward from the outer rim. The palace of Abrizxus (Diabolic Earl) is located on the opposite side of the Circle, 250 miles to either the north (clockwise) or south (counterclockwise) directions, half-way across the Circle. The lair of Cerberus (Great Hound of Hell) is located 12 miles south (counterclockwise) if the party takes the pass 10 miles north of the west radius line, and 2 miles south (counterclockwise) if the party takes the pass 10 miles south of the west radius line. The palace of Sidragasum (Diabolic Earl) is located 100 miles to the south (counterclockwise) direction, 1 mile from the inner border. The house of Caladierdra, the Snow Queen, is located 110 miles north (clockwise), 3 miles from the Outer Border. The Glutton's Hall is located 190 miles south (counterclockwise), 3 miles from the Inner Border

### Northwest Map (see map on page 6)

1. The ruined remains of a cylindrical five-story red stone tower with open roof. The first three floors are mostly weather-tight with no furniture. The four and fifth stories collapse when entered on 1d20 rolls GTET 14 (hp212 crushing damage). Two HD3 **Poltergeists** inhabit the tower; a 22,000 GP ruby is hidden (-4 to find) on the fifth floor; a leather bag on the fourth floor holds three *1d10 Healing Potions*, all labeled as 'Melchanian Brandy.'
2. A snowcave holds Pamra Darska (female Warrior L10) and Leliahana Vas (female Mystic, Shaman L5); Leliahana can summon a **Class A Demon** (15 minutes). They are pursuing a vision which directed Leliahana to seek the *Book of Halshaw* from Diabolic General Pavius.
3. A 10 FT opening in the ground leads to a 110 FT long cave located 60 FT below the surface. An illusion (disbelieve 1d20 roll GTET [34-Will]) causes Dwarves and Gnomes to believe the cave has streaks of high-quality gold ore; one ton of pyrite can be mined here.
4. The house of *Caladierdra*, the Snow Queen, her husband *Recko*, and son *Youma*. The complex consists of six pens of **Infernal Hounds**, **Greater Wolves**, **Fenris Wolves**, and **Mautherdoogs**, a two-story Barn, and a three-story house (see *Inferno: Journey through Malebolge, Book One*).
5. A 12 FT wide tunnel leads to a 50 FT underground room filled with mushrooms, with a waterfall. The room is occupied by four HD7 **Humbata**. A mold-covered chest (-10 to find) has a rusted lock; it holds a Scimitar +3, A pair of scale-mail Gauntlets AC+6, and a 15,000 GP ruby.
6. A ten-bed Hostel is located in one-story stone building, with five rooms. A pen outside holds fourteen HD6 **Hell Cattle**. The hostel is operated by Typhorgant, **Mountain Giant**, with the assistance of two **Zoybim**. The cattle are tended by three **Type 3B Devils**. Typhorgant has a *1d12 Potion of Healing*, a *Whistle of Hound Summoning*, and an *Antidote Ring*.
7. A circular area 500 yards across is filled with many rectangular holes, each 8 FT by 12 FT by 20 FT deep. The holes are filled with snow and appear to be 3 FT to 5 FT deep. An Adventurer crossing the area has four opportunities to fall into a hole, each avoided on 1d20 rolls GTET [32-Agility]; a person falling into a hole suffers hp2d8 falling damage. The snow is thick and greatly hinders movement (1d20 roll GTET [30-Strength]).
8. Ten huge rocks stick out of the snow, each one is 20 FT across and 60 FT to 100 FT high; the rocks are encrusted with many quartz crystals which reflect light. On 1d20 rolls of 20 an Adventurer who digs under the snow finds a 1000 GP crystal, on a roll of 1 they step on a hidden bear-claw trap (hp1d6, avoid 1d20 roll GTET [34-Agility], foot injured on roll of 1 – reduce Agility 1d4 for 24 hours).



Northwest Region, Third Circle of Hell

9. Ten HD2 **Zombies** holding spears stand around a large bonfire, 10 FT across with wood heaped 6 FT high, the flames can be seen a quarter-mile away. If fighting occurs here, an HD10 **Djinn** appears in the fire on 1d20 rolls GTET 8.
10. An upright 14 FT by 9 FT stone frame holds a 6-inch thick green wood door (requires total Strength GTET 30 to move; the door is found locked {the lock is 8 FT above the ground, -8 to open}. The door is aligned so it opens to the north-south. An Adventurer passing through the door from the north side is teleported to the outer edge of the Third Circle at a random location; an Adventurer passing through the door from the south side is teleported to the inner edge of the Third Circle at a random location.
11. An M-shaped Thorn Hedge grows at this location, the hedge is 18 FT high by 12 FT thick, the exterior legs are 1000 FT long and the diagonal legs are 1200 FT long. Adventurers can pick 2d20 white-and-blue berries (-10 to find), consuming a berry restores hp1.
12. **Parkorexem Museum.** A three-story H-shaped building made of dark blue stone with a tin roof, the entrance is flanked by six pairs of 7 FT blue crouched Gargoyle statues. The museum has a collection of rare and unusual art from across the Celestial Spheres, including an entire gallery of paintings of canines {the pictures are the personal property of Prince Gaap}. The Head Curator is Greygoill, **Type 3D Devil**, with a staff of seven **Type 3A Devils**, five **Zoybim**, five **Centaurs of Hell**, a **Minotaur**, a **Medusa**, and a female **Vampire** (Gnome). A picture's value is given by 1d100\*1d100\*1d20 GP.
13. **The Palace of Diabolic Earl Verrim.** The palace is a three-story U-shaped building of white stone with a three-story cupola in the center, the whole surrounded by a snow-filled ditch 60 FT across by 30 FT deep in the center; two grey stone bridges cross the ditch, each guarded by four **Garm**. The Major Domo is Blejo Sporel, **Type 8C Devil**; the staff includes fourteen **Common Devils**, ten **Ordinary Devils**, seven **Type 3C Devils**, five **Type 3B Devils**, six **Type 2D Devils**, eight **Zoybim**, ten **Gargoyles**, three **Harpies of Hell**, and a **Medusa**. Verrim is known for his

**Northwest Map, #13...** extensive collection of rare porcelain and pottery. A patrol consisting of a **Beng** and ten **Pruddin** stops here every 8 hours.

14. **Viroplo Quarry.** The quarry consists of an oval pit 200 FT deep and 600 FT long with two wood hoists, a wood cistern, and four one-story wood buildings. Two 50 FT piles of cut stone are piled on top at the north end. The quarry manager is Moorlin, evil Dwarf (Master Miner, Warrior L6); the workers consists of fourteen Ordinary Devils, twenty Common Devils, nine Type 3B Devils, six Ogres, two Common Trolls, and three Hill Giants. Ten Zoybim and a Harpy of Hell are the office staff. The office vault holds 22,000 GP in coin, five gold ingots, two silver ingots, three 500 GP pieces of jade, and an 800 GP piece of white ivory. A patrol consisting of a **Beng** and ten **Pruddin** stops here every 12 hours.
15. A circular area 400 FT across holds many blue and marron cacti, standing 4 FT to 9 FT tall. Adventurers crossing the area are attacked by 1d8 cacti (hp1d6 damage, avoid 1d20 roll GTET [30-Agility]). One cacti fires needle missiles at 25 FT (hp1d8 damage, avoid 1d20 roll GTET [32-Agility]).
16. Adventurers come across an immense ten-limbed stoned creature, 90 FT long, its ribs 15 FT high, the skull 12 FT long with four eye sockets and five long tusks. Continuous wild laughter occurs in an area 150 FT in diameter around the remains; Adventurers are driven temporarily insane by the laughter (2d100 minutes, save 1d20 roll GTET [30-Will], checked every 2 minutes).
17. A 100 FT depression in the ground, 15 FT deep at the center, filled 1d6 FT with snow; Adventurers crossing the area are attacked by a 120 FT HD20 Ice Worm (bite 2d12 {inhale an swallow on roll of 20, avoid 1d20 roll GTET [30-Strength]}, crush 4d12 (avoid 1d20 roll GTET [28-Agility], lose ability to attack when evading).
18. **Post 317.** A 60 FT wood guard tower with two rooms at the top and a balcony around the outside; the rooms are reached by a rope ladder. Three **Type 3C Devils** and two **Type 3A Devils** are stationed here, with four Bows (50 arrows, 3x *Slaying* {save 1d20 roll GTET [30-Stamina]}), two Crossbows (50 bolts), six Javelins, ten 1d12 explosive grenades, and four smoke grenades.
19. A two-story L-shaped brownstone office building. The office manager is Wyomba, female Centaur of Hell; the staff consists of twelve **Zoybim** clerks, four **Type 3A Devils**, two **Medusa**, and two female Minotaur. The upper floor consists of four file rooms full of records written in Infernal Cant. On 1d20 rolls GTET 14 an **Alpha Male** and six **Infernal Hounds** are found outside the building.
20. **Shrine of Tobolockas**, dedicated to Gaap. A two-story green-and-white eight-sided stone building, with a copper dome, having five rooms. The shrine is tended by Soiksenurder, **Type 3D Devil**, along with a **Type 2C Devil** and two **Zoybim**. The altar area has a 20 FT dark green stone with an embedded Dirk, a 6 FT silver Unholy Symbol, five copper braziers arranged to form a pentagram, and four 10 FT statues. An evil person touching the altar dirk applies a +1 *TH* bonus with blades for 24 hours. A hidden room holds a cache of emeralds and five enchanted Heavy Maces.
21. **Spire of Veez.** A 190 FT green glass tower, 35 FT across at the base, tapering to 7 FT across at the top. A 7 FT silver statue of a frog-headed man stands at the pinnacle, holding two *Spear* +2. A 10 FT wide black glass ledge surrounds the spire at 100 FT and a 6 FT wide blue glass ledge is at 150 FT (hidden door, -6 to find, opens into a space 10 FT across holding an incomprehensible purple metal machine). The structure makes a 90° turn from top to bottom. A Devil's body is encased in the glass every 15 FT, forming a spiral from bottom to top.
22. **Prielkla Temple**, dedicated to Asmodai, located on a 12 FT high platform reached by ten tiers of black steps. The temple is a square construct open to the environment, 55 FT to a side, with black columns on each corner and five ochre columns on each side. The 9 FT altar is made of a light blue mottled stone, there are two silver cauldrons filled with flaming oil, a 14 FT black statue of Asmodai with glowing green eyes, and a 15 FT *illusion* of an Unholy Symbol hovering in the air. The priestess is Aria'hona (**Medusa**). Ten HD6 **Infernal Hounds** are always at the temple.
23. A 50 FT by 32 FT high hillock is covered in snow. A 12 FT wide shaft in the top leads down 80 FT to a 90 FT cave occupied by five HD5 **Rotting Dragons**. The dragons have 912 GP in coin, eight 35 pound silver ingots, a copper cauldron filled with 10 GP pearls, three Long Bows (one +1) with 80 arrows (one *Devil Slaying*, save 1d20 roll GTET [44-HD-Will]), and twenty 25 gallon barrels of good quality wine.



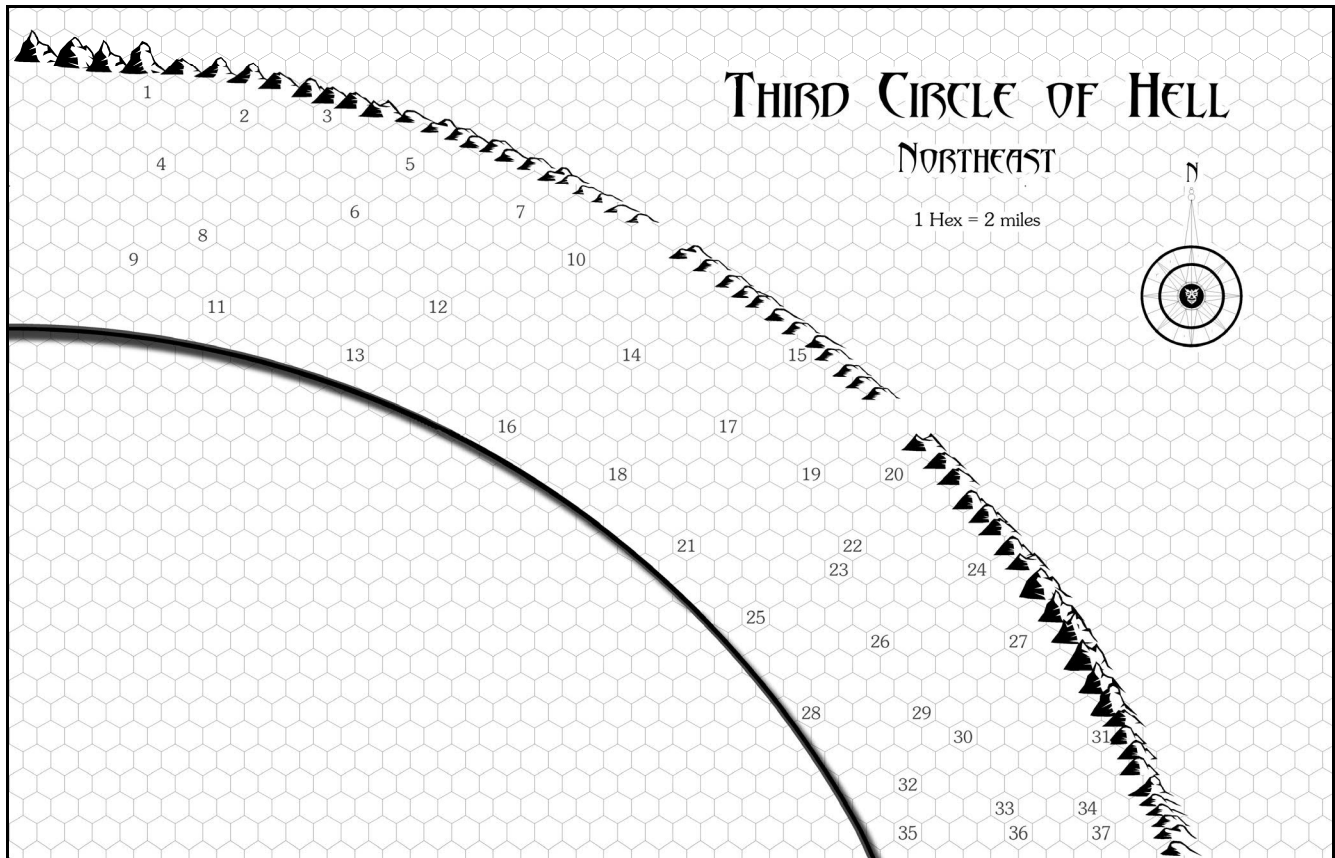
24. A brick 50 FT Bell Tower, 18 FT by 12 FT at the base, with interior stairs to the platform at 38 FT. Seven large steel bells hang in the tower; mortals within 300 FT when they play are affected by 2d100 minutes fear (save 1d20 roll GTET [33-Will], checked every 3 minutes of sound). The tower is assigned a **Pruddin** and four **Common Devils**.
25. **Rose Quartz Fortress**. Two five story towers are surrounded by six-sided 38 FT walls with three round 50 FT towers (two ballista each); a 25 FT deep snow-filled moat surrounds the wall with two gates. The commander is Gwix Woltinia, **Gaityas**; the garrison consists of five **Beng**, three squads of **Pruddin**, three squads of **Centaur of Hell** lancers, two squads of **Harpy of Hell** grenadiers, four **Ogres**, and ten **Infernal Hounds**. The staff consists of twenty **Common Devils**, eight **Ordinary Devils**, twelve **Zoybim**, three **Type 2A Devils**, and seven **Black Annis**. One tower is occupied by four **Banshee**. A rumor holds that Narbol Threan, third son of {insert evil monarch from the campaign world} is held in a dungeon cell.
26. A 48 FT windmill with two sets of arms. The miller is Kierra Bols, evil female **Lycanthrope** (Boar), assisted by three **Ordinary Devils**. A forgotten secret room (-10 to find, -5 open lock) in the basement holds an Ettin's dry and desiccated corpse; a brittle leather pouch holds 8 GP, a 8600 GP emerald, and a *Ring of +1 Saving Rolls*.
27. **Lolpomo Post**. A 64 FT wood Guard Tower constructed with five legs, an open platform is at 20 FT, a metal lattice forms the guard room walls, and an observation area is on the roof (three 20-power mounted telescopes). The post is occupied by a **Beng** and four **Type 3B Devils**. The post is equipped with Scimitars, a mechanical repeating crossbow (6 shots/round for 1d10 rounds, hp1d10, 250 FT), five Long Bows (one is +2) with 100 arrows (2x *paralysis* {1d100 minutes, save 1d20 roll GTET [32-Stamina]}), 2x *slaying* {save 1d20 roll GTET [44-{Level/HD}-Will]}), ten 2d8 explosive grenades, and five 1d12 minute smoke grenades.
28. **Comodarshas Castle**. A four-story triangular green stone keep is surrounded by 40 FT dark green walls with five six-story towers; the walls are surrounded by a 15 FT wide moat of bubbling hot oil. A three-story tower stands at the outer end of the moat bridge. The commander is Vaxeerk, **Gaityas**; the garrison consists of six **Beng**, a squad of **Pruddin**, four squads of **Lycanthrope** (Wolf) archers, and two squads of **Ogre** macemen. The staff includes six **Ordinary Devils**, fourteen **Common Devils**, nine **Zoybim**, three **Bugbear**, a female **Vampire**, and seven **Skeletons**. The castle has three frescoes by the ancient master, Boddorpedis, each worth 1d100\*1d100\*1d12 GP.
29. A cruciform-shaped area of shifting ground, each arm is 1000 FT wide by 1800 FT long. Adventurers crossing the area are thrown to the ground 1d8 times (hp1d4/fall, avoid on 1d20 rolls GTET [28-Agility]).
30. **Carochel's Mausoleum**. A rectangular two-story orange stone building entered through a rusted portcullis (Strength GTET 34 to lift). The ground floor is a single room with a copper dome in the center, occupied by six 15 FT black stone statues of axe-wielding Minotaur. Hidden doors (-8 to find, -10 open lock) lead to two burial chambers located above the ceiling, one for Carochel (male Doppelganger, Earth Wizard L14) and one for Azacob (male Minotaur, Warrior L11). Carochel's stone coffin contains three 15,000 GP pieces of jade, a double-bladed *Axe* +2 (limb cleaving on rolls of 20, avoid 1d20 roll GTET [26-Agility]), two *1d12 Healing Potions*, a *Ring of Illusion* **Northwest Map**, #30...(50 FT, 47 charges, disbelieve 1d20 rolls GTET [31-Will]), and a *scroll detailing a ritual*. Azacob's coffin holds a silver-bladed Hatchet and a silver-bladed *Dirk* +3. A HD9 **Mummy** is here on 1d20 rolls GTET 12.
31. A maze formed by large walls of compacted snow bricks is found in an area 500 FT by 800 FT across, each wall being 9 FT high by 4 FT thick. An Adventurer takes (30-Intelligence)\*5 minutes to travel through the maze. A snow-filled depression (avoid 1d20 roll GTET [28-Agility]) in the ground conceals a 200 FT tunnel to a cave 78 vertical FT underground; the cave consists of four rooms of 214 FT total length. One room holds an incomprehensible multi-colored alien machine constructed of interlocking force fields, one room holds four ordinary Dwarf skeletons sitting in a rusting mine car with several adamantine picks, and one room holds a 10 FT glowing green metal obelisk.
32. **Guyfak Prison**. A circular three-story building 250 FT across with six guard stations on the roof. A triple-portcullis ramp leads to a 120 FT underground prison yard with five ramps up into the building. The prison has 110 cells per floor. The warden is One-Arm Hermikor, **Frost Giant**. The staff consists of sixteen **Ordinary Devils**, nine **Type 3A Devils**, seven **Type 3B Devils**, two **Type 3C Devils**, a **Type 4A Devil**, five **Ogres**, a **Mummy**, eight **Infernal Hounds** (one **Alpha Male**), and eleven **Zoybim**. The prominent prisoners include the writer Mauldoccus (neutral Dwarf, Rascal L13, knows the location of the {fill in item from the campaign world} artifact desired by Gaap),

**Northwest Map, #32...**Waltorius (good Human Warlock L12 {drugged}), the alien Vunby from the Fourth Celestial Sphere, and Xocmo (Gaityas). A patrol consisting of a **Beng** and twelve **Pruddin** stops here every four hours.

33. A circular area one-half mile across. Mortals crossing the area are affected by (28-Will)\*1d20 minutes of *confusion* (save 1d20 roll GTET [28-Will], checked every 3 minutes).
34. A rectangular area 900 FT by 400 FT *transforms all metal* into tin; bronze-copper-silver saves on 1d20 rolls GTET 17, iron saves on rolls GTET 15, gold-steel saves on rolls GTET 13, platinum-electrum saves on rolls GTET 11, adamantium saves on rolls GTET 6. Enchanted metals apply a +6 roll modifier.
35. The ruins of a three-story manor house stand on a hillock 300 FT long by 120 FT wide by 12 FT high; the house has no roof, the windows are missing, and there are holes in the walls of most rooms. The third floor has partially collapsed and falls in when entered in 1d20 rolls GTET 8 (avoid hp1d8 damage on 1d20 roll GTET [30-Agility]). The ruins are filled with Molds (**White/cold**, **Gold**, **Poison**) and Oozes (**Black Pudding**, **Blue Slime**, **Purple Ooze**).
36. **Thoccold Quarry**. Exceptional quality marble is mined from an open pit 420 FT long by 140 FT across by 90 FT deep. Three two-story buildings are along the rim with four wooden hoists, a heated cistern, heated bath house, an underground bunker holding twenty barrels of black powder, and a tool forge. The quarry manager is Enkoldim, **Mountain Giant**; the workforce consists of thirty-one **Ordinary Devils**, sixteen **Common Devils**, fourteen **Type 3A Devils**, four **Common Trolls**, and two evil Gnome blasting experts; the office staff is a **Medusa** and nine **Zoybim**. The quarry has 2200 GP in coin, fourteen copper ingots, four silver ingots, eight steel ingots, eighteen iron ingots, and a gold ingot. Enkoldim has a giant-sized *Two-Handed Sword+1 (Limb Cleaving*, save 1d20 GTET [32-Agility]). A patrol consisting of a **Beng** and a squad of **Pruddin** stops here every 12 hours.
37. A dark blue 6 FT altar found inside an 14 FT snow cave is made of hard ice. The altar has a (faint) aura of good; a good Priest or Crusader detects that it is dedicated to Anuruck (monotheistic Deity). A good person touching the altar is protected from the cold for their Stamina number of hours. A Priest or Crusader of Anuruck is able to ask one question of their Deity.
38. **Ulry's Catacombs**. A 8 FT wide by 33 FT deep vertical shaft leads to a five level underground complex. The uppermost floor has a north section of ten rooms and a west section of fourteen rooms, the second elevation has eleven rooms, the third elevation is a single 90 FT cave holding a frozen waterfall, the fourth elevation is lined in metal and has seventeen rooms, and the lowest elevation has nine rooms. The catacombs include a tesseract room, a Vampire blood bar, a collection of scrolls written in Elf's blood, a room of giant-sized furniture, a room of hanging cages holding Goblins, and a machine that sends persons back in time (one way). The monsters include **Komodo Dragons** and **Giant Monitor Lizards**, **Ursus Bears**, **Black Wyvern**, **Vampires**, **Mummys**, **Manticore**, **Water Elementals** and **Undines**. Two +4 *weapons* are on the fourth elevation.



Type 3A Devil



Northeast Region, Third Circle of Hell

### Northeast Map

1. An *audible illusion* of a *2d8 fireball* raining down from the sky appears in a circular area 600 FT across; each Adventurer crossing the area encounters the vision on 1d20 rolls GTET 5, checked every 100 FT of travel (disbelieve on 1d20 rolls GTET [33-Will-{number of viewings}]). The fireball has an apparent blast radius of 6 FT when it reaches the surface.
2. **Cavabrit Shrine**, dedicated to Lucifer. An open-air stone plaza of black stones is 130 FT across. Sixty upright engraved ochre stone panels are arranged in three circles around a 12 FT silver statue of Lucifer, the panels 8 FT tall by 5 FT wide by 1 FT thick. Each panel depicts a scene in Lucifer's life prior to being imprisoned on the Ninth Circle. Good persons touching any panel become stuck to it (1d100 minutes to release, save 1d20 roll GTET [44-Level-Will], checked every 5 minutes), good persons touching the statue become blind for 1d100 hours (save 1d20 roll GTET [34-Stamina]). Evil persons touching a panel are healed hp1d3/panel (no repeat for 10 days). The shrine is tended by Eshor Klathi, evil Gnome Priest L11.
3. A minefield fills a rectangular area 400 FT by 600 FT. An Adventurer crossing the area steps on a hp1d6 mine after 50 FT (avoid 1d20 roll GTET [35-Agility], apply a +4 modifier if snow has been cleared, a saving roll of 1 indicates triple damage and extensive foot damage {reduce effective Agility by 8 points for 2d8 days, reduce movement rate to 10% of normal, apply a -4 TH penalty}).
4. A small one-room thatched cottage sits on a rocky stone hillock sticking out of the snow, 70 FT by 25 FT by 18 FT high. A large number of small cracks and holes in the hillock allow a variety of purple and dark red vapors to vent into the air; mortals breathing the vapors become confused for 1d20 hours (save 1d20 roll GTET [26-Stamina], checked hourly). The cottage is occupied by Piettor Gaberedeg, male Human; Piettor is a poet with some reputation I {major city in the Game Master's campaign world}; he is here working on an epic poem, "Grylandier and Parkolus."



5. **Dachedoshis Boxing Arena.** An open-air oval arena containing four boxing rings. The spectators sit in fifteen large tiers which surround the rings. A twenty room complex beneath the floor is used for training, preparation, and dressing. A bout is taking place between two **Type 3D Devils** in Ring 2, and a bout between two **Common Trolls** and an **Ettin** in Ring 3. The spectators include 2d100 **Ordinary Devils**, 1d100 **Common Devils**, 2d20 **Zoybim**, 2d20 **Type 3A Devils**, 2d20 **Type 3B Devils**, and 2d20 **Type 4A Devils**. The arena office has 3200 GP in coins, six 5000 GP diamonds, and four articles of *enchanted clothing*.
6. **Snow Dog Mine,** a hard rock mine yielding high quality platinum ore. Two 90 FT vertical shafts are covered with two story wooden buildings and hoists; the shafts lead to three horizontal levels, 280 FT, 344 FT, and 410 FT long. There are five one-story wooden buildings on the surface, including a forge, tool room, crushing mill, and separating mill. The mine manager is Fydafor, **Frost Giant**. The staff includes twenty-two **Common Devils**, eight **Ordinary Devils**, ten **Type 3C Devils**, seven **Ogres**, three **Common Trolls**, and an **Ettin**. The office staff is four **Centaurs of Hell**, nine **Zoybim**, a female **Lycanthrope** (Boar), and a **Black Annis**. The mine holds twenty ingots of copper, nine ingots of gold, fourteen ingots of platinum, three ingots of silver, and 23,520 GP in coin.
7. Adventurers find four 12 FT long graves with blue stone headstones, the graves belong to cultists of Vaesser, an obscure water-Deity (from the {barbarian tribe in the Games Master's campaign}, noted for exceptional height, each 7'0" to 7'6" tall). A HD8 **Undine** appears 2d20 rounds after Adventurers violate/desecrate the graves. Together, the graves hold 410 SP, 102 GP, five platinum pieces, a silver-headed *Trident* +2, a *1d12 Healing Potion* labeled as a Potion of Water Breathing, and a pair of *Spitz's Sandals*. An explosive mine (hp1d10, 6 FT radius, save 1d20 roll GTET [33-Agility]) is hidden in the second grave (avoid when walked over on 1d20 roll GTET [35-Agility] if not detected).
8. Adventurers entering a T-shaped area *become invisible* to each other for 1d100 minutes (save 1d20 roll GTET [35-Stamina]). The cross piece is 250 FT by 50 FT and the vertical section is 300 FT by 75 FT. Persons inside the zone are also *silenced* (normal sounds return when they exit the zone).
9. **Henge of the Hounds.** The henge consists of two concentric rings of 12 FT white stone statues of sitting hounds (Garm); each statue is 7 FT wide by 4 FT deep and has two 1000 GP orange gems as eyes. The inner ring has a 20 FT diameter and fourteen statues, the outer ring has a 60 FT diameter and thirty-two statues. A 6 FT square brass plate is fixed to a 4 FT rock in the center, engraved with the face of an Infernal Hound. An Adventurer who places both hands on the plaque and bays like a hound gains the ability to summon 1d8 HD4 **Rabid Dogs** (15 minutes, once, must be used in 48 hours or expires).
10. **Kessavay Shrine,** dedicated to Gaap. A 22 FT by 20 FT tall gazebo constructed of a pink stone streaked with grey, the gazebo shelters a 10 FT tall marble bust of the Diabolic Prince, with hair of black onyx, two 30,000 GP ozmadine gems as eyes (removal requires total Strength GTET 28), lips of pink pearl, and a black onyx goatee. Two 8 FT silve Unholy Symbols hang between gazebo pillars. An evil person touching the bust's lips gains the ability to speak/read Infernal Cant for a number of days equal to their Intelligence. A **Beng** with twelve **Pruddin** arrive 1d12 minutes after either eye is removed.
11. A 50 FT rough stone cave is found inside an 80 FT oval hillock, the cave holds five 9 FT marble sarcophagi, each tomb decorated with carved feathers with a 4 FT statue of a winged Unicorn on the cover (aura of good). The tombs hold the remains of male Elf warriors, worshippers of Luft, a sky Diety. An Adventurer who touches at least three of the Unicorn statues gains the ability to levitate (3 times, 15 minutes, used within 48 hours or lost). The tombs together hold a 100 FT elven rope, four flasks of lamp oil, 45 SP, 22 GP, five diamonds (1568 GP, 3014 GP, 6778 GP, 10,426 GP, 15,304 GP), a 2201 GP silver Holy Symbol of Luft, a silver-bladed *Dirk* +1, a *Long Bow* +1 with 40 arrows, and a *Flier's Bane Sling*.
12. [1] Jeveshwas, **Type 5D Devil** and Diabolic Magistrate, is found in a two-story white brick building with ten white columns along the front. The ground floor contains a courtroom, three offices, and a small law library written in Infernal Cant. The upper floor holds four **Zoybim** clerks (Coyu, Newlo, Redvan, Hawro) and five **Ordinary Devil** guards. A patrol consisting of a Beng and twelve Pruddin arrives 2d20 minutes after Adventurers enter the building. [2] a Gaityas is found harvesting rare herbs (6 pounds) on a hillock, 40 FT long by 15 FT by 8 FT high; the herbs can be used to make *salves of resistance to cold* and are valued at 1700 GP/pound.

13. **Maitrollgee Library.** A 230 FT four-story triangular building constructed of heavy ironwood logs with a slate roof. The library has an extensive collection of weather-related materials and a smaller collection of books related to Water magic. The Head Librarian is Danhuvy, **Cloud Giant**; the staff consists of fifteen **Common Devils**, six **Ordinary Devils**, eighteen **Zoybim**, four **Type 3B Devils**, four **Harpies of Hell**, and an evil female Cercopes. The library is at the center of a 1200 FT diameter circular zone of heavy gravity (3x normal).
14. A group of rare purple-blue Herbs grow out of the snow on top of an oval hillock, 55 FT long by 18 FT wide by 9 FT tall. Adventurers may harvest 4d20 mature plants (100 GP/plant) and 2d100 immature plants (25 GP/plant). The herbs are used in making Hell Cake. The herbs appear again 1d12 days after harvesting.
15. **Post 329.** A one-story grey stone building surrounded by a 15 FT wall, one **Common Devil** is found in an enclosure on each corner; two **Type 3B Devils** are found in the building along with a **Zoybim**. Each Devil is armed with an evil *Scimitar* +2 (Wound Bleeding), a *poisoned* Dirk (fatal in 1d20 rounds, save 1d20 roll GTET [30-Stamina], 4 stabs). The post also has eight Long Bows, 120 war arrows, two Slings with 40 shot, six 1d12 explosive grenades (5 FT radius, avoid 1d20 roll GTET [32-Agility]), ten smoke grenades, and two flash grenades (15 FT radius, 1d100 minutes blindness, save 1d20 roll GTET [33-Stamina]).
16. **Henge of the Snows.** Forty 19 FT upright white stone monoliths stand along an oval perimeter 60 FT long by 45 FT wide, each stone is 6 FT wide by 2 FT thick, crossed double-bladed axes are engraved on the exterior sides of each stone. Four petrified 15 FT Frost Giants stand inside the perimeter at the cardinal compass points, forming a circle 24 FT in diameter. A 7 FT white metal chest stands at the center of the giants. A continuous blizzard blows inside the perimeter with temperatures 20° colder than outside and visibility of 5 FT. The chest has a petrifying magic trap (avoid 1d20 roll GTET [30-Agility], save 1d20 GTET [32-Stamina]), the lock is 5 FT off the ground (-8 open lock), and the lid requires total Strength GTET 26 to push open. The chest contains a *Djinn Lamp* (one HD 10 **Djinn**, 4 alter realities spells, must be used within 1 year)
17. **Wygol's Hostel.** A two-story yellow sandstone building with a common room, four one-person rooms, and two two-person rooms. The hosteller Wygol is a **Type 4A Devil**, with a staff of two **Ordinary Devils** and a **Centaur of Hell**. Each mortal must show an appropriate diabolic badge, the rooms are 8 SP, and hot meals are 2 SP each. A patrol consisting of a **Beng** and eight **Pruddin** stops here every 24 hours. Wygol has 682 GP in coin, a silver-bladed *Scimitar* +1, and a *Whistle of Hound Summoning*.
18. **Maunadylia Garden.** A T-shaped walled compound with three elaborate iron gates (one at the end of each arm); the crosspiece is 575 FT by 225 FT and the long piece is 850 FT by 310 FT. One part of the garden features lichens and mosses from throughout the Celstial Spheres, while the longer section features thorned bushes up to 6 FT in height. The Head Gardener is Sayforth Voddi, **Centaur of Hell**, with a staff of four **Common Devils**, an **Ogre**, and five **Bugbear** slaves. Thorn plants are poisonous (save 1d20 roll GTET [32-Stamina]) on 1d20 rolls GTET 11.
19. **Spynoddell Tower.** A 90 FT brass metal pole, 15 FT in diameter, supporting 12 FT by 9 FT rectangular open grid metal platforms at 25 FT, 50 FT, and 85 FT. A 4 FT wide brass ladder is fixed to the south side (breaks on 1d20 rolls of 1, checked at 20 FT, 40 FT, 60 FT, and 80 FT; avoid fall on 1d20 rolls GTET [28-Agility]). A 5 FT tall clay statue of Lucifer sits on top of the support pole; a person breaking the statue is *cursed* with a -6 modifier on all saving rolls for a year (resist 1d20 roll GTET [35-Will]). A 45,000 GP ruby is concealed inside the statue.
20. **Inimako Castle.** A six story blue stone Keep with two attached nine-story white stone towers, surrounded by a 20 FT white stone wall; the walls also contain six one-story wood buildings, a round stone chapel to Lucifer, a metal armory building, and two underground levels (twelve rooms, eighteen rooms). The castle commander is Borndorm, **Type 6C Devil**. The garrison consists of ten **Beng**, three squads of **Pruddin**, three squads of **Ordinary Devils**, eight **Centaur of Hell** archers, three **Ogres**, and six **Infernal Hounds**. The staff consists of eighteen **Common Devils**, fourteen **Zoybim**, twelve **Skeletons**, four **Ghouls**, and a **Vampire**. The castle a small orchard of trees that produce *healing fruit* (pears, hp1d6, 3d20/tree).
21. **Leoko Armory.** An L-shaped three story red brick building surrounded by a 15 FT deep snow-filled moat. The entrance has two massive bronze doors with pitchforks. The first floor has a forge and manufactory for long weapons, the second floor is a training area for archers, lancers, and pikemen, the third floor is storage. The armory stores 190 Long Bows, 68 Short Bows, 2800 war arrows, 88 Crossbows, 1350 Bolts, 220 Lances, 80 Tridents, 450

**Northeast Map, #21**...Spears, 140 Javelins, 200 Pole Arms, 50 Halberds, 60 long-handled War Hammers, and 75 Pikes. The armory is supervised by Yarnosh Barshay, evil Dwarf (Warrior L12), with a staff of six **Common Devils**, two **Type 3A Devils**, two **Zoybim**, and a **Zombie**.

