

# GAZETTEER OF HELL: REALMS OF SHADOW



**SPELLBOOK GAMES**  
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# GAZETTEER OF HELL REALMS OF SHADOW

Circle Zero and the First and Second Circles of Hell

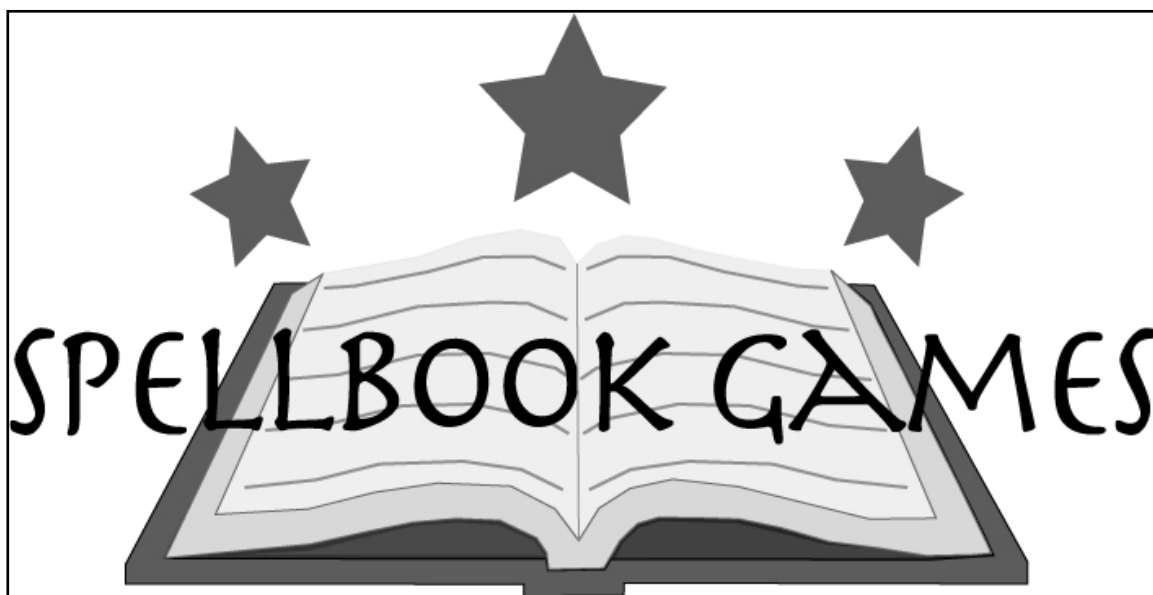
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# Realms of Shadow

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# Inferno: Realms of Shadow

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## 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 Circle Zero, the outermost region of Hell, and the First and Second Circles of Hell, together the outermost 50 miles of the Malebolge Pit. Information may also be given for some of the nearby areas of Gehenna outside of the Malebolge 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, '*Realms of Shadow*,' because all three Circles are shrouded in a continuous zone of darkness.

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, *Lead and Hounds*, the Third and Fourth Circles of Hell, and *Realms of Shadow*, Outer Hell. The complete set of the four Gazetteers are intended to be used together to form a complete description of Hell which complements and expands upon *Inferno: Journey through Malebolge*.

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 by itself 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* (First or Second Editions), *Inferno Treasury*, *Inferno: Journey through Malebolge*, or *Gehenna Primer*; all of these books are 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 Second Circle matches the outer border of the Third Circle as described in Spellbook Games' *Gazetteer of Hell: Lead and Hounds*; the outer border of Circle Zero matches the outer border of the Malebolge Pit (including adjacent parts of Gehenna) described in *Inferno: Journey through Malebolge*.

*Gehenna Primer* may be particularly useful to a Games Master using this Gazetteer, 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* (First and Second Editions), 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,

# Introduction / Gehenna Overview

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.

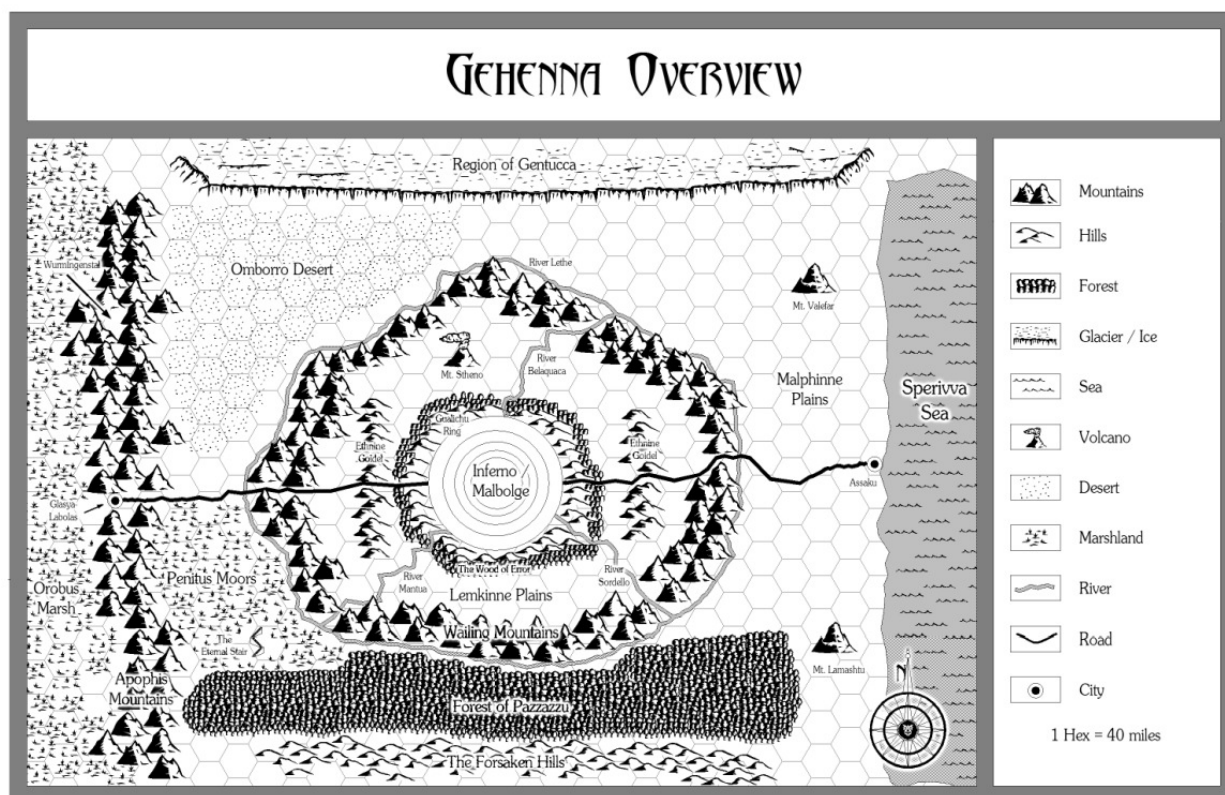
## COMMONLY-USED ABBREVIATIONS

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,

## Gehenna Overview

Gehenna is the name of the universe of Devils. Although

Gehenna is essentially unlimited in size, the central region is a thousand miles across (east/west) by twelve-hundred miles (north/south). Gehenna is centered around Lucifer, imprisoned at the geometric center of Malebolge, a circular region 380 miles in diameter. Malebolge is circled by the Gualichu Ring, an area of peaks, crevices, and rocks, three miles wide and up to three thousand FT high. Sixty miles to the west are the Ethnine Hills, a region of broken terrain ten miles across and up to eighteen-hundred FT. Fifty miles to the east of Malebolge are the Goidel Hills, a five mile wide region of broken rocks up to a thousand FT tall. Circling Malebolge at a distance of one hundred eighty miles are the Wailing Mountains, forty miles wide with peaks up to twelve thousand FT. Between the Gualichu and Wailing Mountains are the Lemkinne Plains, rolling flatlands riddled with sulfurous geysers and pools of scalding hot water. Standing alone in the northwest quadrant is the active volcano, Mount Stheno. The black water River Belaquaca flows from the Wailing Mountains to the Gualichu in the north-northeast, the River Mantuan flows in the southwest, and the River Sordello flows in the southeast; all of these rivers end in great waterfalls



# Gehenna Overview

into Malebolge.

The River Lethe flows out from Lake Reggenaris north-east of the Wailing Mountains, circles the mountains and flows back into the lake over the Falls of Tears. To the west of the Wailing Mountains are the Penitus Moors, stretching ninety miles to the Apophis Mountains, a region of steep volcanoes twenty-five miles wide. On the west side of the Apophis are the Orobas Marshes. East of the Wailing Mountains are the Malphinne Plains, a two-hundred mile wide region of rolling plains with wiry bushes and undrinkable water. A paved road runs from the East Gate of Hell to the city of Assaku, located at the top of the Slaughter Cliff, overlooking the Speravvi Sea. Mount Valefar is in the northern Malphinne Plains, and Mount Lamashtu, in the southern plains. North of the Wailing Mountains is the two-hundred-fifty mile wide Omborro Desert, filled with dangerous cactii, which stretches to the ice-covered region of Gentuccu. South of the Wailing Mountains the Forest of Pazzazu stretches one-hundred-fifty miles to the Forsaken Hills.

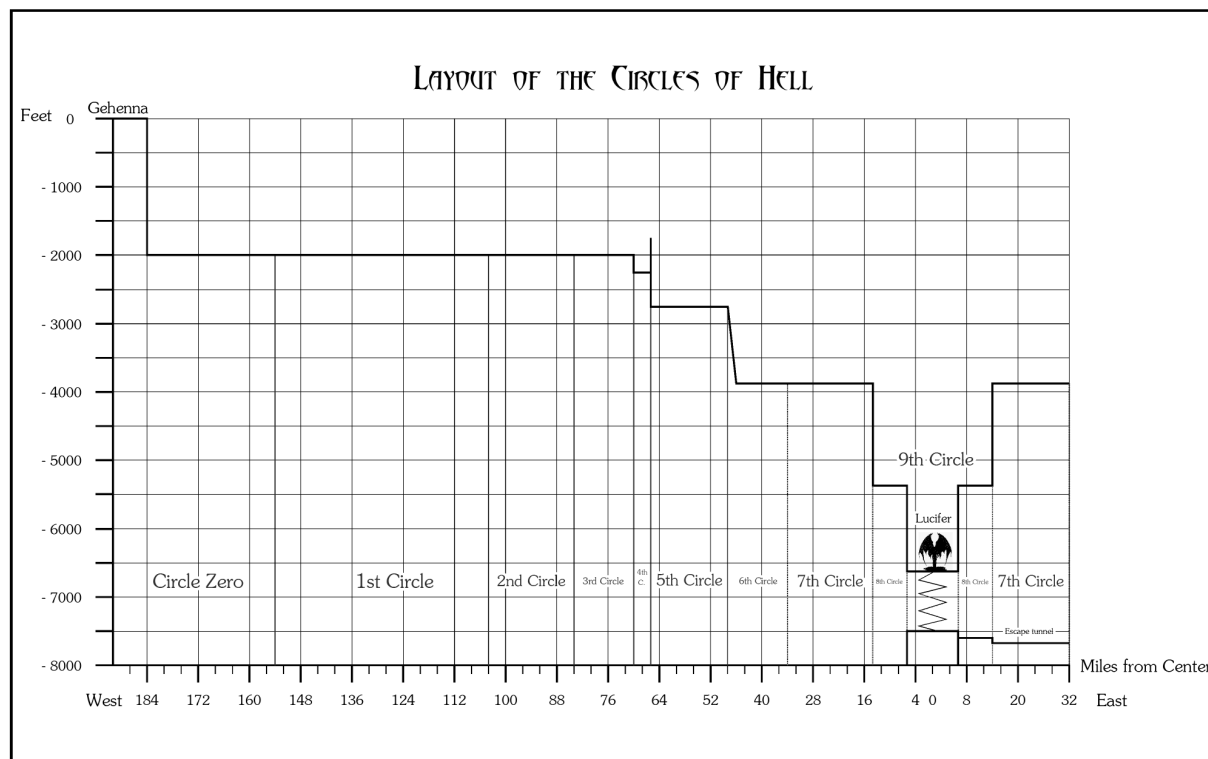
The cliff that separates Malebolge from Gehenna is 2000 FT high. The road from Glasya-Lebolas winds down the western cliff, the road from Assaku winds down the eastern cliff. Ten narrow, treacherous foot

paths also allow movement from Gehenna into the Pit, spaced equally around the perimeter between the roads (five on the north side, five on the south side).

Pithius is Prince of Outer Gehenna, with his subject Earls, Barquel, Lempo, Moray, Naberies, Udu, Vual, and Zagan. The Diabolic Generals of Gehenna are Dyveres, Figharrio, Hellesfant, Jeerzawl, Lyvicki, Nusoru, Phuhoris, and Raktu. Pithius' dedicated troops are Tablasyin, Yiblim, and Werdu. Pithius' crest is a brown field with a tan mountain over a horizontal yellow stripe.

Belial is Prince over the city of Glasya-Labolas, with his subject Earls, Foras and Valae, and his Diabolic Generals, Ghochanni and Balbay. Belial's dedicated troops are Cattalio, Loddochussi, and Fwersshahyn. Belial's crest is an orange field with a silver hammer and anvil, over a horizontal green stripe.

Ordoeg is Prince over the city of Assaku, with his subject Earls, Armards and Surgatt, and his Diabolic Generals, Havimiss and Wudellisi. His dedicated troops are Zhajji, Nhorghinno, and Iphinismus. Ordoeg's crest is a blue-green field with a red ship over a horizontal red stripe.



# Gehenna Overview

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## Darkness

This Gazetteer is titled, “Realms of Shadow,” because all of the Circles described within are shrouded in complete darkness equivalent to a moonless night. This shadow covers the entire region between the Gate(s) of Inferno on Circle Zero through the outer edge of the Second Circle. The area within 500 FT of Archeron is brighter, with light equivalent to just before dawn, while the Second Circle is also afflicted by gale-force winds. Persons with ordinary vision have a visual range of 12 FT without light sources, giving the ability to see shapes, outlines, and rough details. The light is not sufficient to read or to make out fine details. All persons with ordinary vision apply a -3 TH penalty unless there is a significant light source within 20 FT. An Adventurer possessing infrared vision has a visual range of 60 FT in the absence of light sources. Infrared vision is sufficient to make out moderately-sized details and finer details on warm objects or warm-blooded creatures, it is not sufficient to read by. All persons using infrared vision apply a -1 TH penalty against ‘warm’ creatures and apply a -3 TH penalty against the Undead or cold-blooded creatures. An Adventurer possessing Ultraviolet vision has a visual range of 100 FT without light sources. Ultraviolet vision is sufficient to make out finer details on objects and creatures within 25 FT, it is not sufficient to read by; persons using Ultraviolet vision do not apply a TH roll penalty. A candle is a significant light source within 3 FT, a glowing enchanted blade within 8 FT, a torch within 15 FT, a lantern or small campfire within 30 FT, a large campfire within 50 FT, and a bonfire within 100 FT.

Buildings have a dim phosphorescence; they can be seen by normal vision at a distance of 120 FT (Ultraviolet vision 200 FT); the Games Master may allow persons with normal vision to spot a glowing building between 120 FT and 250 FT away on a successful 1d20 roll GTET [32-Stamina]. Caves, mounds, hedges, sinkholes, and other ‘natural’ terrain features do not have phosphorescence and are not seen until they come until an Adventurer’s natural range of vision. Adventurers typically have no warning prior to entering an enchanted area unless the enchantment involves light (e.g. sparks, lightning, fireballs) or the enchanted effect can be heard (a dimly-glowing border is present on 1d20 rolls GTET 17). Adventurers apply a -4 penalty roll modifier when attempting Agility-based saving rolls against dark moving objects (e.g. animated rolling boulders), to avoid pits or traps, or to keep their balance (e.g. against earth-

quakes, slippery surfaces, etc.). An Adventurer’s range (distance) of hearing typically exceeds their range of sight for those encounter areas where sound can reasonably be expected; an Adventurer approaching a sound [outside visual range] is able to estimate its approximate distance and direction on 1d20 rolls GTET [35-Level-Stamina].

## Lost in the Dark

Adventurers traveling through dark regions have great difficulty in moving in a straight line, particularly when the surface they are traveling is essentially the same in all directions. The road between the eastern wharf of the Landing of Lost Souls and Minos’ Palace on the Second Circle is harder than the surface throughout the Circle, as is the ring road the circles the center of the First Circle; Adventurers detect the edge on 1d20 rolls GTET [26-Stamina]. Adventurers who are ‘off road’ deviate from a straight path unless succeeding on a 1d20 roll GTET [43-Level-Intelligence], checked every half mile, based on the Intelligence of the designated ‘leader;’ a Games Master may allow a roll bonus for persons having extraordinary outdoor skill, skill as a tracker, skill at wilderness or desert survival, or who have figured out how to use a compass to maintain a straight course in Hell. Determining the precise position of a group after a series of random straight path segments and right/left deviations is complex and not quicky or easily performed as the Adventurers move. The method described below allows the Games Master to determine the consequences of failing to maintain a straight course for movement for a pre-determined amount of time and for a movement for a pre-determined distance. The case of ‘march until we get to {specified objective, such as Minos’ Palace}’ is an example of pre-determined distance because the Games Master can determine the distance to the objective from the Circle map even when the actual distance is unknown to the Adventurers.

In the case of movement for a specified amount of time, Adventurers move ‘off road’ at 2 miles/hour (unless they specify a slower rate). The Games Master should locate the point  $2 * \{\text{time in hours}\}$  miles away that represents movement in a straight line, the time represents actual movement time excluding stops. It may be convenient to express time to the nearest quarter-hour to simply the math. In the case of movement for a specified distance, it takes  $\{30 \text{ minutes} * \text{distance in miles} + \text{stopping time}\}$  to reach the intended location. If the Adventurers succeed on every check to maintain a straight

# Gehenna Overview

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course then they arrive exactly at their intended destination. If the Adventurer fail ANY check to maintain a straight course, then determine their actual position compared to their intended position:

*Position along the straight line connecting the starting point and intended destination point* is determined using 1d20, no forward progress, at the starting point, (04-09) 25% of intended distance in forward progress, (10-15) 50% of intended distance in forward progress, (16-19) 75% of intended distance in forward progress, (20) 90% of intended distance in forward progress. *Position to the right or left of the connecting line* (off-axis) is determined using 1d20, where 'distance' is the intended distance of travel: (01-02) 30% of intended distance to the left, (03-05) 20% of intended distance to the left, (06-09) 10% of intended distance to the left, (10-11) no off-axis deviation, exactly on the line of travel, (12-15) 10% of intended distance to the right, (16-18) 20% of intended distance to the right, (19-20) 30% of intended distance to the right.

Note that Adventurers who are lost often have no way to identify that they are 'off course,' let alone to discover the distance or direction from their intended location. If Adventurers are aiming for a particular destination (which they know with enough detail to recognize) and they have an idea of how long it will take to reach that destination, then it may be appropriate for the Games Master to tell them they have not reached the destination; for example, the Games Master may begin telling lost Adventurers they have not reached their destination starting about 30 minutes from when they think they should be arriving and then every 15 minutes or so thereafter (until the Adventurers stop, or decide for themselves they are lost).

**For example**, a group of Adventurers is off the road, looking for a particular mausoleum located on the Second Circle. They decide to march 10 miles in a particular direction before making camp. Their 1d20 roll for forward progress is 5, their 1d20 roll for off-axis distance is 15. Therefore, their forward progress is 25% of their intended distance, and they are off-axis by 10% to the right. Their actual position after (10 miles\*½ hour/mile) or 5 hours of travel is (0.25\*10 miles) or 2.5 miles 'forward' of their starting point and (0.1\*10 miles) or 1 mile to the right.

## Finding Unexpected Locations

Adventurers who intend to travel to a particular location described in this Gazetteer, and have some idea where to find it (e.g. map, directions, etc.) find it in the appropriate hex on 1d20 rolls GTET 7. Rolls of 1-6 represent situations in which Adventurers miss their intended location in the dark. Games Masters should perform a new check every time Adventurers enter the hex, provided they exit for GTET 1 hour. Even if Adventurers arrive at their intended location, it will take 2d20+5 minutes to walk from the hex border to the location.

Adventurers crossing the Circle may pass through one or more map hexes containing a described (numbered) location, depending on their starting point and actual direction of travel (e.g. they may discover a location while lost). For the most part Adventurers will come upon these described locations of interest unawares, not having any previous knowledge of them. Because all of the hexes are in darkness and because 2 miles across is still a relatively large area to cross on foot, Adventurers could pass through a hex containing a described location of interest without encountering it. Adventurers crossing a hex containing a described location discover that location on a 1d20 roll GTET 14; if they have advance knowledge that the hex contains a location and they are searching for it, apply a +3 roll bonus; if the location is large and/or noisy (for example, an Infernal Legion camp) so that it is easier to find, apply an additional +2 roll bonus. Note that Adventurers may elect to avoid a newly-discovered location rather than enter/explore it.

Adventurers who discover an occupied location (castle, fortress, mine, quarry, forge, library, warehouse, office, temple, etc.) may be surprised by the occupants, by routine Devil patrols in the area, or by creatures (persons) coming to or going from the location; this may occur even when the Adventurers attempt to avoid (evade) the location. Adventurers who are near a significant occupied structure or complex and ARE NOT actively attempting to evade contact or notice are 'found' unless succeeding on 1d20 rolls GTET [57-Level-Intelligence-Agility], checked every 15 minutes while within one-half mile of the structure. If the Adventurers are making an attempt to evade contact they are found on 1d20 rolls GTET [51-Level-Intelligence-Agility], also checked every 15 minutes while within one-half mile.

# Circle Zero

**ALTERNATE METHOD:** Determine the location of a described location of interest within a hex using a 1d8 roll, the hex is assumed to be oriented with its long axis north to south, with vertice points at north and south: (1) along the northwest border, (2) along the northeast border, (3) along the west border, (4-5) hex center, (6) along the east border, (7) along the southwest border, (8) along the southeast border. Adventurers state the direction from which they enter a hex that contains a location of interest and the direction from which they exit (assuming they are not lost, in which case the Games Master determines the directions). If a location of interest lies along the stated path, it is found on 1d20 rolls GTET 4, otherwise it is not found. If a location of interest does not lie along the stated path, it is found on 1d20 rolls GTET 17, otherwise it is not found.

## CIRCLE ZERO

<b>Diabolic Prince</b>	Shaitan (Dark Green Field with 2 white shields)
<b>Diabolic Earls</b>	Aikos, Corsor, Dantalion
<b>Diabolic Generals</b>	Callahorius, Eagabat, Gamphar, Ixmu, Kelazzu, Moristrat, Ord-noreus, Quawtim
<b>Devils</b>	Common, Ordinary, Vackli, Sessin, Ulutu, Zoybim
<b>Other Notable Creatures</b>	Charon the Ferryman, Marhina
<b>Sinners and Punishments</b>	<b>Indecisive</b> (neither Evil nor Good, darkness, stinging insects, Devils)
<b>Environment</b>	Arid
<b>Physical Challenges</b>	Darkness, Outer Cliff to Gehenna, Gates of Hell, River Archeron
<b>Size</b>	Torus, Outer Circumference 1200 miles, Inner Circumference 950 miles, Outer Radius 186 miles, Inner Radius 156 miles, Width 30 miles

Three hundred FT inward from the cliff is the Wall of Malebolge that circles the entire Pit, forming its outer border. The wall is red sandstone, 20 FT high, with

tongues of flame every 3 FT along the top (becomes ring of fire when climbed, 8d10 damage). There are two large Gates in the wall, one on the west side, an identical one on the east side. Ten man-sized iron doors are spaced evenly around the perimeter, at the bottom of the foot paths down the cliff. See the overview map on page 7.

The River Archeron is the inner border, completely encircling the Pit. The river is light chocolate brown in color, flows sluggishly in a counterclockwise direction, and is very cold (about 40 degrees). It is uniformly one mile wide, the far side shrouded in smoke and mist. Casual observation readily reveals evidence of creatures living in the river (ripples, jumping fish-like creatures, large shadowy shapes moving beneath the surface, tentacles above the water, etc.). Strong winds blow out from the center of Malebolge (25 to 30 mph).

A black stone road leads from the western Gate of Hell straight inward towards the Landing of the Lost, a similar road leads inward from the eastern Gate towards the First Circle. Another black road forms a ring around the Circle at 15 miles inward. Directional Obelisks are found at 10 mile intervals along this road, each of black stone, 8 FT tall, engraved with arrows pointing north (clockwise) and south (counterclockwise). The arrows are labeled with the names of the Diabolic Prince and Earls they point towards (Aikos, Dantalion, Shaitan, Corsor).

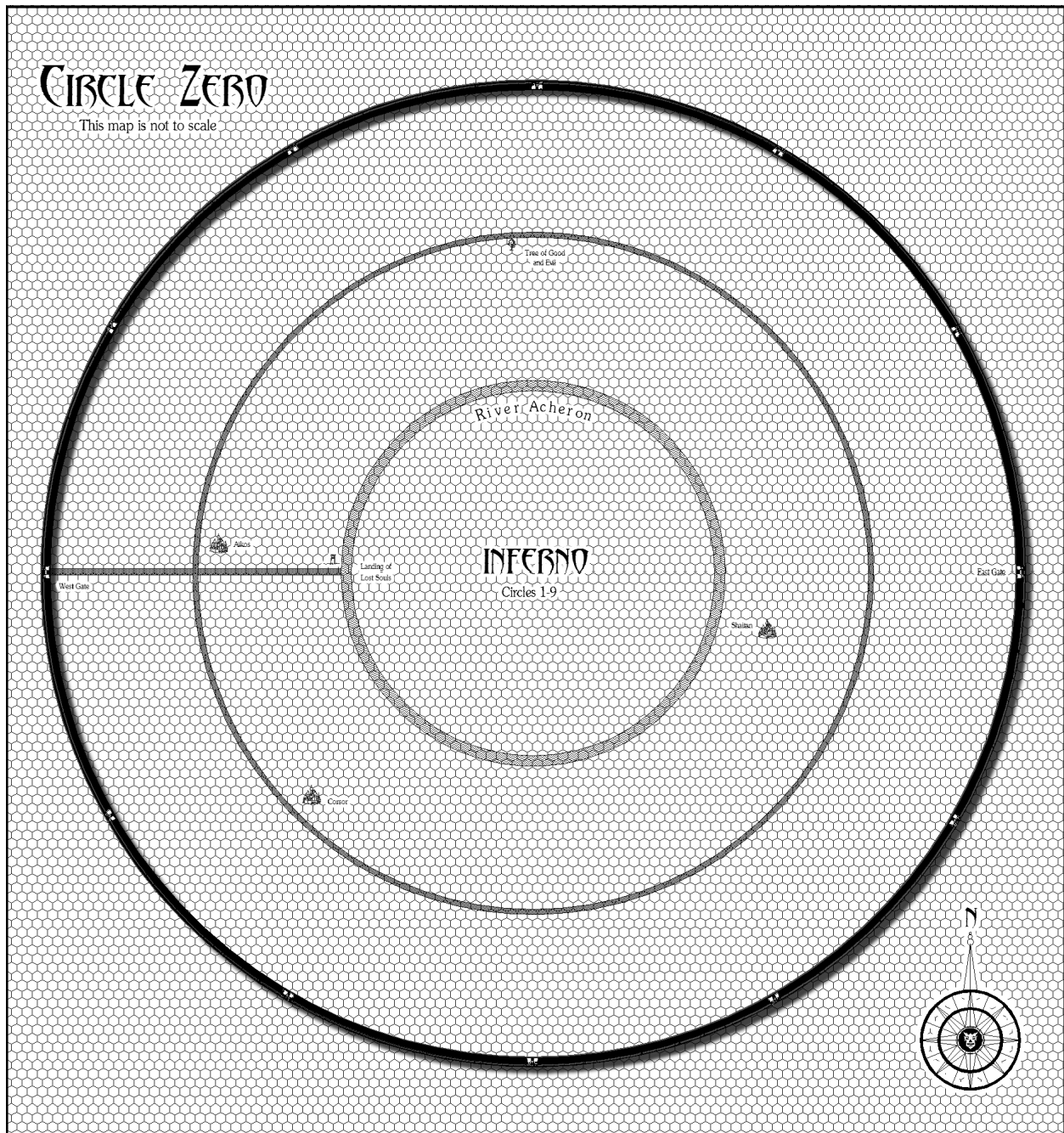
### The Gates of Hell

The west and east Gates are 30 FT wide, flanked by massive black metal lattice doors and bridged by a black metal arch. Two tall (100 FT) dead trees are 30 FT forward of the Gates, one on each side of the road. At the west Gate is a 12 FT by 5 FT grave of fresh-turned earth, located 45 FT forward and left of the gate; blood continually seeps out the earth pile. Next to the grave is a 6 FT granite obelisk, the near face is carved "Valara" the rear face reads "The First Dead." A female **Greater Vulture** (HD6, hp30) sits on an upper tree limb; if the vulture is left alone, she does likewise. Above the arch supports a solid rectangular plate of black iron on which the following words are written:

*"Through me is the way into the doleful city, through me the way into eternal pain, through me the way among the peoples lost. Eternal I endure, leave all hope ye who enter."*



# Circle Zero / Gates of Hell



The doors are pulled back and the Gate(s) are open. Through and beyond a region of darkness begins 50 FT inside the gate, with the black road running straight into the darkness. Each Adventurer must succeed on a 1d20 roll GTET [30-Will] to enter the Gates of Inferno, otherwise they are too *panicked* to enter (checked hourly). Mortals must walk through the gate on their own; a *Wall*

*of Force* blocks the opening and prevents an unconscious, bound, or compelled person from entering. An unseen mournful bell tolls as each mortal enters. A mortal who enters Hell cannot leave for twenty-four hours (the Gate is blocked by a *Wall of Force*).

# Circle Zero, Northwest Map

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## Weather and Effects

A series of earthquakes are felt within one-quarter mile of Archeron's west (outer) bank, occurring every 1d12\*quarter minutes. Adventurers are knocked to their feet (save 1d20 GTET [30-Agility], otherwise hp1d4 damage). This area is also subject to random strikes of lightning, occurring every 3d20 rounds (avoid on 1d20 rolls GTET [30-Agility], affected persons suffer hp2d8 damage).

The area near Archeron smells like a pungent sewer, causing strong revulsion and nausea (save 1d20 rolls GTET [33-Stamina] checked every 5 minutes). Affected persons fight with a -3 TH penalty, and reduce their effective Agility and Stamina by 3 points while in the area; the effect lasts 39+1d20 minutes

Persons swimming on or under Archeron experience systemic shock due to the cold water (see *Codicil of Maladies*), checked five times [unless having immunity to cold or cold-protected]. The liquid in the River Archeron is normal (though very dirty) water and so enchantments or prayers permitting water-breathing have their normal effect.

## Circle Zero Locations

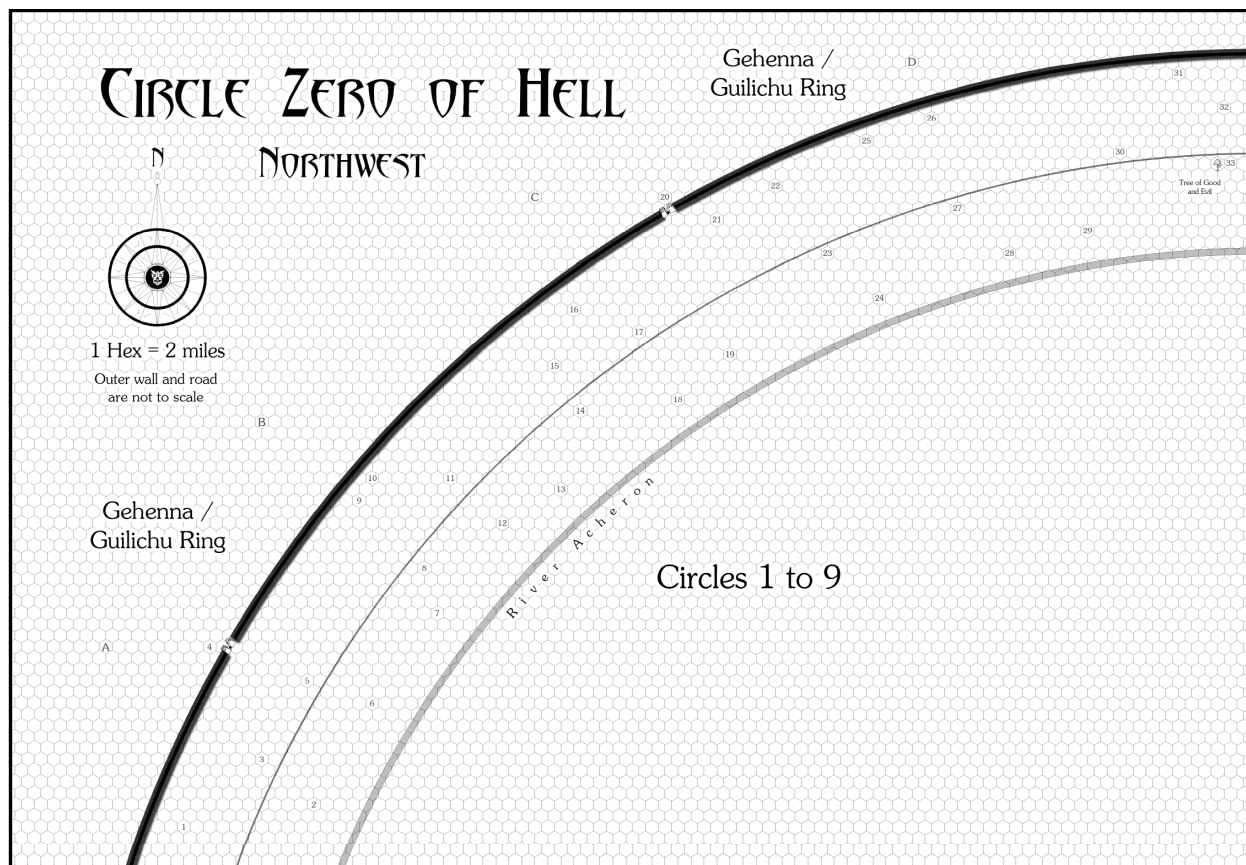
The palace of **Shaitan, Prince of the First Circle**, is located in Circle Zero on the east side of Inferno, 25 miles west of the cliff and 15 miles south of the eastern road. The palace of **Diabolic Earl Aikos** is located 15 miles east of the West Gate of Hell and 10 miles north of the Malebolge Road (halfway across Circle Zero). The palace of **Diabolic Earl Corsor** is located in the middle of Circle Zero one-third of a semi-circle south of the road (175 miles from the Malebolge Road in a counter-clockwise direction). The palace of **Diabolic Earl Dantalion** is located 3 miles from the east cliff, 5 miles north of the east road. The **Landing of the Lost** is the wharf where **Diabolic Earl Charon** picks up dammed souls for transport across the Archeron (fee, 2 gold coins on the eyes), it is located on the west bank of Archeron along the western radius.

## Northwest Map

See the map on page 9.