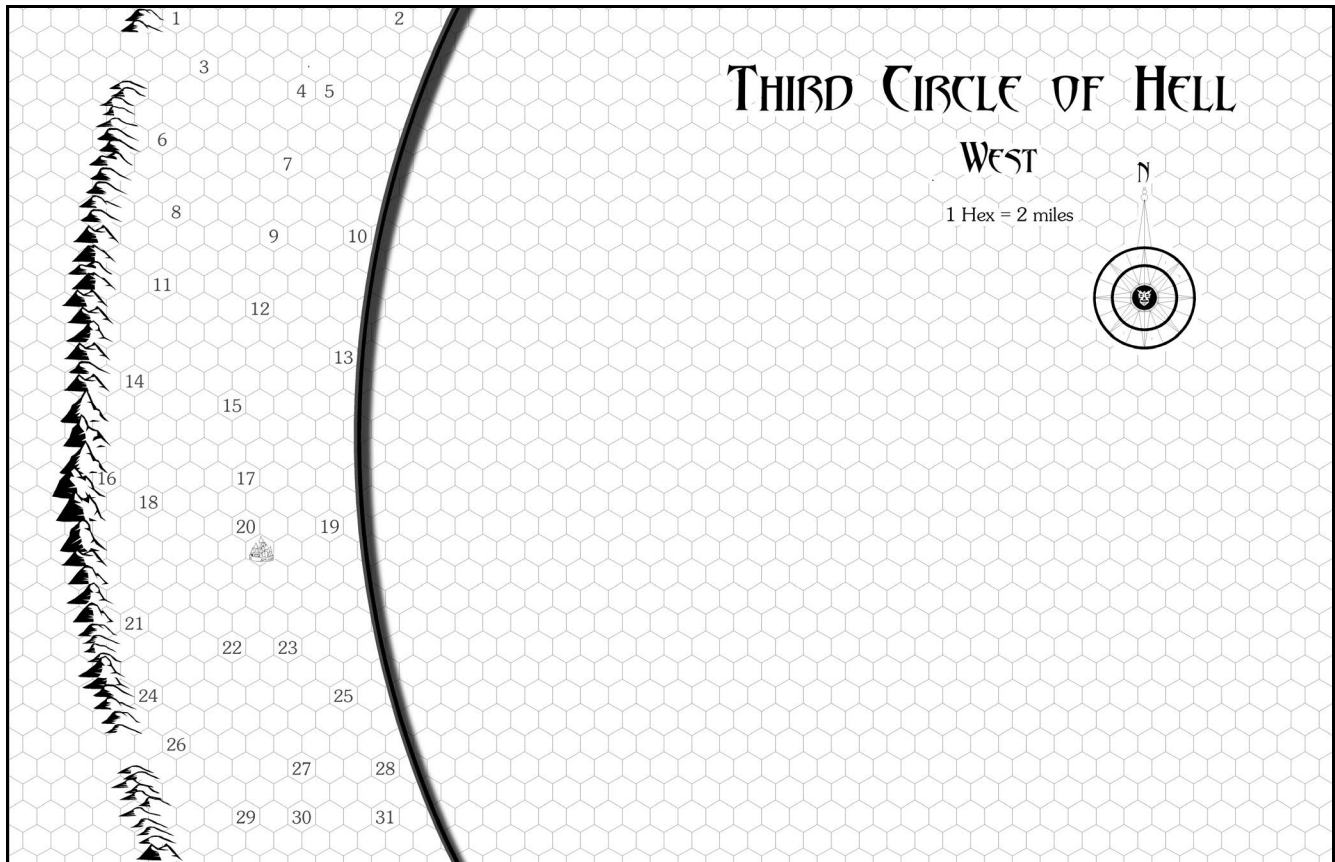
22. **Laboratory L'Gethmee.** An H-shaped two story building, the lower story is black stone and the upper story made of dark wood. The laboratory specializes in cold-related potions and enchanted items. The laboratory manager is Phraman Eskway, evil Elven Water Wizard L13. The staff consists of three **Ordinary Devils**, four **Zoybim**, a **Medusa**, and a **Harpy of Hell**. The laboratory has 3105 GP in coin, twenty Diamonds (each 1d100\*1d100\*1d6 GP), thirty-two white pearls (each 1d100\*2d20\*1d12 GP), forty-one opals (each 1d100\*1d12\*1d6 GP), and nineteen moonstones (each 1d100\*1d20\*1d6 GP), along with two sets of *Armor against Cold* (Studded Leather, Breastplate), a *Blanket of Freezing*, eight *Arrows of Freezing*, three *Ice Darts*, and a *Ring of Frosty Breath*. A patrol consisting of a **Beng** and ten **Pruddin** stop here every 12 hours.
23. Twenty-two sulphur vent cones are found in a circular area 275 FT across, each cone has a base of 1d12+3 FT and is 1d10+3 FT tall. 1d6 cones are in eruption at any time, each eruption lasting 1d12 minutes. Adventurers crossing the area are scalded by hot water for hp1d10 on 1d20 rolls GTET 14, checked every 50 FT of travel (avoid 1d20 roll GTET [32-Agility]). The area around the vents is at 60° and the ground is free of snow (although wet and marshy). A toxic orange lichen (save 1d20 roll GTET [36-Stamina]) grows on the cones. Persons breathing the fumes suffer hp1d6 lung damage; the fumes make the eyes sting and water (apply a -3 TH penalty for 1d100 minutes).
24. Twenty open graves are found arranged in four rows of five; each grave is 12 FT long by 7 FT wide by 10 FT deep, partially filled with snow. Sickly green vapors waft out of the holes, inducing *hallucinations* (range 50 FT, save 1d20 roll GTET [30-Will], checked every 3 minutes, Dwarves apply a +4 roll modifier). The graves are occupied by 16 HD3 **Zombies**.
25. **Poyden Tower.** A four-story circular tower constructed of wood. The ground floor is a warehouse filled with barrels of flour, a secret door (-10 to find, -5 open lock) leads to the upper floors; the second and third floors house a collection of books and scrolls related to invisibility magic. Fasthus Korbocken, male -Sage
26. A 7 FT rust-colored stone idol sits on a square blue stone base, 12 FT on a side by 5 FT high. The idol depicts a cross-legged ursine (bear-like) figure with four curved horns and wings folded against its back; the idol holds a scythe in one hand and a mace in the other (aura of enchantment, aura of evil). The idol has jade eyes that explode for hp1d12 damage in 8 FT diameter 1d20 minutes after being extracted. A person who rubs the idol's nose grows a covering of thick bear's fur everywhere on their body which is shed after 1d20 days (save 1d20 roll GTET [32-Stamina]; ordinary persons are repulsed by persons covered by fur {save 1d20 roll GTET [30-Will]}).
27. Nine HD5 **Furry Death Beetles** (fatal poison) occupy a 30 FT snow cave. A canvas duffel found in the cave holds seven torches, a metal lantern, eight flasks of lamp oil, a flint-steel, a whetstone, a pair of steel manacles, twenty wholesome rations, eight steel spikes, a silver-bladed Hatchet, a *Dirk +2*, a *1d12 Healing Potion* labeled as Oil of Slipperiness, platinum *Glasses of Sight*, and a copper *Spell Eating Ring* (Basic spells, 47 charges).
28. A gallows platform sits in the center of a circular Acid Pool (hp1d4/round exposure), 150 FT across, with 1 FT wide glass block stepping stones (slip unless 1d20 roll GTET [28-Agility], checked twice). Glass beams support a six-sided wood platform, 35 FT across, 18 FT above the water, which has three yardarms with rope. A Cyclop's corpse hangs from the center gallows, with a **Pruddin** and five **Common Devils** as guards.
29. **Brosouri Monument.** A 50 FT by 70 FT rectangular green stone plaza, raised 6 FT from the snow, with white stone steps on the north and south sides, and a 3 FT white railing. A 14 FT black stone statue of a Fe'uer Troll holding ten Infernal Hounds on a leash stands in the center. A brass plaque written in Infernal Cant is attached to a 5 FT black stone pedestal; the writing translates as, *In memory of Gaspor Brosouri, Master Trainer, killed at Govogolli*, dated 1307 years ago. A Warrior who touches the snouts of all ten hounds gains the ability to *speak/understand Canines* for Intelligence number of hours and can *shapchange* (**Infernal Hound**, twice, 15 minutes, must be used in 24 hours).



30. Large rolling stones (boulders) move themselves across an octagonal area 600 FT across at a high rate of speed. Adventurers crossing this area are run over (hp2d8 crushing damage) by a boulder every 50 FT (avoid 1d20 roll GTET [26-Agility], a roll of 1 indicated double damage).
31. Very strong winds continually blow across a Z-shaped area; the top and bottom sections are 225 FT long by 100 FT long, the diagonal section is 450 FT by 125 FT. Adventurers crossing the area find the winds are always against them so that forward progress is at 10 FT/minute (25 FT on 1d20 roll GTET [26-Strength], a roll of 1 indicates being blown over with 1d4 minutes required to regain an upright posture).
32. A glowing 8 FT long pink stone altar (aura of evil) sits on an oval hillock, 29 FT long by 17 FT wide by 9 FT high. The altar is on a 18 FT by 10 FT area paved in dark orange stone. A thick green liquid is found on the altar with the aroma of vinegar. A secret compartment (-8 to find, -5 open lock) in the left leg holds a 16,000 GP ruby, a vial of *Oil of Slipperiness*, and a *Lockpick* +2.
33. **Camp Noyeggot**, headquarters of Infernal Legion XXXV (General Tilchattio). The camp consists of nine two-story white stone buildings arranged around a parade grounds, with two four-story buildings, a circular chapel to Lucifer, two wood barns, and an underground complex (armory) of ten rooms; a 15 FT wide moat of fire surrounds the camp. The post commander is Mexsayix, Gaityas. The garrison consists of six **Beng**, four squads of **Pruddin**, three squads of **Common Devils**, two squads of **Centaur of Hell** Archers, four **Ogres**, and four **Vampires**; the staff includes fourteen **Ordinary Devils**, ten **Zoybim**, twenty **Skeletons**, six **Type 3A Devils**, and two **Type 2D Devils**. The camp is rumored to possess twenty of Lucifer's teeth.
34. A one-story empty mausoleum with three rooms and a stair leading down to a six-room lower level (obviously looted). One upper room has HD2 **Explosive Fungus**, one lower room has HD4 **Stool Fungus**, one lower room has HD3 **Walking Fungus**, and one lower room has HD4 **Tropical Green Fungus**. Three ordinary Dwarf skeletons are in a lower room, one has three gold teeth.
35. A guard post consisting of a 35 FT diameter circular room with a steep roof, constructed on a levitating platform, 30 FT in the air. A rope ladder is suspended from a hatch in the floor's center. The post is occupied by a **Beng**, two **Pruddin**, and four **Type 3A Devils**; they are armed with *Cutlasses* +1 (evil, wounding), six Long Bows and 80 arrows, three Crossbows and 30 bolts (2x *paralysis* {1d100 minutes, save 1d20 roll GTET [32-Stamina]}), five stun grenades (8 FT, *stun* 1d100 minutes, save 1d20 roll GTET [30-Stamina]), and three smoke grenades.
36. Adventurers crossing a circular area 500 FT across experience weakness for the subsequent (30-Strength)\*5 minutes (save 1d20 roll GTET [32-Stamina], checked every 100 FT of travel). Affected persons reduce their effective Strength by 6 points and their effective Stamina by 4 points for the duration of the effect. The circle perimeter is a bright glowing purple line in the snow.
37. A group of fourteen HD9 **Mummies** are found in the ruins of a two-story manor house; the upper level is mostly collapsed with four intact rooms including a library; the lower level has nine intact rooms, including the kitchen, a bedroom, and a storage room. An underground room holds fifteen cases of fine brandy. A treasure map is hidden inside a picture frame in the library.

#### West Map (see map on page 15)

1. Fourteen pools of bubbling oil are found in a V-shaped area, each section 450 FT long by 180 FT across; each pool is 3d20 FT across by 1d20+16 FT deep. The area is at 50° and is free of snow. The pools give off a stinky, musty, odor which causes 1d12 hours of *headaches* (save 1d20 roll GTET [33-Stamina], affected persons are unable to perform spells or prayers and apply a -4 penalty to any roll for a mental-based activity). The oil found here is very flammable for 48 hours, after which it turns into a sticky tar-like substance that burns poorly. The ground here is wet and marshy.
2. **Hawfol Spire**. A 192 FT green metal tower, 62 FT across at the base and narrowing to 5 FT at the top. Two hidden rooms are in the base (-12 to find), one hidden room is at 102 FT (-10 to find; a *Sword* +4, aura of good, is inside a hollow human-sized clay figure seated on a throne, the figure is wrapped and appears to be a mummy). An 8 FT wide silver metal ramp circles the spire to 122 FT. Lightning crackles around a silver ball at the top.



West Region, Third Circle of Hell

3. A 70 FT tall polished wood structure is constructed to appear as a seated lion, the base is 65 FT long by 22 FT across; a room in the head is a guard post occupied by six HD9 **Lycanthropes** (Tiger) armed with poisoned *Scimitars* +1 (aura of evil, *blindness* 2d100 minutes, save 1d20 roll GTET [30-Stamina], checked per hit); they also have four Javelins (two *return*), two Crossbows with forty bolts (2x *Human Slaying*, 2x *Dwarf Slaying*, save 1d20 roll GTET [28-Stamina]), four smoke grenades, two poison gas grenades (8 FT, *unconscious* 1d100 minutes, save 1d20 roll GTET [30-Stamina]), fourteen wholesome rations, five gallons of good quality beer, and a side of beef. A secret door in the base (-12 to find, -5 open lock) gives access to an interior stair; the guards can trigger the release of a cauldron of boiling oil into the stairway (hp1d12 damage, avoid 1d20 roll GTET [34-Agility]).
4. Yellow sulphur and noxious gasses are continually released from a 22 FT tall grey stone cone with lines of green and purple, the base is 48 FT across. A 10 FT wide wood-and-steel toroidal platform is constructed around the cone, located 8 FT beneath the apex, with a rope ladder hanging to the ground on the east side. Adventurers coming within 200 FT are affected by the gasses, which cause *eye irritation* (-4 TH modifier for 1d8 hours, save 1d20 roll GTET [34-Stamina]), *coughing fits* (temporarily reduce effective Stamina and Strength by 1d6 points for 1d8 hours, save 1d20 roll GTET [32-Stamina], cannot perform spells or prayers while affected), and 2d20 minutes *unconsciousness* (save 1d20 roll GTET [26-Stamina], checked every 3 minutes of exposure). Adventurers can harvest 40 pounds of pure elemental Sulphur valued at 110 GP/pound.
5. **Ol'Gaveymor Geyser.** Five blue-grey stone geyser cones are arranged in a cruciform pattern, the center cone is 16 FT tall, the north cone 6 FT, south cone 8 FT, west cone 10 FT, and east cone 8 FT. Each cone erupts for 1d12 minutes on 1d20 rolls GTET 15 checked every 5 minutes. Persons within 25 FT are doused in hp1d8 scalding water (avoid 1d20 roll GTET [28-Agility]). Persons within 50 FT are affected by noxious gasses that cause 3d100 minutes of retching (save 1d20 roll GTET [30-Stamina], checked every 3 minutes exposure, affected persons temporarily reduce Stamina, Strength, and Agility by 1d4 points each statistic). An eruption blows out 1d3 20,000 gems (ruby or emerald) on a 1d20 roll of 20.

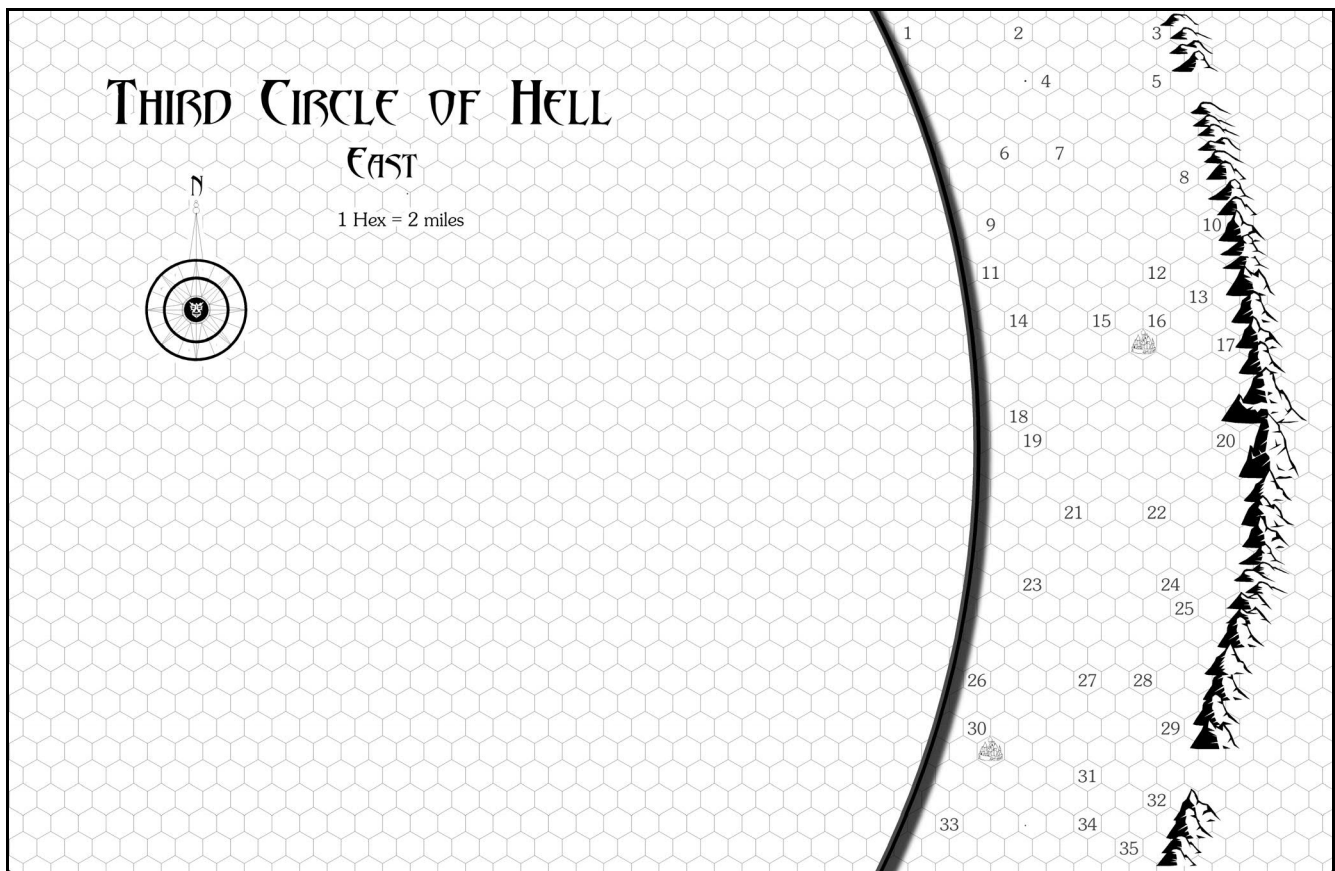
6. **Puvadius' Altar.** A 12 FT glowing blue altar is found in a snow-free circular pit, 40 FT in diameter by 14 FT deep, the floor and walls are paved in turquoise-colored stones, black metal ladders are found at the northwest and southeast compass points. Four 8 FT silver Unholy Symbols hang on the walls (north, south, east, west compass points), three bronze cauldrons of *Unholy Water* stand in front of the altar, and 12 FT tapestries depicting Gaap hang on the walls at the northeast and southwest compass points. Good persons touching the tapestries are paralyzed 1d10\*1d8 minutes (save 1d20 roll GTET [28-Stamina]); three **Type 3C Devils** and two **Common Devils** arrive 1d20 minutes after Adventurers.
7. A 3 FT circular hole (-8 to find) on the southeast side of a 44 FT hillock (34 FT tall) leads to a 77 FT underground cave with a white sand floor and streaks of gold and silver in the walls. A shrine is found in the cave consisting of a 5 FT bronze disk depicting Dhara (God of Earth and Stone, aura of neutrality) hanging between two 9 FT silver-headed picks, surrounded by twenty ever-burning green candles. The cave entrance is *invisible* to diabolic creatures (save 1d20 roll GTET [40-Will]). A Dwarf beholding the shrine immediately is *healed* up to hp1d8, a Dwarf touching the disk is *cured* of blindness/paralysis/poisoning/disease. Any person with skill at mining gains the ability to *summon* a HD5 **Giant Badger** (once, 15 minutes, used in 72 hours or lost).
8. **Gaol of Machnich.** An L-shaped four story black stone structure with slate roof, entered on the second story via a stone ramp. The gaol contains 72 extraordinary security cells on the first floor, 104 cells on the third story, and 116 cells on the fourth story. The Warden is Liam Bur'Dermick, **Frost Giant**; the staff consists of eight **Pruddin**, nineteen **Type 3A Devils**, six **Type 3B Devils**, eleven **Common Devils**, nine **Ordinary Devils**, thirteen **Zoybim**, three **Centaur of Hell**, an **Ogre**, and a **Black Annis**. Prisoners of note include Avaya (good female Gnome Warlock L14, second cousin to King Jercoy, found drugged), Garnan Veldro (male Dwarf, Warrior L8, Master Miner, former manager at the Forborsavo Mine), Uthan the Magnificent (alien insectoid creature, Air and Earth Wizard from the Fourth Celestial sphere), and Waxolg (Gaityas, convicted of mutiny against General Tilchattio).
9. A 160 FT tall spiral metal stair made of black metal stands in the snow. The steps are 8 FT wide, clear of snow, and a handrail is made of bleached bone. Each step is engraved with a skull's image. A person jumping from the top *shapechanges* into a Crow for 1d12 hours (save 1d20 roll GTET [34-Stamina], but falls to the ground).
10. A snow-filled 35 FT deep ditch, 58 FT wide, 1900 FT long with six changes in direction (sawtooth pattern); Adventurers fall into the ditch unless succeeding on a 1d20 roll GTET [28-Agility]. A 38 FT HD13 **Winter Worm** lives in the ditch.
11. **Oglonox Plaza.** A circular area 600 FT across paved in dark red stone, raised 8 FT from the ground, 10 FT wide steps are spaced every 80 FT along the perimeter. A 3 FT white stone wall is along the perimeter. A 50 FT wide circular pit in the center is filled with a roaring bonfire which heats the area to 60° and keeps the plaza free of snow.
12. **Kaelsae's Tomb.** A 15 FT tall white metal fence surrounds a 22 FT tall white stone pyramid, 40 FT along each side. The gate has a rusted padlock (-12 open lock). A secret door in the west wall opens (swings upward) to reveal stairs down to a five room burial chamber. One room holds amphora of campor, honey, and myhrr (28 pounds/jar at 310 GP/pound); one room is a painter's studio with 53 nautical paintings; one room holds an enchanted circle {screaming, requires 1d20 roll GTET [35-Intelligence] to learn its use; oriented to the Material Plane}; one room holds eight stuffed housecats, four stuffed dogs, and a stuffed owl; one room holds the closed coffin of Kaelsae (HD15 Lich, Shaman and Air Wizard; Basic: 1d6+4 Attack (Electricity), 1d6+4 Attack (Force), Call Breezes, -3 Confuse Weapons, Detection, Dominate Person, Fog Bank, Horga's Mage Block, Jaco's Mesmerize, Levitation, Illusion, Mind Speech, Minor Sleep, Putrid Scents, Remote Push, See Invisible, 1d8+4 Sound Blast, Telekinesis, Unhearing Ears, Vertigo (20 FREE casts); Lesser: 1d6+4 Attack (Acid, Cold, Fire), 2d6+4 Attack (Electricity), 2d6+4 Attack (Force), Area Deafen 20x20 FT, Area Silence 20x20 FT, Arrow Volley 1d8 at hp1d3, Choke {to unconsciousness}, Cloud the Mind, Control Winds, Disperse Magic, Fear the Reaper, Gregor's Mage Drain, 3d6+4 Hailstorm 20x20 FT, Hold in Place, Invisibility, Remove Air 20x20 FT, Stun, Summon Air Elemental, True Sight (12 FREE casts); Greater: 2d6+4 Attack (Acid, Cold, Fire), Banshee's Wail, Clone Person, Geas, Ear on the Wall, 5d20+20 Imminent Mortality, Minor Time Walk, Siren's Song {mesmerization}, Spell Permanency, Sleep Zone 25x25 F, Wall of Force (8 FREE casts)). Kaelsae has a Cutlass +2 (Limb Cleaving, avoid 1d20 roll GTET [32-Agility]), a 1d12 Ring of Fiery Breath (26), a Cloak of Damage Absorption, and an Earring of Telepathy.

13. **Klathtushon Mine.** An underground hard rock coal mine, consisting of five horizontal levels and four vertical shafts. The levels are 46 FT, 92 FT, 115 FT, and 160 FT beneath the surface. Four three-story red stone buildings are on the surface, two one-story stone forges, along with two hoists, and a wood water tank. The mine manager is Eaulgamon (evil male Gnome, Master Miner, Warlock L11); the staff consists of fourteen **Ordinary Devils**, seven **Common Devils**, ten **Type 3A Devils**, two **Type 3B Devils**, five **Ogres**, and seventeen **Bugbear** slaves. The office consists of two **Medusae** and twelve **Zoybim**. The mine has seventeen ingots of copper, eight of silver, three of gold, fourteen of brass, sixteen of iron, and nine ingots of steel. The office has 34,289 GP in coin.
14. **Mausoleum of the Phoenix.** A one-story stone building with stone door (padlock, -11 pick lock). The mausoleum holds twelve HD10 **Mummy Lords** standing in niches (six to a side); the floor has a masterwork image of a rising phoenix and a red stone phoenix state is mounted 10 FT up on the back wall. The statue has two 32,000 GP rubies as eyes and 500 red coral feathers at 1d6 GP each. Two bird-headed humanoid statues flank the door (heads of red stone, bodies of green stone); the head of the statue on the right lifts off (Strength GTET 24) to reveal a panel (-4 open lock) on the underside of the head, a gold *Ring of Heat Resistance* is found inside the compartment. Inside the mummy wrappings are 72 GP, thirteen diamonds each 1d100\*1d100\*1d8 GP, seven moonstones each 1d100\*1d12\*1d6 GP, three plain gold rings each 500 GP, three silver-bladed Dirks, and a silver *Lock Pick +1*.
15. A cruciform-shaped area is planted with *explosive mines*; each of the four arms is 200 FT long by 130 FT wide. An Adventurer crossing the area steps on a mine (hidden under the snow) every 30 FT (avoid 1d20 roll GTET [33-Agility]; each mine has a 6 FT blast radius (avoid 1d20 roll GTET [28-Agility], damage plus critical foot damage {crippled 40-Stamina hours} on roll of 1). A mine fails to explode on 1d20 rolls of 20.
16. **Library of Isttijockan.** A I-shaped four-story blue-green stone building with a copper-plated roof; there is a half-level located underground. The library has an extensive collection about arctic animals and plants from across the Celestial Spheres, including a cold-weather greenhouse on the roof growing a variety of edible plants. The Head Librarian is Solomon Trancheu, **Yeti**; the staff consists of nineteen **Common Devils**, eleven **Zoybim**, seven Hoygrim **Zombies** (7 FT to 8 FT tall), five **Centaurs of Hell**, and a scholarly **Berg Troll**. The library is rumored to have a secret room hiding a *Fimbulstone* and fifty vials of *Blizzard Drops*.
17. **Castle Anaglet.** A ruined building complex containing a badly-burned one-story Hall, the open ground and second stories of a Keep, three partially-collapsed one story wood buildings, and two underground areas (the entrance to one is blocked by fallen stone). The complex is surrounded by a 16 FT stone wall; one-third of the north wall is 4 FT high, the west wall has a 30 FT gap, and nine large holes are punched in the southwest wall. The gate tower is collapsed into a heap of huge stones. The accessible underground area is occupied by seven HD6 **Furry Death Beetles**.
18. A wooden 20 FT by 20 FT by 14 FT tall room is suspended 25 FT off the ground from two 60 FT steel arches by thick chains; a metal spiral stair reaches from the ground to a porch attached to the west side. The room is occupied by a **Type 3D Devil**, four **Ordinary Devils**, and two **Harpies of Hell**. They are equipped with a hp1d12 ballista (range 400 FT) and ten bolts, large double-bladed War Axes, three Long Bows with fifty arrows (4x 1d100 minute *blinding*, save 1d20 roll GTET [29-Stamina]), a steel weighted net, five smoke grenades, two *poison* gas grenades (3 minutes, range 12 FT, *paralysis* 1d100 minutes, save 1d20 roll GTET [30-Stamina]), and four hp1d12 explosive grenades.
19. **Lenggian's Tomb.** A 10 FT by 10 FT stone building has a bronze door (-8 open lock) depicting a pickpocket at work. A blue stone stair leads underground to a three-room tomb, the first room is empty and appears to be looted, a secret door (-10 to find) leads to the middle room. The middle room contains a 10 gallon fountain of Unholy Water and a wood chest (-5 open lock, fatal poison needle trap, -8 disarm trap, save 1d20 roll GTET [28-Stamina]); twenty-two books about locks and traps are in the chest, each 1d100\*1d100\*1d8 GP value; a Gnome reading the fifth, eleventh, or seventeenth books permanently gains +1 Agility and +1 bonus to disarm traps. The last room contains a 10 FT blue stone coffin, three flaming copper kettles, and a 5 FT blue statue of a male Gnome; the coffin is sealed with lead and holds the remains of Lenggian, male Gnome Rascal L15; the bones turn to powder upon opening, a *Ring of Lock Picking +3* is on a finger bone. A leather shoulder satchel is on the statue (acts as a *Magic Bag*, 100 pound capacity).

20. **The Barn of Cerberus** (Great Hound of Hell). A large wooden barn, 100 FT by 60 FT with sliding doors on each end; the building is 30 FT tall at the ends and 50 FT in the center. The building is occupied at all time by eight HD8 Garms. Cerberus is present on 1d20 rolls GTET 7. See *Inferno: Journey through Malebolge*, Book 1, and *Inferno: Denizens*.
21. **Cousanet Theater**. The ruined remains of a theater building. The stage has partially collapsed, many of the seats have been chopped apart, and cold slimy water fills the orchestra pit. Three dressing rooms remain habitable, along with the lobby and tool shop. Many of the costumes in the storerooms are ruined, however, 10 minutes searching reveals a *Cloak of Disguise* in good condition (-4 to find). On 1d20 rolls GTET 13 five male and three feamle HD8 **Lycanthropes** (Wolf) are found in a dressing room suite rehearsing ‘Guess who is going to be Dinner.’
22. A 15 FT silver statue of a Type 3E Devil standing on a 3 FT white stone pedestal located on a 20 FT square slab of grey stone. Twenty 15 FT black stone columns stand around the perimeter, each topped with a 2 FT statue of a Type 3E Devil. The large statue holds a trident, its eyes are 10,000 GP emeralds. A copper plaque on the large statue’s base translates as, “Unfongius Sharp Point, trooper of the Century, dated nine hundred years ago.” A *Bone Dust Hammer* is hidden in a compartment in the statue’s base (-10 to find, -7 open lock). An evil person touching the trident gains a +3 reaction bonus roll when dealing with Type 3 Devils for the subsequent 24 hours.
23. A 20 FT by 7 FT by 6 FT tall grey stone box stands outdoors on a 30 FT by 20 FT white stone platform, 16 FT above the ground, reached by black stone stairs on the north and south sides. The lid depicts a bearded Giant holding an Axe above Dwarf slaves. The lid is held on by ten metal bolts recessed and covered by stone plugs. The tomb belongs to Frejdor, Frost Giant, whose bones are found in good condition; he is buried with a 7400 GP platinum earring, two giant-sized gold-amber rings (3105, 4308 GP), a giant-sized silver-bladed *Dirk* +2 (*fear blade*, affects Dwarves 50 FT, save 1d20 roll GTET [30-Will]), and giant-sized *Gauntlets of Melee* (+1 TH, proficient Axe, Hammer, Javelin, Flail).
24. An X-shaped violet stone wall, each segment is 30 FT tall, 140 FT long, 10 FT thick. Bronze Unholy Symbols hang on the wall spaced every 25 FT. A secret door in the southern segment (-10 to find, -8 open lock) slides up to reveal a 6 FT by 6 FT alcove which holds a bushel basket on a black stone pedestal. The basket holds 48 green apples (randomly heals hp1d4, damages hp1d4, has no effect). Once the basket is removed a hidden compartment in the pedestal top (-10 to find) opens to reveal a *Djinn Lamp*.
25. **Empary Arch**. A 50 FT tall by 20 FT wide at the base green stone arch built into a rectangular dark green stone structure 80 FT tall by 55 FT wide by 15 FT thick. Seven black stone statues of Medusae are along the top; mortals walking through the arch become *blind* for [200-{2\*Stamina}] hours (save 1d20 roll GTET [32-Stamina]).
26. A thick cloud of purple putrid gases hangs continuously above an oval area 1200 FT long by 700 FT wide, staining the snow light purple. Adventurers exposed to the gases suffer hp1/minute of exposure (lung) and become unconscious [50-Stamina] minutes (save 1d20 roll GTET [28-Stamina], checked every 125 FT).
27. Two four-story grey stone towers stand 50 FT apart, each tower is 30 FT in diameter with an iron entry door. A 10 FT wide covered wood platform stretches between the towers at the third story. The towers are occupied by two **Beng**, five **Pruddin**, four **Type 3A Devils**, and a **Zoybim**; they are armed with Short Spears, steel sawtooth blades mounted on bone hafts, and poisoned Dirks (1d100 minutes *paralysis*, save 1d20 roll GTET [30-Stamina]). Four Long Bows are on the platform with 80 arrows, a *Crossbow* +2 with 12 bolts (1x *sleep* 1d100 minutes, save 1d20 roll GTET [28-Stamian]; 2x 1d100 minutes *blindness*, save 1d20 roll GTET [30-Stamina]). The tower has 63 wholesome meals, 20 gallons of medium-quality wine, 15 gallons of good-quality beer, 1800 SP, 465 GP, a 325 GP ivory chess set, and four vials of *Unholy Water*. The top floor of each tower is a dormitory, and one tower has a signal light on the roof.
28. A rectangular one-story green stone building is occupied by Judge Pashonials, **Hulden**, Infernal Magistrate. The building contains a courtroom, office, a clerk’s office (HD8 female Human **Vampire** and four **Zoybim**), bailiff’s office (three **Pruddin**), law library, two record’s rooms, a small dining room, and two holding cells. A secret door (to find -8, -6 open lock) in the library leads to stairs descending to a three room underground complex with an ornate bedroom and heated pool (Bausorira, HD6 **Mermaid**). She has five 1820 GP carved jade figurines.



29. A 40 FT white wood platform stands 15 FT above the ground, supporting three gallows. The naked remains of two Dwarves hang from the ropes, their bodies partially eaten. Five HD4 **Giant Crows** sit on top of the gallows, one has a 250 GP gold anklet.
30. **Kokjyck Henge**. A complex series of upright standing stones arranged in concentric geometric patterns. The innermost figure consists of eighteen 15 FT green stones arranged in a diamond, 50 FT long by 28 FT wide. The diamond is surrounded by a 70 FT diameter circle made up of twenty-nine 15 FT blue stones. The circle is surrounded by a 90 FT diameter duodecehedron made up of forty-six 12 FT white stones. The duodecehedron is surrounded by a cruciform figure made up of one hundred ten 10 FT grey-green stones. A huge double bladed War Axe is partially buried in the ground at the center, having a blade 20 FT across and a haft 30 FT long.
31. A Bell Tower is constructed of four tiers of red stone arches, each arch 14 FT tall at the center and 20 FT across by 10 FT wide. The bottom layer is a line of eleven arches, the second layer consists of a line of seven arches, the third layer is a line of five arches, and the top tier is a line of three arches. Two large bronze bells hang in each top tier arch. Brick stairs connect the ground to each tier. Four long-handled wood mallets are found on the top tier (bell hammers). A mortal who rings each of the six bells twice within a 15 minute period is protected for twenty-four hours against spells cast on the Third Circle of Hell.



East Region, Third Circle of Hell

### East Map

1. **Camp Mikawatch**. Eight one-story rectangular wood buildings stand on stilts, along with a five-story wood structure, four one-story structures constructed from ice blocks with metal roofs, and a 20 FT diameter circular shaft, 44 FT deep. The complex is surrounded by a 22 FT wall of ice blocks topped by razor wire. The camp is commanded by Olpaprad, **Type 5D Devil**. The garrison consists of two squads of **Pruddin**, two squads of **Type 3C Devils**, three squads of **Common Devil** archers, two squads of **Ordinary Devil** pikemen, and five **Centaur of Hell**

**East Map, #1**....mortarmen (smoke bombs, stink bombs, explosive shells, poison gas shells, blinding flares, etc.). The camp has a staff of nine **Zoybim**, twenty HD2 **Zombies**, eight HD4 **Ghouls**, and a HD7 **Mummy**.

2. **Crendkoin Hostel.** A two-story red brick building consisting of a Common room, kitchen and stores, bathing room, five individual rooms and two three-bed rooms. The hostel is managed by Verra Napsur, evil female Human (L8 Warlock), with a staff of two **Common Devils** and a **Zoybim**. The current guests include Moirra (evil female Gnome Shaman L11), Yaltram (**Feu'er Troll**), and Frammat (**Type 1D Devil**).
3. **Thousand-Hand Plaza.** A 525 FT rectangular area paved in black stone, surrounded by a 3 FT black stone fence. The plaza has one thousand 4 FT upright white stone outstretched forearms and hands, half right hands, half left hands. Each palm is embedded with a 100 GP moonstone, except for two having 500 GP pieces of amber. A 50,000 GP piece of amber appears to each person who finds and places a palm against both pieces of amber.
4. **Burning Mausoleum.** A one story red brick building with a slate roof and bronze doors (-5 open lock); the entire building is engulfed in hot flames fed by methane lines. A cutoff switch is in an underground box 40 FT away (under the snow, -15 to find). The interior walls depict the City of Orgodan on the Plane of Fire and the red columns are sculpted to depict fire. A 15 FT by 6 FT red metal plate bolted to the floor is hot to touch, it covers the remains of the Djinn Prince, Moggorstek. The prince is buried with 4682 pieces of red gold, 5242 SP, a *Scimitar* +3 (Flaming), *Dirk* +2 (Fire Creature Bane), three *Potions of Fire Resistance*, a red gold ring allowing the user to *call flames* once/hour, and a *red jade figurine* (HD6 Flaming Boar, AC50, hp1d6 bite, hp1d12 gore, trample 3d8, once/day 15 minutes).
5. A four-level underground complex entered by a hidden stair found in a ruined hostel building {sign reads: Finna Tesstra's Rooms} and through a secret door in the side of a nearby snow-filled gully. The uppermost level has nineteen rooms, including Tesstra's Laboratory and the Ghoulalator machine. The second level has fourteen rooms, including the Devil's Workshop and Moon Landing. The third level has twenty-six rooms, including the endless Stairs of Weil and the Cleric's Crypt. The bottom level can only be reached from the second level and has thirty-one rooms, including the Night of a Thousand Eyes, Pergon's Flood, and the Tiger Pit. The monsters include **Zombies**, **Ghouls**, **Banshees**, **Chimera**, **Manticore**, **Basilisk**, **Warrior Ants**, **Rabid Dogs**, and **Golems**. A good artifact, *Markron's Hammer* (War Hammer +4) is found in the Cleric's Crypt.
6. **Kanduddun's Spire.** A 237 FT yellow metal tower, 42 FT across at the base, narrowing to 8 FT across at the top. A 22 FT green metal statue of Prince Gaap tops the structure. The tower is built on a cruciform base in which each arm is a 15 FT tall arch, 22 FT wide at the base, 25 FT long. A stone coffin containing the remains of Kanduddun, Type 3E Devil, is built into the west arch – the entire tower collapses 2d20 minutes after the coffin is opened. The coffin contains moldy bones (save against *poison* on 1d20 roll GTET [30-Stamina]), 1590 GP, three *Arrows of Slaying* (save 1d20 roll GTET [28-Will]), a 420 GP silver belt buckle, a 8592 GP silver crown, and a 5635 GP gold sunburst pin.
7. A 160 FT rectangular area is paved in white stone, surrounded with a 3 FT white wood railing. The plaza features two J-shaped pools of mercury arranged with parallel long segments, separated by 15 FT. Each pool is 4 FT deep, 8 FT long, 8 FT wide, the edged lined by a 2 FT tall by 4 FT wide wall of grey stone. Three 20 FT mosaics in the plaza surface depicting Satyrs in winged sandals (aura of enchantment). The area is visited every 10 hours by a patrol consisting of a **Beng** and ten **Pruddin**.
8. Persons entering a 1500 FT diameter circular area have their *speech and written languages garbled* {Babel zone} so that no two can understand each other; the effect lasts [100-Stamina] hours (save 1d20 roll GTET [33-Will], checked every 125 FT).
9. **Lolwell Glassworks.** Two two-story buildings with white stone bases, a dark wood upper story, and copper roofs. The first building has nine rooms and the second eleven rooms. The works are known for producing excellent quality crystal bottles, decanters, and flasks, along with hardened glass blades. The craftmaster is Thallan Bospingel, neutral male Gnome; the staff consists of a **Centaur of Hell** glassblower, two veiled HD6 **Medusa**, two **Ordinary Devils**, and two **Zoybim**. The works has raw materials for 2820 pounds of glass, 42 glass ingots, nine silver ingots, two gold ingots, two steel ingots, 4131 GP in coins, fourteen fine glass blades, and 2d20 each fine glass pitchers, decanters, bottles, goblets, and vials (each at 1d8 GP). A floor compartment (-9) to find under Thallan's desk holds 23 GP, a

**East Map, #9**...20-power magnifying glass, a 142 GP glass prism, a fine crystal piece etched with Gaap's portrait (2953 GP), and a vial of fine glass powder (cloud persists 1d20 rounds, save 1d20 roll GTET [32-Stamina], affected suffer hp1d4/round lung damage).

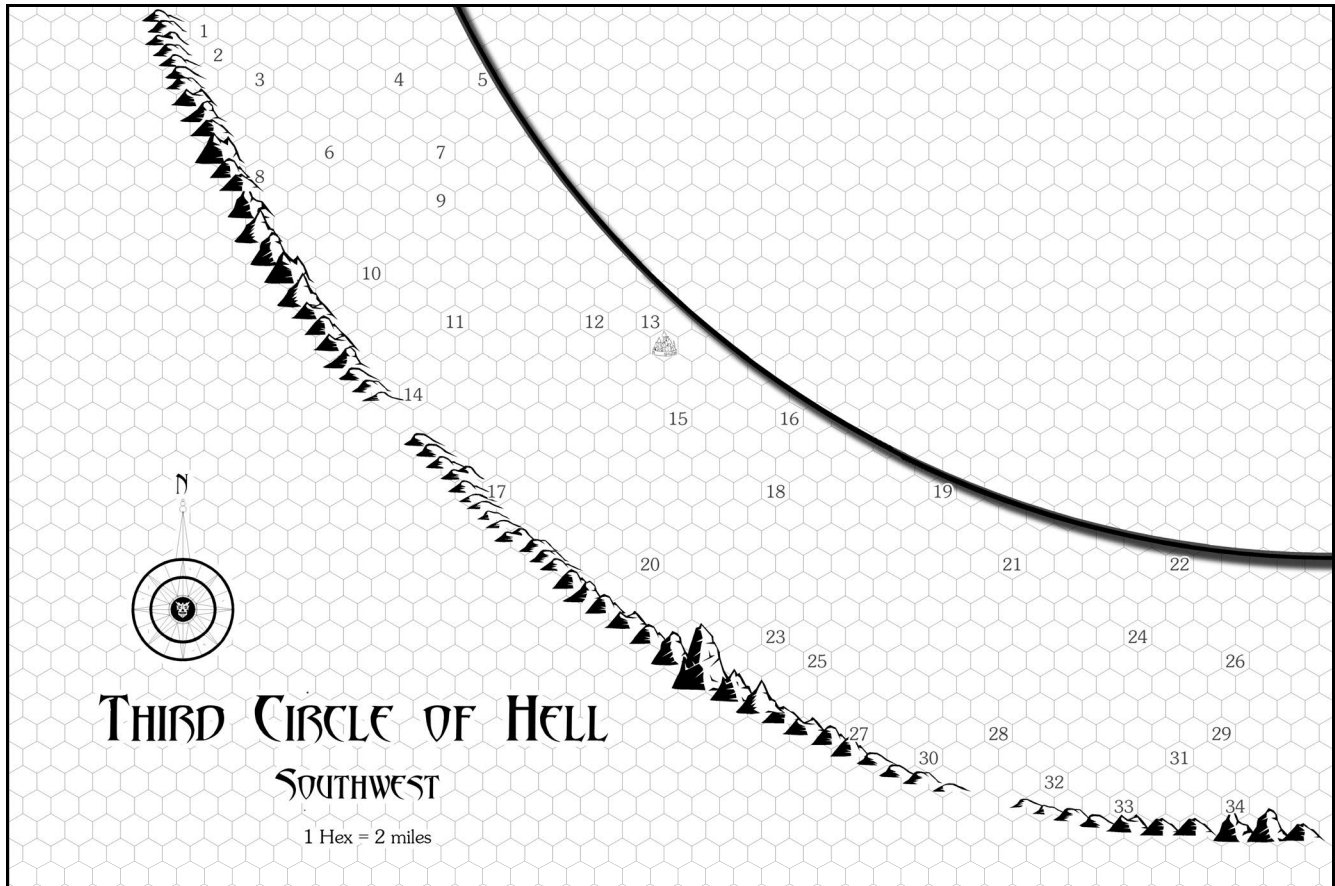
10. Only a thin (1 inch) layer of snow lays on the ground in a rectangular area 250 FT by 100 FT. Adventurers find 2d100 nuggets of silver ore on the ground, each nugget weights 1d12 pounds with one-third of weight in recoverable silver at 35 SP/pound.
11. **Henge of Reppi Waltrus.** Two concentric circles of 18 FT upright dark brown stones surround a 10 FT silver casket that sits on four 4 FT posts carved in the image of bears. Each upright stone is 5 FT across and 2 FT thick, a white crosspiece connects adjacent stones. The inner ring is 27 FT in diameter and has sixteen stones, the outer ring is 44 FT in diameter and has twenty-eight stones. The image of a bear holding a war axe is inscribed on the inner face of each stone. The casket is sealed with lead and contains the mouldering bones of the bear, Reppi Waltrus, along with two ruined leather chest bandoliers, a leather swordbelt, an oversized *Long Sword* +2 (requires Strength GTET 20 to wield) in scabbard, a 2200 GP piece of amber, and an oversized single-bladed *War Axe* +3 (Limb Cleaver, save 1d20 roll GTET [30-Agility], requires Strength GTET 21 and Agility GTET 18 to wield). A bronze plaque on the casket contains a six-line poem written in Infernal Cant; a person who recites the poem three times within 15 minutes gains the ability to *shapechange* (HD10 **Grizzly Bear**, 3 times at 15 minutes, must be used within 72 hours).
12. Mortals who enter an H-shaped region become *confused* for (1d6\*[30-Intelligence]) hours (save 1d20 rolls GTET [30-Will], checked every 75 FT); the long segments are each 500 FT by 120 FT and the cross segment is 130 FT by 30 FT.
13. A 12 FT black wood altar stands on 35 FT metal platform that is 20 FT above the ground, supported by a single 3 FT black metal pole; although there are no visible means of access an invisible 3 FT wide stair winds about the pole with a hole in the platform at the top filled with a *zone of darkness*. Embedded in the altar top are two 1600 GP white gold Unholy Symbols and the bodies of two small Snowy Owls. A silver-bladed *Dirk* +1 (Spellblade: 42x 2d8 cold ray) is in a hidden compartment (-8 to find, -4 open lock) in the west support.
14. **Alchorburr Garden.** A T-shaped area surrounded by 20 FT walls of ice blocks, the top section is 320 FT by 180 FT, the long section is 400 FT by 200 FT, with four gates hung with a bronze lattice. The garden features arctic plants from across the Celestial Spheres. The Head Gardener is Xochtak, HD11 **Polar Bear**, with a staff of four **Type 3A Devils**, a **Common Devil**, an **Ogre**, and two **Zoybim**. Eight HD5 **Giant Snowy Owls** nest in the garden. Three statutes of Lucifer holding flails can be animated (HD10 **Stone Golem**).
15. A 20 vertical FT stair leads down to a door frame sealed by 9 inch-thick smoky grey glass. The tunnel behind the glass leads to a four-room tomb. The first room has three upright plaster skeletons holding 1000 GP silver scepters (aura of enchantment). The second room has six chests each containing 4500 CP and a stone coffer holding ten 9200 GP vials of perfume (door padlock -5 open lock). The third room has a HD10 **Crystal Golem** and a HD7 Wood Golem; a secret door (-9 to find, -6 open lock) leads to the fourth room. The fourth room has a 3 FT glass globe, a locked chest (-7 open lock) containing 2000 GP of nautical instruments, and an ironwood coffin wrapped in chains with two padlocks (-5 open lock, -8 open lock). The coffin contains the well-preserved corpse of a male Medusa, along with a silver *Ring of Discord*, a *Pendant of Blindness*, and silver-bladed *Dirk* +1 (*Wound Bleeder*).
16. **The Palace of Diabolic Earl Abrizxus.** A four-story H-shaped building surrounded by a 14 FT wall of ice blocks, surrounded by a 12 FT tall by 20 FT thick thorn hedge. There are four four-story circular towers of ice attached to the ice block wall. The Major Domo is Dominic Zupps Agraway, **Type 5D Devil**, and the garrison commander is Proziborem, **Gaityas**. The staff consists of thirteen **Common Devils**, ten **Zoybim**, fifteen **Centaurs of Hell**, eight **Type 5A Devils**, three male **Lycanthropes** (Wolf), a female Elf **Vampire**, two **Mummies**, and a **Siren**. Abrizxus is known for his collections of scrimshaw and erotic wood-cut prints, and he raises mutant Walrus.
17. Two **Centaurs of Hell** are found at a 12 FT orange stone altar dedicated to Lucifer, standing on a paved black area 20 FT by 14 FT. Two 12 FT black stone statues of Lucifer (auras of evil, enchantment) are welded to the altar. A copper cauldron filled with burning liquid is at each end of the altar and a 2104 GP Unholy Symbol is mounted on a 6 FT wood pole. The Centaurs are about to sacrifice an HD3 **Arctic Fox** (bound, drugged).

18. Nine stoned Wooly Mammoths stand in three rows of three, along with two stoned Hell Boar.
19. A snow-covered hillock is 55 FT long by 18 FT wide by 16 FT tall. A 9 FT wide opening in the northwest side leads to an underground room, 180 FT by 76 FT by 24 FT tall. An HD14 **Chimera** occupies the cave, which has a pool of water, many pale glowing 2 FT toadstools, and a ruined harpsichord. A leather backpack is found (-7 to find) among the toadstools; it contains 22 SP, 9 GP, a set of lock picks, an empty canteen, 50 FT of decaying hemp rope, eight rusty iron spikes, and a half pound of good-quality snuff (400 GP) in a 35 GP silver box.
20. **Fort Lahee.** The fort consists of five two-story stone buildings arranged around a parade ground, with two four-story wood buildings, three barns, two wooden warehouses, and a one-story black stone chapel dedicated to Prince Gaap. The armory is a three-story stone building and includes a forge. Two underground areas have twenty-two room and sixteen rooms, respectively. The garrison commander is Varddroff, **Gaityas**. The garrison consists of five squads of **Type 3A Devils**, two squads of **Centaur of Hell** lancers, and three squads of **Bugbear** light cavalry. The staff consists of twenty **Common Devils**, six **Ordinary Devils**, then **Zoybim**, nine **Skeletons**, five **Ghouls**, and a **Mountain Giant**.
21. **Hobny Tower.** A fourteen-story brown stone structure consisting of five floors 75 FT across, five floors 50 FT across, and four floors 25 FT across. The roof is surrounded by a chest-high wall. The flag above the tower shows crossed gold scimitars over a silver star on a black field. Eight floors are occupied, including six **Type 3C Devils**, three **Type 3B Devils**, forty-five **Zoybim**, nineteen **Common Devils**, six **Harpies of Hell**, four **Medusa**, and two female Dwarf **Vampires**.
22. A 250 FT diameter circular region is filled with a variety of petrified green-and-orange plants from 2 FT to 6 FT tall, separated by 2 FT to 8 FT. Four HD9 **Mummies** (War Hammers, *poisoned* Dirks {1 hour *paralysis*, save 1d20 GTET [30-Stamina], checked per hit}) are found grinding plants in a 4 FT mortar and pestle.
23. A 12 FT diameter fountain stands under a 20 FT wood gazebo roof. The fountain shell is constructed of brass shaped into huge flower petals and contains a pale green liquid. Persons drinking from the fountain are healed hp1d6 (limit twice/day), Gnomes are healed hp1d10. The liquid retains its properties for one hour after removal from the fountain.
24. An opening in the southwest side of a 50 FT by 20 FT by 13 FT tall snow-covered hillock leads down a blue stone stair to a three-room underground area, constructed of grey stone carved with many vulture images and motifs. Adventurers find Greybrol Nanick, good Human Dwarf, Warrior L14 (AC52, hp20, Agil 19, Int 14, Stam 16, Stng 17, Will 18, War Axe +2 {Flaming}, Hammer +1 {Returning}, Steel Helm AC+10, Chainmail AC+12, Steel Gauntlets AC+6). Greybrol has just buried his companion Est'habol. He is on a mission to kill Gangness, **Type 3E Devil**, to avenge the deaths of his family in the destruction of the village, Aubromiel Green.
25. **Shrine of Fumulaw.** A 17 FT green stone statue of Prince Gaap, surrounded by a toroid-shaped altar, 6 FT across, with four silver Unholy Symbols inlaid in the surface. Eight 4 FT statues of Type 3A Devils surround the altar area. The statue holds a black metal cage in its hand, inside which is a small gold Reliquary. The reliquary holds a piece of the Prince's horn (aura of evil). Persons who touch the Reliquary are *transformed* in to **Type 3A Devils** for [55-Will] hours (save 1d20 roll GTET [32-Will]). A brass plaque in Infernal Cant translates as, "*Fumulaw carved this statue.*"
26. **Crathater Tunnels.** A five-level underground complex entered through a vertical shaft under a 30 FT black stone plaza, an elevator inside an invisible shed, and a snow-covered slide. The first level is an abandoned mine 84 FT underground with eight rooms and four tunnels totaling 2400 FT. The second level has two distinct sections, one of fourteen rooms, the other of nine rooms. The third level has nineteen rooms arranged around a central pool of bubbling oil. The fourth level has twenty-four rooms, including the Crystal Grotto, Heart of the Moon, and the Spiderweb Pits. The lowest level has thirteen rooms, including the Zephyr Room, Mayweather's Axe, and the Canyon of Leprachauns. The monsters include **Manticore**, a **Five-Headed Hydra**, **Furry Death Beetles**, **Web Spiders**, **Feu'r Trolls**, **Berg Trolls**, **Leprachauns**, **Gold Mold**, **Rust Mold**, and **Greater Lynx**.

27. **Nolien Vott Monument.** A 50 FT black stone evergreen tree stands on a 4 FT cylindrical pedestal in a star-shaped white paved area 60 FT across. A gas-powered torch stands on each star point. Projections of Type 3E Devils hover above each torch. An Infernal Cant plaque on the pedestal translates as, “*In memory of Nolien Vott, Senior Destroyer, for bravery at the World of Pines.*” A person touching the stone tree gains 1 hour of *invisibility* to Devils (Devil saves on 1d20 roll GTET [44-Will], lost if not used within 48 hours).
28. **O’Swazy’s Tavern.** A three-story wood structure with two large underground storage rooms. All persons are welcome regardless of alignment. The tavern is run by Marty O’Swazy, Dwarf Warrior L8, with a staff of six **Common Devils**, three **Zoybim**, two female **Bugbear**, and a one-armed female Elf. The patrons include three **Ordinary Devils**, six **Pruddin**, a **Beng**, seven **Type 3B Devils**, a **Type 3A Devil**, two male **Lycanthropes** (Boar), and three **Centaurs of Hell**. A secret room in the basement (-8 to find, -10 open lock) holds sixteen barrels of beer, twenty-two cases of exceptional 200-year brandy (50 GP/bottle) and an *Ice Blade* +3 (aura of good) in a silver scabbard. One false barrel (-9 to find) holds six *1d12 Healing Potions* and two *2d8 Healing Potions*.
29. **Arena of the Legions.** An oval open-air arena with twenty tiers of seats, the contestant’s area is 600 FT long. The arena is used by the legions of the Third and Fourth Circles for regimental games, especially track and fiel events, flying contests, weight-lifting, and contests with ranged weapons. A match is underway when Adventurers arrive on 1d20 rolls GTET 14, with an audience of 1d100 Common Devils, 1d100 Ordinary Devils, 1d20 Gaityas, 1d20 Beng, 1d100 Pruddin, 2d20 Zoybim, 2d20 each of Types 3A, 3B, and 3C Devils, and 1d12 Type 3D Devils. 1d20 **Ordinary Devils** are found here when a contest is not occurring.
30. **Prince Wolhelm’s Gaol.** A one story N-shape black stone structure within an oval 40 FT black stone wall, having three underground levels. The uppermost underground level has 1200 FT of tunnels with twenty-two room and 86 cells. The middle underground level has 920 FT of tunnels with ten rooms and 62 cells. The lowest underground level has 2350 FT of tunnels and 110 cells. The Head Jailer is El’Kallil Toncaly, **Efrete**. The staff consists of fourteen **Common Devils**, six **Ordinary Devils**, nine **Zoybim**, eleven **Pruddin**, nine **Type 3A Devils**, four **Ghouls**, six **Zombies**, and an **Ogre**. Legend holds that the prison was built 642 years ago to house Prince Wolhelm Golmtrab of {fill in country in Games Master’s campaign). The most important prisoners are currently Manfrad Collenhommer (male Human, Poet and Skald), Damizazus (**Class A Ice Demon**), Merxes Comberdad (good Human Shaman L14, drugged), and Frosgoys (**Gaityas**).
31. **Shrine of Ko’ka’Robal**, dedicated to Lucifer. A 320 FT diameter circular pool of {heated} water is contained by a 3 FT tall red stone wall. A hexagonal island is located in the pool, 34 FT across, reached from two directions by paths of 1 FT hexagonal stepping stones. A 15 FT tall by 20 FT wall on the island has 8 FT gold face masks of Lucifer (115 pounds, 10,240 GP) mounted on each side, with 3 FT gold Unholy Symbols (18 pounds, 1500 GP). Three silver replicas of Lucifer’s Immense Sword are embedded in the island floor on the north side. A good person touching any of the sword replicas is *shapechanged* into a HD2 **Giant Catfish** for [1000-{5\*Stamina}] hours; save on 1d20 rolls GTET [32-Will]). An evil person touching either Face Mask gains the ability to *dominate/control* one **Type 3 Devil** for 1 hour (range 50 FT, save 1d20 roll GTET 17).
32. Six stone-walled pens each hold 2d20 HD5 **Hell Cattle**. Ten **Common Devils** and four **Ordinary Devils** are guarding the cattle. A small barn holds cattle feed, a small one-story stone building is a meat locker holding 850 pounds of hell cattle meat, and two 10 FT tanks hold water. A patrol consisting of a **Beng** and ten **Pruddin** stop here every 12 hours.
33. **Castle Braydesadee.** Six six-story cylindrical stone structures are enclosed by two 28 FT concentric stone walls with a 20 FT toroidal trench between the two. A three-story external structure serves as gatehouse. A metal drawbridge is normally found in the lowered position. The castle Commander is Espoxy, Gaityas; the garrison consists of four squads of **Ordinary Devil** pikemen, four squads of **Harpy of Hell** bombardiers, and two squads of **Infernal Hounds**, along with ten **Pruddin**, fourteen **Type 3A Devils**, and three **Mummies**. The staff consists of fourteen **Zoybim**, five **Medusa**, and eight **Ogres**.
34. Meteors continually fall in a 750 FT diameter circular area. Adventurers cross the area are bombarded every 50 FT of travel (hp3d8 damage, avoid on 1d20 roll GTET [26-Agility], one-third damage on 1d20 roll GTET [33-Stamina]).



35. **Halodothet Theater.** A four-story brown-stone theater with steps up to the lobby, a 400-seat theater with 220 FT stage, a 150-seat theater with 130 FT stage, twenty dressing rooms, and five rehearsal rooms. An underground level has eight large storage rooms. When Adventurers arrive, a rehearsal is in progress for “*As you Demon it.*” In the building are nine **Type 3D Devils**, four **Type 3B Devils**, a **Type 4B Devil**, two **Type 2E Devils**, twelve **Common Devils**, seven **Ordinary Devils**, and two male **Vampires**.



Southwest Region, Third Circle of Hell

### Southwest Map

- 1 A large one-story Hostel, consisting of a common room, kitchen, office, four double-rooms, six single rooms, and one room with bunk beds for eight. An underground storeroom has eight barrels of wholesome water, three barrels of beer, two barrels of wine, and sufficient food to make eighty trail rations. The proprietor is Mohansen, evil Gnome (Rascal L5), with a staff of four **Common Devils**, two **Ordinary Devils**, a **Zoybim**, a **Type 3A Devil**, and two **Bugbear** slaves. The hostel is free for up to four nights to mortals having a Third or Fourth Circle Pass, any person lacking such a pass will be told they are not welcome but could get a room by offering 50 GP or more/night. A patrol consisting of a **Beng** and a squad of **Prudddin** stop here every 12 hours.
- 2 A cruciform-shaped area is paved in blue stones, each segment is 315 FT by 90 FT. Twenty black flags with devil's horns over a mace fly in each of the north and south ends, thirty green flags with white crossed pitchforks under a black tree fly in each of the west and east ends. A single dirt grave mound, 11 FT by 6 FT by 3 FT tall lies in a ring of 3 FT black stones in the center area of the cruciform. The mound contains two disjointed ordinary skeletons of Type 3D Devils, along with 32 GP, a 2100 GP diamond, a rusted Long Sword, and a visored-helm in poor condition.