1. Large multi-armed blue-green cacti (brown needles, yellow flowers) grow in a circular region 800 FT across. Each cactus is 6-15 FT tall with 3-8 'arms' and needles to 8 inches in length. Adventurers crossing this region in the dark run into 1d10 cacti each, suffering hp1d3 damage/cactus (avoid 1d20 roll GTET [35-Agility]). Each cactus holds 1d8 gallons of water. The cactus needles readily burn; a burning cactus explodes for 2d8 damage (range 20 FT, avoid 1d20 roll GTET [34-Agility]).
2. **Hangimdahl Quarry**. An oval pit 264 FT long by 110 FT at its widest point, 68 FT deep. Granite is cut at the south end while petrified wood is cut at the north end. A two-story wood building is on the surface along with three one-story stone buildings, a grinding shop for sharpening tools, four small wood sheds, two 20 FT water tanks, and five strong wood hoists. The quarry is managed by Holgi Varapetti (**Mountain Giant**) with a staff consisting of sixteen **Common Devils**, twelve **Type 2A Devils**, nine **Zoybim**, five **Ogres**, two **Common Trolls**, an **Etlin**, and eleven **Bugbear** slaves.
3. A 48 FT wood tall Tower with two 15 FT rooms at the top, the tower has three thick wooden legs. A ladder is attached to one leg. One room holds a complete set of ordinary Leather Armor with leather cap, leather gauntlets, and leather arm and leg protection, along with a 30 LB capacity backpack (7 wholesome rations, ½ gal wholesome water, 10 steel spikes, wooden mallet, small oval mirror, 50 FT strong rope, fishing knife, magnetic compass, 820 GP dragon's talon).
4. A very thin path makes its way down the 2000 vertical FT from Gehenna; Adventurers must traverse it single file, falling unless succeeding on a 1d20 roll GTET [30-Agility], checked every 250 vertical FT. A 12 FT iron door (Strength GTET 30 to move) is built into the Walls of Hell opposite the bottom of the path. The doors have sculpted relief panels that depict Lucifer, and a black iron door knocker held in a lion's mouth. A red metal plaque over the door reads, in Common, *Eternal I endure, leave all hope ye who enter.* Three double-taps using the knocker opens the door, which requires total Strength GTET

# Circle Zero, Northwest Map



4. (continued)...34 to push open. A mortal must succeed on 1d20 rolls GTET [28- Will] to enter the door (e.g. *Fear*), checked hourly.
5. [1] A 35 FT tall square tower is empty on the inside with an open top; it has no door. The tower is filled with horizontal poles that serve as roosts for eighteen Harpies of Hell. The floor is 2 FT thick in guano, hiding 46 GP, a 8328 GP ruby, a 620 GP garnet, a 7044 GP pearl, three well-made Dirks in scabbards, a pair of steel *Gauntlets AC+10*, an open *Helm AC+8*, and a single-blade *Axe +2* (limb cleaving, save 1d20 GTET [30-Agility]). [2] Adventurers find Yolcom, male Half-Elf, praying at a 14 FT yellow stone altar inside a 25 FT square single story building. The altar has a red-glass lantern, a silver 210 GP Unholy Symbol, four black thigh bones, and two 50 GP silver candlestick holders. Yolcom is a pilgrim traveling to the Belyzabel Temple on the Sixth Circle of Hell.
6. Three 28 FT metal arches stand 20 FT apart, each arch 18 FT across at the base, 6 FT thick, embedded in a rectangular structure 40 FT tall by 34 FT wide by 6 FT thick. An open 8 FT wide gangway circles each arch at the 32 FT elevation. Eleven HD5 **Yas-sakko's Spiders** (webs, 1d10 cold breath) live on the platforms. The platforms together hold five leather backpacks (3x 40LBS, 2x 60 LBS), 18 GP, 11 SP, three plain gold rings (58, 80, 102 GP), a spoiled Healing Potion, a silver-bladed Dirk in scabbard, eight iron spikes, and five wholesome rations.
7. Meteors bombard a circular area 900 FT across, so that every square yard is hit every 4 hours. Each Adventurer suffers an hp12 meteor hit every 150 FT (avoid 1d20 roll GTET [32-Agility]. A backpack sits 400 FT into the circle, containing 830 GP, a 14,303 GP ruby, two quart canteens of water, and a 8-power brass telescope. Adventurers approaching in the dark may hear meteor impacts 1d100+2d20 FT away on 1d20 rolls GTET [28-Intelligence].
8. **Tomb of Scorpions.** A 3 FT stone fence surrounds a shaft 30 FT deep and 15 FT across; painted

# Circle Zero, Northwest Map

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8. (continued)...images of scorpions are on the fence. An 8 FT sepluchure lies at the bottom with three stone scorpion sculptures on the cover, the sepluchure holds the mummified remains of a male humanoid with a scorpion's tail. The body wears a *silver medallion* embossed with a scorpion (summons 1d12 HD4 **Giant Scorpions** for 15 minutes; 58 charges). A solid silver 4 FT scorpion is under the sepluchure (108 pounds, 3916 GP value). Adventurers find Desyeps (male Gnome, L9 Ras-cal) at the bottom of a rope down the shaft, fighting four HD2 **Giant Scorpions**.
9. A 20 FT tall mound shaped like a running horse. The eye and teeth are white quartz, the hoofs are black glass. The mound is covered in a black sticky tar; Adventurers become stuck unless succeeding on a 1d20 roll GTET [34-Strength], checked every 5 minutes. The tar ignites on 1d20 rolls GTET 14 then slowly burns for 1d6 hours. A random monster check is made when Adventurers arrive.
10. A 500 FT wide hexagon on the ground has a surface of a very sticky substance. Adventurers crossing the area become stuck (boots) unless succeeding on 1d20 rolls GTET [28-Strength], checked every 75 FT; a stuck person breaks free on 1d20 rolls GTET [30-Strength], checked once/minute. The adhesive does not burn but a 6 FT by 6 FT square can be cleansed or a stuck person released by applying alcohol.
11. [1] An octagonal area 850 FT across is drenched by continuous heavy rainstorms, with stong unpredictable winds, cold rain at 1-2 inches/hour, and loud thunder (no lighting); persons crossing the area are thoroughly soaked and are *deafened* for 2d100 minutes (save 1d20 roll GTET [32-Stamina]). The thunder can be heard in the dark from three-quarters mile away on 1d20 rolls GTET 8, and all persons hear it at one-half mile. [2] Five HD7 **Garm** are found digging a pit 15 FT across by 9 FT deep. They are burying six 9 FT long bones.
12. [1] **Peleskoral Castle**. A four-story stone keep and a two-story stone building are surrounded by a 40 FT stone wall with six six-story towers; a 25 FT wide by 15 FT deep moat is filled with flammable oil. The garrison Commander is Faullen Orphat (**Type 3A Devil**). The garrison consists of three squads of **Common Devil's** with War Axes, three squads of **Type 1A Devils**, along with nine **Zoy-bim**, ten **Minotaur**, four **Centaurs of Hell**, and a **Lycanthrope** (Boar). [2] **Shrine of Naurwine**, dedicated to Shaitan. A fancily-carved wood canopy covers a paved area 30 FT across, surrounded by a 4 FT metal fence; a carved white granite structure surrounds a gold phylactery which contains a piece of Shaitan's wing leather (6592 years old).
13. [1] A 14 FT wide tunnel leads underground to a four-room cave complex. The first room is 34 vertical FT underground, 58 FT across, with ice that partially covers three male Elf's corpses; the second room is 47 FT across and has a 12 FT deep pool concealing a submerged chest that holds 1d12 *al-chemical concoctions*; the third room is at the bottom of a 15 vertical FT ramp, is 108 FT long with eight 14 FT-thick columns and a talking 15 FT Minotaur statue; the fourth room is at the bottom of a 25 vertical FT shaft, is 66 FT across – the room is flooded throughout 18 FT deep with an 8 FT wide walkway of bones around the perimeter. [2] Ana Salisorfius, an evil female Gnome Prophet of Lucifer, is found at a 9 FT long dark green stone altar dedicated to Lucifer, conducting a séance. The altar is under a 20 FT cloth canopy supported by 15 FT black stone columns. She is guarded by Narkus, evil male Human Crusader L12, and Clokletus, evil male Dwarf Crusader, L13.
14. A large dark grey rock is 50 FT wide by 40 FT across by 32 FT tall. A 15 FT wide hole on the top is the top of a 50 FT vertical shaft that leads to the nest of forty-two HD6 **Gold Digger Wasps**; 3d10 are present with the rest away; a **Wasp** returns on 1d20 roll GTET 14, checked every 3 minutes. The lair contains 32 SP, 10 GP, three 6 FT wood poles, a *Cutlass +1*, a small bronze Shield (*reflects basic Air magic*), and a *1d8 Healing Potion* (doesn't work for Gnome). Adventurers approaching the rock in the dark may hear the Wasps 3d20 FT away on 1d20 rolls GTET [28-Intelligence].
15. A rectangular area, 250 FT by 800 FT, is filled with quicksand. Adventurers who cross the area become *stuck then drown*. An Adventurer is held by the muck unless succeeding on a 1d20 roll GTET [32-Strength], checked every 30 FT of travel; once held, an Adventurer is freed on a 1d20 roll GTET [34-Strength], checked once/minute, applying a penalty modifier (total number of minutes held).

# Circle Zero, Northwest Map

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15. **(continued)**...An Adventurer held in the muck goes under and drowns unless succeeding on a 1d20 roll GTET [33-Strength], checked every 3 minutes.
16. [1] A 7 FT square red stone Altar dedicated to Samael is located on a 20 FT diameter circular paved area surrounded by a 2 FT wood barrier. An 1804 GP Unholy Symbol is on a pole through a hole in the top. The Altar has four copper chalices, a lantern inside a circle of eight glass panels bearing images of Samael, two silver hammers (aura of evil), and four glass vials of Unholy Water. Adventurers find three HD7 **Minotaurs** kneeling at the altar, each holding a 1400 GP silver censer filled with incense. [2] Adventures encounter the glowing image of a flock of twenty Harpies of Hell (*illusion*, disbelieve 1d20 roll GTET [32-Will], checked every minute) while crossing a cruciform area, each segment is 200 FT by 80 FT.
17. A Warehouse consists of a T-shaped one-story wood building, the cross-segment stores items used by Priests of Shaitan (robes, hoods, Prayer Beads, bronze Unholy Symbols, 15 GP silver pins, 76 GP gold pins, copper signet rings, Unholy staves, etc.), the long-segment stores supplies used by the Infernal Legions (carts and wagons, chuck wagons, tents and pavilions, rugs, field cots and furniture, empty barrels, rope, wood stakes, etc.). The warehouse is managed by Vunduvarius, **Type 2E Devil**, with a staff of nine **Common Devils**, seven **Zoybim**, four **Common Trolls**, two **Hill Giants**, and eight **Bugbear**.
18. An 8-shaped area is paved with dark blue stones, the perimeter lined in cherry red; the area is 65 FT long by 40 FT wide. The upper and lower center areas are 15 FT. A 12 FT tall column of solid clear resin stands in the upper center, enclosing three silver-amber-amethyst chalices (aura of enchantment, aura of neutrality; when a neutral Adventurer drinks wine from one they are *healed hp1d10*, once/day); an enchanted saw is necessary to cut through the resin. The preserved hides of four 10 FT tall hair humanoid creatures (Yeti-like) are attached by golden spikes to a 15 FT tall upright wooden wall in the lower center.
19. A hexagonal area 450 FT across contains more than 300 geysers, spaced 25-30 FT apart. Each geyser is a stone cone 6-12 FF across at the base by 4-8 FT tall. An Adventurer crossing the area is sprayed by an erupting geyser on 1d20 rolls GTET 14, checked every 60 FT of travel; an eruption scalds for hp1d10 (avoid 1d20 roll GTET [32-Agility]). Mortals entering the area retch for (30-Stamina) minutes (save 1d20 roll GTET [28-Stamina], checked every 3 minutes); affected persons temporarily reduce their Agility, Stamina, and Will statistics by 2 points. The eruptions can be heard in the dark 500 FT away on 1d20 rolls GTET 13 (direction determined on 1d20 rolls GTET [26-Intelligence]). The area can be smelled 150 FT away on 1d20 rolls GTET 8. One random monster check is made when Adventurers enter and hourly thereafter.
20. A very thin path makes its way down the 2000 vertical FT from Gehenna; Adventurers must traverse it single file, falling unless succeeding on a 1d20 roll GTET [30-Agility], checked every 250 vertical FT. A 12 FT iron door (Strength GTET 30 to move) is built into the Walls of Hell opposite the bottom of the path. The doors have sculpted relief panels that depict Lucifer, and a black iron door knocker held in a lion's mouth. A red metal plaque over the door reads, in Common, *Eternal I endure, leave all hope ye who enter.* Three double-taps using the knocker opens the door, which requires total Strength GTET 34 to push open. A mortal must succeed on 1d20 rolls GTET [28- Will] to enter the door (e.g. Fear), checked hourly.
21. A rectangular area one-half-mile by one-third mile wide causes 2d100 minutes deafness (save 1d20 roll GTET [30-Stamina], checked every one-tenth mile of travel in the area.
22. **Post 31.** A three-story brown stone cylindrical structure, entered through a bronze door (Strength GTET 28 to open); each story consists of two rooms. The post is staffed by three **Ordinary Devils**, a **Common Devil**, a **Zoybim**, and an **Ulutu**. They have thirty-four wholesome meals, 50 gallons of wholesome water, 10 gallons of good-quality white wine, 10 pounds of pork jerky, five bows with 80 war arrows, four 10 minute smoke grenades, two flash grenades (range 15 FT, blindness 1d100 minutes, save 1d20 GTET [32-Stamina]), and four stink bombs.
23. **Halls of Farnidant.** Two stairs on the surface lead to a six-level underground dungeon complex;

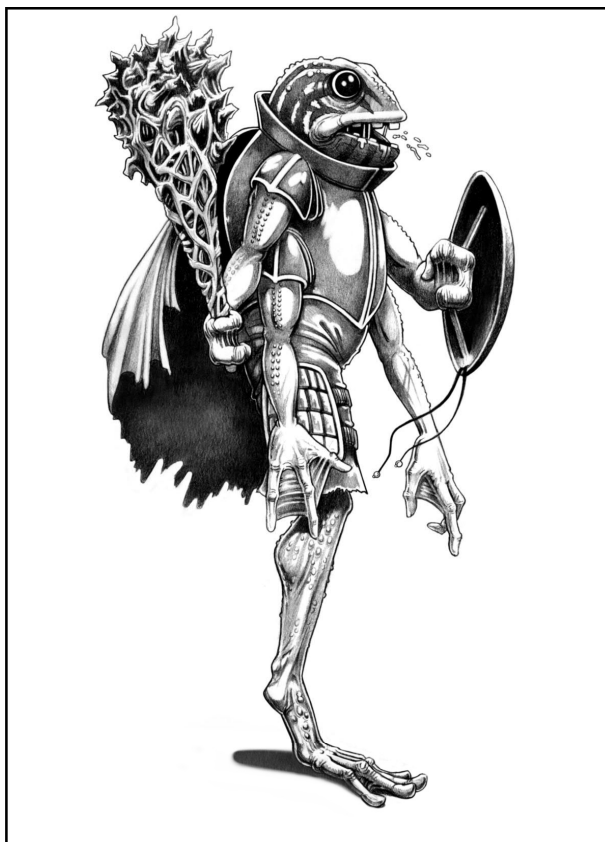
# Circle Zero, Northwest Map

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23. **Halls of Farnidant, continued**...one stair leads to the uppermost level and one to the fourth level. The uppermost level is 27 FT underground and consists of fourteen rooms including the Moon Room and Kimmer's Spellbook. The second level is 52 FT deep and consists of sixteen rooms including the Room of Staves, the Lava Bridge, and the Ancient Icons. The third level is 90 FT deep and consists of twelve rooms including the Golem of Set and the Siren's Lair. The fourth level is 140 FT deep and consists of nine large cave rooms and three smaller ones. The fifth level is 192 FT deep and consists of eleven rooms including the Whistling Cat, the Room of Null Gravity, and the Maze of the Minotaur. The sixth level is 244 FT deep and consists of twenty-two rooms including the Judge's Bench, the Jail of Ten, and the Bee's Nest.
24. **Malicious Plaza.** A W-shaped paved area surrounded by a low iron fence painted purple. Each segment is 90 FT long by 34 FT wide, two segments are paved with black pumice and two segments are paved in pink coral. A 6 FT upright glowing yellow stone column (aura of enchantment) is located at each of the three vertices (forming V's); a good or neutral person touching a column are *compelled* to steal from and betray their comrades, the effect lasting (200-2\*Will) hours, save 1d20 roll GTET [32-Will], checked per touch. A patrol consisting of a **Sessin** and six **Ulutu** arrive here 1d100 minutes after the Adventurers.
25. Two 40 vertical FT red wood stairs angled 45° apart join together at a 10 FT by 10 FT landing to form a black wood stair that ascends another 30 vertical FT to a 15 FT by 15 FT black wood platform. An 8 FT wood hatch in the platform leads to an invisible 20 FT by 20 FT room, 15 FT deep; the room is filled 5 FT deep in a black-colored [harmless] pudding or gel.
26. Adventurers find a one-story, ten rooms, ruin of a forge. Half of the roof remains and six rooms are habitable. One large room still has a large anvil and two small anvils, along with a heavy wood workbench, a fire pit, and a selection of rusted and worn smithy tools. Elsewhere in the building is found five barrels of fouled water, two rancid swine carcasses, three crates of moldy flour, and a 20 pound wheel of cheese (poisonous to Gnomes, save 1d20 GTET [30-Stamina]).
27. An O-shaped region contains nine lava pools lined in red lava rock; each pool is a circle 40 FT across surrounded by twenty upright 8 FT black stones. The region has an inner diameter of 125 FT and an outer diameter of 250 FT; the outer diameter is marked by a 2 FT high red stone wall (lip). The pool's glow can be dimly seen 120 FT away, the bubbling lava heard popping 80 FT away on 1d20 rolls GTET 8, and the brimstone smelled 50 FT away on 1d20 rolls GTET 10. A random monster check should be made when Adventurers arrive and every 30 minutes thereafter.
28. An X-shaped region experiences continuous very strong winds. Each length is 600 FT by 125 FT. The winds are loud enough that mortals must be within 6 FT to hear each other; for each 50 FT of forward movement mortals are pushed backward 20 FT unless succeeding on 1d20 rolls GTET [28-Strength]; mortals suffer hp1 damage from wind-blown missiles every 50 FT of travel (save 1d20 roll GTET [28-Agility]). Adventurers discover a 12 FT stoned Troll in the region on 1d20 rolls GTET 6 (dim phosphorescence visible 2d12 FT).
29. **Post 19.** A low circular stone wall surrounds a stair leading to a seven-room underground complex, including a ward room, small armory, office, and two small cells. The post is staffed by two **Ordinary Devils**, eight **Gargoyles**, a **Harpy of Hell**, and three **Type 2B Devils**. They have six *Crossbows +1* with 100 bolts (2x *paralysis* 1d100 minutes, save 1d20 GTET [32-Stamina]; 2x *Human Slaying*, save 1d20 GTET [30-Will]; 2x *weakness* reduces Strength by 6 for 2d100 minutes, save 1d20 GTET [32-Stamina]), 10 Javelins, three flash grenades (20 FT, *blindness* 1d100 minutes, save 1d20 roll GTET [30-Stamina]), three stink bombs, a small barrel of steel caltrops, and two bullwhips. A locked chest (-6 open lock) holds 582 GP, eight rubies (1042, 2542, 3145, 3606, 4420, 6652, 8283, 10,539 GP), a *2d8 Healing Potion*, an *Invisibility Potion*, a silver-bladed *Dirk +1*, and four vials of *Unholy Water*.
30. [1] A dense growth of HD3 **Wild Cacti** is found in a T-shaped region, the top segment is 450 FT by 90 FT, the perpendicular segment is 400 FT by 150 FT. Adventurers crossing the area blunder into (hp1d4 damage) sharp needles as they move across the region (avoid on 1d20 rolls GTET [32-Agility], checked every 30 FT of travel).

# Circle Zero, Northwest Map

30. (continued)...Adventurers are targeted by hp1d6 shooting cacti every 50 FT of travel (avoid on 1d20 rolls GTET [33-Agility]). [2] A four-story red brick office building is occupied by fifteen **Zoybim**, five **Harpies of Hell**, and two **Type 2B Devils**, supervised by a **Type 2D Devil**. The bronze front door requires Strength GTET 26 to open. A secret room (-8 to find, -10 open lock) on the third floor holds five locked chests (each with 6000 GP), two chests holding a total of 25 carved ivory figurines (each 1d100\*1d10+1500 GP), and 30 pieces of art (each valued at 1d100\*1d100\*1d12 GP). All records are written in Infernal Cant. A patrol consisting of a squad of **Ulutu** and a **Sessin** stops here 1d100 minutes after Adventurers arrive.
31. Eight **Centaur of Hell** are found dismantling two stone cottages. A pile of stones sits on two wood sledges next to ten 15 FT wood beams. The remaining exterior walls are 3-6 FT high. The sounds of their tools can be heard in the dark from 200 FT away on 1d20 rolls GTET 12.
32. A circular area 350 FT across is densely filled with burning purple-and-blue leafy bushes, 2 FT to 5 FT high. Adventurers pushing through the area suffer hp1 fire damage every 50 FT of travel (save 1d20 roll GTET [34-Stamina]). The thick smoke drifts mostly to the northwest and can be smelled two-thirds of a mile downwind and one-third mile upwind. Persons exposed to the smoke develop a *crusty purple rash* (save 1d20 rolls GTET [32-Stamina]; apply a -5 penalty within the burning area; *repulsive*, others save 1d20 rolls GTET [32-Will]) that lasts 1d12 days after exposure. Flickering flames are seen 250 FT away on 1d20 rolls GTET 8. Unburned leaves are *poisonous* to Humans-Elves-Gnomes (save 1d20 roll GTET [34-Stamina]), they can be used to make a burn salve (heals hp1d8). A locked chest is hidden (-6 to find) in the area; it holds 1000 SP, three *1d12 Healing Potions*, an *Invisibility Potion*, and a gold *Ring of Saving Rolls +1*.
33. An L-shaped region is continuously bombarded by heavy hailstones; the shorter span is 500 FT by 200 FT and the longer span is 1200 FT by 250 FT. Adventurers crossing the area are hit by hail for hp1 damage (save 1d20 roll GTET [28-Stamina]) every 50 FT of travel. The bombardment can be heard at 150 FT on 1d20 rolls GTET 8.



## Locations in the Guilichu Ring, Gehenna (near the Pit)

- A. **Altar of Axibhattis**, dedicated to Lucifer. A Y-shaped blue stone altar, each segment is 7 FT long by 3 FT wide. The altar is on a paved area 22 FT wide and is under a dark blue canvas canopy held up by eight stout poles. On the altar is a 2529 gold-amber-bloodstone idol of Lucifer, two 1000 GP gold Unholy Symbol medallions, an 6200 GP adamantine chalice, and a small wood cask of red wine. An evil person touching the Unholy Symbol gains an AC+12 bonus against attacks by good opponents for 24 hours.
- B. **Chargolt's Tomb**. A 12 FT by 6 FT by 6 FT tall stone selpuchure sits outdoors on a single 20 FT by 15 FT black stone slab; the lid requires Strength GTET 30 to move and is sealed by resin (additional Strength 8). The selpuchure is empty except for some bone dust and small pieces of bone; the bottom is a hidden door (-10 to find, -4 open lock) which lifts out to reveal a ladder down to a 40 FT

# Circle Zero, Northwest-Northeast Maps

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## Northwest Map locations in the Guilichu Ring, Gehenna

- B. **Chargolt's Tomb, continued**....square room that contains a chained wooden coffin. A plaque in Infernal Cant translates as, Veschessian Thux, **Vampire Lord**. He is trapped inside and upon release gives each person a 10,000 GP emerald (aura magic, allows tracking by evil at 2 miles).
- C. A rectangular area 680 FT by 420 FT is inside a 4 FT black iron fence, posts every 20 FT are topped by steel spear points, arched entries are at the northwest and southeast corners. The area is a cemetery containing twenty-nine open graves, one hundred sixty seven filled graves with headstones, fourteen stone crypts, three one-room mausoleum, two blazing pyres, and forty-three unburied wood coffins. The area is haunted by twenty-four HD1 **Skeletons**, twenty HD2 **Zombies**, seventeen HD3 **Ghouls**, fifteen HD4 **Uber Skeletons**, five HD8 **Ghosts**, two HD10 **Wraiths**, and a HD9 **Banshee**.
- D. **Castle of the Gargoyles**. A 70 FT tall by 40 FT rocky crag has many horizontal steel girders and platforms on it; the crag is surrounded by a 35 FT stone wall with four 50 FT towers; six one-story wood buildings are inside against the walls. The castle is commanded by Olgor Bintu Vrox (**Type 2D Devil**); the garrison consists of one-hundred sixteen HD5 **Gargoyles**, along with ten **Common Devils**, ten **Minotaurs**, six **Type 1B Devils**, and fifteen **Zoybim**.

## Northeast Map

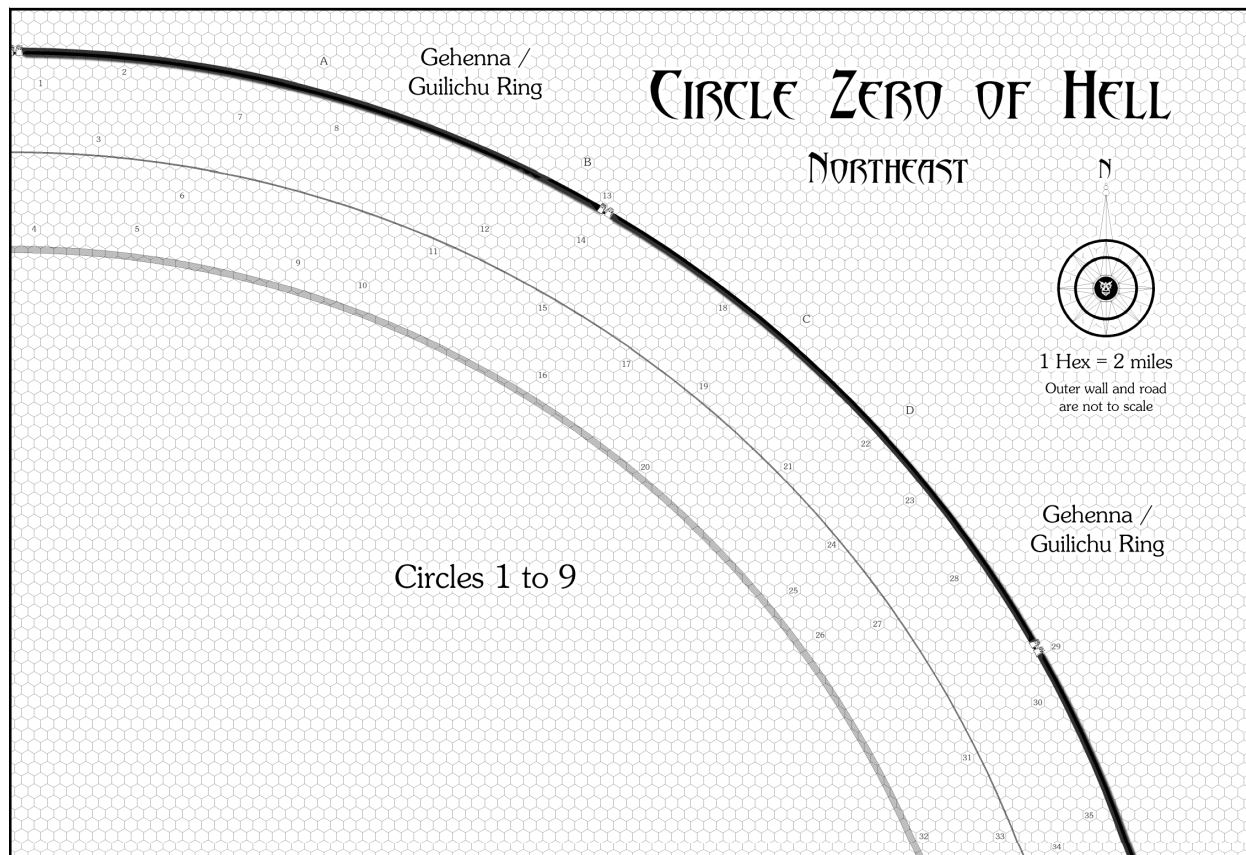
See the map on page 15.

- Adventurers find a two story rectangular building, 25 FT by 45 FT, entered through a brass door. The lower floor has three stand-alone 10 FT by 10 FT iron cells. The upper floor contains a variety of torture equipment including a flogging stand, rack, iron maiden, bed of nails, blazing braziers with poker and brands, and water-filled vats, along with whips, straps, knives, pincers, clamps, manacles, chains, needles, and other equipment. A drugged **Type 1B Devil** is in one cage in the lower room. An **Ogre** is bound to the rack and a **Minotaur** is bound to the flogging rack. The torturers are three **Type 1E Devils**, a **Type 2B Devil**, and a **Zoybim** dressed in clergy robes with Unholy Water.
- An 8 FT wide stone ramp leads to a 113 FT by 75 FT underground cave, 45 FT below the surface. The cave has a small pool at one end with a fountain built into the far wall having four shark's heads. The ceiling is covered in blue phosphorescent mosses; **Shelf Fungus**, **Toadstools**, and **Hanging Fungus** in many colors are found in the cave. Adventurers find Hallea Nogcrop (female Gnome, Artist) in the cave, working on three paintings; she has a field cot and five days rations.
- Stehllabe Spire**. A 187 FT green glass structure with a hexagonal base 43 FT across. Circular black grass ledges, 8 FT wide, surround the tower at 30 FT, 60 FT, 90 FT, 130 FT, and 170 FT. The spire narrows so that it is 30 FT across at 100 FT, 20 FT across at 150 FT, and 10 FT across at 175 FT. A 20 FT glowing pewter statue of a Medusa is at the top. The skeletons of Giants can be seen embedded in the glass around the bottom. Hidden doors (-10 to find, -8 open lock) at the 60 FT, 90 FT, and 130 FT give entry to single 10 FT by 10 FT rooms.
- A 12 FT hole in the ground gives access to a 300 FT twisting passage that ends at a ten-room cave complex 46-90 FT underground. The complex includes a room filled with stalacmites, a room in which a large colony of **Giant Vampire Bats** roosts (the floor 4 FT deep in guano), a room with a 250 FT deep chasm, a room of phosphorescent mosses, a room with hot Sulphur vents in the walls, and a room whose floor is covered 20 FT deep in quicksand. *Garoldlo*, a male Dwarf Prospector (Warrior L8) and his burro, *Grosoggoes*, are found camping in the far room. They have twenty-eight nuggets of gold ore (3d20 GP value/nugget) and forty-one nuggets of silver ore (2d12 GP value/nugget).
- The ground in a diamond-shaped region is continually shifting; the area is 900 FT top-to-bottom and 725 FT at the widest point. Adventurers crossing the area are knocked to the ground every 25 FT of travel unless succeeding on a 1d20 roll GTET [26-Agility]; a person knocked down suffers hp1 damage unless succeeding on a 1d20 roll GTET [28-Stamina]. The sound of the shifting ground can be heard 125 FT away (250 FT on 1d20 rolls GTET 8).



# Circle Zero, Northeast Map

6. **Povanian's Altar**, dedicated to Shaitan. A 7 FT diameter circular green stone altar on a hexagonal area 20 FT across paved in red and green stones; yellow bones show through the altar surface. Two moldy Gargoyle skeletons lie on the altar, along with a broken silver-bladed Dirk, two empty glass vials, and a silver Unholy Symbol pendant (1420 GP). The altar glows with a faint green light. A neutral person touching the altar gains the ability to *shapechange* into a Gargoyle (3 times, 15 minutes/transform, must be used within 5 days; on 1d20 roll of 1 the transform is permanent). Three **Type 2C Devils** arrive here 25 minutes after the Adventurers.
7. **Library of Ghehorris**. A four-story brown stone structure, 225 FT on a side, with an open courtyard in the second, third, and fourth floors. A 20 FT wide ring of quicksand surrounds the building, with a copper bridge. The library is known for its collections of royal biographies and the genealogies of royal lines across the Celestial Spheres. A section of the fourth floor displays crowns and scepters collected from numerous kingdoms and empires. The Head Librarian is Zinder Byremen (**Centaurof Hell**). The staff consists of seven **Ordinary Devils**, eighteen **Zoybim**, five Medusa, three **Type 1A Devils**, an evil male Gnome, seven **Skeletons**, and a Black Annis.
8. **Colkeneegan Castle**, headquarters of Infernal Legion XXXXV (General Kelazzu). The castle consists of five two-story stone buildings around a parade ground, with three one-story wood barracks and two one-story stone buildings. A chapel to Lucifer is underground. The complex is surrounded by a 25 FT stone fence, surrounded by a 15 FT electrified (hp1d10/touch, save 1d20 roll GTET [30-Stamina]) metal fence. The garrison commander is Jackades Kaladin (**Type 4E Devil**). The garrison consists of four squads of **Ulutu**, three squads of **Common Devil** pikemen, three squads of **Type 1C Devils**, along with ten **Infernal Hounds**, twenty trained **Greater Wolves**, three **Lycanthropes** (Wolf), fifteen **Zoybim**, and two **Centaurs of Hell**.