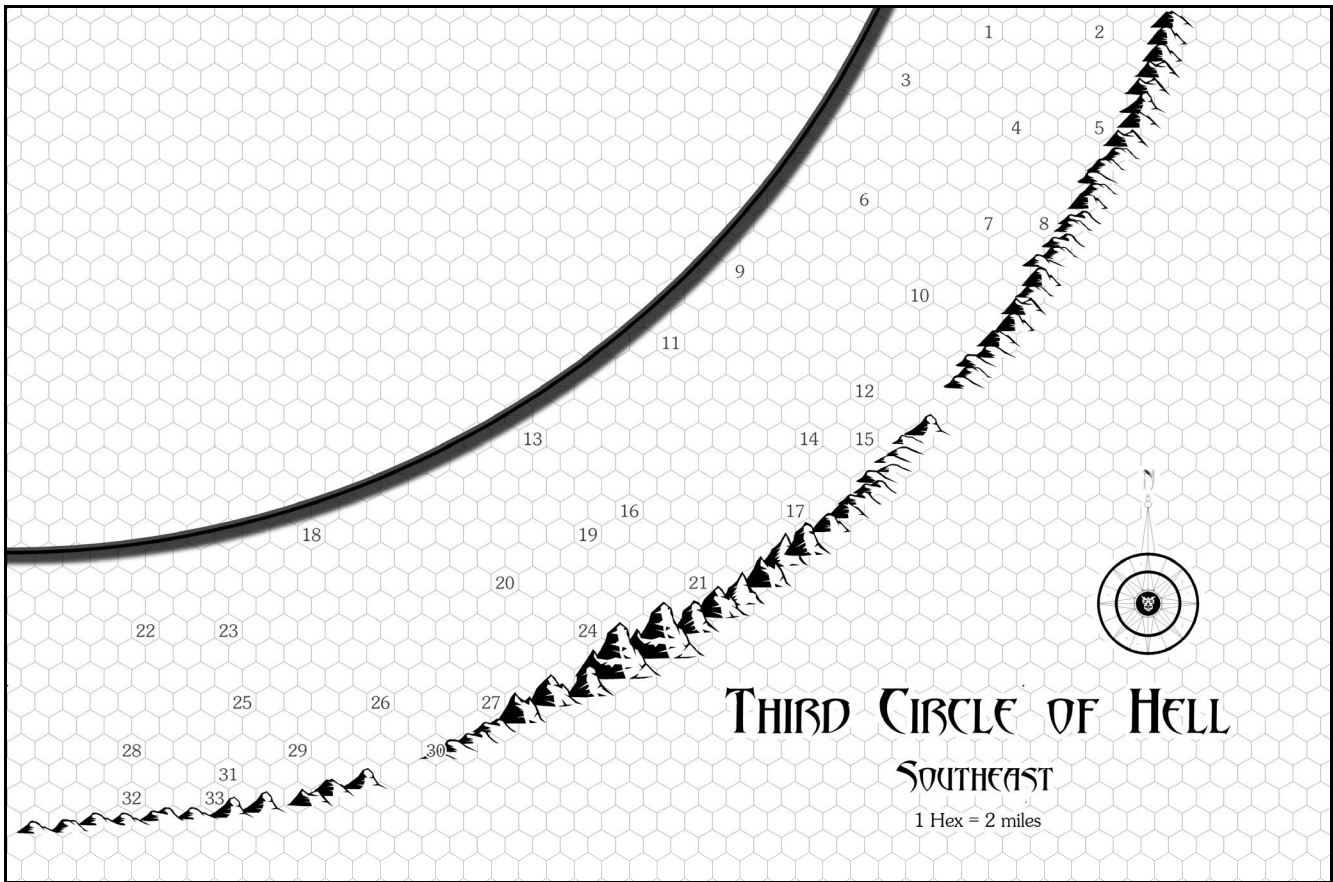
- 3 **Jolskinne Laboratory.** A 220 FT rectangular two-story brown stone building with a slate roof. The laboratory investigates the properties and uses of petroleum-based substances from across the Celestial Spheres, including tars, oozes, gels and jellies, oils, and aromatic gases. The laboratory is managed by Polchassa (female **Black Annis**, Professor, Eryum School of the Material Arts, Breshu City, Plane of Fire); the staff consists of four **Common Devils**, sixteen **Zoybim**, two **Type 3A Devils**, four **Centaurs of Hell**, a **Medusa**, and two male **Vampires** (Human, Gnome). Any combat inside the building causes a fire on 1d20 rolls GTET 12, checked per round; a fire becomes an explosion and conflagration that consumes the building on 1d20 rolls GTET 16, checked every 3 minutes after a fire starts.
- 4 An S-shaped wall is constructed of green bricks with orange mortar. The wall is 28 FT tall, 12 FT thick, and has occupies a 600 FT length (total wall is 920 FT). A torch with green flame is attached every 50 FT of length on both sides.
- 5 Three large blue cloth tepees are erected together, smoke rises from fires inside two of them. They are occupied by six HD8 male Human **Vampires** and four HD6 female Human **Vampires** (one a juvenile). They have forty-two wholesome rations, twelve gallons of weak beer, personal Dirks and War Axes (*poisoned*, save 1d20 roll GTET [28-Stamina], checked per hit), 1528 GP in coins, five diamonds (880 GP, 2017 GP, 5581 GP, 6636 GP, 12,046 GP), and a *Cloak of Cold Protection*.
- 6 **Castle Van Dusselkark.** Two six-story octagonal keeps are within a 30 FT green stone curtain wall with four three-story circular towers (ballista); the complex includes three one-story wood buildings and an underground stone chapel dedicated to King Samael, along with an underground prison having twenty cells. The outer wall is surrounded by a 20 FT wide moat of burning pitch. The castle commander is Waxahell Yadoo, **Type 3E Devil**; the garrison consists of five squads of **Type 3A Devils** with twenty **Garm**, thirty **Infernal Hounds** (five *Alpha* males), and fifteen HD4 **Greater Wolves**. The staff consists of nineteen **Common Devils** and fourteen **Zoybim**. The castle is rumored to have a fixed Portal to the Umtroy universe in the Fourth Celestial Sphere, and its crypt has the bones of five past Diabolic Generals.
- 7 Fifteen geysers cones are found in a rectangular area 120 FT by 60 FT. Each geyser has a stone cone from 6 FT to 18 FT high and a base from 14 FT to 34 FT across. An Adventurer crossing the area may be sprayed by scalding geyser water once every 35 FT, an eruption occurs on 1d20 rolls GTET 14; an erupting geyser scalds an Adventurer for hp1d6 over 1d6 rounds (avoid 1d20 roll GTET [32-Agility]). A yellow Sulphur haze hangs over the area, doing hp1 lung damage per minute (save 1d20 roll GTET [30-Stamina]/person/minute).
- 8 Adventurers crossing a circular area 900 FT across experience an intense *itching compulsion* (save 1d20 roll GTET [32-Will], checked every 150 FT of travel). Affected persons suffer hp1d4 (save 1d20 roll GTET [33-Stamina]) and temporarily reduce their Agility by 5 points for 2d100 hours (save roll GTET [34-Stamina], checked every 2 hours for 20 hours).
- 9 **Althon Brobeeck Library.** An O-shaped four-story white stone structure with a copper roof, the interior courtyard is 280 FT long; two smaller underground levels are below the main structure. The library has extensive collections about underground races found across the Celestial Spheres. The Head Librarian is Olzonnia, female Cercopes; the staff consists of nine **Zoybim**, six **Centaurs of Hell**, two **Ordinary Devils**, a **Mummy**, three **Gargoyles**, a **Djinn**, and a **Fire Giant**. A hidden room (-12 to find, -12 open lock) under the lower underground level holds a five-person *Astral Capsule*.
- 10 **Post 339.** A 62 FT wood tower with six thick supports shaped like giant's legs, topped by a three-room wooden structure. The guards include a Type 3D Devil, Type 3B Devil, four Ordinary Devils, and two Harpies of Hell. They are equipped with *poisoned Scimitars +1* (1d100 minutes *paralysis*, save 1d20 roll GTET [30-Stamina]), three *Long Bows +2*, one hundred war arrows (2x *blindness*, 2d20 hours, save 1d20 rolls GTET [32-Stamina]; 4x *sleep* 3d100 minutes, save 1d20 roll GTET [30-Stamina], 1x *slaying*, save 1d20 roll GTET [26-Stamina]), two large wire mesh nets (avoid 1d20 roll GTET [28-Agility], break 1d20 roll GTET [35-Strength]), four smoke grenades, five 1d12 explosive grenades (hp1d10, range 6 FT, avoid 1d20 roll GTET [28-Agility]), and five Javelins. They have twenty wholesome meals, three barrels wholesome beer, and 922 GP in coin.

- 11 Four large aquamarine rocks stand nearby in the snow, the rocks are between 30 FT and 68 FT tall, 14 FT to 50 FT thick, separated by 10 FT to 20 FT. Images of many large dogs are carved into the west face of each stone, and images of Cerberus are carved into the east faces.
- 12 A circular red metal stair, 15 FT wide, which makes six complete circles in 135 vertical FT. A 9 FT tall padlocked door stands at the top (-6 open lock). Persons who step through the door are *transported* to the foot of the stair and *shapedchanged* into a hairless **Chihuahua** dog (2d100 hours, save 1d20 roll GTET [32-Stamina]).
- 13 **The Palace of Diabolic Earl Sidragasum.** An eight-story circular structure surrounded by a garden and orchard which are inside a double wall of 25 FT tall ice blocks. The Seneschal is Struphelmet, HD10 **Earth Elemental**. The staff consists of seventeen **Ordinary Devils**, twelve **Common Devils**, nine **Type 3B Devils**, two **Type 3C Devils**, twelve **Zoybim**, four **Pruddin**, six **Skeletons**, and nine **Ghouls**. Sidragasum raises a variety of rare bees, and collects rare, unusual, and enchanted teas from across the Celestial Spheres. He is reputed to have the best wine cellar on the Third Circle.
- 14 A hexagonal green metal decking (open grating) is mounted on twenty 15 FT tall metal poles; the grating is 38 FT across and reached by stairs on the east side. Two naked male Gnome corpses (two days dead; neutral Warrior L11, evil Shaman L10) are found on the platform.
- 15 Intense earthquakes continuously affect a circular area 2500 FT across. Adventurers crossing the area are knocked to their feet (avoid 1d20 roll GTET [28-Agility] then hp1d3 unless 1d20 roll GTET [26-Stamina]), checked every 100 FT of travel.
- 16 **Plaza of Senfird Mac'Engylo's Shame.** A square area 66 FT across, paved in red stones, raised 7 FT above the ground (stairs are on the west side). Six sold copper Stocks stand in the plaza's center, currently holding a HD10 **Infernal Minotaur** and a **Type 3D Devil**, guarded by three **Common Devils**, a **Pruddin**, and two **Infernal Hounds** (Alpha Males). The plaza was constructed 1022 years ago as the location where captured Senfird Mac'Engylo (good Priest L16) would be placed in stocks for the next 27 years.
- 17 **Mausoleum of the Hours** (aura of enchantment). A two-story purple stone building with an eight-columned portico over the double brass doors (door locks -5 open lock, separate padlock -10 open lock). The interior walls are painted in images of elaborate hourglasses and other timekeeping devices. The casket of Thidingsfurt, male Human Shaman-Fire Wizard, is on a bier in the upper floor (bones become dust, allergic reaction unless 1d20 roll GTET [32-Stamina]). A *time stop* spell affects the building (save 1d20 roll GTET [50-Level-Will], checked every half-minute); the ground floor has trapped three **Zoybim** (102, 418, 984 years), a **Type 3D Devil** (818 years), two *Common Devils* (91, 607 years), Murgatroyd (evil male Gnome, Shaman L11, 368 years), and Ristalenna (neutral female Dwarf, Priestess L10, 710 years).
- 18 A 40 FT diameter circular black wood platform sits on ten 20 FT pillars with four giblets and nooses; the platform is reached by two stairs on the north side. On 1d20 rolls GTET 14 Adventurers arrive to find nooses around the necks of three **Harpies of Hell**, guarded by five **Common Devils**, two **Pruddin**, and a **Minotaur**. The Harpies are found flying but will eventually strangle after tiring sufficiently that they cannot continue. Otherwise Adventurers find four HD5 **Greater Vultures** sitting on the gallows above the skeletal emaciated corpses of two Ogres (14 days dead). A blue stocking nailed to one pillar holds a vial (dose) of an alchemical concoction that causes the imbiber to appear to be dead for 3d10 hours before reviving.
- 19 An L-shaped hillock has segments 92 FT long and 34 FT, 30 FT across, the longer segment is 22 FT tall and the shorter 37 FT tall. An opening in the east side of the shorter segment leads underground to a two-room cave occupied by five HD6 **Cockatrices**. A wood barrel is found in an opening in the floor, covered by gravel (-6 to find); the barrel contains 266 SP, 109 GP, a 3200 GP diamond, a 4552 GP ruby, a 6000 GP pink pearl, a *1d12 Healing Potion*, a *Potion of Cold Endurance*, *Balm of Sight*, and a sealed tin of eighty *Endurance Crackers* (one ration equivalent per cracker)

- 20 **Elonnelli Gaol.** A T-shaped red stone building, the top segment has five stories and is 200 FT long by 50 FT; the longer segment has three stories and is 375 FT long by 80 FT. The entire building is surrounded by a 10 FT tall by 15 FT thick and dense hedge of thorns. The Gaol has 284 cells. Gravity inside the building is 50% stronger than outside. The Warden is Haybezeldy, **Type 4D Devil**; the staff consists of fourteen **Common Devils**, six **Type 3A Devils**, nine **Centaurs of Hell**, four **Minotaurs**, seven **Zoybim**, three **Ogres**, an **Ettin**, and an **Earth Elemental**. The gaol has 108 prisoners, the most important being Wong de'Tuvonair (neutral Gnome Rascal L16), Jorn Exerdan (pseudonym used by a male Elf of royal connections, Warlock L12), Luvouttain (**Harpy of Hell Matriarch**), and Fanddalorri (**Type 6C Devil**).
- 21 An oval crater is 850 FT long by 470 FT wide by 70 FT deep. The bottom is filled 3 FT deep with cold water covered (concealed) by a thin layer of solid-seeming snow. An *illusion* (disbelieve 1d20 rolls GTET [32-Intelligence], checked every 5 minutes) makes it appear that a black metal chest is sticking out of the snow at the bottom. Continuous *wild laughter* occurs while mortals are in the crater, causing them to be confused 1d100\*1d10 minutes (save 1d20 roll GTET [28-Will], checked every 5 minutes)
- 22 A group of ten sulphur vents forms a circle, the inner diameter is 55 FT, each cone has a 10 FT wide base and is 5 FT to 10 FT tall. The vents erupt in series, lasting 1d20 minutes with a 1d10 minute pause between them. An eruption is in progress when Adventurers arrive on 1d20 rolls GTET 9. An eruption throws hot liquid sulfur (hp1d8, avoid 1d20 rolls GTET [33-Agility]) in a 40 FT radius. A yellow-green gaseous haze hangs over the entire area, causing mortals to suffer hp1 every 3 minutes of exposure (save 1d20 roll GTET [33-Stamina]). Adventurers can harvest 1 pound elemental Sulphur every minute. A **Beng** and five **Pruddin** are found here on 1d20 rolls GTET 15. The affected area is at 80 degrees, a zone 120 FT across is snow-free.
- 23 Adventurers find a 3 inch thick wood surface 50 FT across, laid over a base of 2 FT thick black stone. A 44 FT diameter circle is inscribed in the wood with a perimeter consisting of glowing segments of yellow and orange (*Magic Circle*, aura of enchantment). Only Adventurers of neutral moral outlook can cross the perimeter. Any ritual performed in this circle is completed in one-third the normally-required time. This location is one of the few in Hell where the raise-the-dead ritual can be performed. The entire wood surface is found free of snow.
- 24 An oval ruin of dark blue stone, forming a long U-shaped structure. Most walls have been reduced to 8 FT to 12 FT will caved-in interiors, although there are a few sections 20 FT to 40 FT high that suggest that much of the interior consisted of tiers of stadium-style seating. Five ground floor rooms at the U base remain usable. One room is found occupied by a HD7 **Black Annis** (291 GP, evil *Scimitar +1* {wound bleeding 1d10 rounds}, *Whistle summoning Infernal Hounds*, scroll {Fire, 5x 2d8 *Fireball*, 2x *Invisibility*, *Flame Trap*}).
- 25 **Nouspaskius Theater.** A D-shaped blue stone buildings with large carved columns along the entry (flat) side. The building has a 600 seat theater and a 180 seat theater, along with nine large practice rooms, a set construction shop, a hair and makeup shop, seven large storage areas, and twenty-six dressing rooms. The stage in the larger theater is permanently spelled to negate gravity. The theater is managed by Doko Wease, evil male Gnome. Adventurers arrive during a production of "*The Devil wears Produ*," in the smaller theater, with an audience of thirty **Zoybim**, twenty-four **Common Devils**, nineteen **Ordinary Devils**, ten **Pruddin**, six **Beng**, two **Gaityas**, eleven **Type 3A Devils**, fifteen **Type 3B Devils**, and twenty-two **Type 3C Devils**.
- 26 **Manor of Coratanpollis.** A three-story grey stone manor house surrounded by an apple orchard, inside a 20 FT tall wood palisade of sharpened logs. The manor has two parlors, two offices, a large dining room, seven bedrooms, a snooker room, a trophy room, and two hidden rooms; a large cellar below the kitchen holds food to make 216 wholesome rations. The manor is occupied by Coratanpollis (evil male Human, genius Composer), his wife Syndree (neutral female Human, Weaver), and their two small sons Gundor and Theoddanis. The staff includes six **Ordinary Devils**, two **Zoybim**, two **Type 3A Devils**, a **Centaur of Hell**, and two **Infernal Hounds**.
- 27 A four-room one-floor wood structure stands 96 FT above ground on four central green concrete pillars; a heavy cargo net stretches from the ground to a hatch in the bottom. Three ballista are mounted on the roof (30 bolts, 10x exploding heads, hp2d8 damage in 8 FT radius, avoid 1d20 roll GTET [32-Agility]), along with a signal flare catapult (four flares at 10 minutes each). The post is occupied by four **Type 3B Devils**, two **Pruddin**, and two **Harpies of Hell**. The guards are armed with *War Hammers +1* (*knock-out* 1d100 minutes on natural roll of 20, save 1d20 roll GTET [36-Stamina]), Slings with 200 metal shot, two *Long Bows +2* with 90 war arrows, six smoke

**Southwest Map, #27**...grenades, four stink bombs (save 1d20 roll GTET [32-Stamina]), and two flash grenades (15 minutes blindness, range 25 FT, save 1d20 roll GTET [30-Stamina]).

- 28 A rectangular area of thick green grass, 800 FT by 600 FT, is found snow-free. The area is divided into four athletic fields by chalked lines and 3 FT black metal fences. Adventurers arrive during a lacrosse match between fourteen **Type 3C Devils** and a team of six **Type 3A Devils**, six **Type 3B Devils**, and eight **Pruddin**; three **Zoybim** are referees.
- 29 Meteors continually bombard a square area 600 FT on a side. Adventurers crossing the area are each bombarded by a *3d6 meteor* every 50 FT of travel (avoid on 1d20 rolls GTET [28-Agility]; a roll of 1 indicated maximum damage and being knocked to the ground for 1d10 additional rounds).
- 30 **Wosson Snythe Armory**. Two rectangular two-store grey stone buildings are parallel to one another and 45 FT apart; each building is 160 FT long with slate roofs and balconies along the second floor on the central sides. The north building primarily contains forges and work rooms to construct helms, gauntlets, shields, and foot protection. The south building has tanning facilities, storerooms, and three guest rooms. The armory is managed by Bredunn (neutral male Dwarf, Master Tanner); the staff includes five **Centaurs of Hell**, two **Medusa**, three **Minotaur**, a **Type 2D Devil**, four **Zoybim**, and a **Type 3C Devil**. The strong room holds twenty ingots of steel, eight ingots of silver, five ingots of gold, twelve ingots of copper, an ingot of platinum, 24,295 GP in coins, and 52 white pearls (each 1d100\*1d100 GP). The warehouse holds 204 open-faced helms, 119 closed-face helms, 320 steel caps, 82 mail hoods, 144 leather hoods, 44 pair studded leather gauntlets, 69 pair steel gauntlets, 206 pair leather gloves, 35 pair mail mittens, 155 small shields, 110 medium shields, 123 large shields, 58 tower shields, and 319 pair of studded leather foot protection (any item is *enchanted* on 1d20 roll of 20, AC+1d12+1d6, an item has *additional enchanted abilities* on 1d100 rolls GTET 96).
- 31 A pentagonal 200 FT deep vertical shaft is 38 FT across. The walls coated by an impenetrable dark green glass over the underlying stone. The bottom is filled 10 FT deep with small glass shards (falling damage plus 3d4). A locked metal chest (-8 open lock) under the glass holds two pots of *Life Returning Salve*, two *Riksmys's Cordials* (full heal, disease and poison antidote), six vials of *Holy Water*, a set of *Studded Leather Armor AC+14 (Blending)*, a *Flaming Scabbard*, a wood *Breathless Shield AC+6*, and a *Water-Breathing Helm AC+6*.
- 32 Adventurers find the *gigantic carcass* of a twelve-legged thick-haired mammal lying on its side in the snow, partially covered; the carcass is 52 FT long by 9 FT thick by 12 FT tall. Its head resembles a mammoth without a full trunk having six tusks of 10 FT, sharp quills along its spine resemble those of porcupines. Its tail has a twenty pound crushing ball at the end. Adventurers can recover 10 pounds of preserved meat every three minutes. A patrol consisting of a **Beng** and a squad of **Pruddin** pass by 50 minutes after Adventurers arrive.
- 33 **Gabrial's Henge**. The henge consists of three concentric rings of stones, all 8 FT thick at the base and shaped like wind bottles. The innermost ring is 45 FT in diameter and has fourteen red stones 20 FT high; the middle ring has a 72 FT diameter and twenty-six green stones 16 FT high; the outer ring has a 100 FT diameter and thirty-two blue stones 12 FT high. A crying mask is carved on the inner-facing section of each stone, 5 FT off the ground. A 12 FT tarnished silver statue of a weeping male Angel bound in chains (aura of good) is at the henge center; a good person touching the angel while saying a prayer to any good diety is immediately healed hp1d12 (once/day) and gains the ability to *call a flaming sword* three times (+2 TH, fire damage, 15 minutes each, all must be used in 72 hours).
- 34 An open toroidal platform surrounds a 50 FT tall central stone structure. The platform is 15 FT wide with a 3 FT outer railing, located 25 FT off the ground. Access is by a metal ladder attached to the central column. The platform is occupied by five **Common Devils**, a **Zoybim**, and an evil **Leprachaun** (Shaumus O'Wyk, Shaman L6, *Winged Boots*); they each have Spears, Cutlasses, and Dirks, as well as additional equipment of two smoke bombs, ten *1d10 explosive grenades*, and twenty vials of Unholy Water. A gong on top of the column can be rung by pulling any one of three thick cords.



Southeast Region, Third Circle of Hell

### Southeast Map

1. **Panapitter Library.** A cruciform-shaped four story building, the lower two floors are constructed of dark grey stone, the upper two floors are constructed of wood painted red and purple; the roof is made of tin over wood. The library has extensive collections about painting, printing, weaving, frescoes, ceramics, and other artist media, including an entire wing of oil portraits. The Head Librarian is Frewwon Vescotti, **Type 4B Devil**; the staff includes six **Ordinary Devils**, three **Common Devils**, three **Centaurs of Hell**, three **Minotaurs**, eight **Skeletons**, ten **Zoybim**, and four evil male Elves. A patrol consisting of a **Beng** and a squad of **Pruddin** stops here every 10 hours.
2. **Temple of the Horns**, dedicated to Samael. A one-story cruciform building with peaked roof, with six tall columns surrounding doors on each of the four ends. A 15 FT dark purple altar with green lines stands in the center, surrounded by six gold Unholy Symbols (each 1400 GP) topping upright ash rods, six burning copper braziers, and four 16 FT gold statues of Samael sitting on a huge Stag holding a scepter (the eyes are 10,000 emeralds). The four surrounding halls are filled with ivory horns and antlers mounted on the walls from numerous species found across the Celestial Spheres; large horns are also mounted over each door and around the top of the sanctuary area. Evil persons who touch the antlers on each stag statue gain the ability to shapechange (HD7 **Giant Wooly Musk Deer**, 1 hour, must be used within 72 hours or lost). The priests are Lowablon, **Type 3E Devil**, and Sobadello, **Type 3C Devil**.
3. A rain of *2d8 fireballs* continually bombards a rectangular area 900 FT by 450 FT across. An Adventurer is hit by a fireball every 50 FT of travel (avoid 1d20 roll GTET [28-Agility]). The area is at 60 degrees and is snow-free. Disassociated blackened bones are visible throughout the area.



4. Adventurers meet a group of seven HD10 **Djinn** on an oval hillock 62 FT long by 28 FT by 22 FT tall, the hillock is covered in large petrified mushrooms 2 FT to 6 FT tall. The Djinn have come to the Third Circle to meet with Diabolic Officers at Fort Lahee (East Map, #20) about a proposed raid by Djinn Prince Niraphalon against Djinn Prince Walasdin; however they found taking a break and engaging in a snowball melee. The Djinn will use their ability to alter reality to form an extremely strong ice sphere surround/trapping any opponents; persons trapped inside suffocate after (Stamina\*15) minutes, save 1d20 roll GTET [32-Stamina], checked every subsequent 15 minutes.
5. **Quiru Arch.** A yellow metal arch, 125 FT tall at the center, 40 FT apart at the base; the metal is 10 FT across by 2 FT thick at the base, 4 FT wide by 1 FT thick at the top. Bright green lights are spaced every 10 FT along the length. Persons passing through the arch hear a crackling sound and feel an electric tingling on their skin but no abilities are gained and no actual enchantment.
6. **Glutton's Hall (Aminostra).** A large one-story wood building partially built into the ground. Mortals who enter are served as much food and drink as they want; persons who accept any food or drink here are thereafter affected by a compulsion to continuously eat. Mortals who have eaten enough food are permanently transformed into **Hell Boar** and released in the Wood of Suicides on the Sixth Circle of Hell. For more information, see *Inferno: Journey through Malebolge, Book One*.
7. **Castle Xaremeer.** A 150 FT castle with six towers, Keep, interior buildings, and two underground levels. The castle is reduced to 6 FT tall and is found inside a tinted glass jar 8 FT tall by 20 FT across at the base; the jar is on a blue stone base 4 FT tall by 25 FT across, surrounded by a copper railing. The pedestal and jar are found inside a one-room, 40 FT tall, wood building with three locked (-8 open lock) doors. Any person touching the railing is *transported* inside the jar (save 1d20 roll GTET [34-Will]) and appears at the castle gate as 2½ inches tall (with all equipment). The Castle and towers together have 54 rooms, including the *Haunted Hall*, *Gaap's Chapel*, the *Ghoul Barracks*, *Fiery Kitchen*, the *Tower of Defenestration*, the *Golden Maiden's Prison* in the west tower, and the *Earl's Bedroom* (Vampire's Feast). The upper underground level has nineteen rooms including the *Infernal Kennels* and *Drowning Room*. The lower underground level has twenty-two rooms including the *Golem Laboratory*, the *Scrying Room*, the *Tunnel of Shocking Pits*, and the *Lich-Commander's Vault*. A glass globe allowing exit is found in the top room of the northwest tower.
8. An octagonal area 1000 FT across is affected by a food-putrefying curse, which consumes one wholesome meal (ration) and one-quarter gallon wholesome drink for every 25 FT of travel. Medicinal herbs and plants are particularly susceptible to the curse and rot within 1d10 minutes.
9. A snow-filled circular depression is 60 FT across and 20 FT deep, a 6 FT cave opening in the northwest quadrant leads to two underground tunnels. The left-hand tunnel leads down 74 vertical FT to an empty two-room fog-filled cave. The right-hand tunnel has three switchbacks and leads down 142 vertical FT to a three-room cave whose surface is covered with phosphorescent mosses (glow for 1 hour after removal); the first room is empty; the second room has streaks of silver in the wall and a 3 FT pile of rusted mining tools is on the floor (axe, pick, maul, spikes, buckets, several varieties of hammer, etc.); a profusion of rare herbs grow in stone vats found in the third room. Adventurers searching for a specific herb find it here on 1d20 rolls GTET 14. Adventurers can harvest 2d20 pounds of herbs valued at 50 GP/pound.
10. **Garden Quallenmirk.** A circular area 1200 FT across, behind a 20 FT white stucco wall, entered through five arches equally spaced along the perimeter. The garden is snow free, at a constant 70°, and holds an extensive collection of aquatic plants from across the Celestial Spheres, growing in shallow ponds and enclosures. A plant is poisonous on 1d20 rolls GTET14 (save 1d20 roll GTET [32-Stamina]). The Head Gardener is Pleana Olkaleez, female **Cloud Giant**. The staff includes five **Ordinary Devils**, nineteen **Skeletons**, three **Zombies**, two **Type 3A Devils**, a **Pruddin**, and a female **Lycanthrope** (Boar).
11. **Altar of Maksinpark.** A 20 FT black granite altar sitting on a single 8 FT cylindrical white pedestal. The altar is in a snow-free rectangular area, 40 FT by 30 FT, paved in black stone and bordered by a 4 FT white stone wall. Ten bronze Unholy Symbols hang along the wall interior. A blazing bronze cauldron sits at each corner. The skull of a Type 3D Devil (Maksinpark, 1609 years dead) is attached to the altar top, the remainder of its resin-covered bleached skeleton is glued to the underside. The skull *speaks* in Infernal Cant when an evil person touches both of its

**Southeast Map, #11**....horns, although its answers are always wrong. An evil person who touches its left shin bone can *summon* an evil hp1d12 Bone Club (wounding) five times, each for 15 minutes.

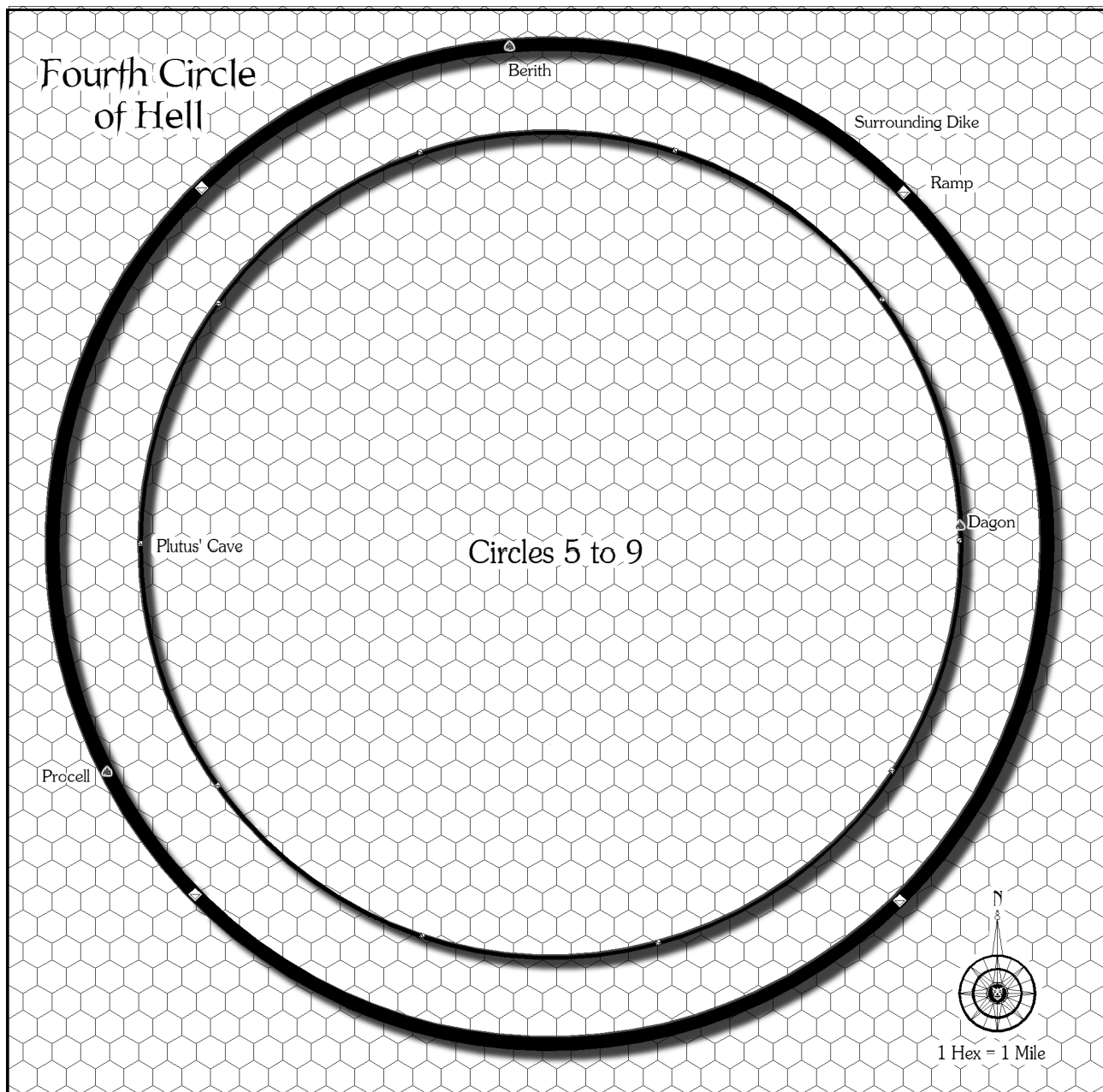
12. **Post 340.** A five-story cylindrical white stone building, 40 FT in diameter with a open roof covered by a white canopy. The tower is very difficult to see in the swirling snow (1d20 roll GTET [20-Intelligence+{number of 10 FT segments away}]). The garrison consists of a **Pruddin**, four **Type 3B Devils**, two **Minotaurs**, and a **Zoybim**. They are equipped with *War Axes* +2 (*limb cleaving* versus good, natural roll GTET 18, save 1d20 roll GTET [32-Agility]), two Blowguns with 40 *poisoned* darts (hp1, 1d100 minutes *paralysis* after 1d6 rounds, save 1d20 roll GTET [30-Stamina]), four Morning Stars, four Flails, two Long Bows with 50 arrows (1x Dwarf Slaying, save 1d20 roll GTET [30-Will]); 1x Elf Slaying, save 1d20 roll GTET [32-Will]), four smoke grenades, and four stink-bombs. The post has 835 GP in coins, thirty wholesome meals, ten gallons of good quality wine, and a 400 GP ivory icon of Lucifer (aura of evil).
13. **Rocellite Arches.** Two 60 FT arches stand parallel to each other, set 40 FT apart, each base 22 FT wide, each arch set into a rectangular green stone structure 75 FT tall by 40 FT by 8 FT thick. A variety of sitting red stone Gargoyles are placed on each arch (aura of enchantment). The area between the arches is free of snow and wisps of fog curl up from the bare ground. Mortals moving between the arches are *permanently stoned* or petrified (save 1d20 roll GTET [30-Stamina], checked every 10 FT; a person who safety transits the area is protected from stoning or petrification by any means for the subsequent 100 days).
14. Eight large stone pens house sixty-three **Hell Cattle**, fourteen **Hell Boar**, three **Wooly Mammoth**, four **Night Mares**, and two **Wooly Rhinoceros**. A 40 FT by 100 FT red stone barn on the east end stores 22 days of animal feed, along with 14 days of water, an anvil for shoeing, grooming and animal care tools, and two snow-wheeled 2-ton wagons. The pens are cared for by six **Common Devils**, two **Ordinary Devils**, four **Type 3A Devils**, a **Type 3C Devil**, a HD8 **Ogre**, and two HD9 **Giant Arctic Apes**. A patrol consisting of a **Beng** and a squad of **Pruddin** stop here every 48 hours.
15. A heavy concentration of white *laughing gas* is found throughout a cruciformed-shaped area, each segment is 400 FT by 100 FT. Adventurers exposed to the gas suffer 2d100 minutes of uncontrollable laughing {reduce effective Agility, Strength, Will each by 3 points, apply a -3 TH penalty, Warlocks-Wizards-Shaman-Priests-Crusaders are unable to perform spells or prayers}, save 1d20 roll GTET [32-Stamina] checked every 3 minutes of exposure. The gas is difficult to distinguish from fog (detect odor on 1d20 roll GTET [30-Intelligence]). The gas can be collected but loses effectiveness 8 hours after being removed from the area.
16. A square area 250 FT to a side is filled by one-hundred geyser cones arranged ten-by-ten; each geyser has a cone 12 FT to 16 FT in diameter by 10 FT to 20 FT tall. 1d8 geysers are in eruption at any time, with eruptions lasting 1d20 minutes. Adventurers crossing the area are sprayed by hp1d6/round scalding water for 1d8 rounds (avoid 1d20 roll GTET [28-Agility]), checked every third geyser. A green-yellow fog permeates the area; persons breathing the fog suffer hp1/round (save 1d20 roll GTET [30-Stamina], checked per round). The area is at 80° and is snow-free, although the ground is a mire, wet and soggy.
17. **Temple Niddellaw**, dedicated to Samael. A one-story black stone building consisting of three circular altar areas arranged in a triangle, each area topped with a tall copper dome. Each altar is 18 FT long, made of milky white stone with embedded lines of silver, located in the center of a 35 FT diameter red tile circle; each area has four 2500 GP silver Unholy Symbols, two 16 FT bronze statues of Samael, a large fire pit, and two 1000 GP tapestries of Lucifer with Samael. An arched door leads from the outside into each sanctuary area (-5 open lock, requires Strength GTET 26 to push open). The three Priests are Roggotak (**Type 5C Devil**), Emstabal (**Type 4D Devil**), and Typhaxal (**Beng**). The temple has a hidden (-10 to find) strong room holding 21,048 GP in coins, ten ingots of silver, three ingots of gold, one ingot of electrum, and four *1d12 Healing Potions*.
18. **Galabatti's Forge.** Two two-story brick buildings with slate roofs, a wood water cistern is on top of the north building. The forge is managed by Galabatti Scythe, **Centaur of Hell**, Master Weapon Smith, with a staff of two **Ordinary Devils**, two **Zoybim**, and four **Ogres**. The forge is known for its high quality long weapons (pikes, pole arms, spears, halberds). The forge currently has on hand eighty-two pike heads, ninety-six pole arm heads, thirty-eight halberd heads, one hundred ten spear heads, fifty javelin heads, sixteen lance heads, twenty-two heads for bill hooks, nine shepherd's crooks, sixteen heads for long-handled hammers, and five huge axe heads; a weapon is

**Southeast Map, #18**...enchanted (+1 to +3 on 1d100 rolls GTET 96). The forge area has thirty-four ingots of steel and thirty ingots of iron. A secret second-floor room (-10 to find, -10 open lock) contains 14,532 GP in coins, ten bronze ingots, eight tin ingots, six copper ingots, three ingots of silver, a gold ingot, a platinum ingot, and a one-gallon flask of mercury. Galabatti fights with a huge two-bladed *War Axe* +2 (+4 TD, good bane, save 1d20 roll GTET [28-Will]).