# Circle Zero, Northeast Map

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9. **Pendarpoy Garden.** A T-shaped walled compound, the top segment is 340 FT by 100 FT, the long segment is 500 FT by 180 FT; iron gates are at either end of the top segment. The walls are 44 FT tall and made of red metal, topped with razors. The garden has an extensive collection of water plants in long shallow artificial ponds, along with vines on upright trellises. The Head Gardener is Alonzo Jorgenby (evil male Half-Elf, Rascal L10); the staff consists of nine **Ordinary Devils**, six **Ogres**, four **Common Trolls**, two **Type 1A Devils**, and a trained **Giant Badger**. Most plants are poisonous to Dwarves and Gnomes (on 1d12 roll GTET 8).
10. **Post 17.** A two-story wood structure, 30 FT tall, with an open top mounting a ballista. A 4 FT wooden picket fence surrounds the building. The post is staffed by four **Ordinary Devils**, two **Common Devils**, a **Zoybim**, and **Type 1A Devil**.
11. A four-story circular iron tower is 70 FT in diameter, with an iron door (-5 open lock, requires Strength GTET 30 to open). The tower is occupied by Willifree, a HD12 **Lich** (male Half-Elf; Air, Earth, Fire Wizard), with his servants Leforee, HD4 **Uber Skeleton**, Yorsheart, HD10 **Vampire Lord**, and Ology, HD8 **Mummy**. Willifree has spell books for each element, 12,200 GP, fifteen 15,000 GP rubies, *five enchanted books*, a *scroll* of eight Air Magic spells, a *scroll* of eleven Fire Magic spells, three Earth Magic *scrolls* of nine, five, and seven spells, *three enchanted Rings*, and *four miscellaneous magic items*. Yorsheart has an evil *Scimitar* +3 (Limb Cleaver on rolls of 20). Ology has a *War Axe* +2 (*Paralyzing*), an *enchanted Ring*, an *enchanted Wand*, and a *Cloak of Healing*.
12. A circular area 1000 FT across is affected by a continuous downpour of very cold water. The rain can be heard from 100 FT away on 1d20 rolls GTET 11.
13. A very thin path makes its way down the 2000 vertical FT from Gehenna; Adventurers must traverse it single file, falling unless succeeding on a 1d20 roll GTET [30-Agility], checked every 250 vertical FT. A 12 FT iron door (Strength GTET 30 to move) is built into the Walls of Hell opposite the bottom of the path. The doors have sculpted relief panels that depict Lucifer, and a black iron door knocker held in a lion's mouth. A red metal plaque over the door reads, in Common, *Eternal I endure, leave all hope ye who enter.* Three double-taps using the knocker opens the door, which requires total Strength GTET 34 to push open. A mortal must succeed on 1d20 rolls GTET [28-Will] to enter the door (e.g. Fear), checked hourly.
14. A three-story stone ruin is the remains of a long-abandoned brewery. The roof is missing, parts of the second and third floors has collapsed into rubble, the floors in other parts of the second floor collapse when entered on 1d20 rolls GTET 14. An underground room has twenty-two empty 200-gallon barrels; two other barrels have 48 and 71 gallons of spoiled beer (poisonous to Elves, save 1d20 rolls GTET [30-Stamina]). A HD12 Chimera has a lair in the ruined fermenting tank room; in the rubble is found a *Spear* +1 (*Returning*), twenty *War Arrows* +1 in a quiver, two gold Holy Symbols (aura of good, 58 GP, 92 GP), a pair of studded leather *Gauntlets* AC+12, and two 1d12 *Healing Potions* (one is labeled as cherry brandy).
15. A 35 FT diameter wood platform is 18 FT above the ground, reached by a stair up the center. The platform has five gallows evenly spaced around the perimeter. The blackened, moldy, skeleton of an Ettin hangs from one gallows (double noose). Two fresh Medusa corpses hang from two other nooses, guarded by three **Common Devils**, two **Ulutu**, and a **Sessin**. Mortals viewing the Medusa corpses are *stunned* 1d100 minutes (save 1d20 roll GTET [28-Stamina], range 50 FT). Three HD5 **Giant Vultures** (diseased, save 1d20 roll GTET [28-Stamina]) sit on the gallows.
16. **Spider Mausoleum.** A one-story 20 FT building, 25 FT by 30 FT, with a high slate roof. Painted images of many species of spider adorn its exterior. The brass door (-8 open lock, Strength GTET 30 to move) depicts woman's heads on spider bodies. The interior has a purple stone floor and black walls; tapestries depict small black-skinned men carrying spears and riding spiders. The 9 FT by 6 FT selpuchure depicts a giant spider with smaller spiders on its back. Strong (hp7) webs cover the tomb. A bead of lead seals the lid. The tomb contains bone dust, a moldy humanoid skull, a 1320 GP silver ring with a spider image (aura of evil, aura of enchantment), a pair of blue silk slippers (*Spider Walking*) and two silver chains/medallions embossed with spider images (*cursed*, *transform* to mindless

# Circle Zero, Northeast Map

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16. **Spider Mausoleum, continued...** Giant Spider while worn, save 1d20 roll GTET [38-Will], checked daily). A person touching the spider sepulcher while saying a prayer to Shaitan becomes *immune to spider venom* for 1d100\*1d6 days.
17. A 200 FT circular plaza has four 100 FT extensions at the cardinal compass points (like a circle superimposed on a cruciform shape). The plaza is paved with dark green stones and is surrounded by a 3 FT stone wall; openings in the wall are located every 150 FT along the perimeter; torches are located every 75 FT along the perimeter. A 10 FT tall bonfire burns in the plaza's center. Six black wooden stocks are located in the plaza, four are occupied when Adventurers arrive (**Type 2C Devil**, two **Zoybim**, **Sessin**). The prisoners are guarded by ten **Ulutu**, two **Sessin**, and two **Type 3A Devils**.
18. **Huthyback Crypt.** A stair leads down to a 12 FT iron door (-10 open lock, Strength GTET 33 to move), its base is 20 FT below the surface, the door has the image of crossed pitchforks. Beyond the door the stair continues down another 20 vertical FT into a 30 FT diameter circular room with four 12 FT rectangular cutouts. An inscription in Infernal Cant on the wall translates as the tomb belongs to the Huthyback family, faithful servants of Shaitan, with a date 1104 years ago. Plaques on the cutouts give the names Almetha (female), Dorgard, Gandurdan, and Lololla (female). The coffins contain two desiccated men and two desiccated women on uncertain age, dressed in fine antique clothing. Under one of the men's coffins (must be moved, Strength GTET 28) is a metal floor panel (lock, -8 open lock; sleeping gas trap, 2d100 minutes, save 1d20 roll GTET [30-Stamina]). The niche below the panel holds 620 GP, a 13,482 GP diamond, two *1d10 Healing Potions*, and a bottle of lethan poison (save 1d20 roll GTET [34-Stamina]) labeled *Shapechange*.
19. Adventurers find a solid stone, 30 FT by 35 FT, 15 FT tall, the top reached by a ladder on the east side. A HD11 Efreet and Crusader L14 are found in a 20 FT dueling circle is drawn on top.
20. **Sethboy Gaol.** A five-story octagonal orange stone building, 400 FT across, surrounded by a moat filled with blue acid (hp1d4 damage/minute). The first floor has offices, kitchen, mess hall, and other facilities for the guards. The second floor has sixty cells sized for large to huge creatures. The third and fourth stories each have one hundred cells. The fifth story has an open courtyard in the center with forty-eight cells around the perimeter. The Warden is Naldup (**Type 3D Devil**); the staff consists of ten **Common Devils**, eight **Ulutu**, seven **Sessin**, four **Lycanthropes** (Wofl), fourteen **Zombies**, and nine **Minotaurs**. The most important prisoners are Dolalkony (former **Diabolic General**), Knolake (**Mountain Giant**), Welwysh (**Vackli**), and Forn Clestin (good male Dwarf, Warlock L12).
21. Gold nuggets are scattered on the ground in a rectangular area 500 FT by 300 FT. Adventurers apply a -4 modifier to finding nuggets because of the darkness. Adventurers can each find 1d20+1d12 nuggets, each is 1d12\*half pound and contains (weight\*20 GP) value in gold.
22. A 40 FT circular room is attached to the top of a black metal arch, 30 FT tall by 40 FT across at the base. Steps in the arch lead up to the room. The tower is staffed by two **Ulutu**, two **Type 1A Devils**, and an **Ordinary Devil**.
23. A V-shaped ditch is found with a 10 FT stone wall at the bottom and at the top along the inner edge. Each segment is 900 FT long by 120 FT across at the top, the bottom is 70 vertical FT deep. Adventurers approaching from the open 'top' run into the upper wall unless succeeding on a 1d20 roll GTET [28-Agility]. Adventurers approaching from the 'bottom' lose their balance and fall into the ditch unless succeeding on a 1d20 roll GTET [32-Agility].
24. Adventurers find a one-story rectangular stone building with thatched roof, 80 FT by 42 FT deep, having a single arched doorframe. The interior is lit by one hanging lantern. An *audible illusion* (disbelieve 1d20 rolls GTET [32-Intelligence]) depicts a guard post occupied by five Type 2C Devils (furniture, talk in Infernal Cant, etc.). A locked metal chest (-10 to find, -5 open lock) is under loose paving stones directly underneath the lantern; the chest contains 500 GP, a *2d8 Healing Potion*, a 520 GP ivory smoking pipe, fifteen pouches of high quality pipeweed, and a *Scimitar* +2. When the chest is hauled to the surface and its lid opened the lantern *flares*, all persons looking at it

# Circle Zero, Northeast Map

24. (continued)...(save 1d20 rolls GTET 16) are *blinded* for (30-Stamina) hours (save 1d20 roll GTET [30-Stamina]).
25. Adventurers find a ten bed Hostel operated by Lazlap (**Type 1B Devil**) in a one-story four-room cottage. He is assisted by two **Common Devils** and a **Zoybim**. Beds are 1 GP/day with a meal, limit 3 days. Lazlap does not accept good persons but does not report them to authorities. A patrol consisting of six **Ulutu** and a **Sessin** stops here every 20 hours.
26. **Post 43**. A 24 FT by 20 FT wooden room is mounted on top of a 6 FT-thick 22 FT tall blue metal post (inverted L). A rope ladder hangs down from the center. The post is staffed by two **Sessin** and a **Type 1D Devil** equipped with Long Swords +1 (evil, *flaming* versus good), bows with 50 arrows (5x +1, 3x +2, 1x *slaying*, save 1d20 roll GTET [32-Will]), a weighted net (*enchanted versus blades*), seven *explosive grenades* (range 6 FT, hp1d6, avoid 1d20 roll GTET [30-Agility]), two flash grenades (range 15 FT, 1d100 minutes blindness, save 1d20 roll GTET [30-Stamina]), and four stink bombs.
27. A 10 FT diameter bonfire burns on top of an oval hillock; the hill is 32 FT long by 20 FT wide by 8 FT tall. The fire is tended by a HD10 **Zombie Master** along with twelve HD5 **Uber Zombies**. The fire can be seen in the dark from 200 FT (500 FT on 1d20 rolls GTET 12). Three cords of wood are stacked on the hill, 4 FT high.
28. An oval region 500 FT long by 280 FT at the widest point is densely filled with petrified plants (flowers), standing 2 FT to 4 FT high. If the petrification is reversed, the plant roots can be boiled to make 1d12 *1d8 healing draughts*. A random monster check should be made 1d10 minutes after Adventurers arrive at this location.
29. A very thin path makes its way down the 2000 vertical FT from Gehenna; Adventurers must traverse it single file, falling unless succeeding on a 1d20 roll GTET [30-Agility], checked every 250 vertical FT. A 12 FT iron door (Strength GTET 30 to move) is built into the Walls of Hell opposite the bottom of the path. The doors have sculpted relief panels that depict Lucifer, and a black iron door knocker held in a lion's mouth. A red metal plaque over the door reads, in Common, *Eternal I endure, leave all hope ye who enter.* Three double-taps using the knocker opens the door, which requires total Strength GTET 34 to push open. A mortal must succeed on 1d20 rolls GTET [28- Will] to enter the door (e.g. Fear), checked hourly.
30. A circular region 1200 FT across is continually bombarded by *hp2d8 lightning bolts*. Adventurers crossing the area are hit by lightning every 100 FT of travel (avoid on 1d20 roll GTET [33-Agility], half damage on 1d20 roll GTET [32-Stamina]). The lightning flashes can be seen in the dark from 250 FT away, and heard 150 FT away on 1d20 rolls GTET 11.
31. Adventurers find two concentric circles of pits in the ground. The inner circle consists of eight pits 25 FT across by 18 FT deep, the outer circle consists of twelve pits 40 FT across by 25 FT deep; the pits are aligned so that the spaces between the outer pits lead directly to an inner pit. 4 FT of cold water fills the bottom of the outer pits; 4 FT of hot water fills the bottom of the inner pits (hp1/minute exposure).
32. **Wrokdeep Caverns**. Four vertical shafts give access to a complex of natural cave rooms found on four elevations underground. The uppermost elevation has sixteen rooms from 15 FT to 70 FT, including one with silver nuggets; the second elevation has twenty rooms from 20 FT to 45 FT, one is 110 FT, including one with steam and Sulphur vents, and one with a quicksand floor; the third elevation has twelve rooms from 50 FT to 100 FT, including a colony of **Vampire Bats** and a chained **White Dragon**; the lowest elevation has nineteen rooms



# Circle Zero, Northeast Map

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32. **Wrokdeep Caverns, continued**...from 30 FT to 60 FT, one is 105 FT and one is 180 FT, the rooms include toxic mushrooms and animated boulders. The monsters include **Manticores**, **Fu'er Trolls**, a troop of **Gargoyles**, **Type 2B Devils**, two **Huge Wyrms**, **Basilisks**, and **Mummy Lords**.
33. **Fortress Torawhych**. A three-story yellow stone building with circular five-story towers on each corner, surrounded by a 40 FT wall with six five-story wall towers topped by ballista, surrounded by a 30 FT moat of sewage, surrounded by a double line of earthworks. The fortress commander is **Klexxant (Vackli)**. The garrison consists of four squads of **Ulutua**, two squads of **Ordinary Devil** crossbowmen, two squads of **Common Devil** axemen, twelve **Zoybim**, eight **Infernal Hounds**, and seven **Ogres**.
34. **Emsamere Garden**. A circular area 625 FT in diameter, behind a 5 FT wood fence, surrounded by a 20 FT by 15 FT deep dry moat, there are entrances from the northwest, east, and southwest. The garden has an extensive collection of tall grasses and cereal plants from across the Celestial Spheres. Plants are poisonous to Humans on 1d20 rolls GTET 8, to Elves on rolls GTET 14, and the Dwarves-Gnomes on rolls GTET 18. The Head Gardener is **Cy-dosheps (Centaur of Hell)**; the staff consists of nine **Common Devils**, three **Ordinary Devils**, a **Zoybim**, two **Type 1A Devils**, and two **Bugbear** slaves.

## Locations in the Guilichu Ring, Gehenna

- A. A continually-burning pyre is found on a 35 FT by 15 FT stone platform, 15 FT above the ground; a stone stair is at the east end. The pyre is 17 FT long by 6 FT wide with flames to 10 FT high. A secret door in the base at the west end (-12 to find, -6 open lock) leads to an 8 FT by 12 FT deep chamber that holds the 7 FT coffin of a HD8 female **Vampire**. Her coffin holds 120 SP, 82 GP, three vials *Unholy Water*, a 50 GP hymnal to Lucifer, an evil *Long Sword* +2, and a *Cloak of the Night*. The pyre is guarded by two **Type 2A Devils** and can be seen in the dark from 250 FT away on 1d20 rolls GTET 6, and by all at 150 FT.
- B. A 50 FT by 30 FT wood platform 20 FT above the ground has three gallows, rickety (break unless succeeding on a 1d20 roll GTET 8) stairs are on the north and south sides. One noose holds a male **Ogre's** corpse; one noose holds a **Medusa's** corpse. Five HD4 **Giant Vultures** sit on the platform. The gallows are haunted by the HD8 **Ghost** of a good male Elf (**Warentonny**, Warlock L8); he can lead Adventurers to his backpack (1000 FT away), which holds ten wholesome rations, a half-gallon good quality wine, a 15,000 GP ruby, two silver-bladed Dirks in scabbards, and a *Short Bow* +2.
- C. **Orgmandiz Laboratory**. Three blue three-story cylindrical stone structures form a triangle, the area between them is paved with a 4 FT fence, with a 15 FT statue of a female Vampire. The buildings are inside a 20 FT dark red stone wall with a red metal portcullis. The laboratory specializes in the properties of blood collected from creatures across the Celestial Spheres. The laboratory is managed by **Wentwig Taufass (Vampire Lord)**. The staff consists of two **Ordinary Devils**, five **Zoybim**, a **Type 2B Devil**, four **Vampires**, and two **Medusa**. A patrol consisting of a **Sessin** and eight **Ulutu** stops here every 20 hours.
- D. A four story brown stone rectangular office building, with brass doors on the two short ends reached by white stone steps. There are nine offices on the ground floor, three offices and a scroll copying room on the second floor, three offices and two rooms of files are on the third floor, and two offices, two rooms and files and two storerooms are on the uppermost floor. The office manager is **Towmost Driddeen (Lycanthrope, Boar)**. The staff consists of nineteen **Zoybim**, three **Centaurs of Hell**, and two **Ordinary Devils**. A secret door (-10 to find) on the fourth floor leads to a room holding four chests of gold, an armoire with two enchanted suits of armor (chainmail, studded leather), and a cabinet holding four alchemical concoctions.
- E. **Yamaseen Armory**. A four-story black stone building with a domes roof and six underground rooms. The first floor has offices for two **Vackli** and a large practice gym; the second floor has offices for six **Sessin**, a small military library, a map room, and a sharpening room; the third floor has offices for nine **Sessin** and a ward room for a squad of **Uluta**, and two armor-fitting rooms; the fourth floor has offices for two **Vackli**, the armory commander's (**Fremorgo, Type 3A Devil**) office, two storerooms,

# Circle Zero, Northwest and West Maps

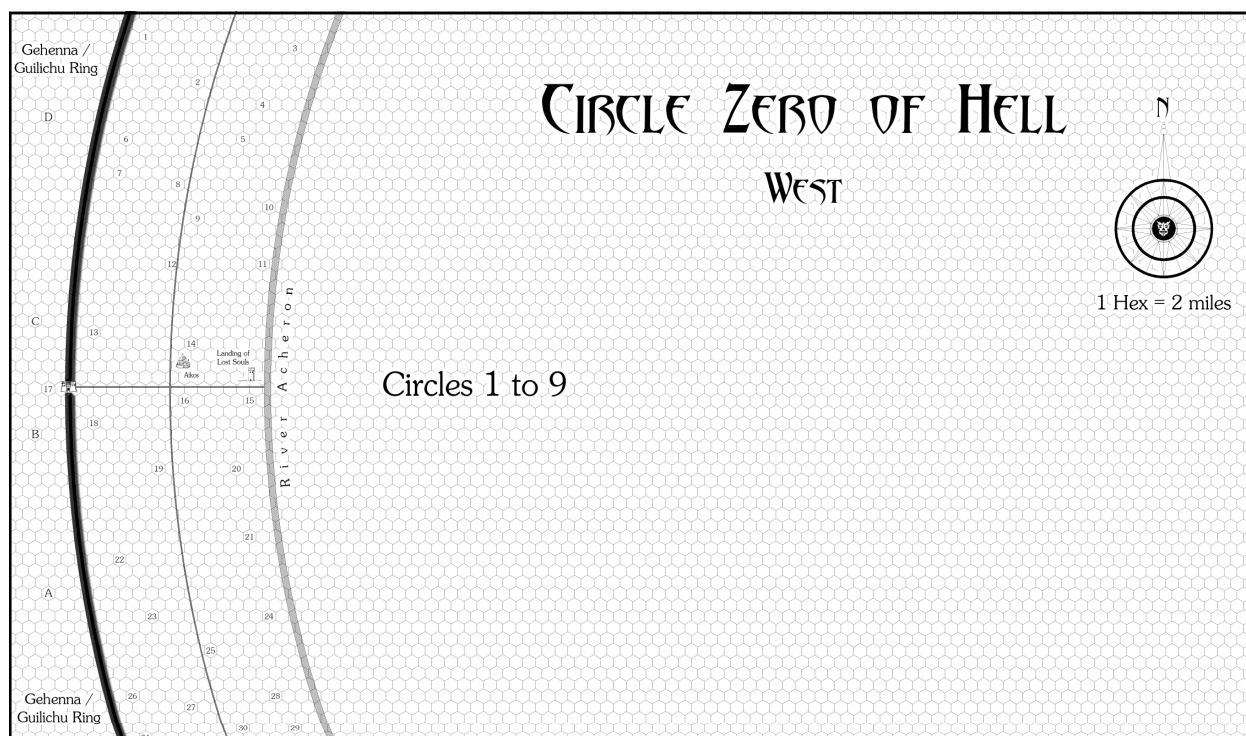
- E. **Yamaseen Armory, continued...** and a dining room. One underground room is empty, one holds a workbench and tools, and four store helms, steel caps, leather caps, chain mail shirts, studded leather shirts, steel gauntlets, leather gloves, and shields of all sizes and materials. The armory also stores a small number of Two-Handed Swords, Spears, long-handled War Axes, and Inog-handled Hammers. The staff includes four **Zoybim**, nine **Common Devils**, two **Ordinary Devils**, and two **Ulutu**.

## West Map

1. A cruciform-shaped area causes everyone who enters to *levitate* 3 FT off the ground, and *hang suspended* for 1d100 minutes (save 1d20 roll GTET [32-Will], checked every 25 FT of travel). Each arm of the cruciform is 120 FT by 45 FT.
2. **Laboratory Yowwon.** A six-story pyramidal structure constructed of a blue stone, entered through a ground-floor tunnel and two portcullis. The laboratory has living quarters on the ground floor, storage on the second floor, offices on the third floor, and working space on the remaining floors. The laboratory is known for its experiments with resins and waxes. The laboratory manager is Hannora Raypu

(**Medusa**, genius Chemist). The all-female staff consists of five **Medusa**, nine **Harpies of Hell**, two female **Lycanthropes** (Rat), three female **Centaurs of Hell**, and two female **Minotaur**. There are nine **Wax Golems** and four **Resin Golems** in the laboratory. A patrol consisting of a **Vackli**, a **Sessin**, and a squad of **Ulutu** arrive here 1 hour after the Adventurers.

3. An 8 FT diameter circular purple stone altar is dedicated to Shaitan (aura of evil). The altar is on a paved rectangular area 20 FT by 25 FT and is covered by a 15 FT by 15 FT wood awning supported by metal posts. A 1200 GP silver Unholy Symbol is fixed to a wood pole through the altar's center. Four burning copper braziers are located on the corners of the paved area. On the altar are found three glass vials of *Unholy Water*, a bronze sacrificial knife with melted blade, two sets of gold manacles, and the blackened skeleton of a Zoybim. On a 1d20 roll GTET 13, two **Sessin** arrive 1d20 minutes after the Adventurers.
4. [1] Seventy-three geyser cones are found in a semi-circle region 405 FT long by 80 FT across. Each geyser cone is 7-12 FT across at the base, 6-15 FT tall, and surrounded by a shallow pool of hot



# Circle Zero, West Map

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4. **(continued)**...stinking water. Adventurers crossing the area are scalded by an erupting geyser for hp1d8 every 50 FT of travel (avoid 1d20 roll GTET [28-Agility], save 1d20 roll GTET [32-Stamina]). A sulfurous gas hangs over the entire region and can be smelled 200 FT away (300 FT on 1d20 rolls GTET 14); the gas causes Humans and Elves to gag {reduce Agility and Strength 3 points for 2d100 minutes, save 1d20 rolls GTET [32-Stamina], checked every 3 minutes of exposure}. Eruptions can be heard 150 FT away. [2] The partially-collapsed remains of a three-story wood tower is occupied by thirty-eight HD2 **Stigae**.  
  
 ing on 1d20 rolls GTET [27-Agility]. The soft sides cave in when Adventurers fall in on 1d20 rolls GTET 13; a cave-in traps the affected person for 2d100 minutes, a trapped person suffocates unless succeeding on a 1d20 roll GTET [22-Stamina], checked every minute. [2] Four HD8 (jaguar-headed) **Beast Men** are found growing hallucinatory herbs in a 50 FT glass greenhouse. 1d12\*quarter pounds of herb leaf are ready for harvest; an additional 8½ pounds of dried leaves are found in three large ceramic jars. One Beast Man has a whistle that summons 1d20 **Type 2B Devils**, they arrive in 1d12+3 rounds.
5. A circular area 400 FT in diameter is strewn with nuggets of gold ore; each nugget is 1d20\*quarter pound with a value of 1.5 GP/quarter pound weight. Each Adventurer can find 1d20 nuggets (once/3 days). The nugget area is surrounded by a 150 FT-wide ring of orange quicksand. Adventurers crossing the quicksand become mired unless succeeding on a 1d20 roll GTET [30-Strength], checked every 40 FT of travel; a stuck person becomes unstuck on 1d20 rolls GTET [33-Strength], checked every 2 minutes (limited to Strength number of attempts); a stuck person is sucked under unless succeeding on 1d20 rolls GTET [30-Stamina], checked every minute (limited to Stamina number of attempts); a person sucked under drowns after Stamina\*quarter-minutes.
6. **Cadapspin Tower.** A three-story cylindrical metal Tower, 35 FT in diameter, entered through a steel door on the ground floor (-8 open lock). The outer surface is covered in small horizontal blades, two ballista are mounted on the roof. The tower is occupied by a **Sessin**, seven **Ulutu**, two **Ordinary Devils** and two **Zoybim**, all armed with War Axes. They also are equipped with four stink bombs, four gas grenades (10 FT range, 1d20 minutes *paralysis*, save 1d20 roll GTET [28-Stamina]), two flash grenades (15 FT range, 1d20 minutes *blindness*, save 1d20 roll GTET [30-Stamina]), and two stun grenades (20 FT range, persist 2d20 rounds, save 1d20 roll GTET [32-Stamina]). The building can be spun, any person coming in contact suffers hp2d8 (half damage on 1d20 roll GTET [32-Agility]).
7. [1] A conical sinkhole is 225 FT across at the ground, 65 vertical FT deep, and 20 FT across at the apex. Adventurers at the lip fall in unless succeeding on 1d20 rolls GTET [27-Agility]. The soft sides cave in when Adventurers fall in on 1d20 rolls GTET 13; a cave-in traps the affected person for 2d100 minutes, a trapped person suffocates unless succeeding on a 1d20 roll GTET [22-Stamina], checked every minute. [2] Four HD8 (jaguar-headed) **Beast Men** are found growing hallucinatory herbs in a 50 FT glass greenhouse. 1d12\*quarter pounds of herb leaf are ready for harvest; an additional 8½ pounds of dried leaves are found in three large ceramic jars. One Beast Man has a whistle that summons 1d20 **Type 2B Devils**, they arrive in 1d12+3 rounds.
8. A four-story red stone office building, the two lower floors are square, 85 FT to a side, the two upper floors are square, 45 FT to a side. The building is entered through two sets of bronze doors at the top of black stone steps, each door is guarded by two **Ordinary Devils** with short swords. There are seven offices on the first floor, with a storage room; five offices, two file rooms, and larder are on the second floor; three offices, a file room, and a storage room are on the third floor, and the fourth floor has four rooms all used for storage. The office manager is Bexwicks (**Minotaur**), and the staff consists of eleven **Zoybim**, seven **Minotaur**, two **Centaurs of Hell**, and four **Harpies of Hell**.
9. **Ilderache Arena.** A large roofed oval building with four entrances, constructed around a Jergaso field (a team game played by Devils, involving a ball, four skulls, two goals, and four large stone disks). There are twenty-four tiers of seats. A match is in progress between two groups of Type 1A Devils. The audience includes 3d100 **Common Devils**, 2d100 **Ordinary Devils**, and 2d20 each of: **Ulutu**, **Sessin**, **Type 1A Devils**, **Type 1B Devils**, **Type 1C Devils**, **Zoybim**, and **Type 2A Devils**.
10. **Tiyfrook Shrine**, dedicated to Lucifer. A 5 FT diameter steel ball with tinted crystal windows stands on a 7 FT trapezoidal purple stone pedestal; the ball contains a piece of one toe nail shed 11,642 years ago. 2985 GP gold Unholy Symbols are mounted to each of the pedestal's sides. The pedestal is in the center of a 40 FT circular area paved in black and purple stones, surrounded by a 3 FT black stone wall. 1d6 **Ordinary Devil** devotees are always present.

# Circle Zero, West Map

11. An L-shaped region contains forty sulphur vents; the short segment is 120 FT by 50 FT, the longer segment is 220 FT by 70 FT. Each vent is a jagged slit in the ground, 1d20+10 FT long by 1d10+3 FT wide; the vents are separated by 40-70 FT. An Adventurer crossing the area is scalded by hot liquid Sulphur and erupting gasses for hp1d8 on 1d20 rolls GTET 8, checked every 40 FT (save 1d20 rolls GTET [30-Stamina]). An Adventurer in the area suffers hp1 lung damage per minute (save 1d20 roll GTET [34-Stamina], checked every 3 minutes). Each Adventurer can harvest 1 pound elemental Sulphur (at 32 GP/pound) per minute. The rotten-egg stench can be smelled 100 FT away (300 FT on 1d20 rolls GTET 12); eruptions can be heard in the dark 125 FT away (200 FT on 1d20 rolls GTET 10).
  12. **Guy'lordion Castle.** A six-story black stone central keep is surrounded by four three-story blue stone buildings, inside ten one-story long rectangular wood buildings. The entire complex is surrounded by a double 35 FT black stone wall with eight five-story towers around the perimeter. A 25 FT zone around the castle exterior is a minefield (1d10 explosive, save 1d20 GTET [32-Stamina], avoid 1d20 GTET [33-Agility] checked every 5 FT of travel). The garrison commander is Doshaw Polokky (**Gaityas**). The garrison consists of four squads of **Uluta**, two squads of **Common Devil** archers, two squads of **Type 1A Devil** slingers, two squads of **Type 1B Devil** pikemen, three **Common Trolls**, and ten **Zoybim**. The castle is rumored to hold an artifact connected with the Angel Sibrarius.
  13. **Morshadow Garden.** A rectangular garden 900 FT by 400 FT, enclosed by a 30 FT green stone wall, entered in the center of the long sides through metal arches and gates. The entire garden is flooded from 2 FT to 6 FT, with areas separated by low stone walls. Wood walkways connect the different parts of the garden. The garden is known for its collection of trees, bushes, and other plants native to swamps and bogs. A gardener's shed is built on a platform anchored to the wall in the northwest corner. The Head Gardener is Pulkanknife (**Black Annis**), with a staff consisting of six **Ordinary Devils**, two **Lycanthropes** (Rat), three **Skeletons**, four **Type 1B Devils** and seven trained **Giant Otters**.
  14. An abandoned two-story brick cottage, with four rooms on the ground level and three rooms upstairs.
- Adventurers find a group of seven **Zoybim** working on a partially-completed tapestry depicting Prince Shaitan.
15. **Landing of Lost Souls.** An aged pier along the western radius of Hell, from which the Diabolic Earl Charon ferries souls across the River Archeron to the First Circle (See *Inferno: Journey through Malebolge*; see the diagram on page 23).
  16. Adventurers come across three **Type 1C Devils** engaged in digging a grave for a deceased **Type 1D Devil**.
  17. **West Gate of Hell**, at the bottom of the first Malebolge Pit cliff and the road from Glasya-Labolas. The grave of Valara, the First Dead, lies just outside the Gate (see *Inferno: Journey through Malebolge*).

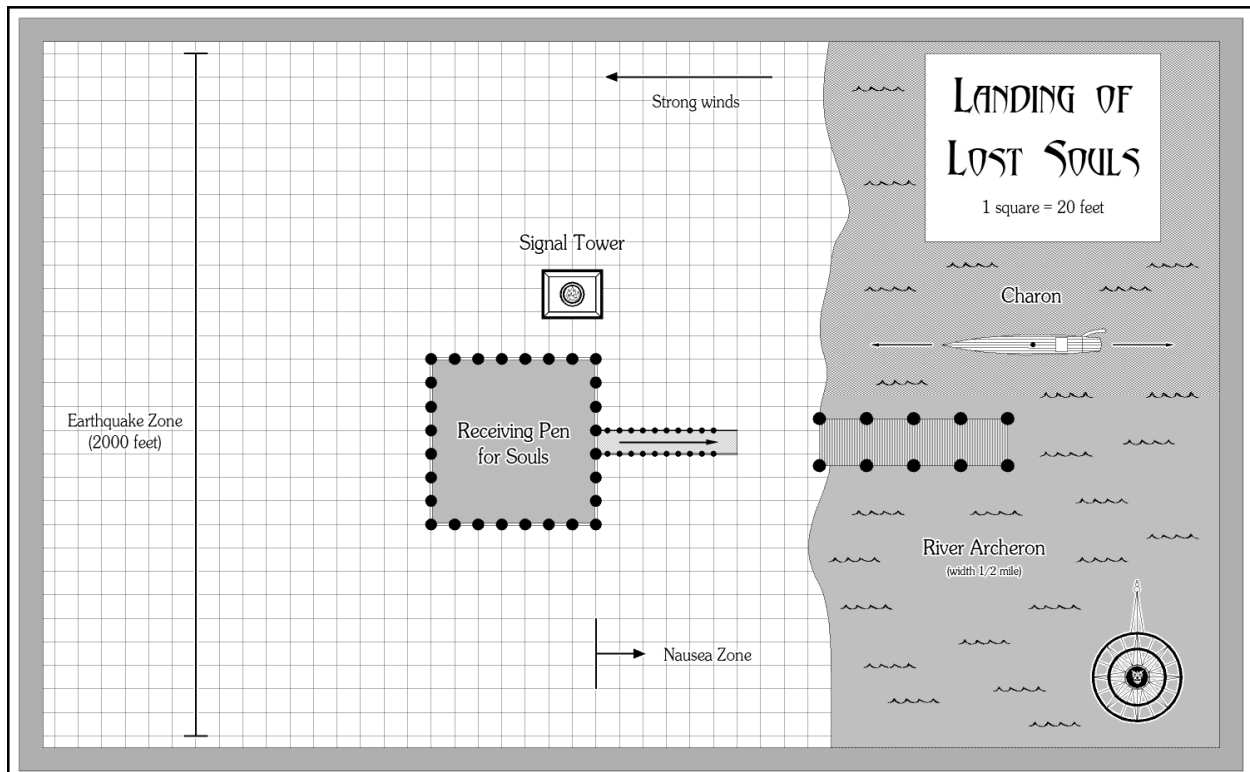


The Gates of Hell



# Circle Zero, West Map

18. **Armory of Abindora.** An L-shaped three-story green stone building, the short side is 125 FT and the long side is 280 FT; the building is surrounded by a 20 FT tall thorn hedge that conceals a line of poisoned (save 1d20 roll GTET [30-Stamina]) steel spikes set in the grounds. The armory is commanded by Phydusmellia (**Beng**); the staff consists of four **Ulutu**, two **Fe'eur Trolls**, an **Ogre**, three **Type 1B Devils**, and a **Hill Giant**. The armory is known for its crossbows and bolts; at any time there are 2d100 crossbows stored here, and 1d100 barrels (120 bolts/barrel), plus 2d20 each of: Long Bows, Short Bows, Cavalry Bows, Darts, Javelins, and Spears.
19. A rectangular area 600 FT by 275 FT is continually bombarded by *2d8 Fireballs*. An Adventurer crossing the area is hit by a fireball every 40 FT (avoid on 1d20 roll GTET [32-Agility], half damage 1d20 roll GTET [30-Stamina]). Adventurers see fireballs in the dark from 250 FT (400 FT on 1d20 rolls GTET 12), and hear the impacts from 150 FT (300 FT on 1d20 rolls GTET 12).
20. **Galmorray Arch.** A double arch constructed of a lattice of green metal girders, each Arch 34 FT high by 22 FT across at the base, 12 FT thick; the two are joined at the base (south side of one joined to the north side of the other). Two thick black girders fasten the two arches together. A black metal plaque in Infernal Cant is fastened to a 10 FT by 10 FT metal platform sits on the connecting horizontal girder 25 FT above the ground; it translates as '*Fly like a Bird.*' Small metal steps attached above the platform allow climbing to the top of both spans. Adventurers who jump from the top land softly and have their Agility statistic temporarily raised by 2 points for the next 4 hours (limit once/day, Stamina times).
21. A 34 FT three-legged wooden tower topped by a 22 FT square room with a balcony around the outside, the roof has a flare launcher. The tower is staffed by four **Common Devils**, two **Ulutu**, and a **Type 1C Devil**. They are equipped with five Long Bows (2x +1) with 120 arrows (10x +1, 2x *Slaying* {save 1d20 GTET [30-Will]}), 3x *paralysis* {save 1d20 GTET [32-Stamina]}), four javelins, four Spears, three smoke grenades, three stink bombs, and a flash grenade (range 15 FT, 1d100 minutes *blindness*, save 1d20 GTET [30-Stamina]).