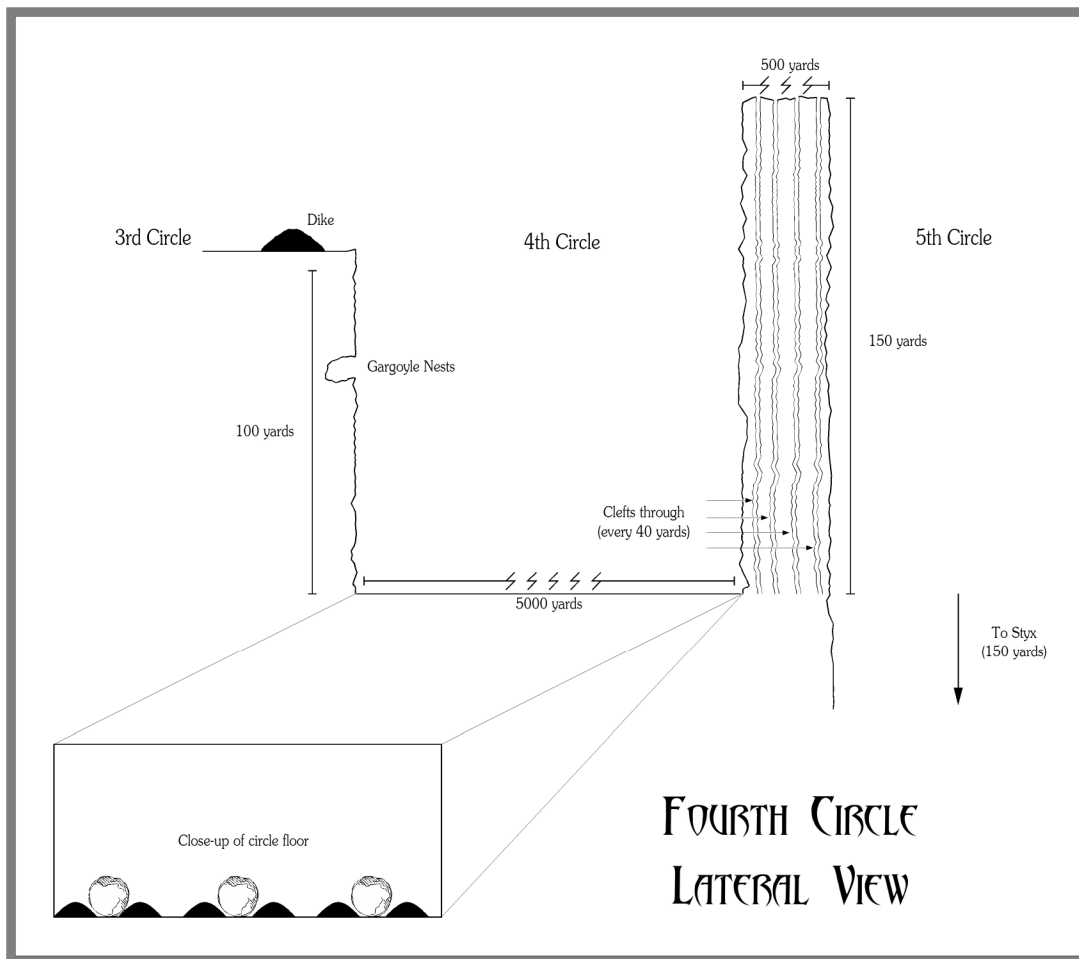
19. **Forborsavo Mine.** A hard rock silver mine with four horizontal levels located from 85 FT to 220 FT underground, accessed by three vertical 250 FT shafts. The uppermost level has nine rooms and 2000 FT of tunnel, the second level has five rooms and 1540 FT of tunnel, the third level has eight rooms and 1210 FT of tunnel, and the lowest level has ten rooms and 2630 FT of tunnel. There are six stone buildings above ground and two wood buildings, with four hoists. The mine manager is Ilgravarrow, **Type 6C Devil**; the staff consists of sixteen **Type 3A Devils**, five **Common Devils**, six **Common Trolls**, an **Ettin**, and fourteen **Bugbear** slaves; the office consists of two female **Centaur of Hell**, seven **Zoybim**, a **Medusa**, and five **Harpies of Hell**. The vault (-12 open lock) holds forty-two ingots of silver, ten ingots of gold, two platinum ingots, two electrum ingots, fourteen steel ingots, and 18,023 GP in coins.
20. **Fortress Jombafacean**, headquarters of Infernal Legion XXXVI (Diabolic General Pavius). The fortress consists of a ten-story central Keep with three five-story circular towers inside a 40 FT double curtain wall, along with ten one-story wood buildings. A 50 FT moat of bubbling hot mud surrounds the fortress. The fortress commander is Yeenagola, **Gaiytas**; the garrison consists of twelve **Beng**, six **Type 3E Devils**, nine **Type 3D Devils**, four squads of **Type 3A Devils**, two squads of **Type 3B Devils**, forty **Common Devil** spearmen, and fifteen **Infernal Hounds**. The staff consists of nineteen **Zoybim**, fourteen **Ordinary Devils**, six **Type 2C Devils**, ten **Zombies**, a female Human **Vampire**, and three female **Lycanthropes** (Rat). The fortress is rumored to have a chapel to Lucifer that contains a piece of one of His tails (aura of evil, evil Artifact).
21. [1] A 25 FT long by 8 FT pyre burns at the center of a snow-free circle 60 FT in diameter with flames occasionally reaching 35 FT high {visible one-third mile}; a giant's cadaver is visible on the flaming bier. [2] A hexagonal area 90 FT across is paved in alternating black and red tiles, surrounded by a 4 FT wooden fence. A 16 FT statue of a burly Minotaur seated on a high-backed seat is surrounded by a 15 FT diameter circle of 3 FT flames. A copper plaque in Infernal Cant fastened to an oak post translates as, "*Jolwaglion, Great Centurion of Axes, among the fallen of Hemelbeth, dated 522 years ago.*" The statue has two 8500 GP amber eyes and two 5 FT horns each 11,250 GP. The pyre and monument stand three-quarters mile apart.
22. Adventurers find a group of nine circular five-room cottages with high, conical, wood roofs, arranged in a circle. Each dwelling is 60 FT across. The cottages are collectively occupied by twelve **Common Devils**, five **Ordinary Devils**, three **Zoybim**, and a **Type 3B Devil**.
23. A 30 FT tall wood palisade 35 FT in diameter, topping a 15 vertical FT stone butte, with a 45 FT gate on the southeast side. The post is reached by a ramp from the south to the southeast. The post is occupied by six **Common Devils**, a **Beng**, and a **Zoybim**. They are equipped with *poisoned* Scimitars (1d100 minutes *weakness*, save 1d20 roll GTET [30-Stamina], Dirks (*Gnome bane*, save 1d20 roll GTET [32-Will]), four Long Bows with 80 War Arrows (3x *Knock-out*, 1d100 minutes *unconsciousness*, save 1d20 roll GTET [28-Stamina]), three Crossbows with 50 Bolts, eight 2d8 explosive grenades (12 FT diameter, avoid 1d20 roll GTET [30-Agility]), four smoke grenades, two flash bombs (1d100 minutes *blindness*, 15 FT radius, save 1d20 roll GTET [30-Stamina]), and six Javelins. The post has forty-three meals of rations, twenty gallons of wholesome water, two gallons of beer, and a barrel of turnips.
24. **Tael'Hettrace Shrine**, dedicated to Lucifer. A 32 FT blue stone is 12 FT thick, the portion between 6 FT and 19 FT is largely hollowed out and four 11 FT pewter statues of Lucifer face outward at the cardinal compass points. Each statue has 5000 GP emeralds (*detectable/beacon* to Devils at 1 mile) as eyes and twenty-four pieces of 500 GP black ivory (*cursed*: apply a -1 TH penalty for each piece carried, save 1d20 roll GTET [30-Will] checked per round) as teeth. A 150 pound 4 FT tall gold pyramid is in the center, between the statues. A small bronze plaque in Infernal Cant attached 2 FT off the ground (-4 to find) translates as, "*Carved in {date 3582 years ago} by Hettrace, Deacon in the service of His Lordship Lucifer.*" A patrol consisting of a **Beng** and a squad of **Pruddin** are found here on 1d20 rolls of 1.

25. **Loppradanion Camp.** Consists of ten one-story wood buildings, two one-story stone buildings, and three wood barns, all enclosed inside a 25 FT log palisade topped by razor wire. A 28 FT wide moat of burning oil surrounds the palisade. The camp commander is Valdadieska, **Type 3E Devil**. The garrison consists of three squads of **Type 3A Devils**, a squad of **Type 3B Devils**, four **Common Trolls**, a **Fe'ur Troll**, and three trained **Cockatrice**. The staff includes ten **Common Devils**, twelve **Zoybim**, seven **Skeletons**, four **Zombies**, and eight **Harpies of Hell**. The camp is rumored to possess some of the bones of Diabolic Prince Xertrosh (deceased 1428 years ago)
26. **Cammerband's Tomb.** A snow-filled stone stair descends to 24 FT below ground level to a thick iron-bound wooden door with iron padlock (-10 open lock, rusted). The door leads to a central room with locked doors to rooms to the west, north, northeast, and southeast. The antechamber has a 10 FT red metal statue of a human Warrior and two couches. The west room is lit by ten burning torches around an ordinary skeleton lying on a dusty divan (dust causes a disfiguring skin disease, save 1d20 roll GTET [28-Stamina]). The north room has ten 15,000 GP rubies under a pile of 55,000 loose CP. The northeast room has a stuffed Caleygreyhound and ten oil paintings of male and female Dwarves in chain mail (family members, each 1d100\*1d20\*1d8 GP). The southeast room is painted with mural of Dwarves working in a mine, an ironwood casket sealed with lead contains the remains of the Dwarf, Cammerband (HD6 **Uber Skeleton**, silver-bladed Scimitar, 2x *Unholy Water*, silver *Prayer Storing Ring* {4x *Blindness*, 3x *Hold in Place*, 3x *God's Fire*).
27. **Tower of Ponpherria.** A 110 FT diameter fourteen-story circular tower constructed of red stone, with an entry through a bronze portcullis on the ground floor, and narrow exterior stairs leading to a large wood door on the fourth floor. The tower is occupied by Horrlech Ropansky (male Human, evil Philosopher), Endria Phander (female Gnome, evil Composer), Drandec White Blade (male Dwarf, neutral Engineer and Inventor), and Milrathes (male Elf, evil Writer and Naturalist). The staff consists of six **Common Devils**, nine **Zoybim** scribes, a **Minotaur** cook, two **Zombies**, and two female **Lycanthropes** (Wolf). A patrol consisting of a **Beng** and a squad of **Pruddin** stops here every 18 hours.
28. **Raffricko Garden.** An L-shaped walled compound, the longer side 950 FT long by 200 FT wide, the shorter side 600 FT wide by 175 FT, entered through 16 FT iron arches at the east end, south end, and at the corner. The garden has an extensive collection of fungi, mosses, lichens, and small conifer bushes from across the Celestial Spheres. A plant is *poisonous* on 1d20 rolls GTET 14 (8 for Dwarves and Gnomes), save 1d20 roll GTET [34-Stamina]. The Head Gardener is Bletwheill Ning, **Medusa**; the staff consists of seven **Common Devils**, three **Ordinary Devils**, a **Type 3A Devil**, and a **Zoybim**. The garden keeps four HD2 **Giant Moles**.
29. A square four-story brownstone building, 90 FT on a side, entered from the south by 8 vertical FT stairs. The building houses a Record's Office managed by Orstock, HD8 male **Medusa**. The staff includes twenty-three **Zoybim**, eleven **Centaurs of Hell**, six **Ordinary Devils**, and four **Harpies of Hell**. Offices occupy the first and second floors, while record storage occupies the third and fourth floors. A patrol consisting of four **Pruddin** and six **Common Devils** stops here every 12 hours.
30. A 110 FT hillock is 44 FT wide and 27 FT high, with numerous boulders around the base (the hill is of moderate climbing difficulty). An 8 FT cave mouth is found in a 20 FT wide by 10 FT deep depression on the top (not visible from the base), leading to a 120 FT oval cave located 38 FT underground. The cave has numerous glowing pink stalactmites and stalactites. A 15 FT diameter circle {Magic Circle} inscribed by a glowing purple line is found in a smooth and level circular area 30 FT wide: Priests and Crusaders have an effective SPM+3 while standing in the circle and all healing applies a +2 hp bonus. All good persons who enter the circle are healed hp1 (once/day).
31. **Lannanerth Quarry.** A T-shaped granite quarry, the top piece is 450 FT long by 100 FT wide by 80 FT deep, the long piece is 850 FT long by 140 FT wide by 105 FT deep. The quarry has four one-story wood buildings, a three-story stone building, a tool forge, two 20 FT wood water towers, and three wood hoists. The quarry is managed by Ceccob Gurrep, **Mountain Giant**, with a staff of nineteen **Common Devils**, ten **Ordinary Devils**, ten **Zoybim**, seven **Ogres**, three **Common Trolls**, a **Snow Troll**, and eight **Type 3B Devils**. The quarry has 12,593 GP of coin on hand, 18 ingots of steel, 5 ingots of iron, three ingots of bronze, seven ingots of silver, two ingots of gold, a quarter-ingot of platinum, and twenty-two pieces of carved ivory (each 1d100\*1d12\*1d8 GP).

32. A 10 FT vertical slab of yellow stone sits on top of a six-tier square base, the botton tier is 22 FT on a side and 3 FT tall, the tier width decrease by 2 FT/tier. A Type 3D Devil's bust is mounted on the slab in front of a hexagonal gold backdrop. A gold plaque in Infernal Cant is mounted on the reverse side, the plaque translates as, "*Pamiptallion, last Devil standing in the Battle of Dudeggonin.*"
33. **Elorn Lothmi Mound.** An animal-shaped mound, 280 FT long by 185 FT, shaped like a sitting horned Owl, the mounds are 18 FT high and 30 FT across at the base. The eyes are large black shells sitting on circles of white chalk, the beak and talons are made of orange sandstone. A hidden (-10 to find) earthen chamber in the north side holds eight stuffed Owls (auras of evil and enchantment) sitting in a 10 FT wood tree, a 20,200 GP ruby is inside each owl. A squad of **Pruddin** led by a **Beng** is summoned when a good person walks across the mound, arriving after 2d20 minutes.



Fourth Circle of Hell Overview Map (not to scale)



Lateral View, Fourth Circle of Hell

## CIRCLE FOUR

Diabolic Prince	Gaap (Pale Blue Field with Black Dragon profile)
Diabolic Earls	Berith, Dagon, Procell
Diabolic Generals	Izophum, Morfessus, Ophshot, Pavius, Tilchattio, Toorcay
Devils	Common, Ordinary, Gaityas, Beng, Pruddin, Zoybim, Types 4A through 4E
Other Notable Creatures	Estraius (Shade, gives location to Trumpet of the Lord)
Sinners and Punishments	<b>Prodigal</b> and <b>Avaricious</b> (pushing Giant Lead Balls)
Environment	Arid
Physical Challenges	Outer Cliff, Inner Cliffs (up and down)
Size	Torus, Outer Circumference 430 miles, Inner Circumference 410 miles, Outer Radius 71 miles, Inner Radius 68 miles, Width 3 miles

### Description

The outer border is an earthen dike, 50 FT across at its base, 20 FT tall at the top, with a flat 8-FT stone walkway along the top. The inner 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.



Fifty FT inward from the dike is a 300 FT drop to a two-and-three-quarters miles wide flat black sand plain dotted with standing pools of grey water. Another rocky 450 FT high cliff forms the inner circumference of the Circle; the cliff is 500 yards wide at the top.

Four stone ramps at the northwest, northeast, southeast, and southwest compass points connect the outer dike and the floor of the black plain. Each ramp is smooth black stone, 30 FT wide and 650 FT long. Each one is guarded by a Gaityas officer, a Beng, and a squad of nine Pruddin. The plain is crossed by many furrows, each 7 FT wide. A huge one ton lead ball sits in each furrow, some have many such balls. The souls are tasked to push the ball one complete circuit around the Circle.

Black stone Obelisks are spaced every ten miles around the top of the outer dike, each 8 FT tall. Each Obelisk is engraved with arrows pointing north (clockwise) and south (counterclockwise), labeled with the nearest Diabolic Princes and Earls (Berith, Dagon, Plutii, Procell, Dagon).

The Fourth Circle is covered with thick black-grey clouds, the average temperature is 90 degrees. While Adventurers are climbing down the outer cliff a thunderstorm develops with sheets of heavy rain accompanied by lightning (each avoids lightning on 1d20 rolls GTET [30-Agility], checked three times on the climb, each bolt is 2d12). On 1d20 rolls GTET 18 a hailstorm occurs (3d6 damage).

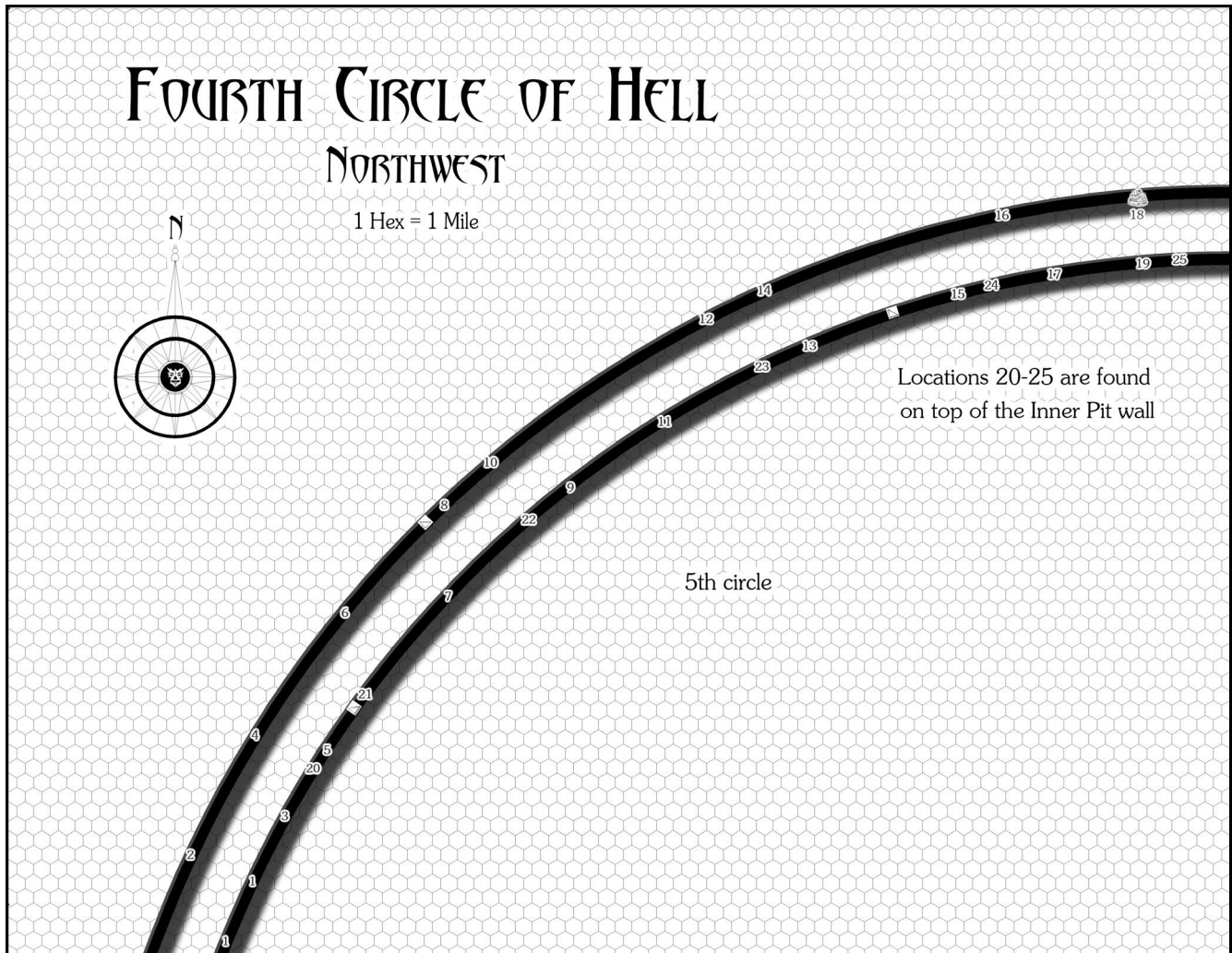
#### Circle Four Locations

The palace of Berith (Earl of Hell) is located due north of Lucifer, about 105 miles to the north (or clockwise direction) of the westernmost point in the circle; the palace of Dagon (Earl of Hell) is located due east of Lucifer on the opposite side of Inferno, about 210 miles to either the north or south; the palace of Procell (Earl of Hell) is located about 50 miles to the south (or counter-clockwise direction). Plutus (Earl of Hell) does not maintain a palace; Plutus' False and True Treasure Troves are found in caves accessed from the tunnel through the inner wall which is aligned with the west radius line. The Temple of Greed is built into the outer wall along the south radius line.

Areas of interest inside the Fourth Circle pit are located at floor level, in caves in either the inner wall or the outer wall. They are not found in the central plain. The caves may be up to 150 FT long by 25 FT high by 50 FT deep. Even-numbered areas of interest are found in the outer wall (beneath the Third Circle), odd-number areas are found in the inner wall (above the Fifth Circle). There are also areas of interest on top of the inner cliff, above the pit, should any Adventurers manage to scale that area.

#### Northwest Map – Pit (see map on page 37)

1. **Ergmu Vault.** An X-shaped three story brown stone building is found in an inner rim cave, 120 FT by 90 FT by 65 FT. The treasurer is Bazriel (**Type 6C Devil**), the garrison commander is Cheslavo (**Type 4D Devil**), and the garrison consists of eight **Pruddin**, six **Type 4C Devils**, and four **Type 4A Devils**. The ground floor has twelve rooms, the middle floor has seven rooms, and the upper floor has eight rooms. The vault is on the upper floor, holding 39,218 CP, 30,184 SP, 18,088 GP, two hundred assorted gems (each 1d100\*350 GP), twenty rare books (each 1d20\*1000 GP), and sixty-two pieces of art (each 2d20\*500 GP). The staff consists of twenty **Zoybim**, eight **Centaurs of Hell**, three **Medusae**, and three **Minotaur** [Inner Rim].
2. An outer rim cave, 30 FT long at the entrance to 120 FT long at the back, by 220 FT deep, by 23 FT tall contains forty gravestones and graves, the stones engraved in Infernal Cant. All of the graves belong to Type 4x Devils. The following grave goods can be scavenged: 218 SP, 108 GP, 2x *1d12 Healing Potion*, *Invisibility Potion* {labeled as poison}, silver-bladed Dirk, *Long Sword +1*, 850 GP gold pin, 320 GP plain silver ring, steel *Gauntlets AC+8*, and a Lightning Bolt Wand (2d8, range 50 FT, 41, avoid 1d20 GTET [33-Agility]) [Outer Rim].
3. An inner rim cave, 68 FT wide by 178 FT deep by 21 FT high holds eight lava pools, each 16 FT in diameter; the area temperature is 114 degrees. A strong sulfurous aroma causes coughing fits every 5 minutes (save 1d20 GTET [30-Stamina], reduced Agility -2 and Stamina -2 while exposed). The area is home to a colony of twenty-two HD8 **Spectral Bats** [Inner Rim].



Northwest Region, Fourth Circle of Hell

4. [1] A ruined two-story hexagonal building is found in an outer rim cave, 210 FT wide by 142 FT deep by 40 FT high; a 70 FT courtyard is in the center. The ground floor has thirteen usable rooms and the upper floor has eight usable rooms, the remainder are partially or fully collapsed. One ground floor room is a mostly-burned library; one upper floor room has a grand piano in excellent shape, along with 1d10 other well-made musical instruments. [2] A 25 FT diameter oval shaft is found in an outer rim cave room, 40 FT wide by 38 FT deep by 46 FT deep. The shaft is 112 FT deep with 20 FT of water at the bottom. The shaft is occupied by three HD4 **Black Puddings** [Outer Rim].
5. **Diamond Henge.** Three consecutive circles of 15 FT upright white quartz stones are found in an inner rim cave 110 FT long by 72 FT deep by 28 FT tall. The innermost ring has a 60 FT perimeter, the middle ring has a 150 FT perimeter, and the outermost ring has a 275 FT perimeter, all centered on a small gold statue of a wolf. Small (250 GP diamonds are embedded in each upright, 1d20 can be recovered from each stone. Persons touching the wolf are protected from the disease rabies for Stamina number of days, and gain the ability to speak with canines for Intelligence number of days [Inner Rim].
6. **Fydorian Shrine,** dedicated to Gaap. The shrine is found in an outer rim cave, 48 FT wide by 56 FT deep by 25 FT high; the shrine is an upright silver block, 32 FT on a side by 20 FT. Six 5 FT niches are cut into each face, holding 4 FT statues of Gaap made of white marble, black marble, bronze, painted wood, copper and silver; the eyes are 600 GP pieces of pink amber. An Unholy Symbol filled with silver flux is engraved onto each face. A mortal who touches a white marble, bronze, painted wood, and silver statue (in order) gains 12 hours of invisibility to Type 4x Devils (sight, smell, hearing, life detection) [Outer Rim].

7. **Camp Gordaposh.** An inner rim cave, 280 FT long by 180 FT deep by 48 FT high is separated from the pit area by a 22 FT brick wall with two portcullis gates. The camp consists of four three-story green stone buildings, two two-story brown stone buildings, and four one-story wood buildings. The garrison commander is Traruchan (**Gaiyyas**) and the garrison consists of five **Beng**, three squads of **Pruddin**, and two squads of **Common Devil** spearmen. The staff includes ten **Ordinary Devils**, nine **Zombies**, eleven **Skeletons**, and two **Medusae** [Inner Rim].
8. **Waurthong Forge.** A T-shaped two-story stone building found in an outer rim cave, 110 FT by 192 FT deep by 47 FT tall. A casting line is in the lower floor, and four anvils are on the upper floor. The forge master is Laigrote (**Minotaur of Hell**), with a staff of five **Common Devils**, three **Ogres**, a **Type 4B Devil**, and three Dwarf slaves. The forge is known for its hooks, grapples, and metal points [Outer Rim].
9. **Mausoleum of Ormomyan.** Two T-shaped levels are built into the inner rim wall, entered through a iron door with two padlocks (-5 open lock, -9 open lock); Wizards and Shaman must succeed on a 1d20 roll GTET [32-Will] to enter {fear}. The lower level is built with green marble and has two rows of six 10 FT cat-headed humanoid statues. The upper level is reached through a secret door (-10 to find, -5 open lock) and is built with white marble. The walls are painted with murals from the life of Ormomyan, **Fire Giant**, Fire Wizard L18. His sealed red teak casket is the only furnishing; a fake skeleton is in the casket, along with a giant-sized *Flail* -3 and *Spear* -2. His actual remains are found in a depression in the floor under the casket, along with a *Wand of Fireballs* (hp2d8, 50 FT, 57), giant-sized gold *Ring of Teleportation* (500 miles, 14), and giant-sized *Cloak of Disguise* [Inner Rim].
10. A thin fissure in the outer rim (6 FT tall by 3 FT wide, -12 to find) leads to a 50 FT tunnel that ends at a stone door (Strength GTET 25 to open, -8 open lock); an eight-sided tomb lies behind the door. Adventurers find Loumarch (male Elf, neutral Warlock L14, AC62, Rapier +4 {paralyzing, save 1d20 GTET [33-Stamina]}) looting ten fine wood caskets. Together the caskets hold 65 CP, 38 SP, 11 GP, ten rubies (each 1d100\*1d8\*100), a silver-bladed *Dirk* +1, a *1d12 Healing Potion*, 8x arrows, a 120 GP gold amulet of Lucifer, and a 77 GP silver ring [Outer Rim].
11. An inner rim cave, 58 FT wide at the front to 92 FT wide at the rear, 68 FT deep by 47 FT tall, holds the remains of a one-story stone building and three-story stone tower; the building has five usable rooms, the ground floor of the tower is usable, and there are two small underground rooms. The middle and top floors collapse when entered on 1d20 rolls GTET 14. The tower is occupied by Ambrosdan (male, **Centaur**, Warrior L3, Seer) and his bodyguard Raghnaillor (male Centaur, Warrior L12, mute) [Inner Rim].
12. **Tyrannio Museum.** A V-shaped two story building with an underground level found in an outer rim cave, 140 FT long by 110 FT deep by 54 FT tall. The museum displays avians from across the Celestial Spheres, and has an extensive collection of beaks. The museum director is Yriex (male Human, **Lich**, Air-Fire Wizard L17); the staff consists of ten **Common Devils**, four **Zoybim**, two **Harpies of Hell**, six **Medusae**, and five Type 4A **Devils** [Outer Rim].
13. **Jorklo Quarry.** An inner rim cave, 183 FT long by 204 FT deep by 58 FT high, holds an oval-shaped mining area 100 FT by 65 FT by 44 FT deep where green granite is cut. The quarry consists of two two-story wood buildings, a one-story stone building, two metal water tanks, two hoists, and a tool shed. The quarry manager is Delyahu (male Dwarf, Master Miner), the staff consists of sixteen **Ordinary Devils**, eight **Zoybim**, eight **Minotaur**, four **Ogres**, and twenty **Bugbear** slaves. A compartment hidden (-8 to find) in a tank base holds ten ingots of brass, twelve ingots of copper, four ingots of silver, and a gold ingot [Inner Rim].
14. A 12 FT wide orange stone stair is found in an outer rim cave, 22 FT long by 18 FT deep by 17 FT high; the stair leads upward at a 30-degree angle and is 250 FT long before it simply ends. The steps are coated with a thin layer of lamp oil (persons fall unless succeeding on 1d20 rolls GTET [30-Agility], checked every 50 FT) [Outer Rim].
15. **Corzakko Garden.** An oval cave in the inner rim, 300 FT deep by 180 FT across by 32 FT tall, entered through a double arch. The garden has an extensive collection of thorny plants, vines, shrubs, and trees, some to 22 FT tall; some of the thorns are poisonous to Humans, Dwarves, and Elves. The head groundskeeper is Wazim (evil male Dwarf, Warlock L10); the staff consists of five **Ordinary Devils**, three **Common Devils**, two **Ogres**, and two **Common Trolls** [Inner Rim].

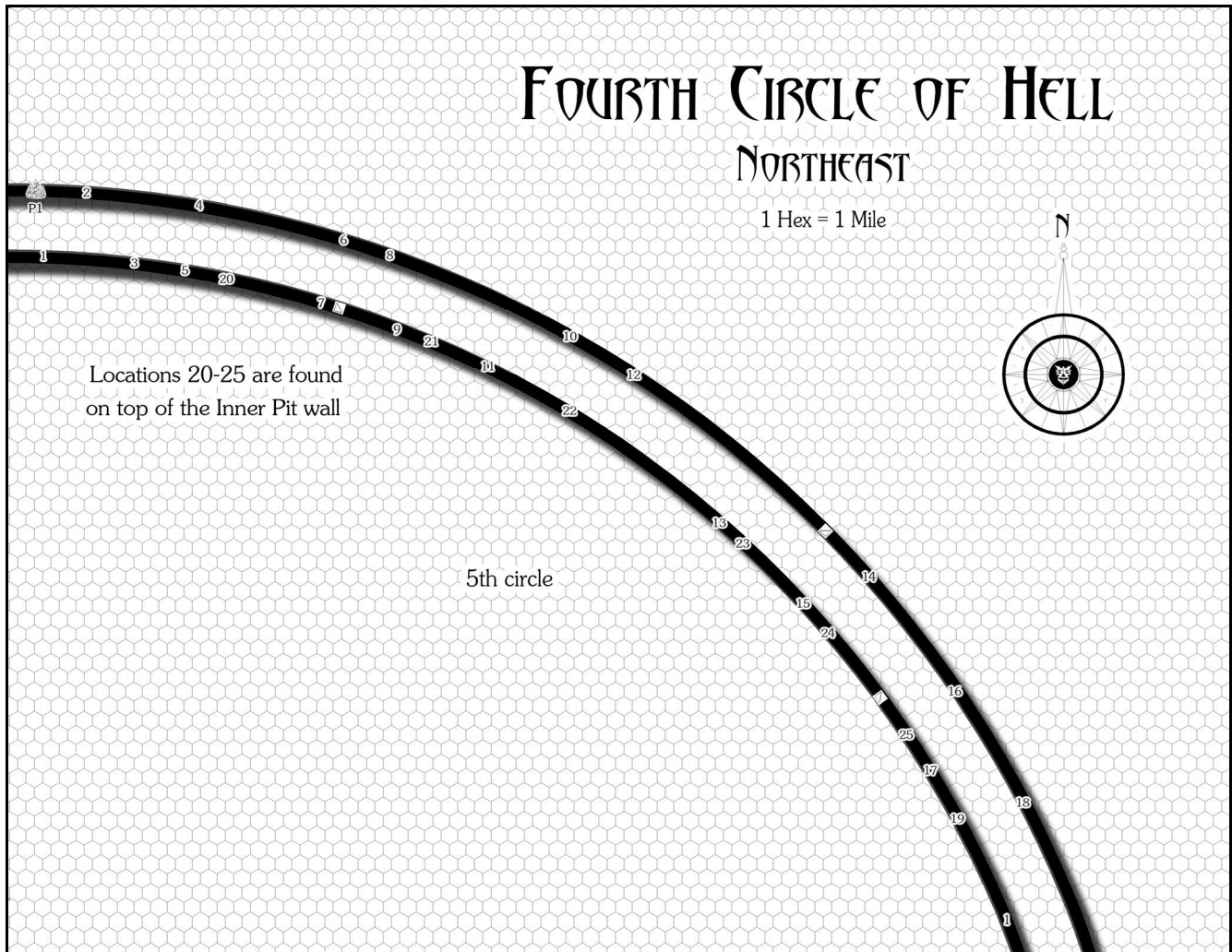
16. An 18 FT wide tunnel in the outer rim is 200 FT long, leading to a grass-filled oval room, 600 FT long by 420 FT wide by 28 FT long. A herd of fifty-six HD7 **Hell Cattle** graze here, watched over by nine **Common Devils** and two **Type 4C Devils** [Outer Rim].
17. A 20 FT wide tunnel in the inner rim wall makes two twists before arriving at an H-shaped cave room, the long sides are 62 FT by 22 FT wide by 30 FT tall, the connecting tunnel is 32 FT long by 18 FT wide by 14 FT tall. Layers of ice appear halfway down the tunnel from the surface, and the cave is covered in at least 8 inches of ice (at 20 degrees). The cave is occupied by sixty-four HD3 **Ice Ant** warriors, twenty-two HD2 **Ice Ant** workers, and the HD7 **Ice Ant Queen**. Another 1d12 **Ant Warriors** arrive every 15 rounds. The nest has twenty diamonds (each 1d20\*1d6\*500 GP) [Inner Rim].
18. **Palace of Berith, Diabolic Earl**. A five-level complex built into the outer rim wall, entered from a single 40 FT tunnel with a portcullis. The uppermost level has fourteen rooms, the fourth level has eleven rooms, the third level has fifteen rooms, the second level has ten rooms, and the lowest level has seventeen rooms. The Major Domo is Amminanus (**Fire Giant**). The staff consists of twelve **Ordinary Devils**, eight **Common Devils**, fourteen **Zombies**, six **Centaurs of Hell**, three **Harpies of Hell**, and five **Feu'er Trolls**. Berith collects expensive music boxes. The palace has a large stock of extremely rare fruit brandys from throughout the Celestial Spheres [Outer Rim].
19. **Lavabar Tombs**. A three-elevation catacomb built into the inner rim wall, entered through a vertical-sliding stone door (-4 to find, -9 open lock). The catacomb tunnels are 10 FT high by 8 FT wide with a rounded vault; the top elevation has 150 FT of twisting tunnel, the middle elevation has 104 FT of tunnel, and the bottom elevation has 220 FT of tunnel. A 7 FT body niche is located every 25 FT along the tunnels. A HD10 Wraith is encountered on 1d20 rolls GTET 12 checked every 100 FT of movement [Inner Rim].

#### Northwest Map – Inner Rim (Top)

20. A T-shaped two-story white marble building built with exterior columns and carvings of Type 4X Devils, with two entrances each guarded by two Pruddin. The building has the offices of Plethan (**Type 5C Devil**, *Diabolic Magistrate*); the ground level has ten rooms and the upper floor has six rooms. The staff consists of Perfennius (**Centaur of Hell**, Chief Clerk), Alboras (**Type 4C Devil**, Librarian), ten **Zoybim**, and a **Sphinx**. A patrol consisting of a **Beng** and a squad of **Pruddin** stops here every 20 hours.
21. Three circular one-story huts have thatch roofs and brick fireplaces and chimneys. Stryka (evil male Half-Elf, Shaman L14) and his servant Chisaek (male Gnome) are found in one hut, tending a dung-fueled fire. He is seeking the *Festrieth Mace* {evil artifact}, which he thinks is in the Garaloiss Crypt (inner rim, Southeast Map).
22. **Sabanmensch Mine**. An open pit copper mine, the pit is an oval 420 FT long by 210 FT wide, 93 FT deep. Five one-story wood buildings are along the rim, along with a two-story stone building, three large hoists, and a 20 FT metal water tank. The mine manager is Iphixmal (**Type 4D Devil**); the staff consists of seventeen **Common Devils**, eleven **Zoybim**, eight **Type 4C Devils**, nine **Common Trolls**, and six **Ogres**. A vault is under the stone building holding forty ingots of bronze, thirty-one of copper, ten of iron, four of steel, seven of silver, and nine ingots of gold.
23. **Post 484**. A square three-story grey stone tower with an iron door in the bottom (-6 open lock). The tower is occupied by four **Type 4B Devils** and a **Type 4C Devil**, equipped with poisoned Scimitars (*blindness* 1d100 minutes, save 1d20 GTET [32-Stamina]), three Long Bows with 100 arrows (5x *Arrow of Slaying* +1, save 1d20 GTET [31-Stamina], limit 10/arrow), two smoke grenades, four flash grenades (2d20 rounds *blindness*, save 1d20 GTET [30-Stamina]), and two Spears. They also have two barrels of good quality beer, a wheel of cheese, two bottles of excellent white wine, and two dozen loaves of hard bread.
24. **Jixalka Armory**. A four-story Y-shaped brown stone building with a roof turret at the end of each segment; a 20 FT dark brown stone wall topped with razor wire surrounds the building. The entry gate is guarded by three Type 4C Devils. The post commander is Vederast (**Type 4E Devil**), and the garrison consists of six **Type 4D Devils**, four squads of **Common Devil** archers, twelve **Infernal Hounds**, nine **Zoybim**, and five **Ogre** clubbers. The armory also has a smithy and armorer. It stores eight hundred helms, five hundred breast plates, five hundred sets of chain mail armor, a thousand pairs of gauntlets, three hundred shields, and fifteen hundred pairs of combat boots, along with a

**Northwest Map, #24**...selection of maces, staves, clubs, cudgels, flails, slings and shot, and axes. A secrete room also has forty ingots of silver and eighteen ingots of gold.

25. An octagonal area 150 FT across is paved in alternating green and white stones, in the center is a doughnut-shaped pool of mercury, 8 FT deep, with in inner diameter of 12 FT and a 10 FT width. The pool is surrounded by a 2 FT green stone border. An 18 FT green stone statue of a Type 4D Devil stands in the center with eyes of bloodstone. Persons who touch the left eye are invisible to Type 4x Devils for 24 hours (still detected by sound or scent); persons who steal either eye gem have an hourly encounter check while in Hell, with +2 for an encounter to occur. Two **Beng** are present on 1d20 rolls GTET 14..



Northeast Region, Fourth Circle of Hell

#### Northeast Map – Pit

1. A stone staircase is behind a metal door set into the pit wall, a large round window is 15 FT above the door. The stairs lead to a 35 FT diameter circular chamber with dark green walls and a white tile floor. The room contains two racks, a large chair with arm and leg restraints, a whipping post, chains hanging from the ceiling with manacles and a deep vat with dunking device. A table has a variety of knives, needles, pins, blindfolds, gags, and crushing devices. Two **Common Devils** guard Maurinbold, a male Elf (Rascal L12) strapped in one of the racks [Inner Rim].

2. The ruins of a two story white stone shrine are found in a cave 80 FT wide by 110 FT deep by 22 FT high. Evanardus (evil male Human), a brother of the Order of Yangibol (dedicated to Lucifer) is searching the ruin for an platinum Unholy Symbol that belonged to Usbo, the shrine's last priest [Outer Rim].
3. A cave 34 FT wide by 240 FT deep by 30 FT tall holds 75 graves and black headstones, arranged in fifteen rows of five. If the graves are dug into, Adventurers find, 310 SP, 82 GP, eight diamonds, two rubies, two *1d12 Healing Potions*, and a silver enchanted *Ring*. A 15 FT deep zone of buried explosive mines is at the entrance, 2d8 per mine at 4 FT radius, 1d6 mines avoided on 1d20 GTET [34-Intelligence] if not detected, avoid on 1d20 GTET [28-Agility] if detected. 1d8 **Type 4A Devils** appear 1d20 minutes after the first explosion [Inner Rim].
4. A cave 35 FT wide by 76 FT deep by 15 FT tall holds nuggets of ore; each Adventurer can find 1d20+4 nuggets, each 1d20\*quarter pound. A quarter pound of ore can be smelted to release 4 GP worth of pure gold [Outer Rim].
5. **Haughmot Shrine**, dedicated to Gaap. The shrine is a two story blue stone building found in a cave 67 FT wide by 180 FT deep by 58 FT tall. The altar and statues of Gaap and Lucifer are on the upper floor. Five rooms are on the ground floor. The shrine is tended by Relitat (Gaityas) and Alzaz (Type 4C Devil). The cave is filled with intense putrid gasses causing 2d12 minutes retching, save 1d20 GTET [32-Stamina] [Inner Rim].
6. A cave 18 FT wide by 22 FT deep by 18 FT tall at the entrance. At the cave rear are 48 brass steps down into the rock, which ends at a vertical rock face decorated with petroglyphs drawn in silver. The glyphs have no meaning or significance and there is not hidden door, the steps simply end [Outer Rim].
7. A rectangular metal platform, 15 FT by 20 FT is built above six metal animal pens, each 30 FT square, arranged in two rows of three. These are located in a cave 110 FT wide by 180 FT deep by 35 FT tall. Together the pens hold fourteen HD5 **Hell Cattle**. The cattle are tended by nine **Common Devils**, one stands lookout. Three Long Bows are on the platform, with four quivers of 20 arrows [Inner Rim].
8. A cave 14 FT wide by 37 FT deep by 10 FT tall is the lair of eight HD6 **Incorporeal Spiders**. A partially-consumed Dwarf's body is found in the cave, along with a 30 pound capacity backpack holding a 3800 GP ruby, silver-bladed *Dirk +1*, three vials of *Holy Water*, a 30 FT piece of rope, four wood stakes, and two rations [Outer Rim].
9. **Tolpine Hostel**. A green arch in the wall leads to a 50 FT wide room by 25 FT tall. Doors to five two-person rooms are in the south wall, wood stairs lead to an elevated walkway on the north wall; four four-person rooms are in the north wall. Mortals having a Fourth Circle pass may stay up to five nights for free; any other mortals are limited to one night at 10 GP each. The Hosteler is Grimmil, a one-legged **Orc**, with four **Ordinary Devil** servants; he can summon 1d20 **Type 4A Devils** if necessary [Inner Rim].
10. **Post 412**. Two 15 FT by 20 FT metal boxes (rooms) are attached to the outer wall, one 25 FT off the pit for, the other 15 FT higher; a metal ladder fastened to the cliff gives access to the lower room, a second ladder through the roof leads up to the second room. The lower room is occupied by five **Common Devils**, equipped with four Long Bows, 120 arrows (two *Human Slaying*, two *Dwarf Slaying*, save 1d20 GTET [32-Stamina]), five smoke bombs, two flash grenades (blindness 2d20 rounds, save 1d20 GTET [30-Stamina]), and a weighted net. The upper room is occupied by two **Type 4A Devils** and a **Type 4B Devil**, equipped with four Javelins, two Crossbows +1, 30 bolts, 8x 1d12 explosive grenades, and ten Throwing Stars (one of *Paralysis*, save 1d20 GTET [30-Stamina]) [Outer Rim].
11. A cave 90 FT wide by 170 FT deep by 22 FT tall holds an oval pit of fine yellow sand, 75 FT across by 100 FT deep, 15 FT deep at the center. A pair of humanoid legs juts out of the sand about three-quarters of the way to the center (blue-skinned, tailed, humanoid from the Fourth Celestial sphere). A partially-buried copper chest holds 210 good quality opals (each 1d10\*500+3000 GP) [Inner Rim].
12. **Davrabon Fortress**, headquarters of Infernal Legion XXXII (General Ophshot). A 150 FT stone wall in the outer rim with two adamantine portcullis; the wall is 25 FT high, with another 20 FT to the cave roof above. Behind the wall is a cave 200 FT wide by 180 FT deep by 70 FT tall. A 15 FT ditch is behind the wall, then another 25 FT wall. The fortress consists of a parade ground, four two-story stone buildings, five one-story stone buildings, a metal Chapel (to Lucifer), and an underground kennel. The fortress is commanded by Imeryol (**Gaityas**), with a garrison of eleven **Beng**, four squads of **Pruddin**, three squads of **Type 4B Devils**, five **Common Trolls**, and twenty **Hounds of**

**Northeast Map, #12...Hell.** The staff includes nineteen **Common Devils**, eleven **Ordinary Devils**, ten **Zoybmin**, two **Centaur of Hell**, and fifteen **Skeletons**. The tapestries in the Chapel are 1483 years old, made by legendary weaver Gegol [Outer Rim]

13. A hewed section in the inner rim wall, 60 FT wide by 90 FT deep, four vertical shafts are covered by hoists and cranes. Green granite is mined from the shafts. Two three-story wood buildings are in the hewed section, and workers in the yard smooth large blocks of stone. The quarry manager is Ubyard (**Type 4D Devil**), and the staff includes sixteen **Common Devils**, six **Ordinary Devils**, seven **Type 4A Devils**, nine **Zoybim**, and fourteen **Bugbear** slaves. A safe (-4 open lock) in the office holds 1900 GP. Eight *1d12 Healing Potions* are hidden (-8 to find) in the Infirmary. One crew foreman has an *enchanted Maul* [Inner Rim].
14. A cave 74 FT wide by 48 FT deep by 18 FT tall holds three oval pools of bubbling lava, each 18 FT long by 10 FT wide, surrounded by a 2 FT high black stone rim. A strong sulfurous odor permeates the area (save versus gagging, 1d20 GTET [30-Stamina]). A group of four HD6 **Nightmares** is resting in the cave. Numerous stalactites hang from the ceiling [Outer Rim].
15. **Post 457.** A three story wood tower stands against the inner rim wall. A metal door is on the ground floor, with interior stairs. The post is staffed by six **Ordinary Devils** armed with *Long Swords +1* (evil, paralyzing, save 1d20 GTET [30-Stamian]), two **Type 4B Devils**, and a **Beng**. The post also has five *Long Bows +1*, 100 arrows (four *Sleep*, save 1d20 GTET [33-Stamina]), five smoke grenades, five 2d6 explosive grenades (avoid 1d20 GTET [28-Agility]), a hp3d6 Ballista with five bolts, and a signal mirror mounted on the roof [Inner Rim].
16. An oval pool of water, 30 FT across by 20 FT wide by 7 FT deep is found in a cave 45 FT wide by 50 FT deep by 20 FT tall. A 14 FT tall blue rock slab, 7 FT wide by 3 FT thick, stands on a pedestal in the pool center. A portrait of Gaap has been chisled into the stone (aura of magic). A person touching the carving is put into direct communication with the **Diabolic Prince**. A patrol consisting of a **Beng** and six **Pruddin** stop here every 10 hours. [Outer Rim]
17. **Post 462.** A four story stone tower stands against the inner rim wall. The ground and second floors are empty. The post is staffed by four **Type 4A Devils** and five **Harpies of Hell**, all armed with cutlasses. The post is equipped with six Long Bows, four crossbows with forty bolts (2x *Backbiting Bolts*, 3x Smoke Arrows, 3x hp2d6 *Explosive Arrows*), twelve Darts (poisoned, *paralysis*, save 1d20 GTET [32-Stamina]), and two Bullwhips. Five barrels of good quality beer are found here. A 23,000 GP ruby is hidden (-8 find) under a stair tread [Inner Rim].
18. **Klazapoppas Crypt.** A 13 FT silver door in the outer rim wall opens to a 50 FT tunnel leading to a six-room crypt; the floors are white marble, the walls are paneled in dark wood, and the ceiling is painted blue. Glowing blue stones fastened every 12 FT provide a dim light. One room is a parlor filled with expensive furniture and three 5000 GP oil paintings, one room is an art studio, one room has four expensive instruments (violin, guitar, flute, clarinet) and two chests of sheet music, one room is empty, one room holds a large ornate writing desk with ten historical scrolls, and the last room holds three expensive wood coffins housing two male (HD7) and one female (HD5) **Vampires** of the Klazapoppas family [Outer Rim].
19. A cave 66 FT wide by 92 FT deep by 8 FT tall at the entrance (40 FT in the center) holds a ring of eight geysers arranged in a circle surrounding a 19 FT figure of a Troll carved out of permanent ice. The lettering on a copper plaque has worn away and is unreadable. A geyser erupts for 1d100 seconds on 1d20 rolls GTET 14, checked every 3 minutes; hp1 is suffered after every 10 seconds of exposure (avoid 1d20 GTET [28-Agility]) [Inner Rim].

#### Northeast Map – Inner Rim (Top)

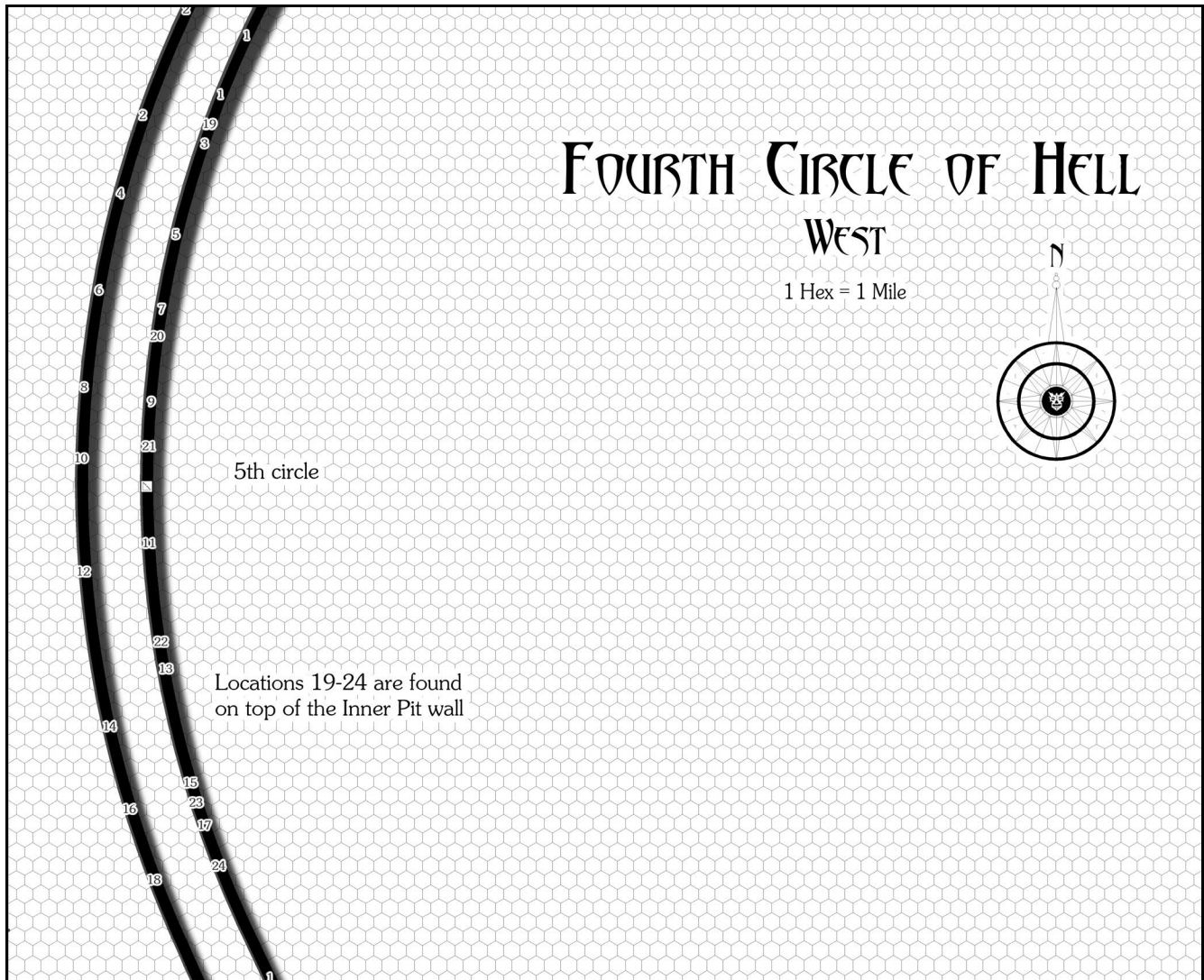
20. **Uttishwer Manor.** A three-story blue stone building having sixteen rooms on the ground floor, thirteen on the middle floor, and nine rooms on the upper floor. The Manor is home to Baron Vazapossig (evil **Warlock L14**, refugee from {*location in Games Master's campaign*}). The staff includes major domo Hunbab (**Type 5A Devil**), five **Ordinary Devils**, two **Common Devils**, three **Zoybim**, and four **Bugbear**. The Baron breeds award-winning poodles and collects obscene poetry.

21. The remains of a two-story stone building stand at this location, 50 FT long by 80 FT across. Six usable rooms remain on the upper floor and fourteen usable rooms remain on the ground floor, including the kitchen. A HD8 **Efreet** (Elseppo) is found in the ruins; Elseppo is friendly towards neutral or evil Dwarfs.
22. **Cowerscal Library.** An L-shaped three story building of green stone, the library specializes in information about the races of Giants found throughout the Celstial Spheres. The Head Librarian is Jasek Progarshan (**Fire Giant**), with a staff of nine **Common Devils**, fourteen **Zoybim**, six **Mountain Giants**, three **Cloud Giants**, and eight **Ogres**. A U-shaped Mercury Pool surrounds the short end of the building, 25 FT across, with three silver mermaid statues spraying water. A patrol consisting of a **Hulden** and nine **Pruddin** stops here every ten hours.
23. Two parallel vertical shafts are found at this location, each diamond-shaped at the top, 18 FT long by 9 FT across, separated by 22 FT. The left shaft is 110 FT deep, and narrows to 5 FT across at the bottom. The right shaft is 78 FT deep and narrows to 8 FT across at the bottom; the shaft is filled 10 FT deep with liquid quicksilver.
24. A large bonfire burns in a shallow rectangular excavation, 20 FT by 12 FT by 3 FT deep, lined in dark red stone. The fire is 15 FT by 8 FT by 5 FT high with flames to 15 FT (visible GTET quarter mile away). Two **Gaityas** tend the fire.
25. **Temple of Scarquos**, dedicated to Samael. A twelve-sided one story building of green stone with a white metal dome topped by a statue of Samael. The ground floor has a large circular chamber under the dome, with four side rooms. An underground level has eight rooms, and the large twelve-sided temple chamber is another level underground. The temple is tended by Palsquatch (male Human, Priest L15) and Tolumay (female Human, Priestess L11). Samael's statue depicts him standing on two orange Infernal Hounds, their eyes are 12,000 GP garnets; touching the eyes of both hound statues provides invisibility (sight, hearing, scent) to Infernal Hounds for the subsequent 48 hours.

**West Map – Pit** (see map on page 44)

1. **Mankluar Museum.** An L-shaped two-story building found inside the inner rim wall, the entrance is on the upper floor. The building houses an extensive collection of mechanical and enchanted time pieces, along with a library devoted to the theory of time magic and rituals. The Head Librarian is Urgens Alwanon (male Gnome, Shaman L11); the staff includes five **Common Devils**, nine **Ordinary Devils**, sixteen **Zoybim**, and five **Telchine Devils**. A patrol consisting of twelve **Pruddin** stop here every 24 hours [Inner Rim].
2. An outer rim cave, 44 FT wide by 38 FT deep by 18 FT tall holds an altar dedicated to Samael. The altar is 12 FT long, purple stone with jagged black streaks. Two 5 FT diameter silver Unholy Symbols are attached to the back wall. A 14 FT gold figure of Samael is embedded in the floor in front of the altar. Mortals who touch the Samael figure have their fingers permanently turned to gold (save 1d20 GTET [32-Stamina]) [Outer Rim].
3. **Garden of Bayrowussis.** An inner rim cave, 60 FT wide by 202 FT deep by 32 FT high, holds a garden of cacti collecting from across the Celestial Spheres, including Flaming Cactus, Spiny Cactus, Mold Cactus, Archer Cactus, and Manticore Cactus. The Head Gardener is Clorphy (**Type 7A Devil**); the staff consists of nine **Common Devils**, four **Minotaur**, two **Zoybim**, and two male Gnome slaves [Inner Rim].
4. A 40 FT cylindrical stone tower is against the outer rim wall, with an iron door at the bottom and in internal winding stone stair. The guard station is at the top, occupied by three **Type 4A Devils** and three **Type 4B Devils**; they are equipped with Dirks, Flails, four Long Bows with 60 arrows, two Crossbows with 40 bolts (6x blindness, save 1d20 GTET [28-Stamina]), five Throwing Darts, two smoke grenades, four stink bombs [Outer Rim].
5. A wooden gallows is found inside an inner rim cave, 50 FT long by 80 FT deep by 55 FT high; the cave widens to 90 FT at the rear. The platform is 12 FT off the ground, constructed of ancient black wood, with three giblets and ropes. A **Minotaur** and an **Ogre** dangle from nooses, dead 3d100 minutes when Adventurers arrive. They are guarded by a **Beng**, four **Pruddin**, three **Ordinary Devils**, and four **Harpies of Hell** [Inner Rim].





West Region, Fourth Circle of Hell

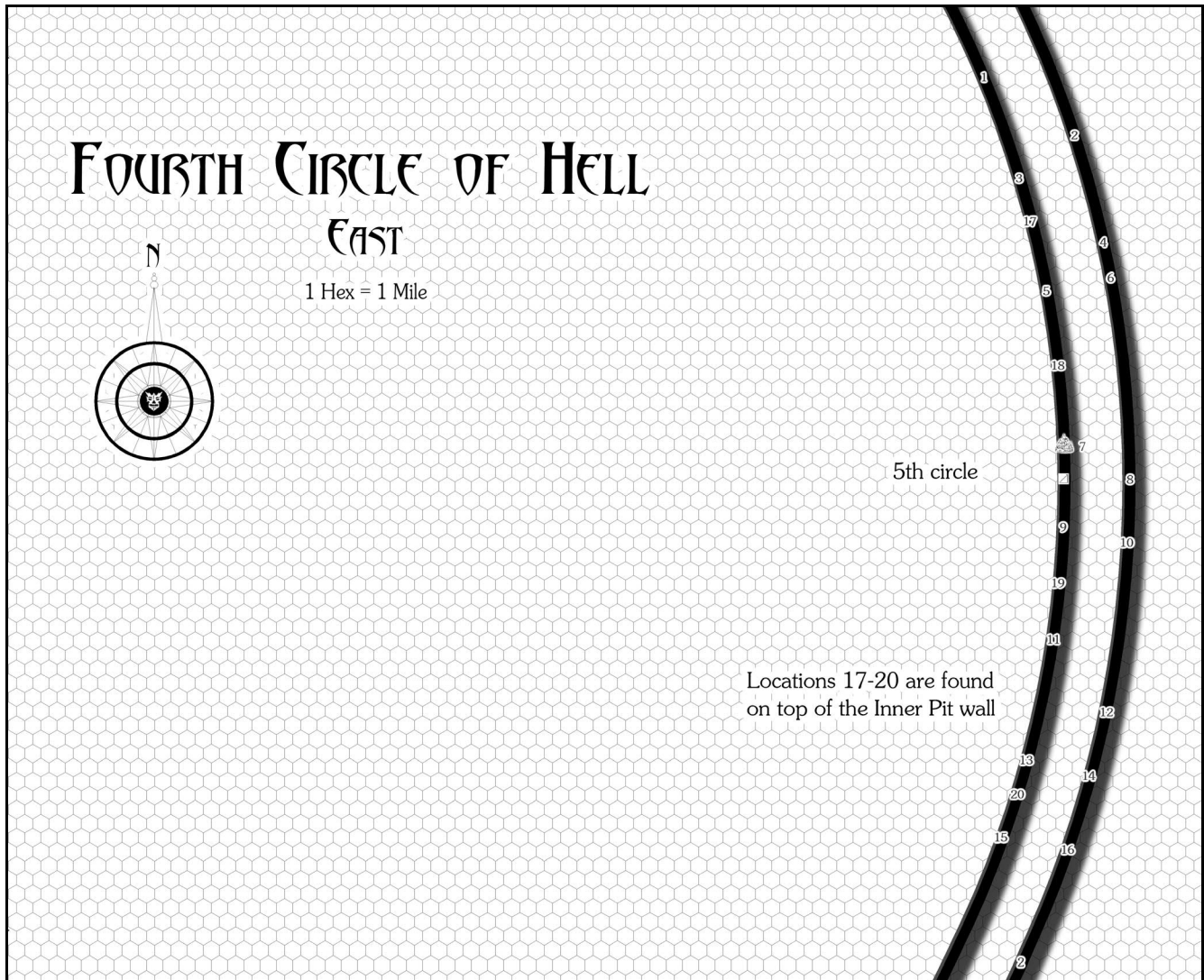
6. **Crorkain Tunnels.** A small crack (6 FT high by 4 FT wide, -10 to find) in the outer rim wall gives access to a sloping, curving ramp (6 FT wide by 10 FT tall) down to a four-level dungeon complex. The uppermost level consists of fifteen rooms, including a Golem room, a room with reverse gravity and spikes, and a room filled with hallucinogenic gas. The second level consists of eight rooms, including a life-size chess board. The third level consists of seventeen rooms, including a perpetually burning full-sized ship. The bottom level consists of eleven rooms, including a mountain top room with illusory Giant Eagles. The monsters include Animated Mounds, Golden Beetles, prehistoric creastures (Stegosaurus), a four-headed Hydra, Rabid Dogs, Giant Skunks, and Vampires [Outer Rim].
7. **Yellow Fang Fastness,** headquarters of Infernal Legion XXXIII (General Morfessus). A four-level complex built into the inner rim wall, entered through a 20 FT wide gate with portcullis, an inner parade ground courtyard is 200 FT long by 125 FT wide by 35 FT high. The post commander is Cyrthrabes (**Type 5C Devil**), and the garrison consists of two **Gaityas**, seven **Beng**, four squads of **Pruddin**, two squads of **Centaur of Hell** lancers, four Common Trolls, and five Ogres. The staff consists of fourteen **Common Devils**, ten **Ordinary Devils**, and ten **Zoybim**. The fort is said to have a worm skull with 16 FT diameter jaws and 6 FT fangs [Inner Rim].

8. An outer rim cave is 60 FT wide by 44 FT deep, by 24 FT tall; it contains a shrine to Lucifer and Asmodai. The shrine consists of a 6 FT gold statue of Lucifer on a round pedestal along with a 5 FT silver statue of Asmodai, both inside a wood A-frame. Good mortals touching Lucifer's statue are paralyzed 1d100 hours (save 1d20 GTET [32-Stamina]); evil mortals touching Asmodai's statue gain one hp2d8 Fireball (range 40 FT, avoi 1d20 GTET [33-Agility], use in 40 hours or lose). The cave is filled with small purple buzzing and stinging insects [Outer Rim].
9. **Grabelime Laboratory.** A three-story T-shaped stone building found in an inner rim cave, 88 FT wide by 152 FT deep by 80 FT high; the laboratory works on resins and other casting and setting chemicals. The laboratory is managed by Docoban (evil male Elf, Alchemist, Warlock L5), with a staff of four **Zoybim**, three **Common Devils**, and five **Bugbear**. The laboratory has a safe (-5 open lock) holding 139 CP, 325 SP, 202 GP, four *alchemical concoctions*, two *enchanted rings*, and an *enchanted wand*. A patrol consisting of a **Beng** and a squad of **Type 4B Devils** stops here every 12 hours [Inner Rim].
10. A unlocked wood door (-10 to find) in the outer rim wall leads to a four-room complex that includes an examination room, a surgery room, a ten-bed recuperation ward, and a locked (-10 open lock) room holding a variety of medicines, drugs, poultices, potions, salves, balms, and other medical supplies. The rooms are staffed by a **Centaur of Hell** (doctor) and three **Common Devils**. Any injured person is welcome for 72 hours [Outer Rim].
11. **Mac'Tripham Forge.** A brick stair in the inner rim wall leads down to an eight-room complex which includes a 100 FT forge and anvil room, a power tool area with drills and saws, two locked raw metal store rooms, a tempering oven, a cistern of water, and a locked (-7 open lock) finished storge area. The forge master is Lyshobus (**Minotaur of Hell**), with a staff of two **Type 4A Devils**, two **Common Devils**, a **Zoybim**, and a **Black Annis** (artificer). The forge is known for exceptional locks, and for firing mechanisms on crossbows and bolt throwers. [Inner Rim]
12. **Mausoleum of Gaherrian.** An outer rim cave, 50 FT by 72 FT deep, by 48 FT tall, holds a two-story white circular building with two bronze doors; one door is locked (-10 open lock), while the other is closed but not locked. The ground floor is one room with the walls painted 12 FT high with an exceptional-quality 360-degree mural depicting a battle with demons. A circular stair in the center leads up to a smaller one-room upper floor containing the sealed smoky-glass coffin of Gaherrian (**Siren**); she is buried with a 10,000 GP ruby, a 14,000 GP tiara, a *Staff of Fireballs* (38), and a *Healing Cloak*. When Adventurers arrive Nuchu Theyer (**Mountain Giant**, Artist) is repairing some of the mural [Outer Rim].
13. **Colirdrom Strong Room.** A four-level compound built into the inner rim wall, entered through a triple set of iron doors (locked, -12 open lock). The uppermost level has six rooms, the third level has eight rooms, the second level has eight rooms, and the ground floor has ten rooms. A secret passage from the third level leads to a hidden treasury room holding 42,210 CP, 31,052 SP, 18,663 GP, 200 assorted loose gems (each 1d100\*1d20\*500 GP), and 30 pieces of fine art (each 1d100\*500 GP) [Inner Rim].
14. A cave in the outer rim wall, 120 FT by 70 FT deep by 32 FT tall holds the Paylalph Plaza, a 3 FT tall circle of blue-green stone 50 FT in diameter. Six 14 FT aqua states of a Type 4B Devil are around the rim, and an 18 FT statue of a Type 4D Devil is at the center, surrounded by blue stone benches. Ten 10 FT upright stones form a perimeter at 25 FT diameter; touching a stone gives a mortal Agility+2 for twelve hours (fails on 1d20 GTET [27-Will]) [Outer Rim].
15. An inner rim cave, 44 FT long by 68 FT deep by 21 FT high holds over one-hundred perpetually burning evergreen bushes with bright red berries, the bushes are 3 FT to 5 FT high by 6 FT across with 3d20 berries/bush. Consuming three berries heals hp3d4, the fourth berry causes 1d100 minutes blindness (save 1d20 GTET [32-Stamina]). A **Beng** and six **Prudddin** are found here, gathering the berries in wicker baskets [Inner Rim].
16. An oval thorn-covered mound, 30 FT long by 18 FT across by 20 FT high is found in an outer rim cave, 60 FT long by 34 FT deep by 47 FT high. The top of a metal chest sticks out of a shall depression along the top; this chest is locked (-6 open lock). The chest contains 497 GP, 101 SP, two *1d12 Healing Potions*, a silver-bladed *Dirk +2* (wound *bleeder*, hp1d4 for 1d12 rounds, save 1d20 GTET [28-Stamina]), a *Ring of Invisibility* (15 minutes, 42), and an *enchanted green leather belt* (Strength+2) [Outer Rim].