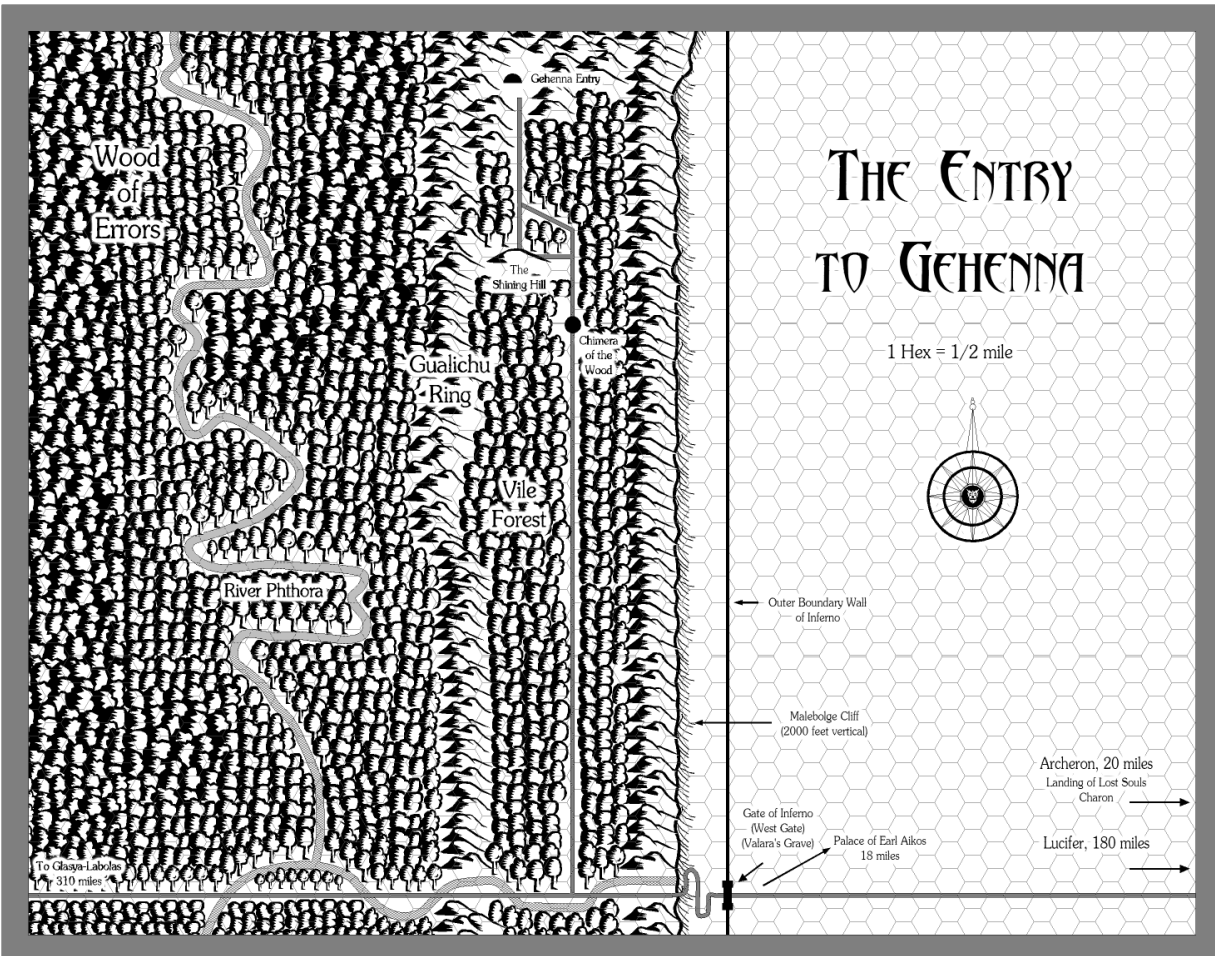


# Circle Zero, West Map

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22. A 45 FT tall red metal spiral staircase, 9 FT wide, winds around a red stone cylinder, 55 FT tall by 12 FT in diameter. A horizontal 10 FT by 10 FT open red metal grating is at the top of the spiral. A ladder fixed to the side of the cylinder leads up to a 15 FT red stone statue of a Type 2D Devil holding a crossbow. The statue's eyes are 500 GP garnet, the horns are 1500 GP ivory, and a 5500 GP gold medallion is around its neck; a *Bolt of Slaying* (save 1d20 roll GTET [32-Will], 20 uses) is fitted in the crossbow (-6 open lock to remove).
23. The ground in a circular area 800 FT in diameter is heated to 125°; Adventurers walking across the area suffer hp1 damage for every 30 FT of travel (save 1d20 roll GTET [28-Stamina], checked per damage). Adventurers can feel the increased temperature in the dark from 50 FT away (100 FT on 1d20 rolls GTET 12).
24. **Laumrys Forge.** An L-shaped two-story red brick building, the longer side is 210 FT. The forge is known for its chain mail armor and for high-quality gauntlets. The forge is managed by Vedendeng (**Centaur of Hell**); the staff consists of two **Zoybim**, four **Centaur of Hell**, two **Common Devils**, an **Ogre**, and a **Bugbear** slave. The forge currently stores 110 chainmail shirts (12 human-sized), 82 chainmail skirts (2 human-sized), 142 chainmail hoods (5 human-sized), 32 chainmail neck guards, 52 pairs of chainmail mittens (4 human-sized), 62 pairs of studded leather gauntlets (2 human-sized), and 22 pairs of steel gauntlets (1 human-sized); armor or gauntlets are AC+6 on 1d20 rolls GTET 16. Ten ingots of gold are hidden under a trap door in the floor, under barrels of water.
25. [1] Mortals who enter a 400 FT diameter circular area become invisible to one another (save versus invisibility on 1d20 rolls GTET [34-Stamina], checked every minute; see through the invisibility 15 FT range on 1d20 roll GTET [32-Will], checked every minute), [2] A group of nine HD6 **Incorporeal Spiders** are found in a 25 FT long room 30 FT underground, reached by a 50 FT well shaft; the bottom 10 FT is filled with chilled water. The lair contains 75 GP, 20 electrum pieces, four platinum pieces, two metal lanterns, a quiver of 15 arrows (2x +1, 2x +2, smoke arrow, flaming arrow), and a torn *Cloak of Disguise* (a Wizard repairs on 1d20 rolls GTET [42-Level-Intelligence], checked hourly). A 30 pound capacity backpack is found with four flasks of lantern oil, five wholesome meals, a 1d12 *Healing Potion*, and a *Balm of Stoning Reversal*.
26. **Spire of Gold.** A 168 FT metal structure, thin gold sheets are fastened to the entire exterior. The base is a triangle 70 FT across which narrows to 20 FT across at the 100 FT elevation; above 100 FT the structure is a cylindrical column which narrows to 8 FT diameter at the 150 FT elevation. A pair of intersecting 10 FT diameter disks (vertical) tops the column, supporting a 10 FT Djinn statue. A hidden (-10 to find, -5 open lock) door in the base leads to an elevator up to an interior room at the 120 FT elevation; that room holds two chests (2539 SP, 3041 CP) and a 12 FT statue of Type 1D Devil holding an open scroll written in Infernal Cant; persons who read the scroll out loud are able to summon a **Type 1 Devil** (15 minutes, 3 times, must be used within 10 days).
27. A cruciform hillock is 65 FT across in both dimensions and 20 FT tall; the top is flat and covered in a springy green moss. Adventurers each find 1d20 nuggets of silver ore on the hillock; each nugget weighs 1d20\*third-pound with 1d12 GP worth of silver per pound of nugget weight.
28. A horseshoe-shaped altar is found on a rectangular paved area, 22 FT by 17 FT; the altar is dedicated to Samael. The altar is 16 FT long, 5½ FT wide, with a 6 FT space in the center, made of dark red stone streaked in silver. Three 120 GP silver candlesticks on the altar have burning purple candles, three 23 GP brass candlesticks have extinguished orange candles. A 200 GP silver Unholy Symbol is mounted on a wood pole in a hole through the top. Fresh sticky, wet, dark red blood coats the left section of the altar.
29. A cruciform one-story building, each segment is 120 FT long by 25 FT high; the center area has a second story which houses offices, files, and storage. The building stores disassembled siege equipment including wheeled ballista, trebuchets, catapults, diggers, mobile wall segments, flame pumpers, and the like. The warehouse is managed by Thergraem (**Hill Giant**); the staff consists of five **Type 1C Devils**, four **Ogres**, two **Common Trolls**, an **Ettin**, eight **Zoybim**, and two **Minotaur**. A patrol consisting of a **Sessin** and a squad of **Ulutu** stops here one half-hour after Adventurers arrive.

# Circle Zero, West Map



30. **Halls of Kurndellion.** Four underground levels are reached by an elevator hidden (-12 to find) in a ruined three-story tower. The ground floor of the tower has five rooms, the middle floor has eight rooms, the top floor has four rooms (with access to the elevator, which goes to all four underground levels). The uppermost underground level is 50 FT below the surface and has eleven rooms, including the Star Chamber and the Laughing Hyenas. The second level has fourteen rooms, including the reverse gravity room, the stuck Golem, and the Hideous Pinafore. The third level has eighteen rooms, including the Liche's Parlor, the Altar of Indecision, and the Hurricane Hall. The lowest level has sixteen rooms, including the Chimera's Island, the lair of the Air Sharks, the Stoned Wizard, and Spinning Blade Way.
31. Two X-shaped Thorn Hedges stand next to each other, aligned to form a diamond entered in the center. Each section is 150 FT long, 14 FT tall, 20 FT thick; spikes are embedded in the ground inside each hedge. An Adventurer pushing through a hedge suffers hp1 for every 3 FT forward movement (no effect on persons in full plate mail). Adventurers step on a spike unless succeeding on a 1d20 roll GTET [28-Agility], checked every 5 FT; an affected person suffers hp2/spike and has their Agility temporarily decreased 2 points for the subsequent [32-Stamina] hours (save 1d20 roll GTET [34-Stamina]; the Agility reduction is permanent [lamed feet] on saving rolls of 01).
- Locations in the Guilichu Ring, Gehenna**
- A. A 22 FT by 30 FT red metal platform is found

# Circle Zero, West and East Maps

- A. (continued)...mounted on metal poles, 12 FT off the ground, reached by two narrow stairs. Four 12 FT by 12 FT red metal platforms are mounted 9 FT above each corner, each with a giblet 30 FT above the ground; stairs connect the central platform to the corners. A Fire Giant's corpse (23 hours dead) hangs from the northeast noose; the corpse of a female Gnome (142 hours dead) hangs from the northwest noose. The corpses are guarded by four **Common Devils**, two **Type 2A Devils**, and two **Zoybim**.
- B. A 60 FT circular area is paved in light blue stones and surrounded by a enchanted barrier (1d20 roll GTET [28-Will] to enter). A 25 FT diameter pool of water is at the center, surrounded by a 3 FT white stone wall, a 20 FT tall statue of four mermaids having relations with a Type 1C Devil is in the center of the pool. Four Satyr statues are along the perimeter at the compass points, water flows from their pipes and their privates. A mortal who touches all four Satyr pipes gains a +6 bonus in influencing persons of the opposite gender and in seduction for 30 days.
- C. The entry area to Malebolge, including the Wood of Errors, Vile Forest, Shining Hill, River Pthora, and

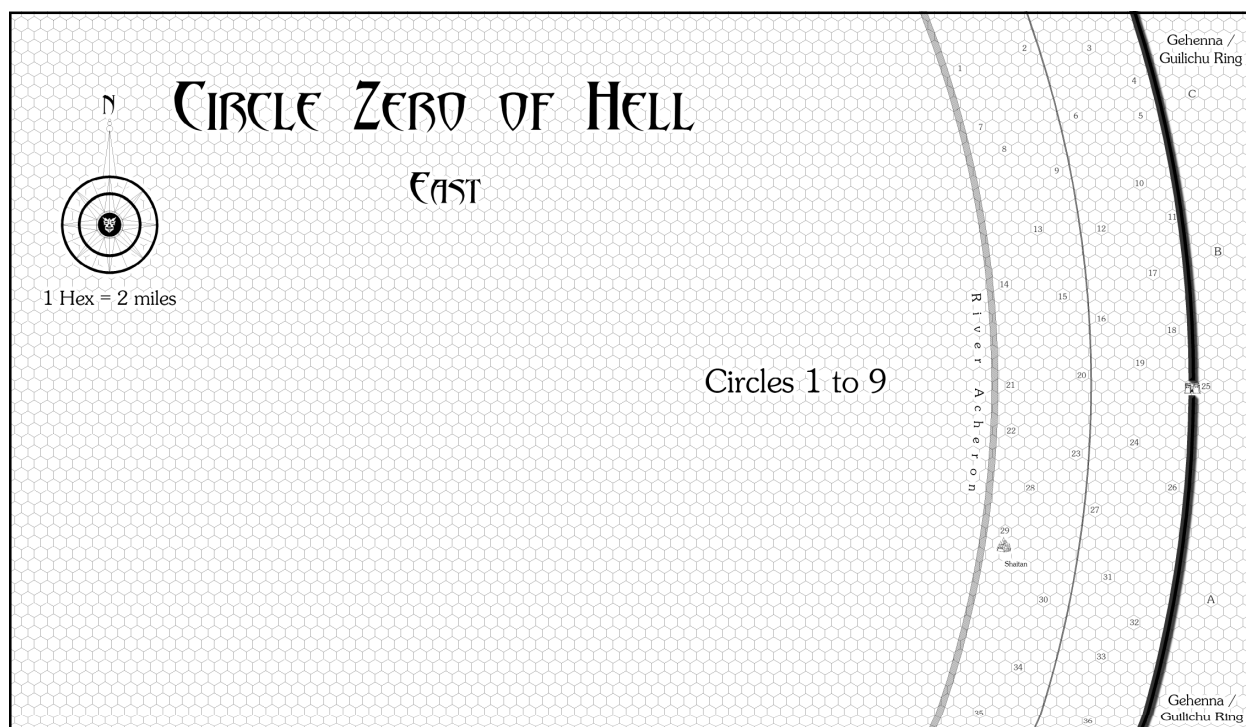
the **Chimera of the Wood** (see the map on page 25, described in *Inferno: Journey through Malebolge*).

- D. **Nojoroth Observatory**. A circular building 75 FT in diameter with 20 FT black stone walls and a 15 FT tall bronze dome. The building is entered through three bronze doors (-6 open lock). The interior has nine rooms, including four on an underground level. The area under the dome is a single room holding a 14 FT long telescope, 3 FT in diameter; the controls allow the user to see into the skies in any universe in the first four Celestial Spheres. The observatory manager is Herogannes (**Centaur of Hell**), with a staff of four **Zoybim**, three **Type 1A Devils**, a **Common Devil**, and a Minotaur.

## East Map

See the map below.

1. **Ungolivont Henge**. Adventurers find four concentric circles comprised of upright trellises supporting dense interwoven thorny vines; each trellis is rectangular in shap, 15 FT tall by 6 FT across by 4 FT thick. The inner circle is 22 FT in diameter with 10 trellisses (3 FT gaps), the second circle is 45 FT in



# Circle Zero, East Map

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1. **Ungolivont Henge, continued**, diameter with 17 trellisses, the third circle is 70 FT in diameter with 24 trellisses, and the outermost circle is 100 FT in diameter with 32 trellisses. A 4 FT yellow octagonal stone in the center is carved with the likeness of Shaitan (aura of enchantment); good or neutral persons touching the stone are struck blind for [34-Stamina] hours, save 1d20 roll GTET [30-Will].
2. Two O-shaped pools of mercury are found in a two-tier paved area, a lower central zone surrounded by a ground-level area. The central area is 75 FT by 38 FT, 10 FT below grade, reached by two red stone stairs. Each pool is 22 FT in diameter, 7 FT across and 4 FT deep, with a 3 FT blue stone retaining wall; the central 8 FT diameter pedestals are 6 FT high, carved with images of Type 2 Devils. The pools are separated by 10 FT. A patrol consisting of a **Sessin** and five **Ulutu** arrive 1d10+10 minutes after the Adventurers.
3. [1] Monument. [2] A ramp leads down 26 vertical FT to the intersection of two horizontal tunnels. One tunnel is 260 FT long by 12 FT across. The other tunnel is 185 FT long by 9 FT across. The tunnel walls are covered with algae and moss, along with **White Mold**, **Rust Mold**, **Black Mold**, **Gold Mold**, and **Green Slimes**.
4. An oval sand pit is 120 FT long by 68 FT at the widest point. The pit is 14 FT deep at the center. Adventurers along the lip fall into the sand unless succeeding on 1d20 rolls GTET [28-Agility]. Adventurers falling into the sand find that it is very fine and sticky under the surface; caught Adventurers free themselves to move on 1d20 rolls GTET [32-Strength], and climb out of the pit on 1d20 rolls GTET [30-Agility], both checked every minute.
5. **Post 22**. A four-legged tower with three elevations, a 20 FT room at the 18 FT elevation, 30 FT elevation, and 44 FT elevation. The tower is occupied by three **Ulutu**, three **Type 1B Devils**, and three Ordinary Devils. They are equipped with long-handled War Axes (one is +2, *limb cleaving*), Spiked Clubs, four stink bombs, two flash grenades (15 FT range, 1d100 minutes *blindness*, save 1d20 roll GTET [30-Stamina]), and two potions of sticky glue.
6. Five iron stocks stand in a rectangular area 90 FT by 40 FT paved in blue-and-white stones. One stock holds a **Type 2B Devil**, one stock holds an **Ogre**, and one stock holds a **Vackli**. They are guarded by four **Common Devils** with Spears, two **Ulutu**, and two **Sessin**.
7. **Quolba Temple**, dedicated to Shaitan. A hexagonal two-story building; marble stairs lead up to heavy bronze doors on the upper elevation. The upper floor has nine rooms, including a bedroom, kitchen, library, study, and storage. The sacristy and worship area make up the lower elevation. The temple area has a 12 FT black stone altar, a 7 FT electrum Unholy Symbol on the wall, five-armed gold candlesticks, two 15 FT bronze statues of Shaitan, two bronze braziers, and a fountain of Unholy Water shaped like a Type 1A Devil. The priests are Auchion (male Minotaur) and Golinnea (female Human **Vampire**), with four **Common Devils**. The temple is rumored to hold three platinum vials filled with Shaitan's blood.
8. Continuous wild laughter affects a circular area 1250 FT across. Adventurers crossing the area are affected by 2d100 minutes *confusion*, save 1d20 roll GTET [30-Will], checked every 150 FT.
9. **Castle Karrinnabbas**. A three-story circular keep, 140 FT across, surrounded by a 25 FT wide moat, surrounded by a 45 FT dark red stone wall. A two-story black stone building and four one-story red stone buildings are between the outer wall and the inner moat. A 60 FT band of quicksand surrounds the outer wall. The garrison commander is Tydynnt (**Cyclops**). The garrison consists of two squads of **Ordinary Devil** pikemen, two squads of **Common Devil** archers, two squads of **Ulutu**, eight **Zoybim**, six **Harpies of Hell**, a **Common Troll**, and eight **Basilisk Lizards**.
10. **Hoytaballius' Tomb**. A two story white stone building with slate roof, outside stairs lead to an exterior balcony 18 FT above the ground; two blue stone doors (-10 open lock) on the balcony give access to an interior balcony. A single stair leads down from the balcony to the floor level. An ornate 20 FT by 8 FT by 5 FT stone sarcophagus painted in gaudy colors is on the floor, sealed with lead; inside is Hoytaballius' (male Hill Giant, Shaman L13) perfectly-preserved body (*stasis ring*). A stair (covered by an *illusion*, 1d20 roll GTET [33-Intelligence] to disbelieve) in the wall leads

# Circle Zero, East Map

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10. **Hoytaballius' Tomb, continued**,...to an underground library holding 1680 books in Infernal Cant, 1100 scrolls, 62 maps, and 21 art folios; a random *enchanted book* is selected on 1d100 rolls of 100, a scroll of *1d8 random Shaman spells* is selected on 1d100 rolls GTET 95.
11. A 75 FT red brick tower has a 30 FT base; a stair winds around the open inside of the tower up to a deck at 55 FT. Six large copper bells hang in the tower, with a range of 200 FT. Persons within 60 FT of the tower base when the bells are rung are deafened 2d100 minutes (save 1d20 roll GTET [32-Stamina]).
12. **Broditak Fortress**, headquarters of Infernal Legion XXXXVI (General Moristrat). Three three-story black wood buildings are at the center, surrounded by a ring of earthworks and six four-story wood towers sheathed in copper; another ten one-story wood buildings surround the earthworks, protected by a double 50 FT stone wall (separated by 25 FT. Ten five-story stone towers are outside the wall, each protected by a 25 FT wall. The garrison commander is Doimandon (**Vackli**). The garrison consists of three squads of **Common Devils**, three squads of **Ordinary Devils**, eight **Sessin**, ten **Ulutu**, twelve **Zoybim**, five **Minotaur**, two **Ogres**, and a **Fe'eur Troll**.
13. **Woodcrest Armory**. A 125 FT diameter five-story brown stone circular building, entered through double bronze doors at the top of wide steps. Large bronze lion statues are at the bottom of the steps. Construction is done on the first two floors, the third floor is metal storage with a freight elevator from the ground. The armory is known for its well-made articulated Helms and Gauntlets. The Master Armorer is Nattrowbel (**Centaur of Hell**). The staff includes three **Common Devils**, three **Ogres**, a **Zoybim**, a **Type 1C Devil**, and two **Bugbear** slaves. The armory is storing 144 steel caps, 104 open-face helms, 96 visored helms, 22 chain mail hoods, 82 chain neck protectors, 118 studded leather gauntlets, 228 steel gauntlets, 104 pairs of leather gloves, and 62 breastplates. A piece of armor is human-sized on a 1d20 roll GTET 19; armor is enchanted (AC+1d12+1d6) on a 1d100 roll GTET 84.
14. A 62 FT oval hillock, 42 FT wide at the widest, 16 FT tall, an 8 FT opening on the northwest side leads to a cave complex 38 FT below the surface. There are nine underground rooms, from 28 FT to 65 FT long by 20 FT wide, with a larger cavern, 264 FT by 132 FT below them. One room has seams of turquoise ore (40,000 LBS ore at 3500 GP stone per pound), one room has primitive cave drawings, one room has pools of bubbling mud, and one room has the remains of a dimension-traveling machine. A 80 FT section in the middle of the cavern is underwater. A group of nine **Ordinary Devils** are sight-seeing in the lower cavern.
15. **Tomb of Mundimillian**. A 25 FT by 18 FT white marble room with an arched copper roof is supported by twenty 15 FT columns, 5 FT thick). A hidden (-9 to find, -6 open lock) door in the center underside gives access to smoke-filled room, the walls painted in murals of erupting volcanoes. A 14 FT by 5 FT mahogany coffin is chained to the ceiling, the coffin contains the slime-covered remains of Mundimillian Fertz, male Elf, evil Rascal L16. A round paving stone in the floor (-12 to find) lifts off of the hollow top of one column, the compartment contains a gold-amber Ring, a bronze *Thin Man's Talisman*, a leather-silver *Unchanging Collar*, a pink quartz *Talisman of Life*, a platinum-obsidian *Ring of Joth* (illusion breaking), and a gold-ruby *Spell-Eating Ring* (Basic magic).
16. Adventurers cross a 950 FT radius circular area which pulses with bright light every 3 minutes; the flashes can be seen in the dark from 500 FT (1000 FT with Infrared vision). Adventurers are *blinded* for 1d100\*1d6 minutes (save 1d20 GTET [32-Stamina]). A patrol of four **Pruddin** are encountered on 1d20 rolls GTET 16.
17. **Lokiju Library**. A U-shaped three story green-blue stone building, entered through bronze doors at the top of the interior; an outdoor fountain depicting an orgy between Mer men and maids is between the building arms. The library is known for its collections of languages, stories, and books by underwater cultures found across the Celestial Spheres. The Head Librarian is Syclek (**Lycanthrope** (Rat)). The staff consists of seven **Common Devils**, two **Ordinary Devils**, eight **Zoybim**, three **Type 1A Devils**, a **Medusa**, and two **Harpies of Hell**. A patrol consisting of a **Sessin** and a squad of **Ulutu** arrives

# Circle Zero, East Map

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17. **Lokiju Library, continued**,... here 45 minutes after the Adventurers.
18. **Blevindeen Mine**. A hard rock platinum mine consisting of four horizontal underground tunnels reached by two hoists and two freight hoists. The first tunnel is 264 FT long and 54 FT underground; the second tunnel is 142 FT and is 82 FT deep; the third tunnel is 310 FT long and 116 FT deep; the deepest tunnel is 247 FT long and is at 155 FT. There are four two-story stone structures on the surface, a wood water tower, two one-story wood structures, and three underground strong rooms. The Mine Manager is Blev Depplan (**Vackli**). The staff consists of six **Ordinary Devils**, eleven **Common Devils**, four **Ogres**, a **Common Troll**, a **Hill Giant**, ten **Zoybim**, and two **Type 1B Devils**. The mine has a hidden room (-12 to find, -8 open lock) holding ten ingots of steel, four bronze ingots, a silver ingot, three gold ingots, and ten platinum ingots.
19. Adventurers find a group of nine HD8 **Lycanthropes** (4x Boar, 2x Rat {female}, 2x Wolf, Tiger {female}) in a cozy one-story cottage. The Lycanthropes are actors practicing lines for, *The General's Coach of Desire*.
20. **Painthobal Theater**. A circular building, 425 FT in diameter, with three ground-floor entrances. The building has a large theater and a smaller one, along with practice rooms, a prop and wardrobe shop, a music room, and dressing rooms. A production of *Singing in the Fire* is rehearsing in the small theater, with a cast of four **Common Devils**, a **Type 1B Devil**, a **Type 1D Devil**, three **Zoybim**, a **Minotaur**, and an **Ulutu**.
21. Seven 45 FT pools are found in an irregularly-shaped area 350 FT across. Sulfurous gasses belch into the air, along with steam and noxious vapors. Adventurers crossing the area suffer hp1 lung damage/50 FT and are affected by coughing fits for 1d20 hours (temporarily reduce Agility, Stamina, and Strength statistics by 1d3 points; save 1d20 roll GTET [30-Stamina], checked every 5 minutes of exposure). On 1d20 rolls of 1 a pool experience an eruption, causing hp1d10 damage from the lava spray (avoid 1d20 roll GTET [30-Agility]).
22. A 42 FT brown wooden tower on four legs, with a ladder attached to one leg. A 35 FT diameter room at the top is staffed by four **Ulutu**, two **Common Devils**, and a **Harpy of Hell**. The are equipped with War Axes, Javelins, three Long Bows with 70 arrows (4x *paralysis* {save 1d20 roll GTET [32-Stamina]}}, 3x *sleep* {save 1d20 roll GTET [30-Stamina]}, *Dwarf Slaying* {save 1d20 GTET [33-Will]}}, three flash grenades (*blindness*, save 1d20 roll GTET [30-Stamina]), two stink bombs, and four 1d12 grenades (range 5 FT).
23. A thick bog fills an oval area 620 FT long by 250 FT at the widest point. The bog is between 3 FT and 7 FT deep, covered by floating plants, in some places there is 4 FT thick sticky mud at the bottom. An Adventurer wading the bog becomes stuck unless succeeding on a 1d20 roll GTET [30-Strength], checked every 50 FT. A stuck individual breaks free on 1d20 roll GTET [32-Strength], checked every minute. An Adventurer encounters deep water on 1d20 rolls of 1.
24. **Cabbonmol Treasury**. A two-story H-shaped red brick building surrounded by a 20 FT iron fence. The first floor is offices, the second floor is used to mint gold coins with Shaitan's face. An elevator from the mint leads to an underground vault. The manager is Jaldol (**Lycanthrope** (Boar)); the staff consists of two **Type 1B Devils**, two **Ordinary Devils**, an **Ogre**, and four **Bugbears**. The mint has twenty-two gold ingots, seven silver ingots, four steel ingots, and eight copper ingots. The vault (-12 open lock) holds 152,200 GP, 35,280 SP, and 6420 CP in four barrels, two locked chests, two wood crates, and a coffin. There is also a silver coffer holding 302 diamonds, each valued at 1d100\*1d20\*1d12 GP. A patrol consisting of a **Sessin** and a squad of **Ulutu** stop here every 10 hours.
25. **East Gate of Hell**. (See *Inferno: Journey of Malebolge*).
26. Two stone cisterns are mounted on a stone foundation. Each cistern is a cylindrical structure, 25 FT tall by 34 FT in diameter. A pumping station is located between them, with hose connections.
27. **Meningung Works**. Two one-story grey stone buildings, 120 FT long. The complex produces good quality glass and ornate crystal ware.

# Circle Zero, East Map

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27. **Meningung Works, continued**,...The Works Manager is Wheshfrop (**Centaur of Hell**, Master Glass Blower). The staff consistst of five **Zoybim**, three **Centaur of Hell**, two **Gargoyles**, a **Skeleton**, a **Zombie**, a **Black Annis**, and two female **Minotaur**. The works has on hand eighty glass ingots, three copper ingots, a silver ingot, a platinum half-ingot, an electrum quarter-ingot, and twenty pink pearls (each 2d20+500 GP).
28. A three-story T-shaped building of pink granite with a copper roof houses the office and court of Magistrate Drexocic, **Type 4D Devil**. Their staff consists of Bailiff Lounddersen (**Minotaur**) plus five **Zoybim** clerks, two **Medusa**, and four Ordinary Devils. Two Sessin and six Ulutu are a permanent security detail. An additional squad of **Uluta** arrive here one hour after the Adventurers.
29. **Palace of Diabolic Prince Shaitan**. A four-story L-shaped red stone building topped with a bronze roof. The palace is surrounded by a C-shaped lake to the north, orchards to the south, and gardens to the east. The Major Domo is Heysthus (**Vackli**). The staff consists of sixteen **Common Devils**, eleven **Ordinary Devils**, eight **Type 1A Devils**, four **Type 1B Devils**, nine **Ulutu**, three **Sessin**, nine **Harpies of Hell**, and three female **Lycanthropes** (Rat). The Prince is known to collect erotic male statues.
30. **Fortress of Faunkeiller**. A castle consisting of a seven-story square black tower surrounded by an interior spiked 30 FT wall, ten one-story wood buildings and two two-story wood buildings, an exterior 30 FT wall, a 50 FT ring of quicksand, and a surrounding line of trenches and earthworks. The garrison commander is Ealkor Enawy (Human **Vampire Lord**). The garrison consists of three squads of **Common Devils**, two squads of **Centaur of Hell** lancers, two squads of **Lycanthrope** (Rat) archers, twenty **Zoybim**, eight **Ogres**, two **Common Trolls**, and nineteen **Zombies**. The fortress is rumored to guard a good artifact, the *Eye of Romer Olz*.
31. Adventurers crossing an octagonal area 1250 FT wide are afflicted with extreme hunger pangs for 2d100 minutes, with a compulsion to eat their rations. Mortal save against the hunger on 1d20 rolls GTET [32-Will], checked every 100 FT of travel.
32. **Poy Kaljune Stadium**. A 100 FT tall oval outdoor structure, 480 FT long by 280 FT at its widest point; there are entrances on the northwest, northeast, southwest, south, and southeast sides. The center area is currently configured for playing Oinku, a team sport played with staves and disks, requiring walls, bridges, and water traps. When Adventurers arrive, a maintenance staff of ten **Ordinary Devils**, five **Common Devils**, eight **Bugbear**, fourteen **Zombies**, and seven **Ghouls** are present. The first spectators for today's match arrive 2 hours 10 minutes after the Adventurers.
33. **Green Gargoyle Spire**. A 130 FT structure of open metal girders supports a 40 FT long, 15 FT wide cross piece, which supports a 70 FT steel pole at one end, and a 50 FT steel pole at the other. Groups of five green stone statues carved to resemble crouched gargoyles are mounted on the lower structure at 15 vertical FT intervals. Five larger green gargoyle statues sit on the cross piece, with obsidian fangs and claws, sapphire eyes (5000 GP each), and yellow ivory (3200 GP each) noses. A mortal who rubs all gargoyle noses on the cross piece within one minute receives the ability to *shapechange* (Gargoyle, 30 minutes, 1/day, 1d10 days).
34. **Red Badger Mine**. A soft rock mine for turquoise and topaz, the mine consists of two horizontal underground tunnels, a curving 320 FT tunnel 82 FT below the surface, and a tunnel at 165 FT that forms a circle 270 FT in diameter. The mine has five one-story buildings above ground and one two-story stone building, along with two hoists over the single vertical shaft. One building houses fifty-six trained HD4 **Giant Badgers**. The Mine Manager is Grophion Hirzek (**Lycanthrope** (Badger)). The staff consists of nineteen **Ordinary Devils**, seven **Zoybim**, five **Medusa**, two **Type 1D Devils**, three **Skeletons**, and three Gnome slaves. Sleskin (evil male Dwarf, Master Assayer) visits every 1d12 days to examine recent finds. The mine has on hand 116 pieces of turquoise (each valued at 1d100\*1d12\*1d8 GP) and 327 topaz pieces (each valued at 1d100\*1d6\*1d4 GP). Two extraordinary pieces of turquoise are valued at 9363 GP and 12,503 GP. One extraordinary topaz is valued at 5398 GP.



# Circle Zero, East and Southwest Maps

35. A black stone cairn is 13 FT long by 6 FT across by 4 FT tall in the center. A visored steel Helm (*AC+12, protection against sound attacks; a paralyzing contact poison coats the inside, save 1d20 GTET [30-Stamina]*) sits on the hilt of a Two-Handed Sword (+2, *Wizard Bane*) stuck into the cairn. The cairn covers the bones of an 8 FT humanoid which disintegrate to dust if disturbed (*poisonous* to Gnomes, save 1d20 roll GTET [28-Stamina]).
- C. **Vorancruz Plaza.** A Z-shaped area paved in green and orange stone, the top and bottom segments are 200 FT long by 80 FT wide, the diagonal segment is 280 FT long by 100 FT wide. The plaza is surrounded by a 4 FT orange stone wall with six orange metal arches. Three 15 FT white statues of Shaitan stand in the diagonal segment.

## Southwest Map

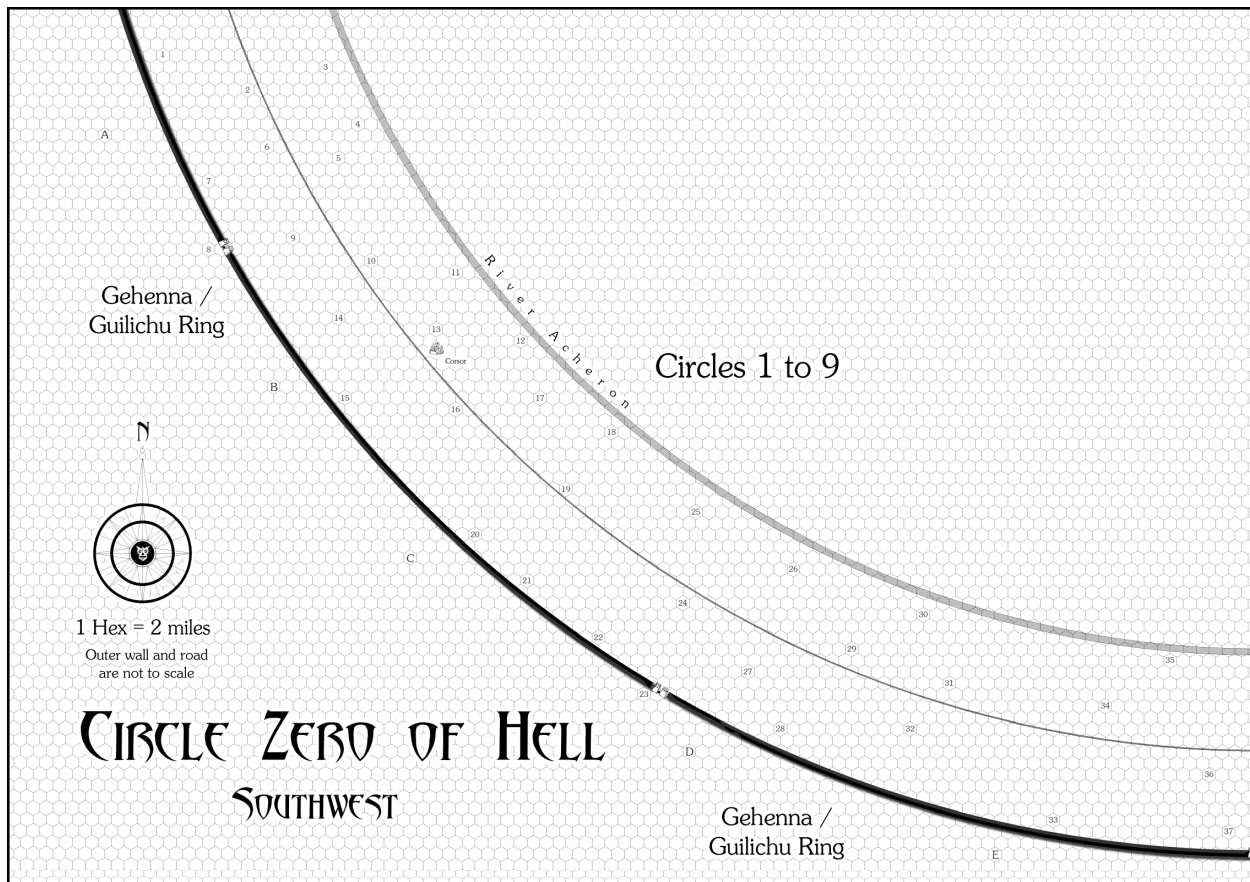
See the map on page 32.

36. A black marble stair leads underground to an oval room 58 FT long by 34 FT wide, with ochre walls and paved in royal blue stones. The room contains a 16 FT long altar dedicated to Samael, with a 5 FT diameter gold Unholy Symbol, two large copper cauldrons of oil, two large copper urns of Unholy Water, and a burning brazier. Six HD 2 **Skeletons** are manacled to the wall.

## Locations in the Guilichu Ring, Gehenna

- A. A one-story 30 FT square wooden room is supported on six 25 FT posts, each 4 FT thick; a ballista is on the roof, along with a weighted-net launcher mounted on a swivel (5 nets). A 5 FT wide circular wooden ramp connects the guard room with the ground (no rail). The position is staffed by five **Ulutu**, a **Type 1C Devil**, and a **Zoybim**. They are armed with poisoned (*paralysis*, save 1d20 GTET [30-Stamina]) *Scimitars* +1, five Javelins, four Long Bows (one +1) with 100 war arrows (10x *sleep*, save 1d20 GTET [32-Stamina]), 2x *slaying*, save 1d20 GTET [33-Will]), two flash grenades (range 20 FT, *blindness*, save 1d20 GTET [30-Stamina]), and three stink bombs. They have 28 wholesome rations, 10 gallons of poor quality beer, 5 gallons of mediocre quality wine, and a barrel of water.
- B. **Truglamich Tomb.** A 15 FT grey stone sarcophagus sits on a 25 FT area paved in grey stone. The exterior is brightly painted in images of huge crocodiles, and is encased 4 FT thick in a hard clear resin which resists cutting. The tomb contains bone dust and fragments from Truglamich, Feu'er Troll, along with a 14,200 GP ruby, 16,105 GP diamond, platinum *Ring of Regeneration* (hp1/round), and a giant-sized *Cloak of Disguise*.
1. **Post 52.** A 35 FT circular wood room is supported by eight thick 25 FT wood poles, reached by a rope ladder hanging off the north side. The post is staffed by four **Ulutu** and two **Zoybim**, armed with Cutlasses. The post has *five Long Bows* +1 (60 arrows), three Javelins, two Spears, three flash grenades (1d100 minutes *blindness*, 20 FT, save 1d20 GTET [30-Stamina]), two stink bombs, eighteen wholesome meals, 6 gallons of mead, a wheel of cheese, and a fine guitar.
2. An 850 FT diameter circular area has no oxygen. Mortals crossing the area become unconscious after 50 FT of travel (save 1d20 GTET [32-Stamina], checked every 50 FT); an unconscious person dies after a number of a number of rounds equal to 2\*Stamina.
3. Adventurers find rare desert herbs growing densely in a rectangular area 340 FT by 188 FT. Each person finds 1d20\*1d12\*quarter pounds of herbs ripened and ready for harvest (at 50 GP/pound).
4. **Halls of the Sun.** An underground complex consisting of four horizontal elevations located at 92 vertical FT, 155 FT, 204 FT, and 277 FT. A small domed building on the surface conceals two elevators, one to the 155 FT level, the other to the 204 FT level. All of the rooms have yellow stone walls, and sun symbols are engraved in the doors. The first elevation has twenty-eight rooms including the Gargoyle Rookery, the Golem Chess Board, Stormy Weather, and Hot Eyes. The second elevation has twenty rooms including the Stony Face, Tar Baby, Window on the Worlds, and Five Silent Women. The third elevation has twenty-five rooms including the Poison Garden, the Master Beekeeper, River of Slumber, and the Harem Den. The fourth elevation has twenty-one rooms including the Gold Pot,

# Circle Zero, Southwest Map



4. **Halls of the Sun, continued**,...the Orchestra of Doom, the Demon's Chapel, and Ten Gladiators. The monsters include **Gargoyles** and **Black Gargoyles**, **Devils Type 1 (A, C, D)**, **Djinn**, **Efreets**, **Vampires**, a **Lich**, **Catoblepas**, **Basilisks**, **Medusa**, **Lycanthropes**, a **Class B Demon**, evil Warriors, **Rabid Dogs**, **Hell Rats**, **Hell Skunks**, **Stigae**, **Gold Mold**, **Poison Beetles**, **Chimera**, and **Resin Golems**.
5. **Prudaynine Castle**. Three five-story green stone Keeps form a triangle, the building separated by 55 FT; a wooden walkway connects the buildings at the top. The Keeps are inside a 34 FT dark green stone wall with a two-story gatehouse and double steel portcullis. Nine one-story wood buildings surround the Keep wall, inside a 25 FT black stone wall topped by spikes; an oil channel can be set on fire. The Garrison Commander is Quayotta (**Tablasyin**). The garrison consists of five squads of **Type 1A Devils**, a squad of **Type 1B Devils**, and a squad of **Type 1C Devils**, along with fifteen **Zoy-**  
**bim**, eight **Common Devils**, a **Yiblim**, two **Ogres**, and three **Harpies of Hell**. The castle is rumored to hold *Sir Balebran's Robes*, a neutral artifact.
6. Eight evil Priests are found at a 92 FT by 70 FT rectangular area paved in blue stones. Two priests are male Humans (L8, L11), a priest is a female Human (L11), three priests are male Dwarves (L9, L10, L12), and two priests are Half-Elves (male L9, female L13); all are priests of Shaitan. The priests are engaged in drawing and completing a consecrated Unholy circle.
7. An oval mound is covered in short, thick, spiky grasses. The mound is 130 FT long by 66 FT wide, by 18 vertical FT tall in the center. A HD14 **Simorg** (wolf's head/neck/chest/forelegs, vulture's hind quarters/chest connected by snake's body, vulture's wings) is curled around a steel chest (padlock, -8 open lock), apparently sleeping (awake on 1d20 rolls GTET 4). The chest contains 4600 SP, 425 GP, a silver-bladed *Dirk* +3 (*poison blade*, save

# Circle Zero, Southwest Map

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7. **(continued)**...1d20 GTET [33-Stamina]) in a 4200 GP scabbard, a *Heavy Mace +1* (+3 TD, *Gnome Bane*), six glass vials of *Unholy Water*, a 2d8 *Healing Potion* labeled as a *Potion of Invisibility*, an *Oil of Slipperiness*, and a platinum *Ring of Hidden Door Finding*.
8. A very thin path makes its way down the 2000 vertical FT from Gehenna; Adventurers must traverse it single file, falling unless succeeding on a 1d20 roll GTET [30-Agility], checked every 250 vertical FT. A 12 FT iron door (Strength GTET 30 to move) is built into the Walls of Hell opposite the bottom of the path. The doors have sculpted relief panels that depict Lucifer, and a black iron door knocker held in a lion's mouth. A red metal plaque over the door reads, in Common, *Eternal I endure, leave all hope ye who enter.* Three double-taps using the knocker opens the door, which requires total Strength GTET 34 to push open. A mortal must succeed on 1d20 rolls GTET [28-Will] to enter the door (e.g. Fear), checked hourly.
9. A conical sink hole is 210 FT across at the surface, 15 FT wide in the center, and 46 FT deep. A *continuous illusion* (save 1d20 GTET [32-Will]) makes it appear that an iron chest and Adventurer's corpse (female Elf Warrior) are at the bottom of the sink-hole. A HD18 **Great Worm** lurks beneath the surface and swallows any Adventurers who reach the bottom.
10. **Gobjahr Library.** A three-story rectangular building of grey stone, marked with exterior scorch marks. The first floor has nineteen rooms, the second floor has fourteen rooms, and the third floor has twenty-six rooms. The rooms inside have been looted and burned, furniture destroyed, holes chopped in walls, partially-destroyed books and scrolls in Infernal Cant are underfoot. The six HD10 **Ancient Lizards** have a nest in a room on the second floor.
11. **Temple of Salislarning,** dedicated to Shaitan. A one-story yellow stone building constructed in the form of a five-pointed star, built on a 15 FT stone pedestal. Two arched entrances on ground level have bronze doors (Strength GTET 30 to move) have stairs up to the temple building. Each point of the star is a room, the worship room is in the center. The temple area has a 12 FT black stone U-shaped altar and a 8 FT diameter circular altar, two 12 FT yellow stone statues of Shaitan, a 7 FT statue of Lucifer, two copper cauldrons filled with *Unholy Water*, two bronze cauldrons holding burning coal with green flames, four tapestries depicting Shaitan and Lucifer, and an upright stone column topped by a green flame.
12. **Gelhotte Hostel.** A three-story L-shaped building constructed of pink and blue stone with a slate roof. The ground floor has a large kitchen, a walk-in cooler, two store rooms, a large common room, a private dining room, and six single-bed rooms for small-sized (Gnome) creatures. The second floor has ten one-bed rooms sized for humans and six one-bed rooms sized for large (Ogre-Troll) creatures. The third floor has four three-room suites, four four-bed bunk rooms, one six-bed bunk room, and a five room suite for the proprietor. The hostel is managed by Mikko Gelhotte (**Centaur of Hell**); the staff includes three **Ordinary Devils**, two **Zoybim**, a female **Lycanthrope** (Boar), and two **Zombies**. Mikko does not allow good persons inside the hostel; he charges 8 GP/night for a meal and bed with a limit of 12 nights. The current guests include four **Type 1C Devils**, two **Ulutu**, two **Yiblim**, a **Type 2A Devil**, six **Zoybim**, a male Human **Vampire**, a **Mummy Lord**, and four **Harpies of Hell**.
13. **Palace of Diabolic Earl Corsor.** A two-story X-shaped building of grey stone with a bronze dome over the intersection, surrounded by a 20 FT grey stone wall, inside a ring of colorful Sleep Poppies. The Palace Seneschal is Omba Wruywree (**Vackli**). The staff consists of seventeen **Zoybim**, eight **Common Devils**, fifteen **Ordinary Devils**, three **Ulutu**, three **Sessin**, two **Vackli**, two **Harpies of Hell**, a female Human **Vampire**, two **Medusa**, and a **Type 1A Devil**. The Diabolic Earl is known to collect exotic stinging fish in aquariums found on the second floor, northeast wing.
14. **Fanalaggo Library.** A two-story L-shaped yellow brick building with a slate roof. The library is known for its extensive collection about the art of dance as practiced throughout the Celestial Spheres. The Head Librarian is Iphonia Spossos (neutral female Gnome, Warlock L7), the staff includes five **Ordinary Devils**, three **Type 1A Devils**, four **Centaur of Hell**, a **Medusa**, two female **Lycanthropes** (Rat), nine **Zoybim**, and six **Skeletons**.

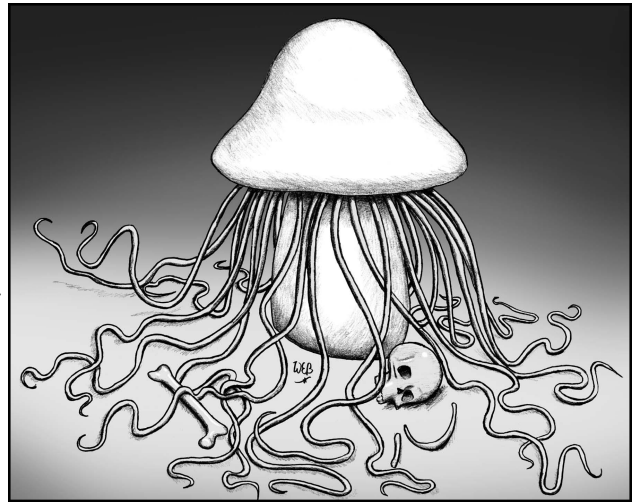
# Circle Zero, Southwest Map

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14. **Fanalaggo Library, continued**,...A patrol consisting of a **Sessin** and a squad of **Ulutu** stops here 80 minutes after Adventurers arrive.
15. An S-shaped pool of silver liquid (mercury) is 100 FT long by 22 FT wide. It is 8 FT deep, inside a dark grey stone wall 3 FT tall. The pool is in an area 160 FT by 80 FT paved in dark brown stone, surrounded by a 4 FT grey wood fence.
16. **Henge of Flowers**. The henge consists of two concentric rings of upright pale blue stones carved as vines full of flowers; each flower is made up of inlaid colored pieces of glass and ceramic. Each upright is 14 FT tall, 4 FT wide, 2 FT thick. The inner ring is 32 FT in diameter with 22 stones, the outer ring is 66 FT in diameter with 53 stones. A 20 FT diameter patch of **Flowers of Forgetfulness** grows in the center. The Henge is surrounded by a 40 FT ring of **Sleep Poppies**. The scent of flowers can be detected in the dark from a distance of 120 FT.
17. **Klomoski Theater**. A one-story H-shaped green stone building, a theatrical stage is located in the west wing, a smaller orchestral stage is located in the east wing. Each theater has twenty tiers of seating. The theaters are entered through doors in the small connecting segment. Adventurers arrive as a crew of six **Ulutu** is cleaning the orchestra seating area after a concert; the fourteen member cast (2x **Common Devil**, 4x **Ordinary Devil**, 2x **Ulutu**, 2x **Werdu**, **Yiblim**, **Zoybim**, **Type 1B** and **Type 2A Devils**.) of *Twelfth Circle* is rehearsing on the theatrical stage.
18. A circular wood room 34 FT in diameter with a slate roof is supported on top of a 22 FT thick black stone column. A metal ladder (breaks on 1d20 rolls GTET 17) is fixed to the tower leading to an opening in the room floor. The post is staffed by four **Ulutu** armed with iron-shod *Staff* +2 (+2 *TD*, *Priest-Crusader Bane*) and a poisoned Dirk (2d100 minutes *blindness*, save 1d20 GTET [28-Stamina]). The post also has twenty-eight wholesome meals, 14 gallons of good quality beer, 2 gallons on poor quality wine, four flasks of oil, a *1d12 Healing Potion*, 56 GP, 100 FT of stout rope, and a 82 GP set of ivory gaming chips/dice.
19. A four-story L-shaped wood building, the long side is 230 FT. A 5 FT green wood picket fence surrounds the building. The ground floor has offices for nine **Vackli** and three **Sessin**, a wardroom, conference room, and space for sixteen **Zoybim** clerks. The second floor has offices for five **Vackli**, five **Sessin**, two **Tablasyin**, and three **Beng**, along with a supply closet and two file rooms. The third floor has offices for two **Vackli**, ten **Sessin**, two **Beng**, a **Gaityas**, and three **Zoybim** work rooms (8x, 12x, 14x). The fourth floor has offices for twelve **Sessin**, a work area for ten **Zoybim**, two conference rooms, a pantry, four file rooms, and two empty rooms.
20. **Bemmish Pit Quarry**. A 340 FT long oval open pit quarry for pink marble, 60 FT deep along the sides and 100 FT deep in the center. Two three-story stone buildings, five one-story wood buildings, and a one-story stone forge are found on the surface, along with six large hoists and two small hoists, four 30 FT diameter upright cylindrical water tanks, and an underground room used to store blasting agents. The Quarry Manager is Fuersk Proi (evil male Dwarf, Master Miner, Rascal L8). The staff consists of nineteen **Common Devils**, fourteen **Ordinary Devils**, eleven **Type 1A Devils**, six **Type 1B Devils**, nine **Ulutu**, six **Sessin**, three **Werdu**, a **Yiblim**, six **Ogres**, and a **Mountain Troll**. The quarry has a strong room containing 17,500 GP value in coins, fourteen copper ingots, eight bronze ingots, ten steel ingots, fourteen silver ingots, and four gold ingots.
21. **Klackford Castle**, headquarters of Infernal Legion XXXXVII (Diabolic General Ordnores). A seven-story pyramidal structure constructed of yellow stone is surrounded by four one-story stone buildings, surrounded by 9 one-story wood buildings. The complex is inside a 30 FT chain link fence, inside a 35 FT black stone wall with ten towers. The Garrison Commander is Grotchtaud (**Nimidoryas**). The garrison consists of six squads of **Werdu**, two squads of **Common Devils**, and two squads of **Ordinary Devils**, along with eleven **Zoybim**, six **Type 1A Devils**, four **Medusa**, an **Ogre**, a **Troll**, and eight **Centaur of Hell**.
22. Quicksand fills a circular area 1000 FT across. Adventurers crossing the area become stuck every 30 FT of travel (avoid 1d20 GTET 28-Strength; stuck persons become tired after a number of attempts to

# Circle Zero, Southwest Map

22. **(continued)**...break free equal to their Strength; stuck persons are freed on 1d20 roll GTET [30-Strength]).
23. A very thin path makes its way down the 2000 vertical FT from Gehenna; Adventurers must traverse it single file, falling unless succeeding on a 1d20 roll GTET [30-Agility], checked every 250 vertical FT. A 12 FT iron door (Strength GTET 30 to move) is built into the Walls of Hell opposite the bottom of the path. The doors have sculpted relief panels that depict Lucifer, and a black iron door knocker held in a lion's mouth. A red metal plaque over the door reads, in Common, *Eternal I endure, leave all hope ye who enter.* Three double-taps using the knocker opens the door, which requires total Strength GTET 34 to push open. A mortal must succeed on 1d20 rolls GTET [28- Will] to enter the door (e.g. Fear), checked hourly.
24. Adventurers crossing a rectangular area 1100 FT by 620 FT are affected by *illusions* of spontaneous fireballs appearing (save 1d20 GTET [28-Will]; persons believing the illusion suffer hp1d8 fire damage; affected persons become insane for 1d100 days on saving rolls of 1).
25. **Garden of Patworblas.** An X-shaped walled compound, each segment is 350 FT by 160 FT, the wall is 22 FT high. Arched iron gates are at each segment end. The garden is known for its extensive collection of cold-generating plants. The area is at a continuous 27°. The Head Gardener is Ollaffe (**Centaur of Hell**); the staff includes six **Ordinary Devils**, two **Ulutu**, three female **Lycanthropes** (Rat), a female Human **Vampire**, and a **Yeti**.
26. Large fungi are found growing densely throughout a 650 FT diameter circle. The fungi are from 2 FT to 6 FT in height, in colors from grey to brown to tan to streaks of purple. The raw fungi are poisonous when consumed (fatal in 1d100 minutes, save 1d20 GTET [33-Stamina], Dwarf +4 bonus) but are edible after being thoroughly cooked. Dried fungi are very light and flammable.
27. **Pride and Gluttony Tavern.** A one-story L-shaped building with a large common room, bar, kitchen, two store rooms, privys, and a root cellar. The proprietor is Griffithmyt (**Yiblim**), with a staff consisting of three **Common Devils**, an **Ordinary Devil**, a



**Zoybim**, a female **Minotaur** and three veiled dancing **Medusa**. Meals cost 4 SP. When Adventurers arrive the customers include nine **Ulutu**, three **Sessin**, two **Pruddin**, three **Werdu**, two **Type 1A Devils**, and four **Type 1A Devils**.

28. Three square wooden rooms are 18 FT across, supported on top of a 16 FT, 26 FT, and 16 FT wood support structure, the towers are 20 FT apart and form a straight line. An open wood bridge connects each tower to the next and to the ground (swinging on cables). The post is staffed by six **Ulutu** and a **Sessin**, armed with Heavy Flails (Sessin +2, *Wizard Bane*) and Cutlasses (Sessin +1, +3 *TD*). The post also has thirty-six wholesome meals, 12 gallons of good quality ale, three gallons of good wine, five gallons of wholesome water, two stink bombs, two 5 minute flares, two flash grenades (1d100\*1d6 minutes *blindness*, 15 FT, save 1d20 GTET [32-Stamina]), and 80 GP.
29. **Dallothime Altar**, dedicated to Samael. A C-shaped blue stone altar spotted with black, standing in the center of a diamond-shaped area paved in redwood pieces. The diamond is 90 FT long by 50 FT at the widest point, the altar is 25 FT long by 9 FT wide, set on six 5 FT black stone columns. The area has five copper cauldrons filled with burning coal, two 5000 GP silver Unholy Symbols mounted on 7 FT wooden poles, a 7 FT bronze statue of Samael, and a 10,000 GP incense censer holding 2500 GP of incense. The coal fumes can be smelled in the dark from 50 FT away, Adventurers with Infrared vision see the cauldrons from 150 FT.

# Circle Zero, Southwest Map

30. [1] A cruciform-shaped area is continually affected by strong high winds. Each segment of the area is 720 FT by 230 FT. Adventurers crossing the area are knocked on their backsides every 35 FT (save 1d20 GTET [30-Agility]; on rolls of 1 they suffer a broken hand or foot). Adventurers hear the wind howling in the dark from 120 FT. [2] Six HD4 **Rot Beetles** are found in a partially-collapsed root cellar next to the burned-out shell of a one-story building with ten interior rooms.
31. Fourteen large carved rocks are found in close proximity, in an area 250 FT across. Each rock is 25-35 FT long by 18-22 FT tall, up to 15 FT thick, and separated by 16-20 FT. The rocks are carved to resemble two-horned winged Pegasus.
32. [1] A single large Sulphur vent has a conical shape, the base is 86 FT across, the vent hole is 7 FT across and 38 vertical FT tall. The sides are covered in elemental Sulphur and the ground for a 50 FT radius. Each Adventurer can find up to 20 pounds of pure Sulphur. The vent erupts 10 minutes after Adventurers arrive, scalding for hp1d12 (avoid 1d20 GTET [32-Agility], save 1d20 GTET [33-Stamina]), erupting every 3d20 minutes thereafter. Adventurers smell the Sulphur in the dark from 200 FT (300 FT on 1d20 rolls GTET [28-Intelligence]). [2] A hexagonal-shaped area is filled with buzzing, annoying, insects; the area is 730 FT long by 415 FT at the widest. The insects inflict hp1 every 10 minutes of exposure. Cloth items carried through the area are destroyed on 1d20 rolls GTET 17. Adventurers hear the buzzing in the dark from 200 FT.
33. A three-story white stone rectangular building houses the offices, medical examining room, and surgery of Lolan Burschass (**Centaur of Hell**, Healer, Shaman L11). The staff consists of three **Zoybim**, two **Type 1A Devils**, and a **Medusa**. The second floor has twelve beds for recuperating patients, including four **Uluta**, two **Type 1 Devils**, and a **Zoybim**. The third floor has laboratory space for alchemical operations, potion manufacture, and the distilling of medicines and poultices.
34. *1d12 fireballs* continually bombard a 700 FT diameter circular region. Adventurers crossing the zone are hit by a fireball every 50 FT of travel or every 8 minutes (avoid 1d20 GTET [32-Agility], save 1d20 GTET [32-Stamina]). Fireballs are seen in the dark from 300 FT and thunder heard at 150 FT.
35. **Spalarappi Rings**. A complex consisting of a 100 FT diameter central room, 140 vertical FT below ground, surrounded by four concentric rings, at 190 FT in radius, 300 FT in radius, 388 FT in radius, and 492 FT in radius. The innermost ring has 500 FT of corridor and fourteen rooms including the Puzzle Cube, Wraiths of Righteousness, and Chain Mail Suits. The second ring has 1100 FT of corridor and nineteen rooms including Crabin's Surprise, the Upside Down Pool, and Sticky Idols. The third ring has 1900 FT of corridor and twenty-seven rooms including Jacks and Queens, Lethal Parkland, Porcupines of Doom, and Duiko the Merchant. The outer ring has 2350 FT and thirty-eight rooms including the Walk of Knives, the Trophy Room, Hell's Kennels, Gorgo the Barber, and the Quicksilver River. The monsters include **Spirits**, **Wraiths**, **Infernal Hounds**, **Enveloping Jellies**, animated **Armor**, **Giant Wolverines**, **Cockatrice**, an adult **Black Dragon**, **Black Wyverns**, **Green Slime**, **Killer Bees**, evil **Leprachauns**, **Giant Wyrms**, **Type 1B Devils**, **Type 1D Devils**, and **Mummy Lords**.
36. A 12 FT purple stone altar dedicated to Shaitan is found inside a ring of twenty 4 FT black stones inside a 6 FT purple thorn hedge.
37. An F-shaped Thorn Hedge is 18 FT tall by 12 FT thick, the long side is 880 FT, the two cross-segments are 600 FT and 400 FT. An Adventurer pushing through the hedge suffers hp1 for every 3 FT of travel unless completely protected by durable metal armor. Leather armor is shredded by going through the hedge. The hedge does not burn from ordinary fire.

## Locations in the Guilichu Ring, Gehenna

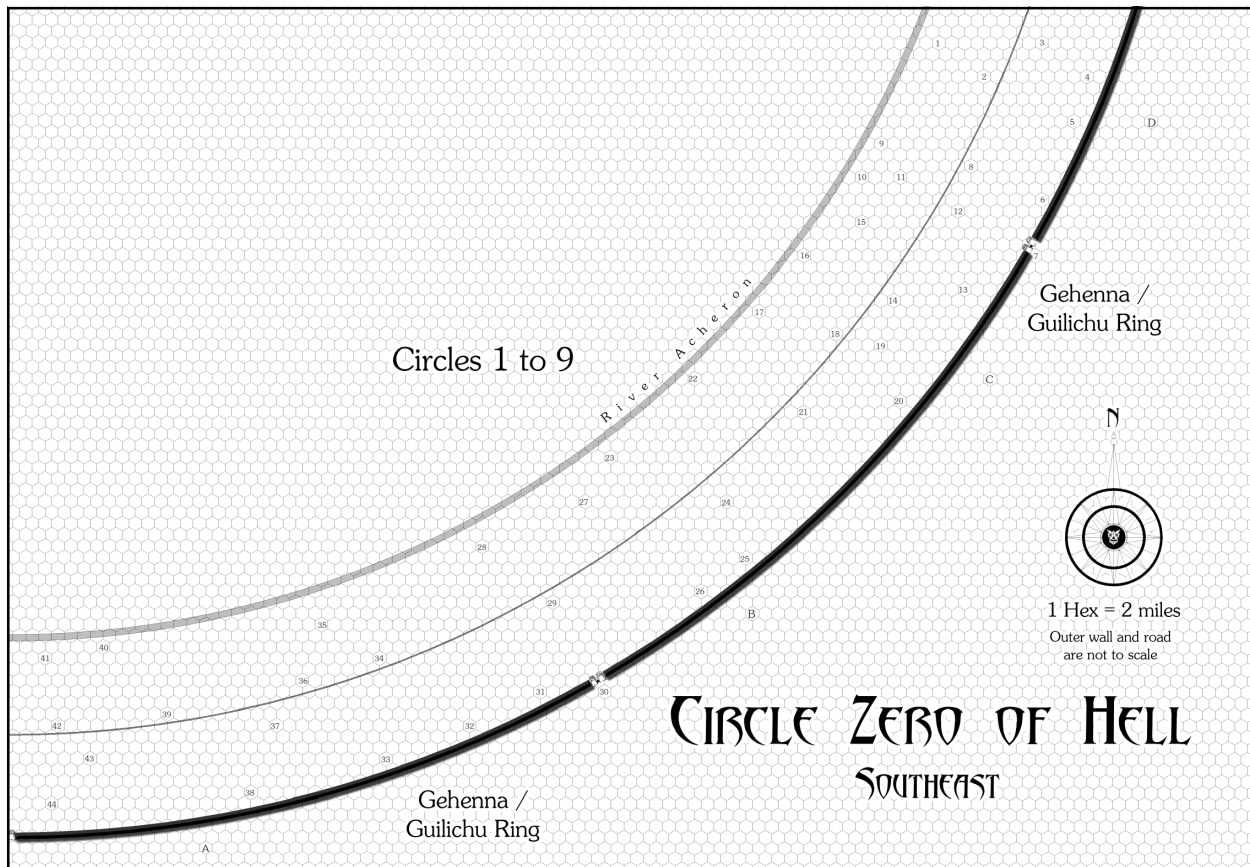
- A. **Balgrokki Henge**. Four concentric oval figures constructed of 13 FT upright arched stones, white on one side, dark blue on the other. A life-sized pewter chariot is at the center, with a 15 FT blue stone statue of a Vackli standing on the chariot deck and two white stone statues of Hell Horses (aura of enchantment) hitched to the chariot. The inner oval consists of nineteen stones, the second oval is 12 FT outside of the inner and consists of thirty-four stones, the third oval is 15 FT outside of the second and consists of fifty-three stones, and the outer oval is 18 FT outside of the third and consists of seventy-one stones. An Adventurer who places a

# Circle Zero, Southwest/Southeast Maps

- A. **Balgrokki Henge, continued**,... flower ring on the heads of both Hell Horse statues gains the ability to summon a HD9 **Hell Horse** three times (15 minutes, must be used in ten days).
- B. Gold ore nuggets are found strewn across a circular area 660 FT in diameter. Each nugget is 1d20\*1d6\*quarter pounds, 22 GP of pure gold per pound of ore can be recovered from each nugget.
- C. A 30 FT diameter wood room is supported by five thick 18 FT black wood supports, with a metal ladder down to the ground. The post is staffed by a **Werdu**, two **Ulutu**, and a **Pruddin**, armed with Machetes, War Hammers, and poisoned Dirks (1d100 minutes *paralysis*, save 1d20 GTET [30-Stamina]). The post has three *Long Bows +1* (50x arrows; 4x *slaying*, save 1d20 GTET [32-Will]), two 5 minute flares, two stink bombs, two flash grenades (1d100\*1d4 minutes *blindness*, 25 FT, save 1d20 GTET [30-Stamina]), twenty wholesome meals, 10 gallons of clean water, 3 gallons of good quality wine, a 2000 GP diamond, and a prayer scroll (3x 1d8 *Cure Light Wounds*).
- D. **Shrine of Murchodo Tra**, dedicated to Lucifer. A hexagonal-shaped area 88 FT across paved in red bricks, inside a 3 FT black stone wall with gaps in the northeast and southwest sections. Three upright 8 FT stone panels each support 8800 GP gold Unholy Symbols. A 17 FT statue of Lucifer has a silver body and copper feet, six 10,000 diamond eyes, 1000 GP silver tongues (which move and extends), and holds a *Pitchfork +2 (Good Bane)*. Statues depicting the fallen bodies of a male Human Warrior, male Dwarf Warrior, and male Elf Wizard are at Lucifer's feet. An evil Adventurer (Human, Dwarf, Elf) who touches one of Lucifer's tongues and spits on the statue of their own race within the subsequent 5 minutes is immediately *healed* hp2d8.
- E. A 22 FT red stone obelisk sits on a 3 FT tall pink stone pedestal. The obelisk is 8 FT on a side at the base, 3 FT on a side at 16 vertical FT, with a burnished bronze tip. The base is 14 FT on a side. Numerous red tongues are depicted (inscribed) on all of the obelisk's sides; an Adventurer who touches five tongues on each side within a 3 minute period gains the ability to understand and speak Infernal Cant for 1d100\*1d12 hours. On 1d20 rolls GTET [35-Intelligence] the ability to read the language is included.
- Southeast Map**
- See the map on page 38.
- Pine Henge.** Two concentric circles are made up of 20 FT upright green stones carved in the shapes of pine trees. The inner circle is 44 FT in diameter with sixteen stones. The outer circle is 62 FT in diameter with twenty-two stones.
  - A square wood room is 32 FT across, supported 25 FT above the ground by three thick black wood poles; a metal stair attached to the leg reaches down to the ground. The post is staffed by four Ulutu and two Zoybim, armed with *poisoned* Scimitars (1d100\*1d3 minutes *paralysis*, save 1d20 GTET [32-Stamina]). The post also has two Long Bows (40 arrows, 3x 1d100 minutes *sleep*, save 1d20 GTET [30-Will]), two stink bombs, two flash grenades (1d100 minutes *blindness*, 15 FT, save 1d20 GTET [30-Stamina]), fourteen wholesome meals, 8 gallons of clean water, a gallon of watered-down mead, two smoking pipes, and three pounds of good-quality pipeweed.
  - A *wildfire* burns continuously in a rectangular area 480 FT by 200 FT. The fire can be seen in the dark from 350 FT (800 FT with Infrared vision), the smoke can be smelled from 100 FT, the heat can be felt from 60 FT.
  - Ten huge rocks are found in an area 250 FT across; each rock has a base 1d12+30 FT and is 1d12+20 vertical FT tall. They are yellow stone with red and orange streaks, separated by 25 FT. A nest of HD4 **Killer Bees** clings to the top of one of the rocks.
  - A continuous *rain of fire* affects a circular area 550 FT across; the entire area is a 120°. Adventurers crossing the area suffer hp1d3 burns every 25 FT of travel (avoid 1d20 GTET [28-Agility], save 1d20 GTET [34-Stamina]). Adventurers see the falling fire from 325 FT away (600 FT with Infrared vision), and feel the heat from 100 FT away.
  - Ordinary steel carried across a rectangular region 855 FT by 375 FT is transformed into tin at a rate of 1 pound per round (6 pounds/minute); enchanted

# Circle Zero, Southeast Map

6. **(continued)**... steel resists the transformation on 1d20 rolls GTET 3.
7. A very thin path makes its way down the 2000 vertical FT from Gehenna; Adventurers must traverse it single file, falling unless succeeding on a 1d20 roll GTET [30-Agility], checked every 250 vertical FT. A 12 FT iron door (Strength GTET 30 to move) is built into the Walls of Hell opposite the bottom of the path. The doors have sculpted relief panels that depict Lucifer, and a black iron door knocker held in a lion's mouth. A red metal plaque over the door reads, in Common, *Eternal I endure, leave all hope ye who enter.* Three double-taps using the knocker opens the door, which requires total Strength GTET 34 to push open. A mortal must succeed on 1d20 rolls GTET [28-Will] to enter the door (e.g. Fear), checked hourly.
8. **Candovasatt Theater.** A one-story U-shaped building constructed of grey stone and redwood, housing a 600-seat musical stage. Twenty-six addition rooms include three offices, six dressing rooms, four rehearsal rooms, two rooms storing instruments, an instrument repair shop, a parlor, a repository of written music, and a costume storage area. A six-Sessin band is practicing on the stage when Adventurers arrive. Elsewhere in the building are seven **Common Devils**, four **Ordinary Devils**, five **Zoybim**, and three **Ulutu**. A concert is scheduled to begin in four hours.
9. Three HD11 **Olympian Sphinx** are found playing cards in the roofless ruins of a five-room cottage.
10. A 14 FT J-shaped blue onyx altar mounted on four 6 FT black marble pedestals is dedicated to Shaitan. The altar is found on a 28 FT by 18 FT rectangular area paved in dark blue stones, surrounded by a 2 FT blue stone fence. The area has a two 8200 GP 3 FT diameter silver Unholy Symbols mounted on redwood poles, a 6 FT bronze statue of Shaitan (two 12,000 GP sapphire eyes), and copper cauldron continuously burning coal. A 3400 GP silver





# Circle Zero, Southeast Map

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19. (continued)...chalice on the altar is filled with fresh blood. A *Short Sword +1* is found sticking into the naked corpse of a middle-aged female Gnome.
11. [1] **Dramvulk Hostel**. An E-shaped building, the long segment has two stories. The ground floor contains a large common room, kitchen, three store-rooms, office, privy, private dining room, and six single-bed rooms. The upper floor has two single-rooms sized for very large creatures, eight double-bed rooms, and two bunk rooms for up to six persons. The proprietor is Humi Dramvulk (**Infernal Minotaur**); the staff consists of three **Zoybim**, a female **Centaur of Hell**, a veiled **Medusa** dancing girl, a **Type 1A Devil**, and a female **Minotaur**. Humi serves good persons in the dining room, usually separate from other patrons, but does not provide them rooms; neutral persons have a limit of four nights. [2] Theury Bladlock (evil male Dwarf, Warlock L11) is found in a small one-story stone building that contains a small forge, anvil, and blacksmithing tools. Theury is making repairs to his Chain Mail armor. The forge can be seen in the dark from 300 FT using Infrared vision, the clanging of his hammer can be heard from 100 FT away.
12. **Tomb Herrat Huxor**. A flat-topped pyramid constructed of dark red stone with streaks of tan and orange, the sides of the base are 312 FT, the top is 106 FT across and 90 vertical FT tall. A hidden (-10 to find, -4 open lock) door at ground level on the south side leads to a four-room false tomb inside the pyramid, filled with traps, two HD9 **Mummies** and a HD11 **Mummy Lord**. A hidden (-14 to find, -10 open lock) door at 50 FT elevation on the west side leads to a room inside the pyramid immediately above two other rooms; the door has a guillotine trap (avoid 1d20 GTET [32-Agility]). The sarcophagus of Herrat Huxor (evil male Gnome Air/Earth Wizard L14) is in one of the lower rooms; the sarcophagus is sealed with a lead bead, when it is opened it releases *toxic gas* (fatal, 8 FT, save 1d20 GTET [28-Stamina], Elves apply +3). Herrat is buried with 100 platinum pieces, a *Manual of Determination* (Will+3), a pair of blue leather *Faoron's Gloves*, red leather *Boots of Spider Walking*, a red hooded *Arrow Proof Cloak*, a *Flask of Endless Beer*, a *Magic Bolt Staff* (41x), a copper *Ring of Beasts*, and a gold *Ring of Joth* (versus Illusion).
13. **Camp Ongolasht**. A four-story hexagonal black stone Keep is surrounded by four three-story cylindrical buildings constructed of dark orange stone, all inside a 50 FT moat of flammable oil. Ten one-story wood buildings are outside of the moat, inside a 30 FT dark orange stone wall with six towers. A 40 FT tall gatehouse structure has three adamantite portcullises. The Garrison Commander is Jounbling Retch (Gaityas). The garrison consists of four squads of **Werdu**, four squads of **Ulutu**, and two squads of **Type 1A Devils**, along with two **Vackli**, six **Sessin**, two **Yiblim**, fifteen **Zoybim**, three **Ogres**, an **Ettin**, and two **Centaurs of Hell**. The camp is rumored to hold the mummified severed head of Uldun Torshet, Emperor of Bazorlas, deceased 428 years.
14. **Tower of a Hundred Eyes**. A cyclindrical nine-story tower constructed of green stone with two rings of white stone per floor, a door opens to the open roof. The single entrance is at ground elevation with a bronze door (padlock, -8 open lock, Strength GTET 25 to move) and guarded by an **Ulutu**. The exterior is painted with many large blue-and-orange eyes. The tower is occupied by Alla Vobashnu (neutral female **Minotaur**, Warrior L6, Seeress, Healer). The staff consists of three **Zoybim**, two female **Minotaur**, and a veiled **Medusa**. Alla sees visions of any mortal passing within 20 miles of the tower. The tower possesses three 15,000 enchanted crystal balls. Alla will treat any injured person for hp1d8 healing with negating any active poisons.
15. Four vertical shafts form a straight line; each shaft is oval in shape, 16 FT long by 9 FT at the widest. They are spaced 20 FT apart, and are 38 vertical FT, 58 FT, 50 FT, and 42 FT deep, respectively. A chest (-10 open lock) containing 8800 GP is at the bottom of the 50 FT shaft.
16. A three-story cylindrical structure, 40 FT in diameter, entered through an iron door (-6 open lock) on the ground floor. The building is inside a 12 FT tall by 8 FT thick Thorn Hedge. The post is staffed by five **Werdu** and two **Sessin**, armed with *Heavy Maces +1* (+3 for **Sessin**, 1d100 minutes unconsciousness on TH rolls GTET 17, save 1d20 GTET [33-Stamina]). The post also has nineteen wholesome meals, 6 gallons of clean water, 3 gallons of poor-quality wine, two Long Bows (20x arrows,