17. **Post 428.** A 52 FT wood tower is against the inner rim wall, with two rooms at the top. A circular stair gives access to the lower room. The lower room is occupied by four **Type 4B Devils** armed with poisoned Scimitars (*unconscious* 1d100 minutes, save 1d20 GTET [32-Stamina]), ten Javelins (one *Human Slaying*, save 1d20 GTET [28-Stamina]), five smoke grenades, and two flash grenades (2d20 rounds blindness, save 1d20 GTET [30-Stamina]). Three **Zoybim** are in the upper room, auditing post records [Inner Rim].
18. A 167 FT long by 140 FT deep by 31 FT tall cave in the outer rim wall is filled with a watery bog, from 5 FT to 12 FT deep, occupied by four HD2 **Giant Snapping Turtles**. A moss-covered 9 FT green stone altar is in the center, dedicated to Gaap. The altar is surrounded by twenty upright 6 FT stones that form an oval around it. Gaap's likeness is engraved on the inner side of each stone. A polished giant turtle's shell is on the altar, filled with Unholy Water. A **Type 4C Devil** is present on 1d20 rolls GTET 16, sacrificing a HD4 **Giant Rattlesnake** [Outer Rim].

#### West Map – Inner Rim (Top)

19. **Temple of Hanhennor**, dedicated to Samael. A two-story pyramidal tan stone structure constructed on a 6 FT stone base, with entry stairs on two sides. The hexagonal altar chamber is on the upper floor, with a 15 FT jade statue of Samael, two 10 FT altars, four large copper braziers, and a 15 FT deep pool of water. The lower floor has five rooms, including a scroll repository. The Priestess is Fraravell (evil female Gnome L13), assisted by three **Common Devils** and an **Ordinary Devil**. The temple is known for its several extraordinary (18,500 GP) tapestries of Samael.
20. **Mausoleum of Trey**. Pale yellow stairs lead underground to a locked brass door (-10 open lock) that leads to a seven-room tomb. One room has a huge green candle burning in the center, one room has three tapestries of a regal bearded man in green robes, one room has a simple casket holding a green skeleton {fake}, and four HD9 **Mummies** stand at attention in one room, at the corners of a teak wood casket wrapped in gold chains. The casket holds the remains of Trey (male Human, evil Crusader L17, desert Prince, deceased 1507 years), along with his *Scimitar +4* ('Scorpiontip,' cleaves limb of good persons roll GTET 15, avoid 1d20 GTET [32-Agility]), a bronze metal *Shield AC+10* (gaze reflecting), and an *Antidote Ring*. A 100 FT wide ring of quicksand surrounds the tomb.
21. **Ophalorren Garden**. A T-shaped compound one-tenth mile across the top by two-tenths mile along the long side, surrounded by a 14 FT adobe wall topped with spikes. The garden houses a collection of tall, leafy, trees from across the Celestial Spheres, all of which have edible sap (syrops, sweeteners, sugars, gum; may be fermented to alcohol; some sap may be distilled into addictive drugs). The Head Gardener is Cevan Rushark (**Mountain Giant**), with a staff of ten **Ordinary Devils**, four **Ogres**, and two **Zoybim**. A patrol consisting of a **Beng** and a squad of **Pruddin** stop here 3d100 minutes after Adventurers arrive.
22. **White Sword Arena**. An open-air oval arena with ten dueling circles on raised platforms surrounded by twenty tiers of seats. The Type 4A rapier championships are going on when Adventurers arrive. The audience consists of 4d20 **Common Devils**, 4d20 **Ordinary Devils**, 2d100 **Type 4A Devils**, 2d12 **Type 4B Devils**, 2d12 **Type 4C Devils**, ten **Beng**, twenty **Pruddin**, and fifteen **Zoybim**.
23. **Norganist Manor**. A three-story white stone manor, with a walled garden and hot springs on the grounds. The ground floor has eighteen rooms, the middle floor has fourteen rooms, and the upper floor has nine rooms. The staff consists of three **Common Devils**, an **Ordinary Devil**, four **Zoybim**, two **Centaurs of Hell**, and six **Type 4A Devils**. The current occupant is Durquath (evil male Half-Ef, Warlock L8, Alchemist), his wife Eloranee (neutral female Human), and their four children (ages 2, 6, 11, 17).
24. Sulphur vents are found in a rectangular area that stretches completely across the rim top (500 FT) by three-tenths mile wide; the sulphur cones are from 3 FT to 8 FT high, spaced 3 FT to 12 FT apart. A caustic yellow haze hangs over the area causing eyes to water and frequent coughing (reduce effective Stamina -2 in area, save 1d20 GTET [34-Stamina]); acid rain is falling on 1d20 rolls GTET 9 {exposed armor is permanently reduced AC-2; enchanted armor save 1d20 GTET 5}. A mortal is exposed to an erupting vent every 5 minutes in the area (hp1d12 scalding, avoid 1d20 GTET [30-Agility]).



East Region, Fourth Circle of Hell

### East Map – Pit

1. A two-story brown stone house is found in an inner rim cave, 110 FT wide by 86 FT deep by 70 FT tall. The ground floor has six rooms and the upper floor has four rooms. The house is occupied by Brammerkan and Ilissa, husband and wife Dwarves, guarded by four **Common Devils**. Brammerkan is an expert in the casting of coins [Inner Rim].
2. **Tower 17.** A single 40 FT stone column supports a spherical metal room, 25 FT in diameter, accessed by a rope ladder. The column and tower are painted with a brown paint that blends in with the wall (visible at GTET 75 FT on 1d20 roll GTET [33-Intelligence]). The tower is occupied by five **Type 4C Devils**, equipped with *Heavy Mace +1* (one *paralyzes* 1d12\*quarter hour, save 1d20 GTET [32-Stamina]), three Long Bows, 30 arrows (ten 1d12 exploding arrows), and four Spears [Outer Rim].
3. Nine HD7 **Centaurs of Hell** are gathering *hallucinogenic* fungi in a cave 67 FT wide by 90 FT deep by 25 FT high [Inner Rim].
4. **Maldoscious Spire.** A 150 FT green glass structure near the outer rim wall, 37 FT across at the bottom. A steel door on the north side (-8 open lock) leads to a 20 FT room with two bed covered by a hard transparent material; the covers easily life; the beds are *stasis chambers*. A pulsating humming noise is heard in the room. Five 10 FT high

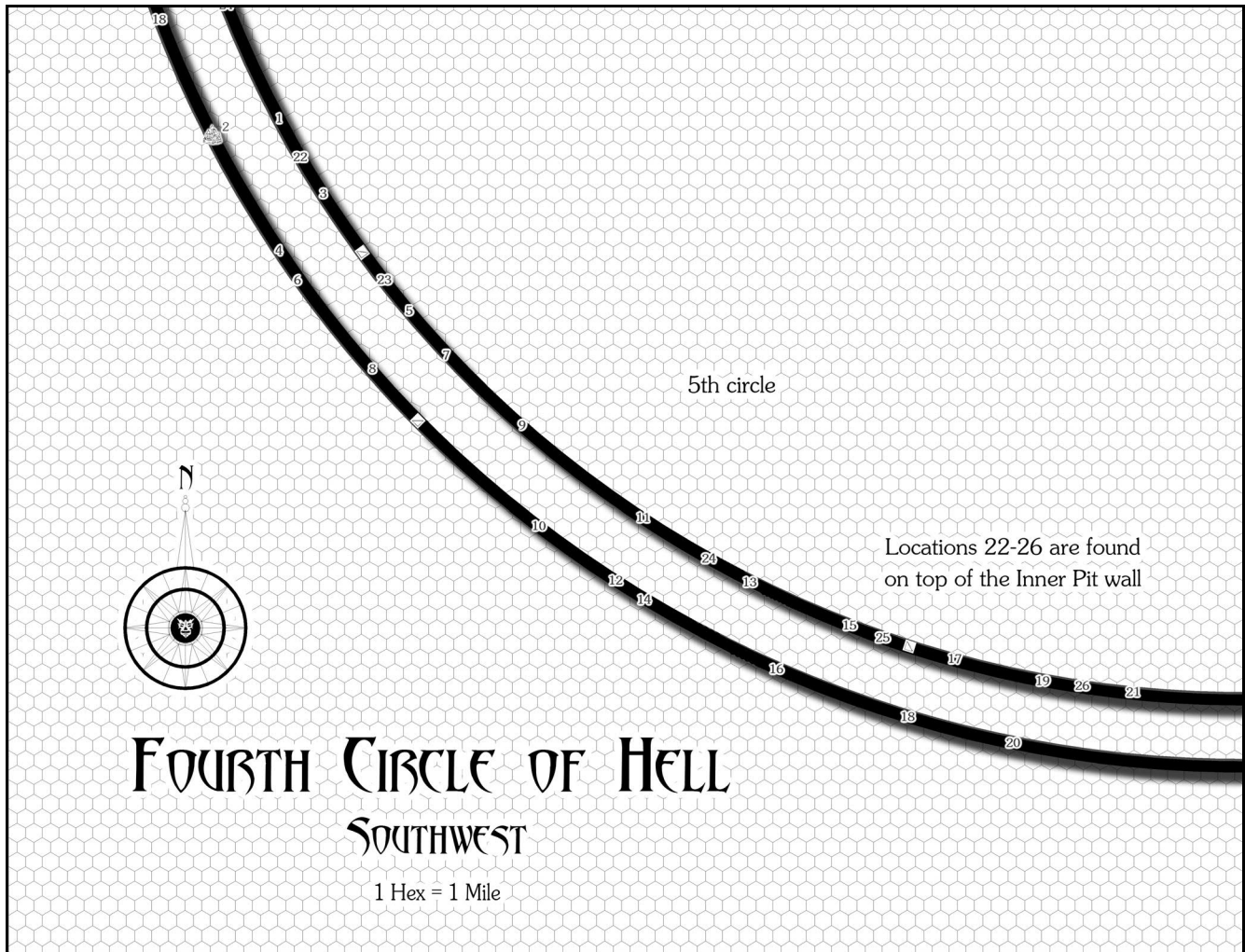
**East Map, #4**...sulphur vents are within 50 FT of the spire base, erupting gas and liquid Sulphur; each one erupts on 1d20 rolls GTET 13, checked hourly; a person near the vent suffers hp1d12 burns (avoid 1d20 GTET [32-Agility]). Persons in the vicinity of the vents become *unconscious* from the gases unless succeeding on 1d20 rolls GTET [28-Stamina], checked every 15 minutes [Outer Rim].

5. **Roygemma Armory.** A 60 FT diameter four-story cylindrical structure inside an inner rim cave that is 140 FT wide, 92 FT deep, and 99 FT tall. There are two iron doors on the ground floor, each guarded by two Pruddin. The commander is Bokkory (**Type 4E Devil**), with a garrison of four Type 4C Devils and three squads of **Common Devils**; the staff includes two **Zoybim**, three **Ordinary Devils**, a **Type 3D Devil**, and three male Dwarf slaves. The armory has four valuable oil paintings (14,220 to 19,500 GP) [Inner Rim]
6. A mound is constructed in the shape of a spiral coiled snake with an upright metal head at the center. Its body is 12 FT across by 8 FT tall, with 6 FT between coils; the head is 22 FT above the floor. Its eyes are two 10,000 GP sapphires, and its fangs are two 16,000 GP polished ivory tusks. The overall snake is 110 FT in diameter. It is located in an oval cavern 230 FT long by 160 FT wide by 52 FT tall. The cavern is entered through a white arch in the outer rim, 16 FT high by 12 FT wide at the base. Evil persons who touch the fangs gain the ability to *summon* 1d6 HD4 **Giant Rattlesnakes** once in subsequent 24 hours. [Outer Rim]
7. **Palace of Dagon, Diabolic Earl.** A four elevation complex carved into the inner rim wall, having three iron double doors on the ground level, two inner courtyards open to the second and third floors, and a 40 FT statue of Dagon. The ground floor has sixteen rooms, the second floor has twenty rooms, the third floor has twelve rooms, and the fourth floor has fifteen rooms. The seneschal is Moffizavi (**Gaityas**); the staff consists of fourteen **Common Devils**, eight **Ordinary Devils**, four **Medusae**, six **Minotaur**, four **Centaur of Hell**, twelve **Zoybim**, and a **Harpy of Hell**. Dagon is an epicure who collects peppers from across the Celestial Spheres and his kitchen makes well-known hot sauces[Inner Rim].
8. Two stoned Basilisk stand side-by-side. A quarter mile away stands the remains of forge and metal casting building. The ruin consists of a stone two-story building, a three story tower (stone with two wood upper floors), and two square tanks (stone base with metal sides). The stone building has five usable rooms, the ground floor of the tower has three usable rooms, the upper tower floor collapse when entered on 1d20 rolls GTET 9. Meurval (neutral male Gnome, Warlock L9) is found on his bedroll tending a fire, he has become separated from this companions and is lost [Outer Rim].
9. **Bloafrock Altar**, dedicated to Lucifer. A 15 FT blue metal altar is found in an inner rim cave, 37 FT long, 43 FT deep, 19 FT tall. Two 15 FT blue stone statues of Lucifer flank the altar, the left statue continuously weeps blue tears (one cup of collected tears acts as a potion of regeneration, limit one month). The altar is covered in flickering blue flames. On 1d20 rolls GTET 13, two Type 4B Devils are found sacrificing a golden ram (7200 GP pelt) [Inner Rim].
10. **Post 413.** A cave in the outer rim, 56 FT long by 48 FT deep by 17 FT high, holds a walled compound, 40 FT by 35 FT deep, with a 12 FT tall stone wall, entered through a heavy wood gate. The post is staffed by five **Type 4A Devils**, two **Common Devils**, and a **Zoybim**, equipped with poisoned scimitars (unconscious, save 1d20 GTET [28-Stamina]), heavy maces, two Long Bows with forty arrows, five smoke grenades, five flash grenades (*blindness*, save 1d20 GTET [32-Stamina]), and eight spears (one +1, *paralyzing*, save 1d20 GTET [30-Stamina]) [Outer Rim].
11. A 15 FT humanoid pillar of salt stands in the center of a cave 38 FT wide by 118 FT deep by 22 FT tall. A red line is on the floor at a radius of 10 FT. When good persons enter the marked circle, an 18 FT tall iron cage *materializes* along the line, trapping them inside; persons along the boundary escape on 1d20 rolls GTET [31-Agility]. The cage is banished by a Disperse Magic spell cast by a Wizard GTET L14 or by a Banish Spell prayer performed by a Priest GTET L16. A patrol of a **Beng** and ten **Pruddin** arrive to investigate 3d100 minutes after the cage is *invoked*. [Inner Rim]
12. A 15 FT tunnel by 190 FT long leads to an oval chamber 180 FT wide by 93 FT across by 92 FT high. The partially-collapsed remains of a four-story goal are found in the chamber; three-quarters of the ground floor remains usable, one half of the second floor, and one-third of the third and fourth floors. Fallen wood panels and beams cover (-6 to find) the entrance to an underground room that holds the burned bodies of four Dwarves in chain mail armor. The room also has a metal *Shield AC+12*, open face *Helm AC+8*, steel *Gauntlets AC+8*, and *Cutlass +1* [Outer Rim].

13. **Garfire Monument.** A rectangular volume has been hewn out of the inner rim, 80 FT by 120 FT deep by 20 FT high, paved in green stone with orange joints. Four 12 FT black steel statues of Type 4 Devils hang suspended from the ceiling by invisible wires. A white stone plaque embedded in the floor is inscribed in Infernal Cant; it translates as ‘*To preserve the memory of the sacrifice of Trooper Garfire, saving the life of General Vozastus.*’ The plaque is dated 2359 years ago [Inner Rim].
14. A 60 FT wide by 34 FT wide by 30 FT tall oval cave in the the out rim wall holds a red stone altar with embedded red beryl, dedicated to Gaap. The cave is 25 FT above the pit floor and reached by narrow steps carved into the pit wall. The altar is a 20 FT black stone. Two 7 FT diameter silver Unholy Symbols are attached to the wall above the altar, four burning black candles are in 350 GP silver candlesticks on the altar. Any good person touching the altar has their skin permanently turned black, save 1d20 GTET [35-Stamina] [Outer Rim].
15. **Crypt of Hollershaw.** A silver metal door in the inner rim wall has a keyhole (-7 open lock) and an adamantine padlock (-8 open lock). Narrow steps spiral down 80 FT to a 25 FT circular chamber with three attached 30 FT circular chambers. The floors are light-colored hardwall, the walls are blue time, the ceiling is painted green with murals of a human Wizard in front of ordered lines of spear-carrying Zombies. The central room has a 6 FT high pile of disconnected human bones. A metal floor plate in a side chamber covers the preserved remains of Hollershaw (male Half-Elf, Shaman L17). A hidden (-10 to find) wall safe in another chamber (-14 open lock) holds three *Zombie Potions*, a *Potion of Vampiricism*, four pots of *Zombie Salve*, and a scroll (6x *Animate Bones*) [Inner Rim].
16. **Rubbelon Gaol.** An arched opening in the outer rim wall leads to a three-story courtyard with stairs to the middle and upper levels. There are two open portcullis in the 50 FT tunnel, and the entrance is guarded by four **Type 4C Devils**. The goal has 310 cells located on five levels. The Chief Jailer is Plaulicus (**Type 3E Devil**). The garrison consists of four **Beng**, two squads of **Pruddin**, two squads of **Common Devils**, ten **Centaur of Hell**, six common **Minotaur**, and nine **Zoybim**. The most important prisoners are Tholman (male Human, good Crusader L11), Shalka (female Elf, evil Fire Wizard L13, royalty), and Bolabiela (male Fire Giant) [Outer Rim].

#### East Map – Inner Rim (Top)

17. **Quavodell Mine.** An open pit copper mine, the pit is 220 FT by 190 FT by 130 FT deep. The mine consists of three two-story wood buildings, a one-story stone building, three cranes, eight 25 FT tall metal tanks, and four 35 FT wide tents. The mine manager is Jackotrome (male Dwarf, Earth Wizard L7, Master Miner); the staff consists of thirty **Common Devils**, twelve **Ordinary Devils**, two **Type 4B Devils**, nine **Bugbear** slaves, and eleven **Zoybmin**. Jackotrome has a Heavy Mace +2. A room hidden beneath the floor in the one-story building holds twenty gold ingots, five silver ingots, eighteen copper ingots, four brass ingots, and a chest of 2200 SP.
18. **Feullerbark Castle.** The castle consists of a five-story stone keep inside a 25 FT tall rectangular wall, with four three-story circular stone watchtowers, and a three-story gatehouse with two adamantine portucullis. The garrison command is Yarcluny (**Fire Giant**, Fire Wizard L8). The garrison consists of four **Beng**, two squads of **Pruddin**, two squads of **Centaur of Hell** lancers, a squad of **Harpies of Hell**, and four **Ogres** with twenty Greater Wolves. The staff includes fourteen **Common Devils**, a **Medusae**, and seven **Zoybim**. The castle has a library that includes twenty volumes of *prophecy* from across the Celestial Spheres.
19. A conical sinkhole is found at this location, 150 FT across by 125 FT deep. A *Two-Handed Sword* +2 (evil, severs opponent’s foot on natural rolls of 20, severs wielder’s foot on natural roll of 1, avoid 1d20 GTET [32-Agility]) is stuck point-down at the bottom.
20. **Malgro’s Forge.** An L-shaped two-story red brick building with the forge in the short end and a warehouse in the long end of the building. The forge is operated by Malgro Redcolaw (Half **Hill Giant**), along with three **Common Devils**, an **Ordinary Devil**, a **Zoybim**, and three **Bugbear** slaves. Malgro is known for excellent axe heads, arrow heads, and crossbow bolts. The forge has sixteen ingots of steel, two silver ingots, ten bronze ingots, an ingot of gold, and an adamantine ingot. The warehouse holds thirty cutlass blades, ten scimitar blades, twenty-two dirk blades, eight pike heads, nineteen single-blade axe heads, fourteen double-blade axe heads, twelve heads for heavy maces, two hundred arrowheads, and eight crossbow bolt heads. A patrol of a **Beng** and a squad of **Pruddin** stops here every twenty hours (arrives in 1d100 minutes on 1d20 roll GTET 14).



Southwest Region, Fourth Circle of Hell

## Southwest Map - Pit

1. **Gaol of Tateence.** A five-level structure built into the inner rim wall of a cave 112 FT long by 38 FT deep by 25 FT high, entered through an archway with two portcullis. The Head Jailer is Volso Wufun (**Type 4E Devil**); the staff consists of nine **Type 4B Devils**, fourteen **Minotaur**, five **Medusae**, three **Centaur of Hell**, three **Common Trolls**, and six **Lycanthropes** (3x Rat, 2x Boar, Tiger). The prisoners include Margul Bensop (male Dwarf, good Warrior L12), Ilphonoil (**Type 4D Devil**), Talfyd Wagh (HD10 Minotaur, commander of the Order of the Silver Axe), and Quurvune (male Gnome, evil Shaman L15, drugged) [Inner Rim].
2. **Palace of Procell, Diabolic Earl.** A three-level complex built into the outer rim wall; one ramp and portcullis leads to the ground and second floors, a separate ramp and portcullis leads to the upper level. The ground floor consists of thirty-two rooms, including a throne room, fountain room, two pools, a banquet hall, and the clerk's office. The second floor has twenty-two room, including Procell's office and the Seneschal's office. The upper floor has twenty rooms. The Seneschal is Finnograz (**Type 6C Devil**); the staff consists of twenty **Ordinary Devils**, eighteen **Common Devils**, nine **Type 4B Devils**, four **Type 4C Devils**, fourteen **Zombies**, ten **Zoybim**, and sixteen **Bugbear** slaves. Procell is known for collecting rare and poisonous insects from across the Celestial Spheres.
3. **Tixxeon Mausoleum.** A one-story white stone building stands in an inner rim cave, 78 FT wide by 55 FT deep by 36 FT tall. The mausoleum has a locked (-5 open lock) brass door; inside are five rooms, including an embalming room, a room with a perpetually-burning fire pit, and a room with eight tapestries (each 5000 GP). Tixxeon's (male



**Southwest Map, #3**...Half-Elf, Rascal L15, deceased 384 years) glass casket is interred under a brass plate in the floor, along with a *Rapier +2* (paralyze good on natural 20, save 1d20 GTET [28-Stamina]), open-face *Helm of True Sight*, a *Ring of Invisibility* (28), a scroll of *Prayers* (5x Devotion, 2x Mystery), and a *spell scroll* (Air, 6x Basic, 4x Lesser Magic) [Inner Rim].

4. [1] A 40 FT wide by 22 FT by 41 FT tall cave holds three stone cylinders, each 15 FT diameter by 20 FT tall. Each cylinder has an open top and is filled three-quarters full with water; an array of pipes and valves connect the cylinders with the cave ceiling. The water in one cylinder is at 150 degrees. [2] Smithy of Sceventos. A two-story red brick building found in an outer rim cave, 80 FT wide by 60 FT deep by 78 FT tall. The ground floor has six rooms and the upper floor has three rooms. The smithy is operated by Sceventos Buttum (male Dwarf, Warrior L6, *Scimitar +1* {Shield Breaker}, poisoned *Dirk +1* {sleep, save 1d20 GTET [28-Stamina]}, *Ring of Dominate Person* {38, save 1d20 GTET [32-Will]}), along with four **Common Devils**, an **Ogre**, and two **Zombies**. The smithy is known for excellent tools [Outer Rim].
5. **Bladdonvurth Dungeon**. A three-level tunnel complex built into the inner rim wall; it is entered through a 6 FT well in a small cave, 15 FT by 20 FT by 12 FT tall. The upper level has thirty rooms, the middle level has twenty-one rooms, and the bottom level has twelve rooms. The dungeon has an observatory, a cloning room, a room of partially-built golems, a garden of evergreen trees, and a room with a room at the bottom of a large pool of water. The monsters include Giant Scorpions, Naga, Giant Rattlesnakes, Poisonous Frogs, Vampire Bats, a Chimera, an Iron Golem, Black Annis, and Wertzel's Spiders. The Dungeon is rumored to hold the Krater of Amolades [Inner Rim].
6. A cave 50 FT wide by 88 FT deep by 28 FT tall is filled by permanently burning purple plants resembling squat palms. The cave is always at 110 degrees. The smoke can be seen from one-third mile away. The smoke causes Dwarfs to become *unconscious* 2d100 minutes (save 1d20 GTET [33-Stamina], checked every 3 minutes) [Outer Rim].
7. A cave 47 FT wide by 82 FT deep by 17 FT tall is filled with green **Anger Flowers** that cause Humans, Elves, and Dwarves to become irrationally angry and violent for 1d100 minutes (save 1d20 GTET [32-Will]). A 16 FT gold statue of a Type 4D Devil is against the rear wall. If the flowers are burned the smoke causes Humans to be paralyzed 3d20\*quarter hours (save 1d20 GTET [30-Stamina]) [Inner Rim].
8. **Mocklon Mine**, a hard rock silver mine in an outer rim cave, 160 FT by 270 FT deep by 38 FT tall. The mine consists of four one-story wood buildings, a small smithy, two metal tanks, several sheds, three hoists, and two vertical shafts. One shaft is 80 FT deep and leads to two mining tunnels (820 FT, 1041 FT); the other shaft is 158 FT deep and leads to three tunnels (1238 FT, 1662 FT 2074 FT). The mine manager is Phostakis (**Lycanthrope** {Rat}); the staff includes fifteen **Common Devils**, ten **Ordinary Devils**, ten **Zoybim**, nine **Type 4A Devils**, two **Medusae**, and sixteen **Infernal Hounds**. A secret room under the manager's office holds nine gold ingots, forty-one silver ingots, three bronze ingots, two platinum ingots, 6800 SP in coin, 1100 GP in coin, 4500 CP, two *enchanted swords*, two *enchanted shields*, and three *1d12 Healing Potions* [Outer Rim].
9. **Armory of Rottastossis**. A two-level complex built into the inner rim wall, entered through a guarded portcullis. The ground level has a courtyard and nineteen rooms, the upper level has ten rooms. The armory is commanded by Amberwad (**Gaityas**), with a garrison of eight **Beng**, three squads of **Pruddin**, fourteen **Centaur of Hell**, ten **Infernal Hounds**, and four **Feu'er Trolls**. The armory has a variety of Maces, Clubs, Staves, Morning Stars, Cudgels, War Hammers, Flails, and Whips. The *War Hammer +4* carried by the Diabolic General Revamak is kept in an upper room trophy case [Inner Rim].
10. An altar dedicated to Lucifer is found in an outer rim cave, 50 FT wide by 60 FT deep by 18 FT tall. The altar is 14 FT long, made of green stone flecked with red, with a 4 FT diameter Unhold Symbol on an 8 FT silver pole. Two copper basins of Unholy Water are set into the altar. A 16 FT red stone statue of Lucifer stands next to the Unholy Symbol. A hidden (-10 to find, -12 open lock) compartment in the altar holds a silver-bladed *Stasis Dagger +2* (save 1d20 GTET [36-Will]), a *Ring of Invisibility to Undead*, and an *Opening Wand* (57). Carcassus Prout (evil Crusader L12) is present, in the process of sacrificing a black dove. A patrol of a **Beng** and a squad of **Pruddin** stops here in 2d100 minutes [Outer Rim].



11. A cave 210 FT wide by 110 FT deep by 22 FT tall has numerous fissures in its floor; the fissures are 7 FT to 15 FT wide, 10 FT to 20 FT deep. Nuggets of a bright red rock are found at the bottom of the fissures, the rock can be crushed to create an explosive powder (hp1d10 per ounce); on 1d20 rolls of 1 an accident during the crushing process causes an hp3d10 explosion, 25 FT radius. An adventurer can find 1d20 nuggets, each 3d20 ounces. [Inner Rim]
12. A cave 140 FT wide by 200 FT deep by 19 FT tall contains earthen graves with grey headstones, arranged in 12 rows of fourteen. A HD3 **Skeletal Warrior** with rusty scimitar is found in a disturbed grave on 1d20 rolls GTET 15. Ordinary grave goods (value not greater than 2 GP) are found in a grave on 1d20 rolls GTET 12. [Outer Rim]
13. The ruined remains of two wooden buildings stand in an inner rim cave, 150 FT wide by 92 FT deep by 48 FT tall; one is a one-story building with six usable rooms, the other is a two-story building with four usable rooms on the ground floor and two usable rooms on the upper floor. A 35 FT square underground room beneath the two-story building holds 67 gold nugget (each 1d20\*quarter pound at 10 GP/quarter pound weight). A thorough search finds 8 GP, 17 SP, 21 CP, a good 50 FT rope, two flasks of oil, a lantern, four torches, a mallet and six wood stakes, two rusted iron spikes, the chipped blade of a Dirk, a canteen of spoiled wine, and a 25 GP plain silver ring [Inner Rim].
14. **Evankyth Manor**. A three-story stone building built into an outer rim cave 200 FT long by 120 FT deep by 90 FT tall. The manon has ten rooms on the ground floor, twelve rooms on the middle floor, and seven room on the upper floor. The staff consists of four **Common Devils**, a **Zoybim**, and a **Harpy of Hell**. The manor is occupied by Barnblys (evil Priest L15), Carrovex (evil Priest L13), Troudpac (evil Priest L11), and Evalella (female Human, evil Crusader L11). The manor has a set of very rare {far away or legendary location in the Game Master's campaign} pottery collectively worth 68,000 GP [Outer Rim].
15. A cave 73 FT wide by 48 FT deep by 18 FT tall has glowing yellow petroglyphs inscribed on the rear wall; a Gnome viewing the glyphs from within 12 FT is *healed* up to hp10 (once per 24 hours per person). The cave is filled with **putrid gasses** that cause intense abdominal cramps (-2 TH modifier, -1 Stamina, -3 Strength) for 2d100 minutes (save 1d20 GTET [34-Stamina], checked every 2 minutes) [Inner Rim].
16. **Post 406**. A two-story wood building found in an outer rim cave, 32 FT wide by 42 FT deep by 52 FT tall. The post is occupied by a **Type 4D Devil**, three **Type 4B Devils** and two **Zoybim**. They are equipped with poisoned Spears (*paralysis*, save 1d20 GTET [32-Stamina]), Heavy Maces (*Elf Bane*, save 1d20 GTET [28-Stamina]), five smoke grenades, and three flash grenades (*blindness*, save 1d20 GTET [30-Stamina]). Ommet Virdu (good Warlock L11, drugged) is found in the locked (-6 open lock) cell [Outer Rim].
17. **Ashublon Monument**, found in an inner rim cave, 65 FT wide by 42 FT deep by 29 FT tall. The floor is paved in slippery green stones (Agility -2); the monument consists of six 15 FT green Pruddin statues arranged around a triangle formed by three 20 FT black stone obelisks; each obelisk is topped by a solid silver (1000 GP) bird statue (eagle, owl, raven). A person touching the owl obelisk is healed hp1d8 (once/day); a good person touching the eagle obelisk gains the ability to fly (15 minutes, 200 FT, 75 FT/round, must be used within 24 hours); an evil person touching the raven obelisk gains the ability to shapechange into a raven (15 minutes, must be used within 24 hours). An Infernal Cant plaque dated 782 years ago translates as, "*In memory of trooper Ashublon, hero of Nalashona.*" A patrol of a **Beng** and six **Pruddin** arrives 1d100 minutes after Adventurers [Inner Rim].
18. **Silver Altar**, dedicated to Gaap, found in an outer rim cave 48 FT wide by 50 FT deep by 24 FT high. The altar is 12 FT long and made of solid silver on a pedestal of copper. It sits on a 30 FT wide circular area paved in black stone. An 18 FT high silver-gilded stone statue of Gaap is at the north, east, south, and west compass points of the paved area. A single 4 FT black candle burns on the altar. Good persons touch any of the Gaap statues suffers hp1d10 cold damage and has their hair go permanently white (save 1d20 GTET [32-Stamina]). When the black candle is burned away from the Fourth Circle, the fumes cause mortals to become unconscious (3d100 minutes, range 15 FT, save 1d20 GTET [30-Stamina] checked every 3 minutes) [Outer Rim].
19. A tomb is found in an inner rim cave, 23 FT wide by 14 FT deep by 10 FT tall; the tomb consists of a white granite box, 18 FT long by 8 FT wide by 6 FT wide, decorated on the sides by painted scenes of Giants on Clouds with lightning bolts. Four painted feline statues (resembles Saber Tooth Tigers, aura of magic) are on the lid, which is sealed by a 2 inch line of lead. The tomb contains the well-embalmed body of Rachurbascux, Cloud Giant, along

**Southwest Map, #19**...with a giant-sized double-bladed *War Axe* +2 (human neck cleaver on rolls GTET 17/save 1d20 GTET [34-Agility], Strength GTET 22 to lift/GTET 25 to wield), a giant-sized metal *Shield AC+10* (Lightning deflector, Strength GTET 20 to lift), and a spell scroll written in Giantish (Air, 3x 2d8 *Lightning Bolt*, 1x *Chain Lightning*) [Inner Rim].

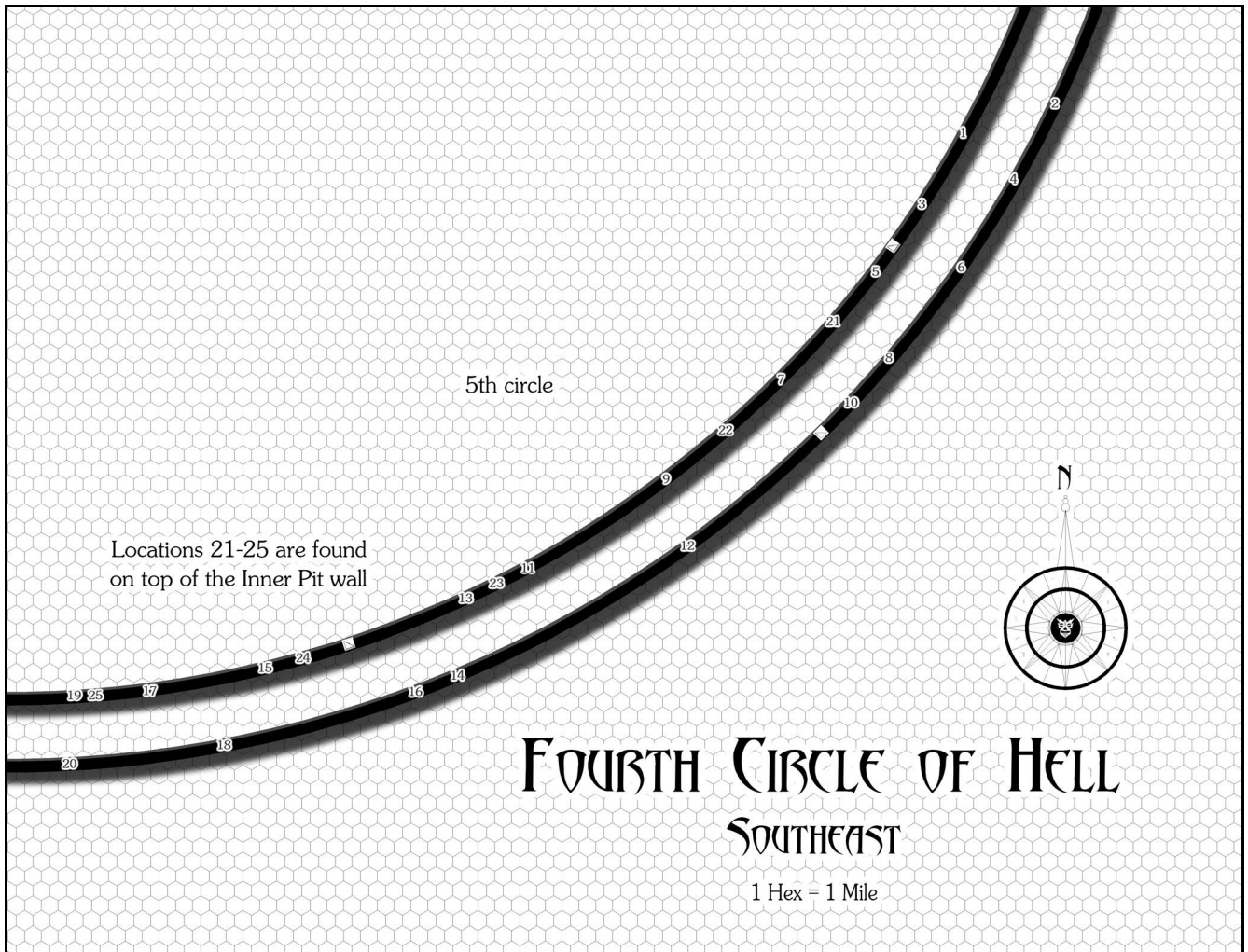
20. A group of twenty HD2 **Giant Bats** are found in an outer rim cave, 22 FT wide by 84 FT deep, the entry is 8 FT tall to 30 FT tall at the back end; six HD8 **Vampires** are also present, in their bat form [Outer Rim].
21. A group of twelve HD7 **Harpies of Hell** are found in an inner rim cave, the entry is 15 FT wide, the room is 38 FT wide, 29 FT deep by 18 FT tall. The room has a sand-covered floor, three rough wood tables, eight wood benches, and ten barrels of mead. The Harpies are drinking from pewter steins and singing an obscene drinking song in Infernal Cant; they are armed with Dirks, poisoned short Scimitars (*blindness*, save 1d20 GTET [32-Stamina]), Short Bows and ten arrows each; they have 47 SP, six rubies, four flasks of clean water, and twenty rations [Inner Rim].

#### Southwest Rim – Inner Rim (Top)

22. An open 40 FT diameter circular observation deck tops four 45 FT yellow metal chicken legs. The tower is reached by a narrow (3 FT) metal stair without railings. Eight five-power telescopes are mounted on the deck's railing. The deck is occupied by three HD6 **Ogres** (huge clubs, leather shirts, leather caps, 10 pounds dried mutton, six hp1d12 metal balls {10 inches}).
23. A two-story brown stone structure is surrounded by a white picket fence; the building has ten thick stone columns on the north and south sides, and an encircling patio. The court room of Magistrate Iaquola (**Gaityas**) is on the ground floor, along with desks for twenty **Zoybim** clerks and a large law library and a storeroom for case files. The upper floor has eight rooms, including a barracks for a guard contingent consisting of two **Beng**, eight **Pruddin**, and eight **Common Devils**.
24. A colony of HD4 **Spider Wasps** nest in a 120 FT vertical shaft, 22 FT across. Ten rooms have been excavated off the shaft. 3d10+30 Spider Wasps are present; if fight occurs an additional 1d12 Spider Wasps arrive every round for 1d20 rounds. Fifty pounds of a honey-like sweet syrup can be recovered from the nest (10 GP/pound).
25. **Fort Hacrosow**. The fort consists of six narrow one-story buildings arranged around a parade ground, with two three-story stone buildings, a chapel to Lucifer, four barns, and a smithy/armory. The fort is surrounded by double 25 FT palisade of sharpened petrified logs, and a 12 FT deep ditch seeded with poisoned spikes. The commander is Usuprator (**Type 4E Devil**), the garrison consists of three **Type 4C Devils**, six **Type 4B Devils**, four squads of **Ordinary Devils**, seven **Minotaur**, and four **Infernal Hounds**.
26. A three-story brownstone tower sits next to an ordinary one-room hut with a thatched roof. The hut is occupied by Vulldurria (female **Medusae**, *Seer*), with her servant Tiko (HD5 **Harpy of Hell**). The ground floor of the tower has baths and food storage, the middle floor has a meditation chamber, and the upper room is where Vulldurria receives her visions. She has a vision concerning one of the Adventurers present on 1d20 rolls GTET 17. A patrol of a **Beng** and a squad of **Type 4B Devils** visits here every 24 hours.

#### Southeast Map – Pit (see map on page 54)

1. Three parallel Thorn Hedges are found in a cave 120 FT wide by 200 FT deep by 42 FT high, the cave is 190 FT wide at its rear. Each hedge is 140 FT long by 20 FT thick by 20 FT tall, they are separated by 20 FT. Persons pushing through a hedge suffers hp1d8 damage unless wearing plate mail or armor enchanted GTET AC+20. If the hedges are burned they give off a smoke poisonous to Gnomes (save 1d20 GTET [32-Stamina]) [Inner Rim].
2. **Prison of the Hounds**. A three-story structure build into the outer rim wall, entered through three portcullis located at the top of 30 FT high ramps from the pit floor. The prison has 305 cells. The warden is Wazpolm (**Type 3D Devil**). The garrison includes two **Beng**, a squad of **Pruddin**, twenty **Common Devils**, twenty **Ordinary Devils**, ten **Type 4A Devils**, and thirty **Infernal Hounds** (four **Alpha males**). The staff includes eight **Harpies of Hell**, nine common **Minotaur**, two **Medusae**, and ten **Zoybmin**.



Southeast Region, Fourth Circle of Hell

**Southeast Map, #2...**The most important prisoners are Lokomytas (Cyclops), Arwa Cordonai (female Elf, neutral, Shaman L10, kept drugged), Evan Musskettur (male Human, good, Minstrel.), and Fexcouttir (Type 4D Devil) [Outer Rim].

3. **Garaloiss Crypt.** A ruined one-story wood building is located inside an inner rim cave, 50 FT wide by 66 FT by 22 FT high; a trapdoor hidden (-10 to find) in the floor reveals a 50 FT vertical shaft with rusty iron ladder leading down to a five-room crypt. One room has a loom with half-finished tapestry, one room has library of four hundred {plastic} scrolls of poetry from the third Celestial Sphere {unreadable language}, one room has a dwarf-sized suit of plate mail with War Hammer {+3 damage} which animates as a Warrior L10 (AC25, hp32) when good persons enter, one room is empty, and one room holds the coffin of Garaloiss (female Human, HD7 **Vampire**, *Ring of Invisibility*, *Dagger of Human Slaying* {save 1d20 GTET [32-Stamina]}) [Inner Rim].
4. **Post 422.** A 60 FT six-legged wood tower against the outer rim wall, occupied by four **Type 4C Devils** and a **Type 4B Devil**. They are each equipped with two poisoned Scimitars +1 (paralysis 1d100 minutes, save 1d20 GTET [30-Stamina]) and four Dirks. The post also has two Long Bows, fifty arrows (8x *paralysis* {save 1d20 GTET [30-Stamina]}, 2x *Elf Slaying* {save 1d20 GTET [33-Will]}, 2x *Gnome Slaying* {save 1d20 GTET [32-Stamina]}), four smoke grenades, four flash grenades (*blindness* 2d100 minutes, save 1d20 GTET [30-Stamina]), two pots of poison gas (save 1d20 GTET [30-Stamina]), and a weighted net. A mechanical horn on the roof summons 2d20 **Type 4A Devil** reinforcements [Outer Rim].

5. **Jowakoko Laboratory.** A double pair of brass doors built into the inner rim wall leads to a three-level laboratory complex of fifty-seven rooms. The laboratory is managed by Welker Gofrim, Frost Giant; the staff includes five **Ordinary Devils**, two **Common Devils**, a **Type 4B Devil**, four **Zoybim**, a **Centaur of Hell**, and three **Skeletons**. The laboratory investigates chemicals derived from molds, fungi, oozes, puddings, and mushrooms [Inner Rim].
6. An outer rim cave holds a garden of evergreen bushes from across the Celestial Spheres; the cave is 70 FT wide, 348 FT deep, and 30 FT tall. The garden has bushes from 2 FT to 9 FT tall, planted 10 FT apart; a bush has a green fruit on 1d20 rolls of 20 (restores hp1d6, rots after 24 hours). At the center is Vorro Henge, a double circle of upright 10 FT yellow stones. A yellow stone nightingale sits on top of each stone, continuously singing. The skeleton of a **Type 4D Devil** is encased in a glass box in the center of the Henge, next to a small stone well; persons dropping a coin into the well are invisible (sight, hearing, scent) to **Type 4 Devils** for the subsequent 12 hours [Outer Rim].
7. **Joquad Shrine**, dedicated to Gaap; found in a cave in the inner rim, 32 FT wide, 100 FT deep, 27 FT high. The shrine consists of a 7 FT jade statue of Gaap on a pedestal, surrounded by a blue needle-leaf hedge, with eight tall black candles burning on 5 FT silver stands. An evil person touching the statue is healed hp1d12 (once/day); a good person touching the statue is struck mute for 1d12 days (save 1d20 GTET [34-Stamina]). The shrine is surrounded by a 20 FT wide pool of water, 4 FT deep, with five graceful wood bridges; twenty fish statues along the inner rim spout water; eight HD3 **Poison Frogs** swim in the pool. Two **Common Devils** are found praying to Gaap [Inner Rim].
8. **Coxvine Tower.** A 100 FT tall three-legged metal tower against the outer rim wall, with a circular room at the top. A metal cable ladder hangs down from the room's floor. The legs are covered in **Poison Oak** leaves. The interior is painted in murals of **Type 4 Devils** herding large number of naked bearded humanoids. A hidden (-10 to find, -4 open lock) ceiling panel holds two Fourth Circle Passes, one Fifth Circle Pass, a *Ring of Frosty Breath* (36), two *1d12 Healing Potions*, and a Shaman scroll (4x *Dominate Person*). A patrol of a **Beng** and a squad of **Pruddin** stops here every 20 hours (arrives in 1d100 minutes on 1d20 roll GTET 14) [Outer Rim].
9. **Prubbonhook Library and Glassworks.** A T-shaped three-story white stone building in a cave in the inner rim, 150 FT wide, 230 FT deep, by 89 FT tall. The ground floor houses the glass works run by Master Mortimer Thu (male Dwarf) with three **Type 4B Devils**. The upper two floors are a library of glass-making and glass-shaping techniques from across the Celestial Spheres; the Head Librarian is Oklu Spallesy (blue fur, four-armed, two-tailed primate from the Third Celestial Sphere); the library staff includes nine **Ordinary Devils**, six **Zoybim**, two **Centaur of Hell**, and four **Minotaur** [Inner Rim].
10. A cave 88 FT wide by 110 FT deep by 16 FT tall contains numerous petrified palms and ferns. An Adventurer can collect 2d20\*quarter pounds petrified material; the petrified plants are valued at 2 GP per quarter pound after being polished. [Outer Rim]
11. **Bruggony Temple**, dedicated to Samael. The temple is located in an inner rim cave, 140 FT wide, 103 FT deep, 33 FT tall. The one-story green stone building has eight rooms. The central area has two black altars, two 15 FT statues of Samael, a 10 FT statue of Lucifer, two large burning copper braziers, a 6 FT diameter gold Unholy Symbol on the wall, and a 35,000 GP diamond levitated 10 FT off the floor. The temple is tended by Thuggormay (**Type 4D Devil**), Ermbo (**Type 4C Devil**), and Miskadee (female Gnome, Priestess L10). A thick screen of HD2 **Entangling Vines** (hp1d3 blood sucking, break free 1d20 GTET [28-Strength]) hangs across the cave entrance, blocking views of the temple [Inner Rim]
12. A pentagram-shaped Toadstool garden is found in a cave 110 FT by 400 FT deep by 31 FT tall. The garden is 80 FT by 300 FT and is enclosed by an 8 FT black stone wall inside a ditch 10 FT across by 14 FT deep. Humans and human cross-breeds become blinded Stamina+10 minutes after entering the garden (save 1d20 GTET [30-Stamina], checked every 5 minutes) because of the airborne sportes. The condition persists 1d12+12 hours. One very rare variety of toadstool found in the garden is valued at 20,000 GP per specimen. The garden is tended by six **Ordinary Devils**; they can summon 2d20 **Pruddin** as reinforcements.[Outer Rim]

13. A glowing red 20 FT by 6 FT altar is found in an inner rim cave, 42 FT long by 21 FT deep by 18 FT high; the altar is dedicated to Gaap. Four 3 FT red stone statues of Gaap are on the altar, along with a silver knife, two silver kraters, a shallow pewter bowl of ram's blood, and ten burning red candles in 35 GP silver candlesticks. A 7 FT diameter Unholy Symbol is fastened to the wall above the altar. A 12 FT carved wood kneeler and railing are in front of the altar. Persons who kneel and pray to Gaap gain Strength+2 for 24 hours [Inner Rim].
14. Ten generally humanoid Pillars of Salt are found in a cave 108 FT wide by 120 FT deep by 52 FT tall; each pillar is 7 FT tall. A continuous rain of fire falls from the cave roof; an Adventurer is touched by a hp1d4 tongue of fire every two minutes (avoid 1d20 GTET [33-Agility]) [Outer Rim].
15. A stone door (-7 open lock) is at the bottom of stone steps near the inner rim wall (20 FT vertical); behind the door is a two-room underground tomb. The first room has a blue stone fountain of red wine and two empty biers, a locked (-5 open lock) brass door leads to a pentagram-shaped room with a 10 FT pit in the floor. Inside the second room a purple-robed Wizard (Shaman L14, 2x *enchanted rings*, *wand*, *Rapier* +2, 3x scroll, 2x *miscellaneous enchanted objects*) has placed two emaciated female bodies inside a glowing pentatgram inside a circle; Adventurers arrive as the Wizard is beginning a ritual [Inner Rim].
16. A gallows platform of ancient blackened wood stands in a cave 68 FT wide by 90 FT deep by 80 FT tall. The platform is 25 FT by 30 FT and is constructed 9 FT off the floor. It has three nooses. One noose holds the skeleton of a Type 4C Devil. Adventurers arrive as an evil female Elf (**Warlock L11**, drugged) is about to be executed by a group consisting of a **Gaityas**, **Beng**, four **Pruddin**, five **Common Devils**, and two **Zoybim**. [Outer Rim]
17. A 46 FT tunnel in the inner rim leads to a 350 FT by 150 FT by 32 FT high cave holding three wooden buildings. One building holds 2500 barrels of good quality olive oil, one holds 1200 barrels of high quality brown ale and 420 barrels of mead, and the third holds 1800 barrels of high quality white wine, 280 barrels of red wine, and 84 barrels of excellent beer. The buildings are staffed by fourteen **Type 4A Devils**, ten **Ordinary Devils**, and twelve **Zoybim**. A patrol of a **Beng** and a squad of **Pruddin** stop here every 12 hours [Inner Rim].
18. **Post 428**. A 50 FT six-legged wooden tower stands up ag against the outer rim wall, reached by a rickety (falls on 1d20 rolls GTET 15) wood stair. The tower is occupied by two **Pruddin**, four **Type 4A Devils**, and three **Common Devils**. They are equipped with poisoned Cutlasses (*paralysis*, save 1d20 GTET [30-Stamina]), four Long Bows with 200 arrows (25x *sleep*, save 1d20 GTET [28-Stamina]; 10 *blindness*, save 1d20 GTET [30-Stamina]), five Spears, six smoke grenades, three flash grenades (*blindness*, save 1d20 GTET [34-Stamina]), and four stink grenades [Outer Rim].
19. A 230 FT long cave by 150 FT deep by 52 FT high holds a crumbling adobe three-story building. Six rooms on the ground floor are usable, three rooms on the middle floor, and two rooms on the upper floor. The second and third floor collapse when entered on 1d20 rolls GTET 14. A group of eight HD8 **Lycanthropes** (Rat) are found around a campfire roasting a small cow (equipped with Long Swords, Dirks, chain mail, metal shields); they have 340 SP, 104 GP, five small 1000 GP diamonds, two *1d12 Healing Potions*, and four scrolls (1d8 *Basic Magic* spells each, *Fire*) [Inner Rim].
20. Five irregular pits, 15 FT across by 9 FT by 7 FT deep are found in a cave 60 FT wide by 95 FT deep by 20 FT tall. Glowing blue (phosphorescent) stalactites are attached to the ceiling. Each pit contains six HD3 **Zombies**; the Zombies emerge from the pit to trail any mortals that enter the cave. One a pit is emptied, a new **Zombie** appears there every 15 minutes [Outer Rim].

#### Southeast Map – Inner Rim (Top)

21. **Pathonlor Halls**. A trapdoor (-12 to find) in a two-story circular structure leads down to a four-level underground complex. The uppermost level has sixteen rooms, including an evil chapel and a room with a talking stone face; the second level is split into two sections – one with ten rooms and one with eight rooms, the third level has twelve rooms, including two that are flooded, and the deepest level and twenty-two rooms, including a scroll library and a garden of poisonous herbs. The monsters include Sphinx, Doppelgangers, Rifle Beetles, Fire Ants, Rust Molds, Tar Golems, and three Manticores.

22. **Post 277.** A square wood room mounted on a 35 FT stone cylinder; touching a glowing rune on the cylinder base causes the person to be teleported to the top. The tower is occupied by six **Ordinary Devils**, three **Harpies of Hell**, and a **Zoybim**; they are equipped with Scimitars, eight Javelins (one *Dwarf Slaying*, save 1d20 GTET [32-Stamina]), five Long Bows with 100 arrows (10x *sleep*, save 1d20 GTET [28-Stamina]), two Crossbows with 50 bolts (10x *weakness*, reduces Strength by 4, save 1d20 GTET [28-Stamina]), four stink grenades, four smoke grenades, and a steel weighted net.
23. **Nesselgent Castle.** A four-story stone keep inside a six-sided 30 FT wall, with five six-story towers. The castle is surrounded by a moat filled with a glowing pink liquid, with two covered wooden bridges. The garrison commander is Chualxen (**Type 5B Devil**); the garrison consists of three **Pruddin** each commanding a squad of **Ordinary Devils**, two squads of **Centaurs of Hell**, and nine **Infernal Hounds**. The staff consists of nineteen **Bugbears**, ten **Zombies**, twelve **Skeletons**, three **Minotaur**, and a **Vampire**.
24. Four octagonal pools of bubbling green acid are arranged in a diamond pattern, around an 8 FT tall blue stone statue of a Slime. Each pool is 16 FT across by 6 FT deep, bordered by a 2 FT blue stone rim. The acid does hp2 damage to the skin every round of exposure (save 1d20 GTET [35-Stamina], hp10 if immersed. Ordinary weapons exposed to the acid are destroyed in 1d12\*tenth-minutes, enchanted weapons add 2 minutes for each +1. Exposed armor is permanently reduced AC3 for each round of exposure. The air is unhealthy, inflicting hp4 lung damage (save 1d20 GTET [30-Stamina], checked every 3 minutes exposure).
25. An area 800 FT across by 500 FT wide (e.g. the entire top area) is littered by numerous boulders, each up to 9 FT in diameter, set between 4 FT and 8 FT apart. Three times the ordinary time is required to cross the area due to the lack of straight paths. Five HD5 **Furry Death Beetles** lair among the boulders.



Type 4A Devil

## ENCOUNTER TABLES

### Third Circle Encounters

Mortals must have the permission of Prince Gaap or one of the Third Circle Earls of Hell (Verrim, Abrizxus, or Sidragasum) to freely travel across the Circle, otherwise they must be escorted by at least an equal number of **Pruddin**. Mortals given permission to travel wear a badge shaped like a red shield bearing the profile of a black dragon.

Make an encounter check after every three miles of travel or after every two hours stopped. When an encounter is indicated determine the result using the Third Circle Encounter Table.

**Third Circle Encounter Table**

Row Selection using 1d20	Column Selection using 1d4			
	1 on 1d4	2 on 1d4	3 on 1d4	4 on 1d4
1	1d10 Wild Dogs	1d8 Frost Spiders	Evil Crusaders	1d6 Pruddin
2	1d10 Wild Dogs	1d8 Frost Spiders	Evil Crusaders	1d6 Pruddin
3	1d10 Wild Dogs	1d8 Frost Spiders	Evil Mages	1d6 Pruddin
4	1d8 Rabid Dogs	1d8 Frost Spiders	Evil Mages	1d4 Beng
5	1d8 Rabid Dogs	1d4 Ghosts	Evil Priests	1d4 Beng
6	1d10 Wolves	1d4 Ghosts	Evil Priests	1d3 Gaityas
7	1d8 Great Wolf	1d4 Ghosts	1d10 Gargoyles	1d3 Gaityas
8	1d4 Dire Wolf	1d3 Wraiths	1d10 Gargoyles	1d8 Type 3A
9	1d3 Garm	1d3 Wraiths	1d4 Hippogriff	1d8 Type 3A
10	Infernal Locusts	1d2 Specters	1d4 Hippogriff	1d8 Type 3A
11	Infernal Locusts	1d2 Specters	1d4 Manticore	1d8 Type 3B
12	Infernal Locusts	Banshee	1d4 Manticore	1d8 Type 3B
13	1d20 Hell Rats	1d6 Ice Toad	1d3 Chimera	1d6 Type 3B
14	1d20 Hell Rats	1d8 Ice Mantis	White Dragon	1d6 Type 3C
15	1d20 Hell Rats	1d3 Ice Worms	1d8 Common D	1d6 Type 3C
16	1d20 Hell Rats	White Pudding	1d8 Common D	1d4 Type 3D
17	1d8 Hell Hounds	1d3 Ice Giants	1d8 Common D	1d4 Type 3D
18	1d8 Hell Hounds	1d3 Cloud Giants	1d6 Ordinary D	1d4 Type 3E
19	1d6 Hell Horses	1d3 Frost Giants	1d6 Ordinary D	1d4 Type 3E
20	1d6 Hell Horses	1d3 Storm Giants	1d6 Ordinary D	Diabolic General

When Adventurers encounter **Devils** on the Third Circle the mortals are challenged about what they are doing there. Adventurers who show at least four Third Circle Passes are permitted to go on without further questions. A credible story is usually accepted (succeed 1d20 GTET [32-Intelligence]), although the **Devils** provide an escort to the Adventurer's stated destination by the straightest pathway on 1d20 rolls GTET 13. This is not an offer, the Games Master should treat it as a

command to the mortals; if the Adventurers actually have the permission of a Diabolic Earl, he strongly makes his displeasure known to the skeptical Devil(s).

If Adventurers resist or fight **Devils**, reinforcements, double the number of the same Type(s), are summoned after 3 **Devils** are incapacitated, arriving in 1d10 rounds. A **Devil** reduced to LTET hp8 attempts to flee. If GTET 8 **Devils** are killed or incapacitated, all remaining Devils flee. A group of 1d4 **Beng**, 1d12 **Pruddin**, 1d20 **Type 3B** and 1d20 **Type 3D Devils** arrive in the same area 1d12+1d8 minutes after the initial group flees; this group will incapacitate the mortals if it can be done easily but does not hesitate to kill if necessary. Any **Devil** who flees reports the incident to higher authorities in 3d20 hours; any manhunt for which results is confined to the Third Circle (double the number of encounter checks, Devils are encountered on 1d20 rolls GTET 8).

A Diabolic General travels with with 2 Gaityas, 4 Beng, 20 Pruddin, and 10 Ordinary Devils. On 1d12 rolls GTET 4 there will be 1d6 additional 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.

#### **Fourth Circle Encounters**

Mortals must have the permission of Prince Gaap or one of the Fourth Circle Earls of Hell (Berith, Dagon, or Procell) to freely travel across the Circle, otherwise they must be escorted by at least an equal number of **Pruddin**. Mortals given permission to travel wear a badge shaped like a red shield bearing the profile of a black dragon.

Make an encounter check every three-quarters mile while Adventurers are on the dike. Make an encounter check every one-third mile on the black plain. Make an encounter check after every 2 hours stopped in place. All encounters are determined from the Fourth Circle Encounter Table. Determine the number of creatures using 1d12.

**Fourth Circle Encounter Table**

Row Select on 1d12	Select Column based on 1d4 Result			
	1 on 1d4	2 on 1d4	3 on 1d4	4 on 1d4
<b>1</b>	1d6 Vultures	Ordinary Devil	Common Devil	1d6 Type 4A
<b>2</b>	1d6 Vultures	Ordinary Devil	Common Devil	1d6 Type 4A
<b>3</b>	1d10 Crows	Ordinary Devil	Common Devil	1d6 Type 4A
<b>4</b>	1d12 Wasps	Ordinary Devil	Common Devil	1d4 Type 4B
<b>5</b>	1d12 Hornets	Ordinary Devil	Common Devil	1d4 Type 4B
<b>6</b>	Carrion Beetles	Pack Dogs	Common Devil	1d3 Type 4C
<b>7</b>	Golden Beetles	Rabid Dogs	1d3 Type 3A	1d3 Type 4C
<b>8</b>	Death Beetles	1d10 Wolves	1d3 Type 3A	1d3 Etvaras
<b>9</b>	1d8 Manes	Greater Wolves	1d3 Type 3B	1d3 Type 5A
<b>10</b>	1d8 Manes	Dire Wolves	1d3 Type 3C	1d3 Type 5B
<b>11</b>	1d8 Manes	1d4 Garm	1d3 Type 3D	1d3 Type 5C
<b>12</b>	1d8 Manes	1d4 Garm	1d3 Type 3E	1d3 Assura



When Adventurers encounter **Devils** on the Fourth Circle the mortals are challenged about what they are doing there. Adventurers who show at least four Fourth Circle Passes are permitted to go on without further questions. A credible story is usually accepted (succeed 1d20 GTET [32-Intelligence]), although the **Devils** provide an escort to the Adventurer's stated destination by the straightest pathway on 1d20 rolls GTET 13. This is not an offer, the Games Master should treat it as a command to the mortals; if the Adventurers actually have the permission of a **Diabolic Earl**, he strongly makes his displeasure known to the skeptical Devil(s). If Adventurers resist or fight **Devils**, reinforcements, double the number of the same Type(s), are summoned after 3 **Devils** are incapacitated, arriving in 1d10 rounds. A **Devil** reduced to LTET hp8 attempts to flee. If GTET 8 **Devils** are killed or incapacitated, all remaining Devils flee. A group of 1d4 **Beng**, 1d12 **Pruddin**, 1d20 **Type 4B** and 1d20 **Type 4C Devils** arrive in the same area 1d12+1d8 minutes after the initial group flees; this group will incapacitate the mortals if it can be done easily, but does not hesitate to kill if necessary. Any **Devil** who flees reports the incident to higher authorities in 3d12 hours; any manhunt for which results is confined to the Fourth Circle (double the number of encounter checks, Devils are encountered on 1d20 rolls GTET 8).

Adventurers encounter 1d8 Manticores half-way down the crevasse from the Fourth to the Fifth Circles.

### **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, Crusaders, Wizards and Priests remain subject to the spell and prayer limitations of Gehenna; for example, an opponent's 'Teleportation' spell still 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 Sing 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, Horga'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, Send 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.



Type 4E Devil

**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

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

<b>1d20 Save</b>	<b>AGIL</b>	<b>STAM</b>	<b>STNG</b>	<b>WILL</b>	
Easy 26	9	4	10	8	+1 disease-poison-magic
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

<b>To Hit L/HD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>
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\*pipeweeds (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	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

**Saldorian**, **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

**AC 65 (-8);** Padded Shirt 1, Padded Hood 1, Wizard's Robe 15, Studded Leather Gauntlets 3, Studded Leather Foot Guards 3, *Talisman*+4, *Bracers AC*+10, *Charm*+3

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

**Spells Known:** BASIC *Detect*, *Foul Wings* [33-Stam], *Putrid Scent* [33-Stam], *Rockskin* (AC+d6+7, 15 min), *See Invisible*, *Sound Blast* d8+7, *Speak with Avians*, *Speak Languages*, *Slow Movement* 50% [32-Stam], *Target Missiles* TH+2 15 min, *Telekinesis*, *Temporary Window*, *Underwater Speech*, *Waken*, *Weld*; LESSER *Acrobats Guile* AGIL+7 10 min, *Breathe in Vacuum*, *Disperse Magic* [30-INT], *Freedom*, *Hailstorm* 20x20FT 3d6+7 [32-AGIL], *Hold in Place* [34-STRG], *Identify Magical Effects* (spell/object), *Invisibility*, *Magic Sails*, *Vision*; GREATER *Flight*, *Planar Transport*, *Teleportation*, *Toxic Fume Cloud* 25x25 [35-Stam], *Twister* 20 FT2d6/round 21 round [33-AGIL]

TO HIT	4	5	6	7	8	9	10	11	12	13	14	15
Monster 09	10	11	12	13	14	15	16	17	18	19	20	
Priest	07	08	09	10	11	12	13	14	15	16	17	18
Wizard	05	06	07	08	09	10	11	12	13	14	15	16

**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

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
<i>From Evil (-10)</i>	10	9	8	7	6	5	4	3	2	1	1	1	1	1	1	1	1	1	1	1

**SAVES** AGIL STAM\* STRG WILL\*

Easy 26	10	07	14	04	+4 against evil creatures
Moderate 30	14	11	18	08	(*) adjusted for talisman
Difficult 40	18	15	20	12	

## **SPELLBOOK GAMES CATALOG**

### **INFERNO LINE**

Inferno 1980, the original RPG Hell, still approved for AD&D  
Inferno: Journey through Malebolge (Books One, Two, and Three)  
Inferno: Denizens  
Gazetteer of Hell: Fire and Ice, Circles Seven to Nine  
Gazetteer of Hell: Blood and Mire, Circles Five and Six  
Gazetteer of Hell: Lead and Hounds, Circles Three and Four  
Gazetteer of Hell: Realms of Shadow, Circle Zero t o Circle Two  
Inferno: Bestiary  
Inferno: Treasury  
Gehenna Primer  
Codicil of Maladies

### **ADVENTURES**

Ambush at the Fairbreeze Inn  
Arcane Library  
Cave of Years  
Encounter with Jarulath  
The Grotto of Saint Rithanaskor  
Troll Bridge  
Underground River  
Warrock's Farm  
Wizard's Workroom

### **GAMES MASTER AIDS**

Portal to Adventure, our fantasy RPG rule set, everything for a campaign in 114 pages  
Town Generator, for determining Adventurer services, with naming tables  
Eighty Tombs, individual monuments, with random-generator tables  
Ghost Stories, back-stories for incorporeals, with random-generator tables  
Seer Delight, tables for prognosticators and fortune tellers  
The Master List, a list of more than 5000 items, with cost, weight, rarity  
The Monster Parts List, describes saleable parts from monster carcasses  
The Infernal Index, an alphabetical cast of characters and places in Spellbook Games products