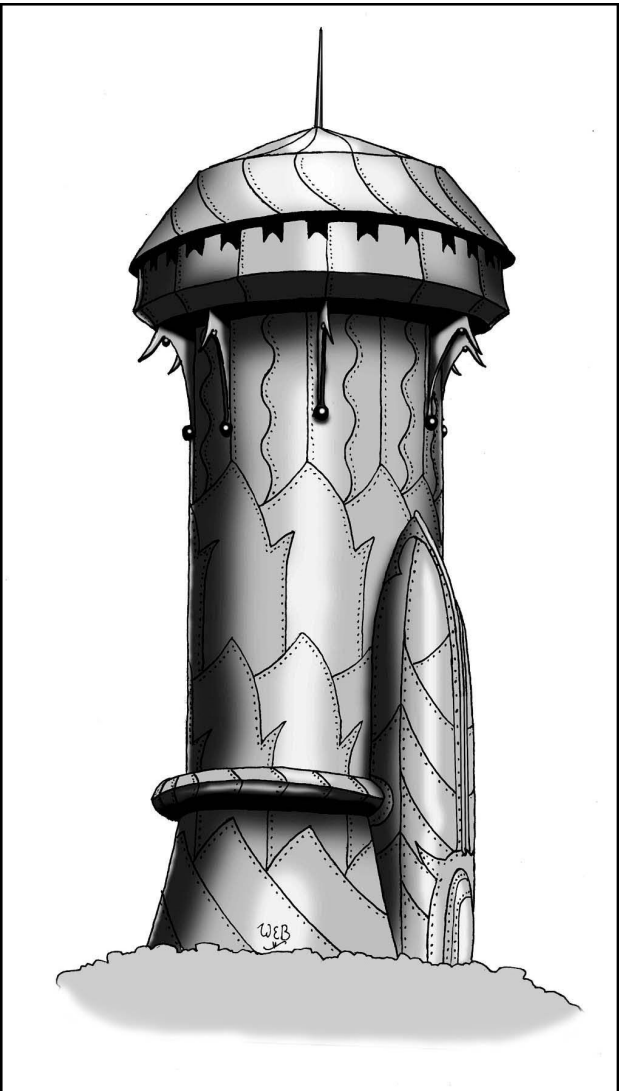
# Circle Zero, Southeast Map

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16. **(continued)**...2x 1d100 *blindness*, save 1d20 GTET [32-Stamina]), a weighted metal net, two blow guns (14x darts, 1x *Elf Slaying*, save 1d20 GTET [30-Will]), a stink bomb, and a 5 minute red flare.
17. **Shrine of the Wrathful**, dedicated to Samael. Two *Heavy Maces* +4 (aura of enchantment, aura of evil, *Self-Hitting* when used by good) previously used by Samael are chained (-8 open lock) to a 5 FT red-orange stone pedestal on a 25 FT by 20 FT orange stone base, a wood roof is held up by eight posts. Two 7000 GP silver Unholy Symbols are mounted on 8 FT wood poles, one on each side of the pedestal. A small wood table holds two 500 GP pewter candlestick with lit black candles, a 16 inch 12,400 GP ivory idol of Samael, and a 3000 GP shallow gold dish holding *Unholy Water*. A 4350 GP tapestry hanging from the roof on the south side depicts a large number of naked human in a meadow tearing at each other as Samael hovers over the field. Adventurers find five HD8 **Dopplegangers** are the shrine, taking the shape of male Dwarf Warriors.
18. **Library Reldcass**. A four-story L-shaped building with a copper roof, surrounded by a 15 FT wood palisade, set inside a grove of pomegranate trees. The library is known for its extensive collection related to winged animals found throughout the Celestial Spheres (not birds). The Head Librarian is Yussidee (**Type 3C Devil**). The staff consists of fourteen **Zoybim**, six **Common Devils**, two **Type 1A Devils**, a **Type 2B Devil**, two female **Lycanthropes** (Wolf), and a female Dwarf **Vampire**.
19. Laughing gas fills the atmosphere in a Y-shaped area, each segment is 560 FT by 340 FT. An Adventurer crossing the area is affected after 50 FT (save 1d20 GTET [32-Stamina], checked every subsequent 30 FT or 2 minutes). Affected persons laugh continuously for 3d100 minutes; while laughing they temporarily reduce their Will statistic 3 points and Agility 2 points, and apply a -3 TH modifier (-5 with missile weapons). Adventurers smell the gas in the dark from 120 FT, identify the gas on 1d20 rolls GTET [34-Intelligence).
20. A two-story black stone building is constructed on a stone platform; the platform is 170 FT by 96 FT and 10 FT tall, the building is 120 FT by 70 FT with exterior columns along the two long sides. Entrances with bronze doors (-10 open lock, Strength GTET 28 to move) are on the short ends, each one guarded by three **Ulutu**. The building houses the offices and courtroom of Infernal Magistrate Ili-fripptha (**Gaityas**); the Bailiff is Hurbertto (**Beng**). The building also has a study, parlor, three empty offices, two file rooms, and a room housing fourteen **Zoybim** clerks and a **Type 1B Devil** supervisor.
21. **Tellwhill Fortress**, headquarters of Infernal Legion XXXIX (Diabolic General Quawtim). A seven-story O-shaped Keep is constructed of green stone, with a silver statue of Quawtim in the courtyard. The Keep is surrounded by three two-story stone buildings and twelve one-story wood buildings, all inside a 25 FT interior wall and a 40 FT exterior wall with twelve towers. The 100 FT band immediately outside the fortress is heavily mined (hp1d12 explosive, 10 FT, avoid 1d20 GTET [30-Agility], checked every 6 FT of travel). The Garrison Commander is Kinglaroc (**Nimidoryas**). The garrison consists of five squads of **Ulutu**, two squads of **Werdu**, and two squads of **Infernal Hounds**, along with eight **Sessin**, two **Alpha Infernal Hounds**, eight **Type 1C Devils**, twenty-six **Zoybim**, a **Common Troll**, an evil Gnome Fire Wizard L12, and a female Elf **Vampire**.
22. **Zud's Monument**. A 5 FT model of a winged airship with spiked battering ram sits inside a strong clear case, on top of a black stone base, 9 FT by 6 FT by 5 FT tall. The pedestal is found in a 20 FT diameter circular area paved in alternating black and white stones, the area surrounded by a 3 FT white wood fence. Four 10 FT bronze statues depict Type 1B Devils carrying boading pikes. Two 8 FT upright stone slabs bear copper plaques in Infernal Cant describing the actions of the Type 1B Devil crew of the Zud Nullowski in winning the Battle of Burning Skies in the Baddabadup universe, Fifth Celestial Sphere. The plaques are dated 1108 years ago.
23. **Jhofrun Armory**. A two-story T-shaped building constructed of dark green stones, entered at each end through locked (-7 open lock) copper doors (Strength GTET 25 to move). Each door is guarded by a **Common Devil** armed with a Cutlass. The armory is known for its production of high-quality trap and lock mechanisms. The Master Artificer is Devvin Sozquil (neutral male Dwarf, Warrior L5).

# Circle Zero, Southeast Map

23. **Jhofrun Armory, continued**,... The staff includes eight **Zoybim**, four **Centaurs of Hell**, three female **Dopplegangers**, and a **Medusa**. The inventory includes 88 padlocks, 31 tumbler locks, 19 mechanical timers, 166 activators, 14 pressure plate mechanisms, 74 needle mechanisms, 51 empty poison gas cylinders, 40 knife mechanism, 83 dart thrower mechanisms, 42 tripwire mechanisms, 9 small chests with false bottoms, and 102 false locks. A hidden (-12 to find, -10 open lock) strong room holds 48,620 GP in coins, nine steel ingots, twelve iron ingots, fourteen bronze ingots, ten copper ingots, three silver ingots, and five gold ingots. A patrol consisting of a **Sessin** and a squad of **Ulutu** arrives here 45 minutes after the Adventurers.
24. **Sassisoso Arch**. A 66 vertical FT yellow metal Arch, 40 FT wide at the base, 15 FT thick, located on a 70 FT by 30 FT rectangular area paved with dark yellow stones. The arch has four 16 FT statues carved to resemble upright suits of plate mail armor. A 20 FT statue of a Chimera is mounted on arch's top, carved stone snakes are attached to the sides. A 14,000 GP leather collar with ten citrine stones is fastened around the neck of the Chimera's dragon head, the collar cannot be seen from the ground. When the collar is removed (1d20 rolls GTET 3) twenty carved snakes transform into HD6 **Giant Rattlesnakes** and attack mortals within 100 FT.
25. A circular wooden platform is 68 FT in diameter, supported 18 FT above ground by twenty stout wood poles, steps are found on the north side, southwest side, and east side. Adventurers find (-8 to find) a scroll tube that holds twenty-six blue pills (each the equivalent of a full ration) and a pair of gilded wooden shoes (*Shoes of Tracelessness*). A leather backpack found on the ground under the platform is booby-trapped (-12 identify trap, -7 disarm trap): when opened it explodes for hp2d8 damage (15 FT radius, avoid 1d20 GTET [32-Agility]).
26. **Post 63**. A one-story cylindrical building with slate room with five interior rooms. The post is surrounded by a 10 FT wood wall inside a 60 FT wide moat of quicksand. The post is staffed by six **Zoybim**, a **Sessin**, and a **Minotaur**. The Zoybim have Short Bows (10 arrows each); three have an *Arrow of Paralysis* (1d100\*1d4 minutes, save 1d20 GTET [32-Stamina]), the Sessin has a poisoned *Spear* +2 (*fatal* in 1d8 rounds, save 1d20 GTET [28-



Stamina]), the Minotaur has a double-bladed *War Axe* +2 (+4 TD). The post has forty-two wholesome meals, 10 gallons of clean water, 5 gallons of good-quality beer, 2 gallons of excellent quality mead, 3x diamonds (8750 GP, 13,400 GP, 18,000 GP), 10 pounds of excellent quality pipeweed, and a 1000 GP master quality fiddle.

27. **Trouphwene Henge**. Two concentric S-shaped forms constructed of 20 FT upright black stones, all of the stones in the inner ring are capped and connected by horizontal light orange crosspiece stones. The inner ring is 150 FT long by 25 FT wide in the center, with thirty-eight stones. A gap of 26 FT is between the inner and outer rings. The outer ring

# Circle Zero, Southeast Map

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27. **Trouphwene Henge, continued**,...has sixty-four stones. Three 12 FT graves are in the central area, each with a worn undecipherable black headstone; the first two graves are empty. A fatal flask of *poison*, save 1d20 GTET [30-Stamina], is buried in the third grave, labeled as a Potion of Flying.
28. A three-story L-shaped building constructed of pink stone with a dark red wood roof. It sits 8 FT off the ground on a red stone base. The building is entered on the east end through double copper doors (-6 open lock, Strength GTET 24 to move) at the top of red stone steps. The first floor has offices for five **Vackli** and nine **Sessin**, a **Tablasyin**, a pantry, a conference room, and a file room. The second floor has offices for five **Vackli** and three **Sessin**, three **Beng**, three work rooms (12 **Zoybim**, 15 **Zoybim**, 8 **Zoybim**, three file rooms, and a supply closet. The third floor has offices for eight **Sessin**, four **Beng**, six **Yiblim**, a workroom for 10 **Zoybim**, four empty offices, a conference room, a parlor, and a small unoccupied gaol cell. A thorough search (-10 to find) of the third floor reveals a cache of signed Malebolge Passes (nine for Circle Zero, four for the First Circle, twelve for the Second Circle, two for the Third Circle).
29. Five square animal pens hold HD6 **Hell Cattle** (17, 26, 29, 12, 32), and one larger corral holds nine HD11 **Hell Mammoths**. A one-story barn holds feed. Three cylindrical wooden tanks provide water. The animals are tended by six **Common Devils**, an **Ordinary Devil**, and eight HD6 **Hell Horses**.
30. A very thin path makes its way down the 2000 vertical FT from Gehenna; Adventurers must traverse it single file, falling unless succeeding on a 1d20 roll GTET [30-Agility], checked every 250 vertical FT. A 12 FT iron door (Strength GTET 30 to move) is built into the Walls of Hell opposite the bottom of the path. The doors have sculpted relief panels that depict Lucifer, and a black iron door knocker held in a lion's mouth. A red metal plaque over the door reads, in Common, *Eternal I endure, leave all hope ye who enter.* Three double-taps using the knocker opens the door, which requires total Strength GTET 34 to push open. A mortal must succeed on 1d20 rolls GTET [28- Will] to enter the door (e.g. Fear), checked hourly.
31. **Virghet Manor**. A four-story mansion surrounded by a 50 FT flower garden; an ornate fountain is at the front, a small swimming pool is on the roof. The ground floor has nineteen rooms including a Grand Hall, ballroom, Grand Dining Room, kitchen, four storerooms, two parlors, and chiller-cooler. The second floor has twenty-three rooms including two offices, a library, a room displaying portraits of Elfs, a pantry, and three bedroom suites of four rooms. The third floor has sixteen rooms including a gymnasium, dance studio, pottery studio, office, parlor, and an infirmary. The fourth floor has thirty rooms including two bedroom suites of six rooms, a private dining room, a bathing suite, a small chapel dedicated to Lucifer, and a music room. The manor is currently occupied by Dolph Tram Holjee (**Cloud Giant**), along with his wives Valeri and Colesta and juvenile sons Arthu, Gwundir, and Thexy. The staff includes nine **Zoybim**, four **Type 1A Devils**, twelve **Common Devils**, six **Ordinary Devils**, a **Type 2A Devil**, three **Sessin**, five **Harpies of Hell**, four **Zombies**, two **Ghouls**, and a female **Lycanthrope** (Rat).
32. A 12 FT wide by 8 FT tall rough tunnel leads from the surface to a twelve-room underground natural cave complex. The first room is 142 vertical FT below ground, five rooms are 190 FT to 210 FT underground, two rooms are at 240 FT, and three rooms are at 294 vertical FT below ground. The air at the 190 FT level causes unconsciousness (1d100 minutes, save 1d20 GTET [30-Stamina], checked every 3 minutes of exposure). Diamonds are found in the wall of one room at 240 FT (1d12 per hour of mining, each diamond has a value of 1d100\*1d100\*1d6 after cutting). A pool of wholesome water is in the room at 294 FT. Three HD8 **Komodo Dragons** are found in the room at 142 FT.
33. **Scolarrish Castle**. Two six-story rectangular Keeps are constructed of dark yellow stones streaked in purple, they are situated 100 FT apart. The Keeps are surrounded by a 28 FT wall of black stone, one-story wood building are built against the interior side of the walls. The Garrison Commander is Wholaesko (**Vackli**). The garrison consists of three squads of **Ulutu**, two squads of **Pruddin**, and two squads of **Common Devils**, along with eleven **Sessin**, four **Yiblim**, two **Beng**, twenty **Zoybim**, two **Ogres**, five **Gargoyles**, three **Infernal Hounds**, and seven **Harpies of Hell**.

# Circle Zero, Southeast Map

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34. An H-shaped pool of water is located on a 145 FT by 85 FT plaza paved in dark blue stones. The long segments are 45 FT by 20 FT, the short segment is 30 FT by 16 FT. The pool is 7 FT deep throughout. The entire plaza is surrounded by a 5 FT blue wooden fence.
35. **Uhnimuk Temple**, dedicated to Shaitan. A 145 FT diameter one-story circular building constructed of mauve-colored stones, the exterior is lined with 20 FT dark purple stone columns, the two doors are at the top of black stone stairs. The temple is entered through solid silver doors (Strength GTET 28 to move) guarded by three **Ulutu**. The temple has fourteen rooms. The worship area features two 16 FT rust-colored stone altars, a pit filled with bubbling hot mud, three bronze statues of Shaitan (2x at 14 FT, 1x at 19 FT), four copper cauldrons filled with burning brimstone, two tapestries of Shaitan dueling with Anuruck while Type 9 Devils hold Angels at sword point, and a 10 FT pewter statue of a Type 1D Devil whose hands holds burning incense (200 GP value). Adventurers entering the temple become unconscious from the fumes 1d100\*1d6 minutes (save 1d20 GTET [30-Stamina], checked every 3 minutes). The temple is served by Florglast (**Vackli**), Oundant (**Vackli**), and Palmaur (**Centaur of Hell**). The temple treasury (-12 open lock) contains 32,468 GP in coins, five gold ingots, twelve silver ingots, twenty-five vials of *Unholy Water*, 4x 1d10 *Healing Potions*, 2x 2d8 *Healing Potions*, a silver *Ring of Flying* (47x), three copper *Antidote Rings*, a *Wand of Spiderwebs* (103x), a *Meuric's Staff* (levitation, 56x), and a *Long Sword +2 (Crusader Bane)*.
36. **Myhun Ruins**. The remains of a burned of a four building complex, one is a partially-charred and collapsed four-story wood building, a two-story stone building without a roof and having a collapsed second floor, a one-story wood warehouse building, and a mostly-collapsed one-story wood building over a nine-room underground area. The ruins were most recently used as a brewery; stills and other equipment are found throughout in decayed and damaged condition. A spring of wholesome water feeds copper tanks in the underground area. In the warehouse are found twenty-six cases of high-quality beer, ten cases of high-quality mead, fourteen cases of good-quality ale, twenty cases of bottled spring water, and eight case of a bottled liquid resembling lemonade. When Adventurers emerge from the underground area they are attacked by 120 HD2 **Hell Rats**.
37. Vapors and other strong annoying odors occur continuously throughout a circular area, 1100 FT in diameter. Adventurers crossing the area are nauseated by the odors after 5 minutes exposure (save 1d20 GTET [30-Stamina]), checked every subsequent 3 minutes or 50 FT of travel); affected persons reduce their Stamina and Will statistics by 3 points for 3d100 minutes. Adventurers are attacked by six HD5 **Giant Skunks** after traveling 250 FT.
38. **Temple of Tapestries**, dedicated to Lucifer. A two-story white stone building with a gilded bronze dome. The ground floor has thirteen rooms including two offices, a sleeping room, pantry, small scriptorium, vestment storage, oils and candle storage, meditation room, and an Unholy Sacristy. The upper floor is the temple space, with three 12 FT grey stone altars, two 15 FT pewter statues of Lucifer, twelve Unholy Symbol tapestries hanging from the ceiling, six wall tapestries depicting Lucifer stabbing the bodies of defeated Deities (Diety), eight tapestries depicting Type 1 Devils worshipping Lucifer in a desert area, four tapestries depicting Lucifer standing with his feet on mountains, and a tapestry depicting Lucifer burning Angels. The temple is tended by Compantum (**Type 2C Devil**), Erthor Speelk (evil male Gnome Priest L10), and Mishgre (**Sessin**).
39. **Haeglorn Forge**. A three-story rectangular building, the ground floor is constructed of grey stone, the upper floors constructed of rough timbers. The forge is known for casting religious symbols and accoutrements. The Master Smith is Eduvird Theselmiver (evil male Human, Crusader L12). The staff consists of nine **Ordinary Devils**, five **Common Devils**, fourteen **Type 1A Devils**, seven **Ulutu**, two male Dwarf **Vampires**, a **Centaur of Hell**, and two **Black Annis**. The inventory includes 113 bronze Unholy Symbols, 22 copper Unholy Symbols, 204 silver Unholy Symbols, 72 gold Unholy Symbols, 10 platinum Unholy Symbols, 16 gold and gemstone Unholy Symbols (14,000 GP to 20,000 GP), 27 ivory Unholy Prayer Beads (6200 GP to 9550 GP), 11 pearl Unholy Prayer Beads (9600 GP to 16,000 GP), 30 silver Unholy Idols (7000 GP to 13,500 GP), 7 gold Unholy Idols

# Circle Zero, Southeast Map

39. **Haeglorn Forge, continued**,... (10,000 GP to 15,000 GP), and 62 gold Unholy Charms (4000 GP each).
40. A V-shaped wall is 14 FT tall and 7 FT thick, faced with rough grey stone with streaks of blue. Each segment is 670 FT long. A horned bovine skull is mounted every 30 FT along the length of both sides. A ladder goes over the wall at intervals of 250 FT (breaks on 1d20 rolls GTET 8).
41. A pyramidal cairn constructed of purple and grey stones, the base is 14 FT across, the center is 6 FT tall. The cairn holds the desiccated remains of two Common Trolls. One troll has four golden teeth (each 100 GP). One troll wears a 16,200 GP gold-ruby ring, a 11,000 GP platinum ring, and a 14,500 GP black pearl necklace. A patrol consisting of a Sessin and a squad of Ulutu arrives here 30 minutes after the Adventurers.
42. A group of nine **Common Devils** and three **Ordinary Devils** are found digging holes, setting posts, and string fence wire. A 250 FT section of 5 FT high fence has already been set. A two wood wagons nearby hold posts, tools, and wire, along with twenty wholesome meals, eight gallon of clean water, a double-bladed War Axe, three Spears (one is +1), and well-made large kazoo.
43. Twenty rectangular holes in the ground are found in an area 400 FT across, each hole is 25 FT to 40 FT long by 8 FT to 16 FT across. The holes continually emit noxious and putrid blue and yellow gases, which can be smelled in the dark from 150 FT away. Adventurers crossing the area are afflicted

with severe nausea, cramps, and breathing problems (save 1d20 GTET [32-Stamina], checked every 5 minutes; affected persons temporarily reduce their Agility, Stamina, and Strength statistics by 3 points each for 3d100 minutes, and apply a -3 TH penalty).

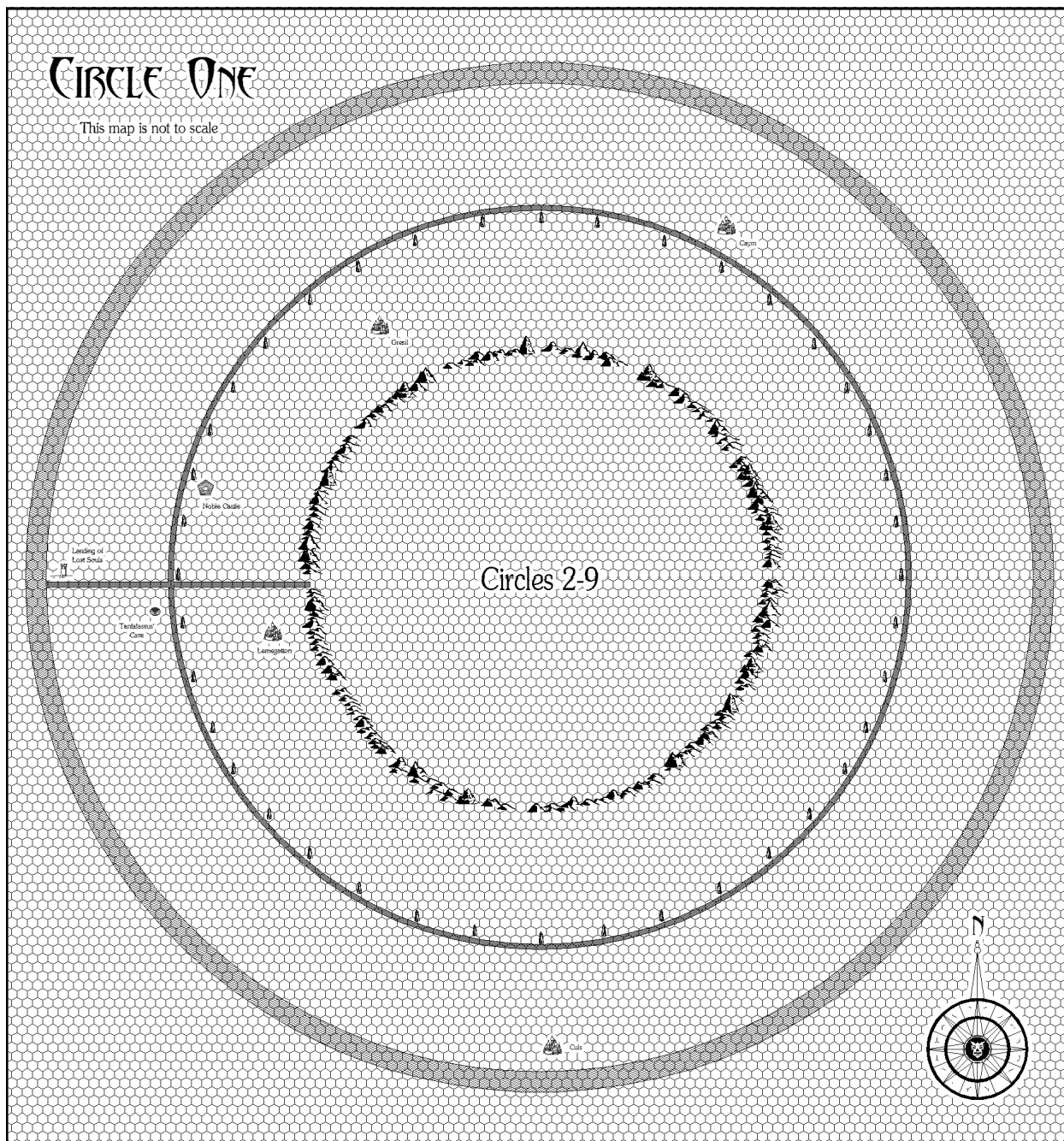
44. An oval sinkhole is 140 FT long by 86 FT wide at the surface, the bottom is 22 FT by 12 FT, 58 vertical FT deep. Parts of a large skeleton, the spine and 14 FT ribs, is visible sticking out of the sand at the bottom. Any Adventurer who climbs down the sinkhole falls/tumbles unless succeeding on 1d20 rolls GTET [30-Agility], and is unable to climb the slippery sand unless succeeding on 1d20 rolls GTET [32-Agility]. An Adventurer digging in the sand at the bottom finds a 15,000 GP diamond on 1d20 rolls GTET 14, checked every 3 minutes (limit 3 per person/day).

## Locations in the Guilichu Ring, Gehenna

- A. A 185 FT long mound is constructed in the shape of a horned owl. The mound is 102 FT across and 20 FT high. The top is marked with colored stones. The eyes are circles of pink stones, 18 FT in diameter and 8 FT high. The beak is a triangular stone 30 FT by 18 FT long.
- B. The remains of a four-story L-shaped building constructed of green and orange stones. Eighteen rooms on the ground floor remain habitable, twelve rooms on the second floor, ten rooms on the third floor, and only three rooms on the fourth floor. The entire small segment end of the building has collapsed into rubble. The building shows scorch marks, axe gouges, fire marks, and other signs of combat. All of the furniture and valuables has been looted. The third and fourth floors collapse when entered on 1d20 rolls GTET 19.
- C. A 60 FT diameter *magic circle* is defined by three thin concentric green lines on the ground. A *wall of force* prevents entry into the circle. The password is, 'stupendous diabolical.'
- D. **Erraghom Glassworks.** A two-story yellow sandstone building on the edge of an oval sand pit. A mechanical scoop on a hoist moves sand into four hoppers along the building's side. The works is known for its high quality crystal plates, goblets, and serving ware. The Glass Master is Delaime



# First Circle



- D. Erraghom Glassworks, continued,...(Centaur of Hell). The staff consists of seven **Ordinary Devils**, five **Common Devils**, thirteen **Zoybim**, three male **Lycanthropes** (Boar), two **Ghouls**, and three **Gargoyles**.

# First Circle

## CIRCLE ONE

Diabolic Prince	Shaitan (Dark Green Field with 2 white shields)
Diabolic Earls	Caym, Charon, Culs, Gresil, Lemegatton
Diabolic Generals	Callahorius, Eagabat, Gamphar, Ixmu, Kelazzu, Moristrat, Ordnores, Quawtim
Devils	Common, Ordinary, Vackli, Sessin, Ulutu, Zoybim, Types 1A through 1E
Other Notable Creatures	Tantallasus (Cyclops) and Mona (Ogress)
Sinners and Punishments	<b>Virtuous Pagans</b> (Darkness)
Environment	Arid
Physical Challenges	Darkness
Size	Torus, Outer Circumference 950 miles, Inner Circumference 625 miles, Outer Radius 156 miles, Inner Radius 106 miles, Width 50 miles

### Description

The outer border is the River Archeron. The inner border is a mile-wide region of rocks, cliffs, and ravines, some up to 1500 FT. Persons having rock climbing skills may climb through the region, taking four days (assuming they can climb in the dark); the climbing is rated as very difficult but treat as impossible because of the lack of light. The rocks and cliffs are home to Flying Medusae Monkeys, Gargoyles, and other aggressive creatures. 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 cut through the inner border and allow passage between the First and Second Circles; they are spaced equally around the perimeter. The inner passes each have a stone wall halfway through, guarded by three

**Beng** and two squads of **Pruddin**.

The landscape is very flat and sandy and smooth, with light tan soil. The entire area is covered in perpetual darkness, equivalent to a moonless night.

A black stone road on the west side of Malebolge runs from the Landing of the Lost inward to Minos' Palace on the Second Circle. A steady stream of damned souls travels that round inward to be judged. Another black stone road goes around the Circle at its midpoint (25 miles inward). Directional Obelisks are found along the ring road at intervals of ten miles. Each Obelisk is made of grey stone, 8 FT high; they are engraved with arrows pointing north (clockwise) and south counterclockwise, with the names of the nearest Diabolic Prince and Earl (Gresil, Caym, Culs, Lemegatton). On the west side of Malebolge the arrows also point towards the Noble Castle. The obelisk at the intersection of the west road has an additional crudely carved eye (when touched it speaks the name, Tantalassus). See the map on page 45.

### Weather and Effects

The air is hot and humid with a sour aroma, the temperature is a constant 90 degrees. There is a constant back





# First Circle, Northwest Map

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**Weather and Effects, continued**...ground of trembling sighs but no winds. Determine whether rain occurs after every two hours using 1d20: (01) severe thunderstorm and tornado, (02-04) cold driving rain with lightning strikes, (05-08) cold driving rain, (09-20) no rain occurs. Tornadoes last 1d12 minutes and cause hp6d12 damage (2d12 if save, 1d20 GTET [30-Agility]). When rain is accompanied by lightning, each Adventurer is subject to 1d20 strikes (avoid 1d20 rolls GTET [30-Agility], strikes cause 4d6 damage). Thunderstorms last 18+2d12 minutes, and driving rains last 17+3d20 minutes.

## First Circle Locations

The **Noble Castle** is 30 miles north from the Malebolge Road (see *Inferno: Journey through Malebolge*) along the central circle road; any elves or other Adventurers with enhanced sight will see a glow on the northern horizon in the castle's direction. The cave of **Tantalassus** the Cyclops and his wife **Mona**, an Ogress, is 5 miles south of the Malebolge Road, along the central circle road. The castle of **Diabolic Earl Gresil** is 170 miles in the clockwise [north] direction from the western radius. The castle of **Diabolic Earl Caym** is 330 miles in the clockwise direction from the western radius. The castle of **Diabolic Earl Lemegatton** is 40 miles in the counterclockwise [south] direction from the western radius. The castle of **Diabolic Earl Culs** is 240 miles in the counterclockwise direction from the western radius.

## Noble Castle

The Castle consists of a large rectangular Hall inside seven concentric walls, the structure surrounded by a wide moat, then an area of orchards and gardens. Each wall has five sides with towers on each corner. Three sides of each wall have Gates with open portcullis. Each gate is guarded by three Castle Guards (Crusaders with flaming Holy Swords, their experience level is L9 plus the wall number which they guard {the outermost wall is one, the number increases going inward}). Each tower has a Warrior L10 with crossbows (Bolts of Evil Slaying) and Darts +2 (Sleep, save 1d20 GTET [32-Stamina]).

Inside the Castle Walls are found high-ranking and outstanding pagans from many lands and times. The souls are fair and generous and helpful. Adventurers are fully healed, including any wounds, broken bones, diseases, venoms, poisons, blindness, and/or stoning (evil persons are only healed after successful 1d20 roll GTET [42-

Intelligence-Level]). They are provided with good and safe food, and are safe from attack by Devils (Sanctuary). The castle has excellent athletic facilities, a fine banquet hall and kitchens, fine musical instruments and musicians, and an extremely extensive library of books and scrolls. Many documents can be found here that are otherwise legendary, known in fragments, or are completely lost and unknown. Adventurers can learn and copy any four spells or prayers, as well as confer **Noble Castle, continued**...about the history of persons, places, or objects. Souls at the Castle give straight and mostly complete answers to questions about the geography and physical obstacles in Inferno, but only answer the exact question that is asked. They do not volunteer information, do not elaborate, and do not speculate about what information is really wanted or needed. They do not have any information about artifacts or objects of special interest kept in the Hoards. They do not know any specifics about the shape or powers of any particular devil talisman.

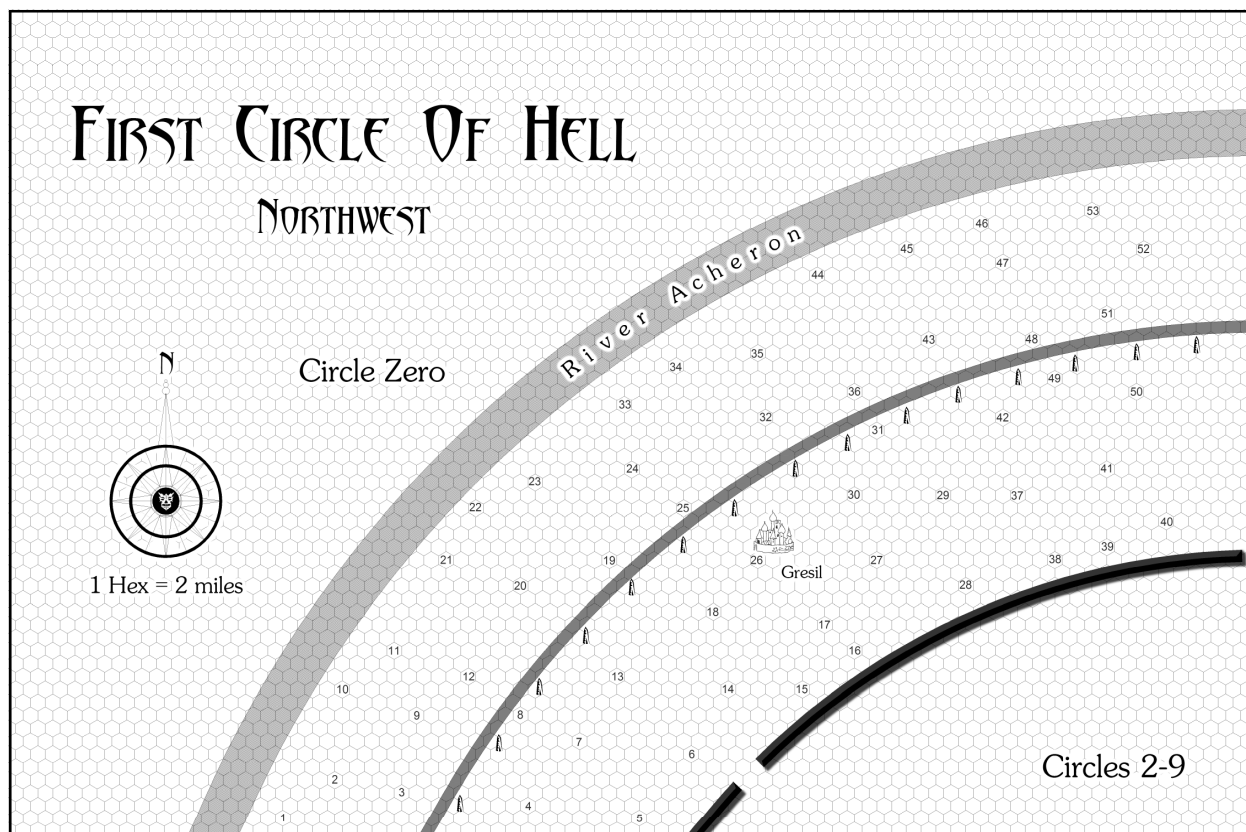
## Northwest Map

See the map on page 48.

1. A two-room one-story cottage has a thatch roof. The cottage has no furniture and is empty. A trap-door hidden (-8 to find, -5 open lock) in the floor leads to a 20 FT x 20 FT room with a cot and chest full of clothes. The room is occupied by Renaldo (neutral make Half-Elf, Rascal L14, spying on the Devils for the Demon Prince Fermoclatex).
2. Nuggets of silver are found scattered thickly throughout a circular area 640 FT in diameter. Each nugget is (1d20+ 1d12)\*one-third pound, 4.5 GP worth of silver can be recovered from 1 pound of nugget. A person crossing the area slips/falls on a nugget in the dark every 2d20 FT (avoid 1d20 roll GTET [30-Agility]).
3. **Shekelonner Museum.** A four-story L-shaped brown building with a copper roof, entered through three black wood doors, each at the top of a 6 FT vertical brown stone stair. The museum is known for its extensive collection of books about time, as well as timepieces, mechanical clocks, and other mechanisms. The Head Librarian is Iftydidfall (Medusa); the staff consists of eleven **Zoybim**, six **Type 1B Devils**, two **Type 1A Devils**, two **Centaurs of Hell**, two **Lycanthropes** (Boar), and ten **Skeletons**.

# First Circle, Northwest Map

4. A one-story four room cottage is surrounded by barbed wire. The post is staffed by three **Ulutu** and four **Common Devils**, armed with double-bladed War Axes and Short Swords; they also have a strong wire net, four smoke bombs, two 1d12 explosive grenades (avoid 1d20 GTET [26-Agility]), and a stink bomb.
5. [1] **Prouteck Henge**. Two concentric rings of 15 FT upright black stones on a flat top of a circular structure, 120 FT in diameter, 18 FT tall. The inner ring has 20 stones and is 30 FT across. The outer ring has 72 stones and is 50 FT across. A 10 FT long grave is at the center. Four 10 FT white gargoyles are at the cardinal compass points around the exterior. A 6 FT pewter owl-headed humanoid figure is buried in the grave. [2] A T-shaped area is paved in dark green stones, the top segment is 88 FT by 26 FT, the perpendicular segment is 110 FT by 30 FT. 20 FT flagpoles are spaced every 22 FT around the perimeter flying 8 FT orange banners with a black mace over a red heart. One flagstone has the image of a heart (-14 to find); this stone is loose and can be easily removed to reveal a vial with one large red pill – the person consuming the pill has their health statistic permanently increased by 3 points (save 1d20 GTET [34-Stamina]); the mortal is immediately killed on a save roll of 1.
6. A 9 FT diameter hole in the ground leads to a 47 FT underground chamber occupied by sixteen HD4 **Zithrebee's Spiders** (AC14, 1d10 Steam Breath 3/day, 1d8 Bite). A wood chest in the room is wrapped in a steel chain with a padlock. The chest contains 288 SP, 102 GP, a *Rapier +1*, a silver-headed Light Mace, and a 1d12 *Healing Potion*.
7. A 7 FT circular black stone altar dedicated to Gaap sits on a 25 FT by 35 FT area paved in black stone, surrounded by a 3 FT black wood fence. The altar has four 50 GP silver candlesticks, a silver-bladed dirk sticking into the stone, two silver bowls of blood, and a gold coin. A silver Unholy Symbol is on a wood pole through a hole in the altar's center. Two bleached skeletons of giant birds are found under altar.



# First Circle, Northwest Map

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8. Six Y-shaped pools of gurgling lava are arranged in two parallel rows of three, found in a circular area 190 FT across. Each Y segment is 42 FT by 18 FT by 6 FT deep, restrained within an above-ground 3 FT tall black wall. The pools are 30 FT apart. The entire area is at 120° and has an unpleasant acrid odor; Adventurers with Infrared vision can see the area in the dark from 350 FT (500 FT on 1d20 rolls GTET [30-Intelligence]), the vapors can be smelled in the dark from 150 FT away. Adventurers suffer hp1 lung damage for every 5 minutes of exposure (save 1d20 GTET [32-Stamina]). Adventurers find Avrel Lessikurti (female Dwarf, Warrior L5, Minstrel) in the area, sitting on a rock and playing her piccolo.
9. **Flameck Armory.** A three-story red brick T-shaped building, the top segment is 120 FT by 75 FT, the longer perpendicular segment is 180 FT by 90 FT. A bronze door (-10 open lock, Strength GTET 28 to move) is at each of the three segment ends, the long-end door is double-wide and has a stone wagon ramp. The armory is known for its excellent headgear, especially closed-face (visored) helms and chainmail-and-steel coifs. The Head Armorer is Jargern Larbotham (male Dwarf, Master Armorer, Warrior L7); the staff includes four **Ordinary Devils**, three **Type 1A Devils**, a **Type 2B Devil**, two **Minotaur**, and two **Zoybim**. The armory stores 60 leather caps, 220 steel caps, 110 chain mail hoods, 92 open-face steel helms, 130 closed-face steel helms, and 280 pieces of other armor. A locked (-11 to open, *invisible door*) strong room holds 50 steel ingots, 12 iron ingots, 16 bronze ingots, 3 copper ingots, 12 ingots of silver, 5 gold ingots, 2 adamantine ingots, and 3 ingots of electrum, along with 32,845 GP in coin. A patrol consisting of a **Sessin** and a squad of **Ulutu** arrives here 2 hours after the Adventurers.
10. [1] Adventurers find six HD10 **Djinn** at a recently-burned guard post building {single-story circular building inside a 15 FT stone wall}, along with the corpses of three Common Devils, an Ordinary Devil, and a Prudddin. The Djinn claim not to be responsible for the carnage. Adventures with Infrared vision can see the burning building in the dark from 200 FT away, and persons with ordinary vision from 80 FT away, smoke can be smelled at 30 FT. [2] Adventurers find three S-shaped vertical shafts whose locations define an equilateral triangle with sides 120 FT long. Each shaft is 15 FT across, 66 FT long, and 114 FT deep. The bottom of the south shaft is filled 15 FT deep with quicksand.
11. [1] A 12 FT diameter rough tunnel in the ground leads to a five-room cave which consists of a 180 FT room with a floor 82 FT below ground (22 FT high), a ramp down to two rooms (34 FT long, 62 FT long) 140 FT below ground, with a ramp down from 140 FT to two rooms (60 FT long, 96 FT long) 205 FT below ground. The 62 FT room has spring of dark, bitter, and cold water. Mushrooms grow thickly in the 96 FT room which are both edible and flammable when dried. 1d12 HD4 Hell Rats are found in the cave on 1d20 rolls GTET 12. [2] Adventurers find Malidok Hesslay (evil male Half-Elf, Priest of Samael L8, Hermit) living in a well-made tent built on a 25 FT by 14 FT by 6 FT tall hillock surrounded by a wood palisade. Malidok has an *AC30 Priest's Robe*, *Heavy Mace +1*, steel *Cap AC+4*, studded leather Gauntlets, 22 SP, 18 GP, thirty-two wholesome meals, four gallons of average-quality ale, one gallon of wholesome water, three vials of Unholy Water, a *1d12 Healing Potion*, and a pot of *Gnome Death Balm*.
12. **Pendyver Fortress.** A six-story circular Keep is surrounded by a 40 FT interior wall, and a 30 FT exterior wall. A two-story rectangular stone building, three one-story stone buildings, and seven one-story wood buildings are between the walls, along with a small metal chapel dedicated to Lucifer. The Garrison Commander is Cregion (**Nimidoryas**). The garrison consists of two squads of **Centaur of Hell** bowmen, two squads of **Common Devil** slingers, two squads of **Type 1A Devils**, and a squad of **Ogres**; the garrison also includes five **Beng**, twelve **Prudddin**, three **Etvaras**, eight **Sessin**, and ten **Zoybim**. The fortress is rumored to possess a sword once owned by King Samael.
13. **Spire of Pendants.** A 204 FT cylindrical green metal structure that tapers from its 56 FT base to its 12 FT top as 190 FT in elevation. The exterior is covered in upright metal cylinders, each 8 inches in diameter and 15 FT to 20 FT long, attached to a hollow frame. A platform extends across the interior at the 140 FT height and at the 170 FT height, with exterior secret doors (-8 to find, -8 open lock) on the north and south sides, respectively. A mysterious machine is attached to pumps and motors at

# First Circle, Northwest Map

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13. **Spire of Pendants, continued**...the 140 FT elevation; an enchanted circle is found at the 170 FT elevation. The spire has 14 FT horizontal poles extending outward every 25 FT around the perimeter at the base, and every 6 FT around the perimeter at the top, spaced 25 FT apart vertically. A bright green-blue-orange triangular pendant hangs from each pole.
14. A 25 FT circular one-story room stands on ten 15 FT tall posts, with a wood ramp up to a stout door. The structure is surrounded by a 20 FT wood palisade with a closed gate. The top is flat and occupied by two **Ordinary Devils** each armed with crossbows (8 bolts) and two Javelins (one causes 1d100 minutes sleep, save 1d20 GTET [32-Stamina]). The room is occupied by four Pruddin armed with double-bladed *War Axes +1* (one is *Dwarf Bane*, save 1d20 GTET [35-Will]) and Short Swords (*poisoned*, save 1d20 GTET [32-Stamina]). The post also has four flares, three *explosive grenades* (6 FT radius, 1d10, avoid 1d20 GTET [32-Agility]), and three stink bombs.
15. Adventurers crossing a cruciform-shaped area have their *language skills temporarily confused* for the subsequent 1dd100\*1d12 minutes (save 1d20 GTET [33-Will], checked every 75 FT of travel); each segment is 210 FT by 110 FT across. Affected persons are unable to speak in any known language (e.g. every person is mutually unintelligible). Affected persons must succeed on a 1d20 roll GTET [26-Will] to write in an intelligible language, checked per attempt (assuming they are writing capable). Each affected individual believes they are speaking correctly and that it the speech of the other affected persons that are affected.
16. **Tagemoneus Shrine**, dedicated to Shaitan. A two-story white stone circular building topped by a bronze dome, enchanted to glow with a purple light; the dome can be seen in the dark from 200 FT away. The lower floor is 96 FT in diameter and consists of nine rooms. The upper floor is 58 FT in diameter and consists of three rooms, including a large circular ceremonial chamber under the dome. The shrine chamber has a 17 FT altar of glowing blue stone, three copper braziers filled with blue flames, a bird-shaped fountain of *Unholy Water*, three silver Unholy Symbols (2800, 4525, 6600 GP), and two 15 FT statues of Shaitan. The shrine is tended by Agulol (evil male Human, Priest L10), Heppademas (**Type 1C Devil**), and Frazlyc (**Vackli**). A hidden (-11 to find) elevator accessed on the upper floor descends to an underground strong room holding: nine ingots of silver, four gold ingots, an electrum ingot, 21,052 GP in coins, along with a *Rapier +2* (evil, *weapon breaking*), *Heavy Mace +2* (evil, *Good scourge*), a *Cloak of Invisibility*, and a *Ring of Many Escapes* (30 FT, 62x); a password known to the priests is required to operate the elevator.
17. **Avadovis Halls**. An underground complex consisting of four horizontal levels, at 90 vertical FT, 155 FT, 188 FT, and 227 FT, respectively. The 90 FT and 155 FT levels are reached by a common elevator (a key is required to reach 155 FT); the 188 FT elevation can only be reached by a hidden stair from the 90 FT elevation and a vertical shaft from the 227 FT elevation; the 227 FT elevation can also be reached using an *invisible* enchanted circle on the surface. The 90 FT elevation has nineteen rooms, including the Keeper's Library, the Museum of Death, and the Devil's Revenge. The 155 FT elevation has twenty-seven rooms in two sublevels, the west section having seventeen rooms, the east section ten rooms; the rooms include the Shining Crown of Doom, Wild Horses, and For Whom the Elf Tolls. The 188 FT elevation has thirty rooms, including the Cave of Coins, the Pool of Madness, and Fat Man's Squeeze. The 227 FT elevation has twenty-eight rooms, including Mangimor's Game, Heavy Lifting, and the Crusader's Wrath. The monsters include evil Crusaders, evil Priests, **Type 1B Devils**, **Zoybim**, **Wraiths**, **Shades**, a **Mummy Lord**, **Black Wyverns**, a **Catoblepas**, and two juvenile **Red Dragons**.
18. Adventurers arrive at four upright cylindrical wooden tanks constructed on blue stone bases. The bases are 4 FT tall, the tanks are 16 FT tall by 22 FT in diameter with open tops. The tanks form the corners of a square, 15 FT apart. A variety of metal pipes connect the tanks to one another and some lead underground. There are numerous valves of varying sizes, requiring a 1d20 roll GTET [30-Intelligence] to discover an alignment that releases water. The valves fail closed after the Adventurers have drained an amount of water equal to 2 gallons\*number of Adventurers; the Adventurers are unable to repair the lines to get more water (may

# First Circle, Northwest Map

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18. **(continued)**...obtain water after 48 additional hours).
19. **Karvossius Stadium.** An open air oval stadium primarily used for individual gladiatorial combat between the Devils inhabing the First Circle and various power monsters and creatures brought from across the Celestial Spheres. There are thirty rows of seating, each with a capacity of 200 Devils. Adventurers arrive during a match between Urgojollis (**Type 1D Devil**, First Circle Champion) and a HD20 Desert Worm. The spectators include: 110 **Type 1A Devils**, 82 **Type 1B Devils**, 45 **Type 1C Devils**, 97 **Type 1D Devils**, 31 **Type 1E Devils**, 12 **Vackli**, 20 **Sessin**, 45 **Ulutu**, 68 **Zoybim**, 102 **Common Devils**, and 86 **Ordinary Devils**.
20. Strong earthquakes occur continually throughout a rectangular area 550 FT by 260 FT. Adventurers crossing the area are knocked to the knees after every 35 FT of travel (avoid 1d20 GTET [32-Agility], hp1d3 falling damage is suffered on saving rolls of 1). Earthquakes can be heard in the dark from 200 FT away.
21. [1] An X-shaped red brick wall has segments that are 350 FT long by 21 FT tall by 12 FT thick. A severed boar's head is attached every 50 FT along the wall's perimeter. A *paralyzing* (2d100 minutes, save 1d20 GTET [32-Stamina]) contact poison is found on top. [2] Temple
22. **Respitam Castle.** A five-story rectangular white stone Keep surrounded by an inner 30 FT wall and an outer 40 FT wall with six towers. The space between the walls is filled with a moat 45 FT wide by 30 FT deep. The Garrison Commander is Tygragny (**Oduru**). The garrison consists of three squads of **Common Devil** pikemen and two squads of **Infernal Hounds**, each led by an **Alpha Hound**; the garrison also includes four **Sessin**, ten **Ulutu**, a **Beng**, two **Yiblim**, two **Common Trolls**, and three **Harpies of Hell**; the staff includes twenty **Zoybim**. Each tower is equipped with a ground-level chemical flame-thrower turret with a range of 75 FT.
23. **Ertosphayine Shrine**, dedicated to Shaitan. A one-story octagonal building constructed of pink marble, with silver doors (-8 open lock, Strength GTET 32 to move) on the northwest and east sides, at the top of black steps. The shrine has eight interior rooms, including a pentagonal worship space containing a 14 FT pink marble altar and three statues of Shaitan at 11 FT, 16 FT, and 20 FT. A 4200 GP tapestry depicts Shaitan fighting the Demon Prince Deljayu. The altar is furnished with an 850 GP silver Unholy Symbol, four gold chalices (1500, 1925, 3000, 3100 GP; one is filled with a thick, sugary red liquid), five gold candlesticks each valued at 1000 GP, two silver kraters (700 GP, 900 GP), and a quarter-size silver-chain Flail (1800 GP). The shrine is tended by Votoreus (**Vackli**) and Bivadan (**Tablasyin**).
24. An S-shaped Thorn Hedge is 24 FT tall by 12 FT thick, 215 FT long. Adventurers pushing through the hedge suffer hp1 every 4 FT of travel (no effect for full metal armor). The hedge does not burn.
25. A low wood fence surrounds a ten-target Archery course, with targets at 20 yards, 50 yards, and 100 yards; lanterns placed every 15 FT along the fences provide light (visible in the dark for 100 FT, 150 FT on 1d20 rolls GTET [30-Intelligence]). A **Type 3C Devil** (+3 TH with bow due to proficiency) is instructing five **Common Devils** and three **Pruddin** in archery (Rapiers, Short Bows with 15 arrows each). An unlocked shed stores 34 Short Bows, 8 Long Bows, and 500 arrows, along with supplies to repair bows, arrows, and targets.
26. **Palace of Diabolic Earl Gresil.** A three-story T-shaped aquamarine stone building with a copper roof, entered through three entrances, the doors are silver (-10 open lock, Strength GTET 30 to move) and are each guarded by two **Ulutu**. The palace is surrounded by a peach tree orchard with five ponds and fountains. The Palace Seneschal is Eckgritt (**Vackli**); the staff consists of nineteen **Common Devils**, nine **Ordinary Devils**, sixteen **Zoybim**, eight **Type 1A Devils**, six **Type 1B Devils**, two female Human **Vampires**, four **Medusa**, seven **Harpies**, eleven **Zombies**, and three male **Lycanthropes** (Wolf). The Earl is known to collect cave paintings and artifacts from pre-technological cultures.
27. Three HD11 **Manticores** are found drinking from a pool of bitter-tasting water on top of a small hillock, 45 FT long by 32 FT wide by 9 FT tall.

# First Circle, Northwest Map

28. A two-story wood structure mounted 30 FT above the ground on six thick metal legs; each story is a single room 30 FT across, with access to the flat roof. A 5 FT wooden ledge forms the first story perimeter, accessed by ladders built onto each support leg. The first floor is occupied by three **Werdu** armed with *War Hammers +1* (evil, *knock-out* on attack rolls GTET 17, save 1d20 GTET [32-Stamina]), the second floor is occupied by three **Ulutu** armed with double-bladed War Axes. Two **Common Devils** armed with Javelins stand watch on the roof. The post also has five *1d12 explosive grenades* (save 1d20 GTET [32-Agility]), two *stun bombs* (save 1d20 GTET [30-Stamina]), two stink bombs, ten gallons of good-quality mead, five gallons of clean water, thirty-two rations, 39 GP, 42 SP, and a 5000 GP ruby.
29. **Mac'Tabbich's Tomb.** A 40 FT pyramidal wood structure covers a black stone sarcophagus on a red stone dais; wood doors are on the east and west sides. The coffin is 12 FT long, the dais is 18 FT in diameter and 3 FT high. A copper plaque in Infernal Cant attached to the sarcophagus translates as, "*Mac'Tabbich Calch, True Friend of Ixmu, dated 823 years ago.*" The sarcophagus is sealed with a lead bead, and persons within 8 FT when the lid is removed become unconscious 2d20 minutes from exposure to the bad air (save 1d20 GTET [33-Stamina]). The tomb contains the well-preserved corpse of a long-bearded male Human dressed in an orange jacket over crimson robes, wearing a 7600 GP gold-ruby-diamond Ring, and a silver *Ring of Regeneration +1*; a 9200 GP platinum-topas-pearl necklace is around his neck. A pair of black leather gloves (*Pick Pockets +3*) is in a robe pocket. A HD9 **Wraith** appears 1d20\*(quarter minute) after any piece of jewelry is removed. A **Sessin** comes by 30 minutes after Adventurers arrive.
30. Adventurers find 203 HD6 **Hell Cattle** confined in twelve sturdy pens constructed of iron bars. The cattle are tended by five **Ordinary Devils**, seven **Pruddin**, a **Beng**, two HD5 **Ogres**, and a young HD7 **Mountain Giant**. A 15 FT tall wood water tower sits on 10 FT legs, with a pump that can direct water to any pen. A small one-story wood barn holds dried alfalfa and burlap sacks of grain, along with mucking, grooming, and cutting tools. A wood trap door under forty grain sacks leads to an underground room holding twenty bronze ingots, eight iron ingots, seven silver ingots, a gold ingot, and an electrum ingot. The cattle can be heard in the dark from 150 FT away (250 FT on 1d20 rolls GTET [30-Intelligence]), they can be smelled 300 FT away (500 FT on 1d20 rolls GTET [30-Stamina]).
31. A 120 FT rectangular one-story white building is surrounded by a porch with royal blue stone columns spaced every 18 FT; a 12 FT bronze door (Strength GTET 31 to move) is on the south end, an 8 FT bronze door (Strength GTET 27 to move) is on the north end. The building holds the offices and courtroom of Uffintyte (**Hulden**), Infernal Magistrate, including Horetmee (**Assura**), Infernal Bailiff, and a staff consisting of eight **Zoybim**, four **Medusa**, a **Centaur of Hell**, and three **Ordinary Devils**. There are fourteen rooms in the building, including a law library, clerk's work room, pantry (58 meals, 30 gallons of wine), and parlor. The south doors are guarded by two **Ulutu**.
32. **Holzney Temple**, dedicated to Lucifer. A one-story cruciform-shaped brown stone building. Each wing is 40 FT long by 32 FT by 13 FT tall; the center section is an octagonal area, 55 FT across and 20 FT tall, topped by a 20 FT white metal pyramid cone. The temple is surrounded by a 4 FT tall octagonal stone wall with four metal arches. The center area has two 12 FT white altars, six copper cauldrons filled with green flaming oil, five bronze braziers, two 1800 GP gold censers, four 1300 GP silver Unholy Symbols on the walls, four 3000 GP tapestries depicting Lucifer directing Devils in constructing Malebolge, and an Unholy font shaped like a Minotaur holding an open shell. An eerie discordant music is continuing playing throughout the building. The temple is staffed by Memorels (evil male Gnome, Priest L12), Hyadnis (evil male Dwarf, Crusader L9), Frorgint (**Sessin**), and Zexadisses (**Type 1D Devil**).
33. An H-shaped one-story wood building with copper roof, the two parallel segments are 120 FT by 70 FT, with the cross-connecting segment 220 FT by 90 FT. Entrances are through double-doors in the center of each parallel segment. The building interior is kept at 45°. The building is filled with crates of preserved foods from across the Celestial Spheres, as well as barrels of mead, ale, stout, wine, and cider. Adventurers can find as many rations as they can carry (a particular crate of food is for an

# First Circle, Northwest Map

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33. **(continued)**...non-humanoid species on 1d20 rolls GTET 16).
34. **Garrebith Forge.** A four-story T-shaped red brick building surrounded by a circular 15 FT wood stockade with a gate on the south side. The Forge is known for its casting of arrowheads, bolt tips, and throwing stars, as well as good-quality grapples and pry bars. The Master Smith is Waldestry (**Minotaur**). The staff consists of five **Common Devils**, three **Ordinary Devils**, two **Ulutu**, two **Type 1B Devils**, an **Ogre**, and a **Bugbear** slave. The storerooms have 2000 metal arrowheads, 700 bolt heads, 120 blowgun tips, 320 tips for javelins, 105 lance heads, 180 spear heads, 55 axe heads, 28 heads for war hammers, 77 hatchets, 38 grapples, 210 small pry bars, and 120 large pry bars. A hidden (-8 to find) strong room holds 13 ingots of iron, 22 steel ingots, 8 bronze ingots, 4 copper ingots, 16 silver ingots, and 4 gold ingots.
35. Adventurers crossing a circular area 500 FT diameter are struck *mute* for 2d100 hours (save 1d20 GTET [33-Will], checked every 40 FT of travel).
36. **Lonnaquarch Mausoleum.** A two-story black stone building with a bronze door; the mausoleum is 80 FT by 35 FT with a heavy bronze chain and padlock on the door (-8 open lock). The first floor consists of two rooms, each with blue tiled walls and ceilings painted black; they are occupied by a HD9 **Wraith** and a HD8 **Specter**. The upper floor is a single room with azure walls, a dark red ceiling, tapestries on the walls, and a statue of female Centaur in robes with a staff. The marble tombs of Darina Lonnaquarch (female **Centaur**, evil Shaman L14) and her husband, Hanipher (male **Centaur**, Artist and Archivist), are on the upper floor. The tombs hold badly-decaying bones (save versus disease, 1d20 GTET [30-Stamina]); a false bottom (-10 to find) in Darina's tomb covers an *Amulet of Arch Magery*, *Charm versus Fire Magic*, *Antidote Ring*, and a *Wall of Stone Staff*.
37. A six-story circular wooden tower with a steep metal roof, surrounded by an 18 FT wooden palisade. The tower is occupied by five Ulutua, three Ordinary Devils, and a Sessin. The guards are armed with Dirks, long-handled War Hammers, and Scimitars; the post also has four *1d12 explosive grenades* (avoid 1d20 GTET [30-Agility]), three flares, a stink bomb, and a weighted metal net.
38. A ruin consists of two four-story stone towers connected by an L-shaped two-story stone building. The tower ground floors each have three rooms and are habitable, the upper floors each have five rooms which are filthy and generally unsafe (collapse on 1d20 rolls GTET 13). The ground floor of the building has four habitable rooms and several collapsed or filthy areas. The upper floor has two habitable areas, several unsafe rooms, and six collapsed rooms; the roof is missing from half of the building. A small library is unsafe (collapses on 1d20 rolls GTET 9) and the books are mostly ruined (mold, smoke damage, water damage, etc.; an enchanted book can be found on 1d20 rolls of 20). Each tower is haunted by two HD9 **Ghosts** (male-female lovers).
39. **Phorandorf Mine.** An open-pit oval copper mine, 230 FT long by 96 FT wide, 110 FT at the deepest point. The surface buildings include two two-story stone buildings, a T-shaped one-story wood building, a one-story circular wood building, two stone cisterns, and three hoists. The mine manager is Dacovir Nagold (male **Gaietyas**); the staff includes fourteen **Common Devils**, nine **Ordinary Devils**, ten **Type 1A Devils**, seven **Type 1B Devils**, two **Ogres**, seventeen **Zombies**, and sixteen **Zoybim**. A strong room (-10 open lock) holds ten iron ingots, seven steel ingots, five bronze ingots, a copper ingot, three ingots of silver, an ingot of gold, and 42,588 GP in coins.
40. Nuggets of silver ore are found throughout a rectangular area 650 FT by 420 FT. Each Adventurer can find 2d20 nuggets, each weighing (1d20+1d10) \*one-third pound; 18 GP worth of pure silver (half pound) can be extracted from each nugget. Adventurers trip over a nugget in the dark and fall every 15 FT of travel (save 1d20 GTET [28-Agility]). A bright silver line marks the perimeter, visible at a distance of 40 FT.
41. Adventurers come across fourteen **Zoybim** (two teams of seven) playing a game on a rectangular court 120 FT by 70 FT; the game involves four hoops, two 24-inch black spheres, and a 40 inch basket. The court has four waist-high walls across it and ten 20 FT stout woodem poles.

# First Circle, Northwest Map

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42. *Explosive mines* are buried throughout an octagonal region 920 FT across; the perimeter is marked with a dull orange line. Adventurers step on a mine in the dark every 30 FT of travel (avoid 1d20 GTET [33-Agility]; a mine's damage is determined from 1d12: {01-02} 1d4, {03-08} 1d8, {09-10} 1d12, {11-12} 1d20. A mine fails to explode on a 1d20 roll of 20.
43. Adventurers come across twelve open graves arranged in three rows of four; each grave is an 8 FT by 5 FT rectangle, 7 FT deep, with a pile of dirt to the right, and a blank grey headstone. Two of the graves hold man-sized articulated bones. A metal box (-6 open lock) is under a 4 inch layer of dirt at the bottom of the seventh grave; it holds 100 GP, a 4250 GP sapphire, a 7800 GP diamond, a silver-bladed *Dirk +1* with scabbard, and a *1d10 Healing Potion*.
44. A U-shaped pool of sparkling water is located between two earthen berms. Each berm is 180 FT long by 32 FT across at the base by 16 FT tall in the center, they are separated by 100 FT. The pool is 100 FT in length, 25 FT wide, 15 FT deep, the interior space is 20 FT wide. The pool is inside a 3 FT black stone wall. Three 20 inch solid gold fish (idols) are in the pool (-12 to find), each is worth 2200 GP.
45. An L-shaped warehouse building is 280 FT long by 110 FT across with a curved U-shaped roof. The building stores 1800 barrels of flammable oil, 620 barrels of tallow, 531 barrels of lard, 386 barrels of olive oil, 208 barrels of vinegar, 103 barrels of quick lime, and 88 empty barrels. The warehouse Manager is a **Sessin**; the staff consists of seven **Common Devils**, fourteen **Type 1A Devils**, seven **Zoybim**, two **Common Trolls**, and three **Lycanthropes** (Boars, Strength 21, 21, 23). If the barrels are exposed to flames, they begin to burn on 1d20 rolls GTET 9, checked every round.
46. Adventurers crossing a sandy area are caught by HD3 **Entangling Vines** that grow up from the ground. The vines are found in a Y-shaped area, each segment 450 FT long by 225 FT wide. Each Adventurer is attacked by grappling vines every 50 FT of travel, avoid 1d20 roll GTET [28-Agility], break free on 1d20 roll GTET [32-Strength] checked per round. A vine has a poisonous stinger (3\*1d100 minutes *paralysis*, save 1d20 GTET [30-Stamina]) on 1d20 rolls of 01. A severed segment of vine is highly nutritious.
47. [1] A waist-high wildfire burns perpetually among tall grasses in an area 400 FT by 300 FT. The flames are seen in the dark from 500 FT; Adventures with Infrared vision see the flames from 1200 FT. [2] A T-shaped wooden platform is supported on top of eighteen sturdy 16 FT wooden beams; the smaller segment is 42 FT long, the longer segment is 58 FT long. A 15 FT gallows is at each of the three end points. The hooded corpse of a Medusa hangs from a noose in the northwest (dead 210 minutes, save versus *stoning* on 1d20 GTET [26-Stamina]). The bleached bones of an Ogre hang from a noose in the northeast. The corpse of a Type 1D Devil (dead 332 minutes) hangs from a noose in the south. The bodies are guarded by three **Ulutu**, a **Sessin**, and two **Zoybim**.
48. A four-story rectangular pink sandstone building is covered with a slate roof; the building is entered through a single steel door (-6 open lock, Strength GTET 26 to move) at the top of black stone steps. Three **Ulutu** guard the building. The first floor has three work areas for clerks (21 **Zoybim**, 16 **Zoybim** and 4 **Harpies**, 15 **Zoybim** and 7 **Centaurs**, respectively), a pantry, a parlor, and a file room. The second floor has offices for seven **Vackli**, two **Tablasyin**, and two **Sessin**. The third floor has offices for ten **Sessin** and three **Yiblim**. The uppermost floor has offices for two **Vackli**, two **Sessin**, work areas for fifteen **Zoybim**, and a work area for six female Human **Vampires**.
49. **Arena of Essirblyn**. An oval open-air arena with twenty-seven tiers of seating. A 175 FT by 100 FT tank of water sits in the center area, with 25 FT transparent sides. The arena is used to stage fights between aquatic creatures, and between Devils and aquatic monsters. A maintenance crew of four **Ordinary Devils**, two **Ulutu**, two **Zoybim**, and a **Type 1B Devil** are present when Adventurers arrive.
50. A six-tier black stone ziggurat is found at the center of a plaza paved in dark green stones with silver lines. The ziggurat base is 88 FT on a side, the successive tiers are each 8 FT tall and have lengths of 76 FT, 64 FT, 50 FT, 36 FT, and 20 FT. The plaza has a diameter of 200 FT and is surrounded by a



# First Circle, Northwest/Northeast Maps

50. (continued)...3 FT white wood wall; a blue pendant flies from a 15 FT wood pole every 25 FT around the plaza perimeter. A 14 FT upright black slab is in the center of the top tier, one side is engraved with the image of a Type 1D Devil; silver writing in Infernal Cant on the reverse translates as, "In celebration of the deeds of Prokotokon, who furthered the cause of evil throughout the Fourth Celestial Sphere, (dated 1758 years ago)."

51. The air above a Z-shaped area is filled with a pale green gas with a minty aroma. The top-bottom segments are 450 FT by 180 FT, the longer segment is 625 FT by 250 FT. Adventures exposed to the gas laugh uncontrollably for the subsequent 2\*1d100 minutes (save 1d20 GTET [30-Stamina], checked every 3 minutes of exposure, Dwaves and Gnomes apply a +3 bonus; the Agility and Strength and Will statistics of an affected person are each reduced by 3 points and they apply a -5 TH penalty). The perimeter is marked by a thin green line visible from 30 FT; Adventurers with Ultraviolet vision see the gaseous haze from 200 FT.

52. **Xoxovous Shrine**, dedicated to Shaitan. A structure shaped like a truncated pyramid, the base is 82 FT on a side, the roof is 18 vertical FT off the ground and 55 FT on a side. Tunnels with arched entries are at the north-northeast, east-southeast, west-southwest, and west-northwest leading to a 15 FT circular chamber that the center. The floor is an inlaid Unholy Symbol, the ceiling is painted with a mural depicting Shaitan. The chamber holds a 14 FT black metal statue of Shaitan, the statue has outstretched arms which hold a large *Hymnal* to Shaitan (owned by the Diabolic Earl, value 32,200 GP, aura of evil). Good persons suffer hp1d20 from touching the book (save 1d20 GTET [32-Stamina]).

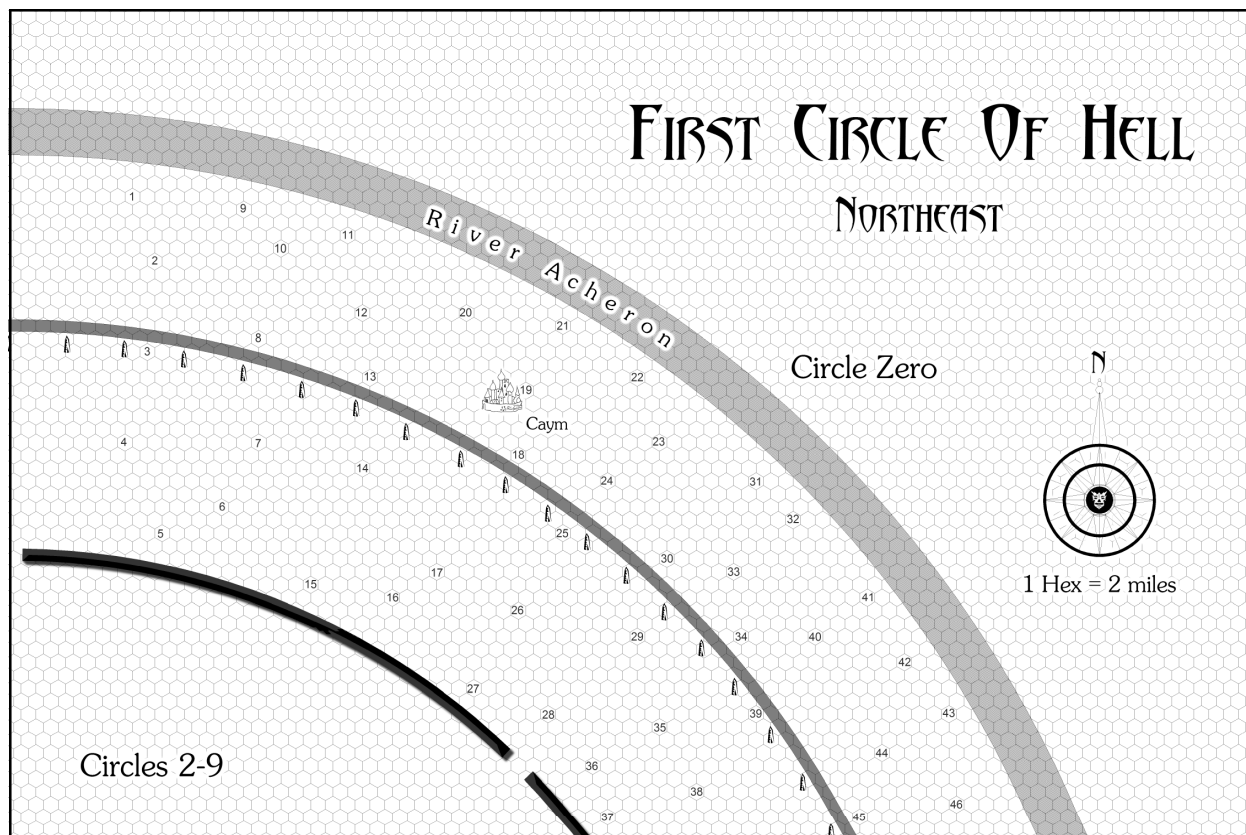
53. **Post 132**. A three-room octagonal one-story wood building sits on a 12 FT tall rocky outcropping. The post is staffed by four **Ordinary Devils**, an **Ulutu**, and a **Type 1C Devil**. They are armed with two-handed Swords and *Rapiers +1* (aura of evil). The post also has two Long Bows (50 arrows, 5x at +1 and 1d100 minutes *sleep*, save 1d20 GTET [30-Stamina]), six Javelins, a long-handled War Hammer (*Crusader Scourge*), two flares, two flash grenades (1d100 minutes *blindness*, 15 FT radius, save 1d20 GTET [28-Stamina]), 81 SP, 33 GP, and fourteen wholesome meals.

## Northeast Map

See the map on page 56.

1. A raised berm forms a heart-shaped structure, with a depression in the center. The mound is 122 FT long, 18 FT tall, and the berm is 34 FT across at its base. An iron chest found in the center is -6 open lock; it contains a life-sized red heart made of a spongy, rubbery, material. Any Human who touches the heart with unprotected hands immediately dies (save 1d20 GTET [35-Stamina]). [2] A one-story cylindrical blue metal structure is 80 FT in diameter, with a single adamantine door with three padlocks (-8/-12/-12 open lock, Strength GTET 28 to move). The structure is inside a wood palisade with no door/gate. The structure confines Donsol Welchornok (male Human, **Lich**, Wizard L18 {Air, Earth, Fire}). The structure's interior is 360 FT across and it has eleven rooms.
2. **Shelou Altar**, dedicated to Shaitan. The circular altar is 15 FT in diameter, made of pink granite, supported on three 3 FT black pillars, located in a paved area 40 FT by 30 FT. The stones are dark blue and yellow. The area also has two copper cauldrons filled with flaming oil, a 14 FT red metal statue of Shaitan, a 10 FT red stone statue of Shaitan, and a large clay pot of *Flowers of Forgetfulness* (save 1d20 GTET [32-Will]). A 5 FT diameter bronze Unholy Symbol is mounted on a black stone column in front of the altar. A **Sessin** arrives 16 minutes after the Adventurers do.
3. [1] The ground throughout a cruciformed-shaped area acts to stick Adventurer's feet. Adventurers become stuck to the ground unless succeeding on 1d20 GTET [30-Strength], checked every 20 FT of travel. Each segment of the area is 240 FT long by 150 FT wide. An Adventurer's shoes-boots fall apart upon getting stuck unless they succeed on a 1d20 roll GTET {number of times stuck}. Three minutes of fire burn up the 'glue' and negate the sticking for 12 hours. [2] A 60 vertical FT circular stair leads to a 6 FT wide toroidal black metal platform, with three sets of 6 FT black metal stairs that end abruptly (separated by one-third of the perimeter). Each step on the circular stair is 8 FT across. Adventurers who step off an upper stair are transported to the ground at a distance 1d20\*(third mile) in a straight line distance away from the stair.

# First Circle, Northeast Map



4. A 6 FT diameter tunnel in the ground leads to a 56 FT long underground room, 36 vertical FT underground, occupied by ten HD2 **Giant Rattlesnakes**.
5. A one-story wood building sits on a 6 FT tall stone pedestal with black steps. The post is staffed by five **Ulutu** and a **Sessin**; they are armed with *Short Swords* +1 (one is Human Bane), and War Axes (the Sessin is +2); the post also has four *1d10 explosive grenades* (avoid 1d20 GTET [32-Agility]), two parachute flares, two *flash grenades* (1d100 minutes blindness, save 1d20 GTET [30-Stamina]), a stink bomb, and a Long Bow with 50 arrows.
6. [1] Adventurers find nine upright tan rocks with streaks of blue, violet, and dark brown. The rocks are 1d12+40 FT tall, 1d12+8 FT across at the base, and have been carved with life-sized relief images of naked female Giants in erotic positions. [2] Adventurers find a herd of fourteen stoned/petrified Hell Horses.
7. A five-story black stone building has a flat crenulated roof, the ground floor is T-shaped with three bronze doors; an **Ulutu** is stationed at each door. The ground floor has ten rooms, the other four floors have six rooms each. The Office Manager is Joyleanna (**Harpy Matriarch**), with a staff of seventeen **Harpies of Hell**, three **Medusa**, and four female **Centaurs of Hell**.
8. **Kalanago Henge**. Two concentric hexagonal rings of upright blue stones; each stone is 16 FT tall, engraved on the interior side with images of harpies and engraved on the back side with images of minotaurs. The rings are 30 FT between them. A 4 FT golden idol of a Harpy of Hell taking flight is at the center of the two rings. Every second stone in the outer ring is topped by a 3 FT squatting pewter Harpy figure. An evil person who rubs both of the gold idol's wings gains the ability to speak Harpy (48 hours), a +3 reaction bonus with Harpies (48 hours), and the ability to fly for 15 minutes (once, used within 48 hours).
9. A 15 FT diameter circular wooden platform is mounted on 5 FT stone columns. The platform is surround by two rings of plain (circular) wood

# First Circle, Northeast Map

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9. (continued)...benches. A plaque in Infernal Cant is translated, *Heprehannin Poetry Stage*.
10. A T-shaped two-story red brick building contains a commons room, kitchen, food stores, nine single rooms, four double-bed rooms, and a room sleeping six. The hostel is managed by Algarostra (**Harpy of Hell**), with a staff of three **Common Devils**, a **Zoybim**, two **Skeletons**, and a common **Harpy**. Rooms are 3 GP/night (limit 10 nights) and are only rented to evil persons. Neutral persons can buy a meal for 6 SP. On 1d20 rolls GTET 12 Algarostra summons Devils to deal with good-aligned visitors. Algarostra will sell up to 30 rations at 10 SP/meal.
11. **Camp Vorissive**, headquarters of Infernal Legion XXXX (General Callahorious). The camp consists of four two-story stone buildings, two two-story wood buildings, four one-story wood buildings are arranged around a parade ground. The buildings are surrounded by a 20 FT wood fence topped by spikes, inside a 30 FT red stone wall; ten 45 FT guard towers are located around the outer wall perimeter. A 50 FT band of quicksand surrounds the entire complex. The Camp Commander is Bloriamph (**Nimidoryas**). The garrison consists of three squads of **Type 1A Devils**, two squads of **Type 1B Devils**, two squads of **Type 1C Devils**, along with three **Type 1D Devils**, nine **Ulutu**, five **Sessin**, two **Beng**, a **Common Troll**, a **Mountain Giant**, and fifteen **Zoybim**. The camp has a collection of swords owned by deceased Infernal Generals.
12. Hot oil bubbles up through the ground in many pools and puddles found throughout a circular area, 800 FT in diameter. An Adventurer crossing the area suffers hp1 burn damage from walking through a scalding pool every 15 FT of travel (avoid on 1d20 GTET [32-Agility], save 1d20 GTET [33-Stamina]). The oil is half as effective as refined lamp oil and burns for half as long. The area has an unpleasant sour aroma which can be smelled in the dark from 120 FT (250 FT on 1d20 roll GTET [32-Stamina]); Humans and Elves suffer hp1 lung damage for every 3 minutes of exposure (save 1d20 GTET [32-Stamina]). The bubbling can be heard in the dark from 50 FT. Adventurers with Infrared vision see the area from 500 FT away.
13. Adventurers find a group of seven HD9 **Minotaurs** around a 19 FT grey stone obelisk sitting on a 3 FT thick stone base. The obelisk is carved with the Unholy Symbols of Lucifer, Samael, and Gaap. They are found performing a prayer service (one Minotaur is an evil Priest L10).
14. The remains of a 14 FT black stone altar are partially buried in the ground, the stone sticking out at an angle, Unholy symbols of Gaap are carved on the top surface. If the ground around the stone is excavated, a 6000 GP jade Pegasus idol is revealed on 1d20 rolls GTET 15 (checked every 5 minutes of digging).
15. A 9 FT diameter rough vertical shaft leads to a four-room cave, three rooms are found 82 vertical FT underground are 36 FT, 49 FT, and 75 FT long; another shaft in the floor of the middle room leads to a 130 FT cave room 142 vertical FT below ground. Ambrohem (male Gnome, neutral Warrior L4, Master Jeweler) is in the lower room digging platinum ore from the wall, along with Yupuk, his HD3 Bugbear servant. They have 160 pounds of ore; 200 GP worth of platinum can be smelted from each pound of ore. The vein contains another 2850 pounds of ore.
16. **Jaymo Treasury**. A three-story L-shaped brown brick building, the shorter perpendicular section is two floors. Bronze doors (-8 open lock, Strength GTET 28 to move) are found on both ends of the long section, at the top of 6 FT vertical steps. The ground floor contains four offices, a common room, a pantry, and two file rooms; the middle floor contains two private offices, a clerk's work area, a scriptorium, a scale room, and two storerooms; the upper floor contains five private offices, a parlor, a stamping room, and an elevator to a secure underground vault. The vault stores 53,580 CP, 39,083 SP, 11,591 GP, 721 electrum, 543 platinum pieces, thirteen bronze ingots, four copper ingots, eight silver ingots, five gold ingots, two ingots of adamantium, and an ingot each of platinum and electrum. The building is managed by Lelko (**Type 1E Devil**); the staff consists of nineteen **Zoybim**, four **Medusa**, three **Harpies of Hell**, nine **Centaur**s, a **Black Annis**, two female **Minotaur**, a **Type 1A Devil**, and two **Type 1C Devils**.
17. Adventurers find a group of ten HD7 **Humbata** (bull's head-body, lion forelegs, vulture rear legs, lion's tail) feeding on the remains of a 32 FT

# First Circle, Northeast Map

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17. (continued)...mottled black-grey worm (8 FT diameter).
18. **Fort Naughtaff.** Three four-story circular black Keeps form a triangular pattern Garrison, surrounded by a 20 FT wood palisade; the Keeps are on an artificial hill 20 vertical FT tall with spikes along the sides. The area between the base of the hill and a 20 FT black stone wall is taken up by five two-story stone buildings, a two-story wood building, and three one-story wood buildings. An oil-filled 15 FT wide moat is located immediately inside the wall, which has twelve towers mounting ballista. The Fort Commander is Pelphrian (**Hulden**). The garrison consists of four squads of **Ordinary Devils**, two squads of **Type 1B Devils**, two squads of **Type 1D Devils**, a **Feu'er Troll**, two **Ettin** brothers, five **Gargoyles**, and an evil **Leprechaun**.
19. **Palace of Diabolic Earl Caym.** A U-shaped three story structure constructed of a translucent and reflective yellow stone with a copper room and three minarets; a hidden (-15 to find) room on the second floor has a stair down to a twenty-room underground elevation. Two ornate fountains are in the interior space, along with two petrified adult Black Dragons. Four greenhouses are immediately to the north of the palace, along with a barn and a carriage house. The Major Domo is Clerackamy (**Type 4E Devil**). The staff consists of nineteen **Common Devils**, eight **Ordinary Devils**, twelve **Type 1A Devils**, six each **Types 1B** and **1C Devils**, and seven **Harpies of Hell**. The Diabolic Earl is known to collect the parts and pieces of dragons from throughout the Celestial Spheres.
20. Two parallel vertical shafts are 212 FT deep. The shafts have oval openings 19 FT long by 11 FT wide, and are 44 FT apart. At 50 vertical FT they both curve to a 24 FT horizontal, then curve back to vertical. The bottom of the left shaft is filled 5 FT deep with a sticky red gelatin. There are twenty 2 FT adamantine spikes at the bottom of the right shaft.
21. An 8 FT diameter circular bonfire burns with 10 FT high flames, visible in the dark from 175 FT (250 FT on 1d20 roll GTET [30-Intelligence]); the crackling of the fire can be heard from 50 FT, the heat is felt from 35 FT.
22. [1] Any ongoing spells affecting Adventurers crossing a circular area 250 FT in diameter are cancelled (avoid 1dd20 roll GTET [36-Will], checked every 40 FT of travel). [2] Adventurers crossing a rectangular area 660 FT by 230 FT are infected by leprosy (save 1d20 roll GTET [33-Stamina], checked every 50 FT of travel).
23. Adventurers come across a two-story white manor house inside a 22 FT white stone fence. The ground floor has eleven rooms, including the kitchen, family and public dining rooms, study, and parlor; the upper floor has twenty-four rooms, including five bedrooms, three parlors, a game room, and an office. Although the building is empty, seven HD6 **Garm** roam the space between the house and the wall.
24. Forty-three sulphur vent cones are found in an octagonal area 900 FT across, each vent is at the top of a stone cone 1d8+11 FT across at the base and 1d6+6 FT tall. The vents are 20 to 40 FT apart. Adventurers passing through the vent zone suffer hp1 lung damage after every 3 minutes of exposure (save 1d20 GTET [33-Stamina]. An Adventurer encounters 1d12 scalding hot gasses from an eruption every 50 FT of travel (avoid 1d20 rolls GTET [30-Agility], half-damage on 1d20 rolls GTET [33-Stamina]). The entire area reeks of nauseating gas (save 1d20 GTET [34-Stamina]). The eruptions can be heard in the dark from 300 FT away, the gasses can be smelled from 125 FT away, and the heat can be felt from 80 FT away. Adventurers with Infrared vision can see the area from 400 FT.
25. Very high winds continually blow throughout a rectangular area 1200 FT by 825 FT. Adventurers crossing the area are knocked off their feet every 50 FT (avoid 1d20 GTET [30-Agility], suffer hp1d4 on rolls of 1). The winds are loud enough that Adventurers can hear each other GTET 10 FT away.
26. A two-story rectangular structure, 20 FT by 30 FT, perched on top of five 25 FT black metal legs. A rope ladder dangles from a 10 FT wood porch on the northwest side. The post is occupied by three **Type 1A Devils** armed with jagged white metal *Scimitars* +1 (*Crusader Scourge*), and by three **Type 1B Devils** armed with Spiked Clubs. The post also has fourteen meal rations, 6 gallons of poor-quality beer, a gallon of wholesome water, two

# First Circle, Northeast Map

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26. **(continued)**...*1d10 Healing Potions*, a *Dart of Slaying* (Human, save 1d20 GTET [28-Stamina]), 3x 50 FT good rope, two flares, 3x *1d10 explosive grenades* (save 1d20 GTET [30-Agility]), and two stink bombs.
27. **Arch of Nybudabbes.** A 72 FT tall structure of glowing blue metal, 36 FT across at the base, it is 40 FT deep at the base and narrows to a 12 FT thickness at the top. The bottom 10 FT of each side is made of black stone. The yellow skulls of Giant Vultures are attached to the sides of the arch, and a white Phoenix skull is at the top. A hidden (-8 to find) compartment in the base holds a black leather chocker (*shapechange*, Gargoyle, 2/day). A 40,000 sapphire is in the phoenix skull.
28. [1] Wild laughter occurs continually throughout three parallel rectangular areas; each area is 400 FT by 180 FT, they are separated by 100 FT, and offset from each other by 100 FT. Adventurers crossing the area are infected with the laughter, so they are unable to stop for 2d100 hours (save 1d20 roll GTET [30-Will], checked every 50 FT of travel. Affected persons are confused and temporarily reduce their Agility, Strength, and Will statistics all by 2 points. [2] A circular 30 FT diameter wood platform sits on eight 8 FT metal legs, with steps from the ground on the north side. A circular hole in the center is the top of a 75 vertical circular wood stair that goes into the ground. Each stair is 7 FT wide and the stair ends at a blank stone wall at the bottom.
29. **Krybanii Arena.** A three-story square building, 300 FT on a side, with entrances in the center of each side. The interior has twenty-four rooms on the ground floor. The second and third floors hold six boxing rings surrounded by twenty-five tiers of seating. Adventurers arrive during a fight card, one match is between two **Type 1B Devils**, another between a **Common Troll** and two **Ogres**, the officials are **Type 1D Devils**. The audience consists of 1d100 **Common Devils**, 1d100 **Ordinary Devils**, 3d20 each: **Type 1A-1B-1C-1D Devils**, 2d20 each of **Ulutu** and **Sessin**, and 1d12 **Beng**.
30. A 15 FT tall orange metal statue of two Diabolic Earls with crossed rapiers stands in the center of a 30 FT circular pool of pale orange liquid, inside a 3 FT tall dark red stone retaining wall. The pool is 6 FT deep throughout. A plaque in Infernal Cant is translated as, '*In commemoration of the duel between Vaggago and Berzbub, which occurred in the dueling ring on this spot, on {date 3361 years ago}.*' The statue of Vaggago has a red rapier blade, the statue of Berzbub has a silver rapier blade. Evil persons who prick themselves on Berzbub's blade (drawing blood) are healed hp6 (or to their maximum health). The liquid is poisonous to Humans if consumed (save 1d20 GTET [34-Stamina]) and unpleasant for all others. Skin contact with the orange liquid causes mortals to become numb for 2d20 hours and unable to feel damage (although it occurs; save 1d20 GTET [33-Stamina], checked every 1 minute of exposure).
31. **Temple D'Fuesttint**, dedicated to Samael. A three-story white stone building with a square base, the top floor is circular with a copper dome. The ground floor has nine rooms, including an *invisible* strong room (-10 open lock); the second floor has twelve rooms, including two living quarters and a study. The upper floor is a single large room with two 15 FT white altars, three black statues of Samael, a bank of votive candles, four large tapestries of Samael and Lucifer, a font of Unholy Water, and four copper braziers of burning coal. Three walls have 2500 GP gold Unholy symbols. The temple is tended by Reggagato (**Vackli**) and Tythodria (evil female Gnome, Priestess L11). The strong room has six chest that together hold 53,200 GP value in coins, nineteen gems (most valuable 23,000 GP ruby), sixteen pieces of jewelry (most valuable 30,000 GP platinum-ruby pendant), and ten gold Unholy Symbols (5000 GP each).
32. **Candohackot Castle.** A four-story black stone keep is surrounded by a 30 FT wall, all raised on a 30 FT stone outcropping; around the base are six one-story wood buildings, a two-story stone building and two one-story stone buildings. The lower buildings are surrounded by a 20 FT stone wall with eight towers, inside a moat of oil. The Garrison Commander is Eccaber (**Gaityas**). The garrison consists of three squads of **Common Devils**, two squads of **Type 1A Devils**, and two squads of **Type 1B Devils**, including five **Infernal Hounds**, three **Centaurs of Hell**, and two **Common Trolls**. The castle has a mummified foot supposed to have come from the body of the Demon Prince Leuraphroxi.

# First Circle, Northeast Map

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33. **Susolonn's Tomb.** A 40 FT white stone building inside a 15 FT black iron fence; the gate has a chain and padlock (-8 open lock); the bronze door has a key lock (-10 open lock) and requires Strength GTET 28 to open. The inside has carved friezes depicting an orgy among Minotaurs. The grey smoked glass sarcophagus holds the well-preserved bones of Susolonn (Minotaur, Earth Wizard), wearing a purple robe; a *Ring of Invisibility* and a *Ring of Many Escapes* (30x) are in an inside pocket. A hidden (-10 to find) panel in a wall has a *2d8 explosive glyph* on the inside; the panel hides a *1d12 Healing Potion* and a *Pot of Stoning Reversal Balm*.
34. Adventurers crossing a cruciform-shaped area are healed hp1 for every 50 FT of travel (limit 5/day; save 1d20 GTET [34-Will]). Each segment is 450 FT long by 230 FT.
35. The fire-blackened shells of two one-room, one-story, buildings, each 40 FT across, are occupied by seven HD4 **Blister Beetles** (1d3 chemical spray for 1d10 rounds, also degrades armor). Neither building has a roof.
36. **Mandikik Quarry.** A T-shaped open air granite quarry, the top segment is 120 FT long by 90 FT by 50 FT deep, the cross-segment is 240 FT by 130 FT by 90 FT deep. The surface buildings include three one-story wood buildings, a two-story stone building, and two one-story stone buildings, four hoists, a small stone forge, and two cylindrical wood water tanks. The quarry manager is Aorbrannek (**Assura**). The staff consists of fourteen **Ordinary Devils**, seven **Common Devils**, eight **Type 1B Devils**, ten **Zoybim**, four **Ulutu**, seven **Ogres**, a **Mountain Troll**, and five **Centaurs of Hell**. The strong room (-8 open lock) holds nine ingots of iron, four steel ingots, eight bronze ingots, three copper ingots, five silver ingots, an ingot of gold and of electrum, along with 26,830 GP in coins.
37. A four-room one-story brown wood building inside a 6 FT earthen berm. The post is occupied by three **Ulutu**, two **Common Devils**, and a **Sessin**. The devils are armed with *Scimitars +1 (cold blade)*, four *Javelins*, two *Long Bows +1* (40 arrows), two *Tridents*, and a *Flaming Pitchfork*. The building holds 23 wholesome rations, 10 gallons each: clean water, beer, and white wine, and 3 pounds of high quality pipeweed.
38. An unmarked triangular cairn is constructed of brown stones with streaks of purple, two sides are 10 FT and the connecting side is 7 FT long, the center is 5 FT tall. The cairn covers decayed and brittle bones of a Fe'uer Troll; the bones are covered with a slimy red lichen. The troll is buried with a single-bladed *Battle Axe +1 (+2 damage)*, open-faced steel *Helm AC+8*, steel *Gauntlets AC+4 (Web Casting, 50 FT, 5/day)*, and blue leather *Boots (+10 FT vertical leap)* (all troll-sized).
39. **Mayfloyox Concert Hall.** A C-shaped three story brown stone building, it contains three music stages with seating for 120, 300, and 800, respectively. The ground floor has thirty-four rooms used for practice, transcription, costumes, and instrument repair. A twenty-two piece chamber orchestra is rehearsing on the smaller stage when Adventurers arrive (seven **Ordinary Devils**, five **Zoybim**, two **Ordinary Devils**, five **Type 1A Devils**, three **Type 1B Devils**, and a **Vackli** conductor). Three **Zoybim** and two **Common Devils** are in the instrument shop. A 55,000 GP violin owned by *Diabolic King Samael* is stored in the special instruments room.
40. A rectangular region 600 FT by 380 FT has a sticky ground surface, such that Adventurers crossing the area become stuck (avoid 1d20 GTET [33-Strength], checked every 25 FT of travel); a stuck person frees themselves on a 1d20 roll GTET [35-Strength], a maximum number of tries is allowed equal to their Stamina statistic. Good-quality beer poured on the ground negates the stickiness for one hour in a 5 FT radius circle.
41. A X-shaped bog has arms 410 FT by 230 FT wide, the bog is 2 FT deep at the edges, deepening to 8 FT near the middle of each arm, the center region has quicksand (stuck unless succeeding on a 1d20 roll GTET [25-Agility], checked every 15 FT of travel, stuck persons break free on 1d20 rolls GTET [30-Strength]). An Adventurer finds 1d8 pounds of rare plants on 1d20 rolls GTET [32-Intelligence], checked every 10 minutes of searching. The bog can be smelled in the dark from 120 FT away (250 FT on 1d20 rolls GTET [32-Intelligence]).
42. [1] A circular area 220 FT in diameter has *reversed gravity*, causing Adventurers to be suspended 3d20 vertical FT in the air (save 1d20 GTET [35-Will], checked every 20 FT of travel).

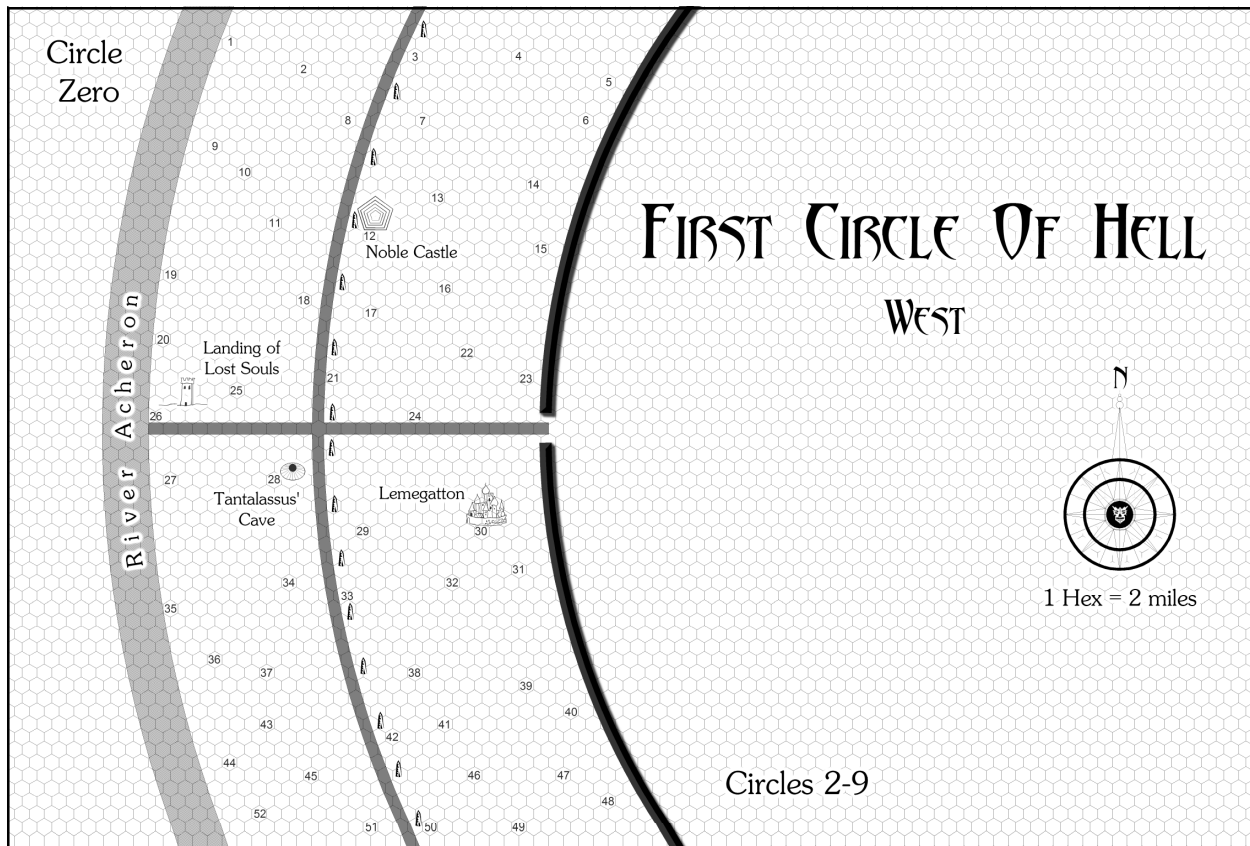
# First Circle, Northeast Map

42. (continued)...[2] A herd of eighty-four HD8 **Hell Horses** is found in a double-fence corral 340 FT across. The herd is tended by seven **Common Devils**.
43. Gold nuggets are found throughout a V-shaped region; each segment is 305 FT by 160 FT. Adventurers each find 3d20 nuggets of 1d6\*1d8\*one-half pound; 20 GP worth of pure gold can be extracted from each nugget. Adventurers trip on nuggets in the dark and fall every 25 FT of travel (avoid 1d20 roll GTET [32-Agility]; on an 01 roll, the Adventurer twists their ankle and is unable to walk for 3d100 minutes).
44. A group of seventeen HD5 **Spider Wasps** are found infesting the 74 FT long carcass of a dead Giant Worm (18 FT in diameter). The carcass can be smelled in the dark from 200 FT (300 FT by Elves, 250 FT by Half-Elves).



45. **Fruavi Gaol**. A five story square grey stone building surrounded by a 15 FT stone wall topped by razor wire. The bottom two floors are larger than top three. The ground floor has living quarters, offices, a gymnasium and other rooms used by the staff. The second floor has fifty-six cells for smaller creatures and twenty-eight cells for man-sized creatures. The third floor has forty cells, an exercise area, a prisoner's kitchen, and baths. The fourth floor has thirty cells for large creatures, including five magic-negating cells. The fifth floor has thirty-six cells, five large storerooms, and a maintenance shop. The Warden is Thrubaydack (**Type 2E Devil**). The staff consists of nineteen **Common Devils**, ten **Ordinary Devils**, twelve **Zoybim**, fifteen **Type 1A Devils**, eleven **Ulutu**, five **Type 1C Devils**, and six **Sessin**. Prominent prisoners include Bolnonnin (**Efreet** buccaneer), Devroyack (**Lycanthrope** {Rat}, attempted to steal from Caym's palace), Utlossaw (**Type 1D Devil**, disgraced clergy of Lucifer), Mydoveedee (**Fire Giant**, Clan Chief's younger brother), and Sir Wassir Ga'Chonnir (neutral male Human, Warrior L13, nobility).
46. Adventurers come across a group of fifteen stoned Cockatrice, standing knee-deep in a 100 FT long mud puddle.
47. **Post 122**. A one-story hexagonal room supported 45 FT off the ground on six thick wood supports; a ladder is fixed to the northeast support. A belt-fed hand cranked automated crossbow ['gattling crossbow'] is mounted on a swivel under the tower, next to a chest holding five thirty-bolt ammunition belts (lock, -5 open lock). The post is staffed by five **Ulutu** armed with poisoned Cutlass +1 (3d10 minutes paralysis, save 1d20 GTET [28-Stamina]), Dirks, and Cudgels. The post also has two Long Bows (35 arrows, 1x *Human Slaying* (save 1d20 GTET [32-Will]), 1x *Dwarf Slaying* (save 1d20 GTET [34-Will])), three stink bombs, two flash grenades (1d100 minutes *blindness*, 20 FT range, save 1d20 GTET [28-Stamina]), a flare, fourteen wholesome meals, five gallons of clean water, and a 10,000 GP scrimshaw.
48. Fluart Hoklen (male Gnome, Crusader L7, Physician and Surgeon) is found in the ruins of a small house, stitching a deep cut on the arm of a **Bugbear**

# First Circle, Northeast and West Maps



48. (continued)... slave. The corpse of the slave's former owner (Centaur) is on the floor with a cut throat.

## West Map

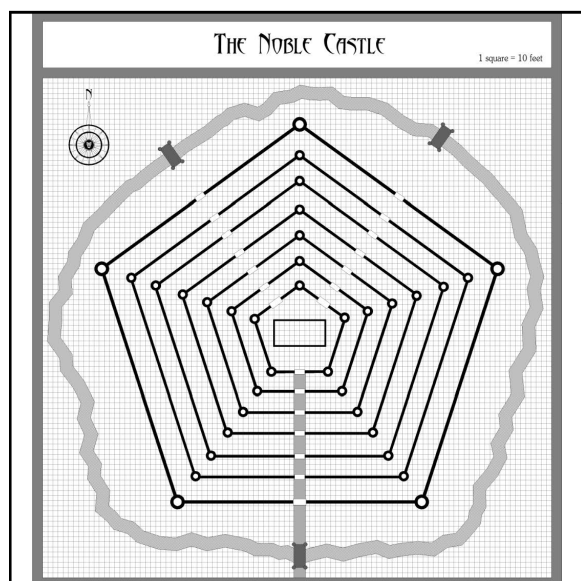
- The ground in a circular area 420 FT is heated to 135° throughout. Adventurers crossing the area suffer hp1 heat damage for every 30 FT of travel (save 1d20 GTET [30-Stamina]). Mortals with Infrared vision see the area in the dark from 300 FT away (500 FT on 1d20 roll GTET [30-Intelligence]). The heat can be felt from 120 FT away.
- Tomb of Loryscottes.** A stair leads down to a bronze door (Strength GTET 30 to move) encased in strong stone, the padlock (-11 to open) is found open. The tomb consists of nine rooms 35 FT underground with a 50 FT vertical shaft leading to an elevation with six additional rooms. The tomb holds six remains (3 Lycanthropes {2x male, 1x female}, a Minotaur, and adult and juvenile female Humans); those of Loryscottes (Lycanthrope, evil Warlock L15) are under a slab of red marble in the floor on the lower elevation. Adventurers find Tommas Eskeski (neutral male Half-Efl, Rascal L11) on the upper elevation, chipping away at a marble slab labeled 'Chorelessia.'
- [1] A circular mound is 88 FT in diameter at the base, 23 FT tall at the center with a flat 6 FT radius area. A 14 FT black stone statue of a Type 2C Devil stands on top. [2] A HD6 **Black Annis** is found at a well in the ruins of a manor house. The upper floors have completely collapsed to rubble, three rooms on the ground floor remain habitable. The Black Annis has a *Rapier* +2 (evil, Good Scourge) and a flash grenade (1d100 minutes *blindness*, save 1d20 GTET [32-Stamina]).
- A rectangular area 500 FT by 240 FT is continually bombarded by meteors. Adventurers crossing the area are hit for 1d8 every 25 FT (avoid 1d20 GTET [30-Agility]).



# First Circle, West Map

5. **Camp Irgos Savallint.** The camp consists of three three-story wood buildings, a two-story stone building, nine one-story wood buildings arranged around a parade ground, with a small stone smithy; a one-story chapel dedicated to Lucifer is constructed of animal bones. The complex is surrounded by two 20 FT spiked iron fences, inside a 20 FT wide moat. The Camp Commander is Kittgren Gu (**Type 1E Devil**). The garrison consists of two squads of **Common Devils**, two squads of **Ordinary Devils**, two squads of **Zoybim** equipped with flame throwers, along with nine **Infernal Hounds**, three **Centaurs of Hell**, four **Medusa** axe-women, and an **Ogre**.  
 open-air area which includes twelve large cages. The Warden is Dailock Duan (**Nimidoryas**). The staff consists of sixteen **Common Devils**, four **Type 1A Devils**, nine **Type 1B Devils**, ten **Ulutu**, three **Sessin**, eight **Centaurs of Hell**, and three **Minotaurs**. The prominent prisoners include Prince Hundrex (**Zolless**, humanoid alien race from the Fourth Celestial Sphere), Rellymockus (**Type 2D Devil**, neutral, rebel), Dreskanoi (**Infernal Centaur**, disgraced Lieutenant of Chiron), Sir Cellu Fromair and his wife Lady Desanna Wroent (good male Human and female Half-Elf, Crusader L13, Priestess L7 and famous Healer).
6. [1] **Locust Henge.** The structure consists of a 15 FT gold-gilded bronze statue of an Infernal Locust surrounded by three concentric squares of upright 14 FT dark grey stones. The inner square has twenty stones, at a distance of 30 FT from the statue; the middle square has forty-eight stones, with inward and outward gaps of 25 FT; the outer square has one-hundred twelve stones. The inner side of each stone is engraved with the image of locusts. Persons touching the statue are *permanently transformed* into mindless **Infernal Locusts** (save 1d20 GTET [28-Will]). A swarm of HD1 **Infernal Locusts** infests the henge every 1d100 minutes, each swarm lasting 2d20 minutes. [2] Adventurers find twelve HD5 **Lamia** sucking blood from the carcass of a 48 FT Giant Worm.
7. **The Shrine of Men**, dedicated to Lucifer. A one-story red stone building with a hexagonal copper dome over the altar. The shrine has five rooms, each painted with mural of male Humans worshipping Lucifer on mountains, on sea shores, and in deserts. Each room has a 15 FT silver statue of Lucifer (aura of evil) with 1000 GP topaz eyes. A 5000 GP gold phylactery sits on a 15 FT green jade altar, it holds 50 of Lucifer's hairs. Two 8000 GP gold Unholy symbols are mounted on the walls. The doors are *enchanted* (save 1d20 GTET [34-Will]) and only admit human males.
8. **Pokak Prison.** An H-shaped two story building surrounded by a 25 FT spikes black stone wall with six towers, inside a 25 FT wide moat of burning oil. The ground floor has thirty cells for giant-sized creatures and twenty cells for small-sized creatures; the upper floor has 190 cells; the roof is a walled
9. An L-shaped plaza has one segment 60 FT by 40 FT, the longer segment 220 FT by 66 FT. The plaza is paved in red, green, and white bricks, and it is surrounded by a 3 FT red wood fence. Prince Gaap's coat of arms is embedded in the plaza, done in a ceramic fresco. There are three wood stocks located in the short segment, one holds a **Type 2B Devil**, one holds an aged male **Minotaur**. They are guarded by two **Pruddin** and two **Ordinary Devils**.
10. A three-story cylindrical rough stone tower, surrounded by a 10 FT deep moat. The post is staffed by four **Common Devils** armed with double-bladed War Axes and *Short Swords +1*. The post also has two Long Bows (30 arrows, 3x *paralysis* {1d100 minutes, save 1d20 GTET [30-Stamina]}), three smoke grenades, two stink bombs, two flash grenades (1d100 minutes *blindness*, save 1d20 GTET [32-Stamina]), and ten Throwing Stars. Adventurers find 34 wholesome meals, 15 gallons of clean water, 15 SP, 68 GP, and four pornographic books written in Infernal Cant.
11. An octagonal orange metal platform is 50 FT across and stands on fifteen thick metal 12 FT poles. Adventurers find two bleached Gnome-sized ordinary skeletons on the platform.
12. **Noble Castle.** A lighted area a half-mile across that holds a seven-walled castle surrounded by gardens and orchards. The castle is occupied by virtuous and extraordinary persons from the times before the God(s) (See *Inferno: Journey through Malebolge*, diagram on page 64).

# First Circle, West Map



13. **Shrieker's Manor.** A four-story black stone mansion with a six-story tower on the northwest corner. The ground floor consists of fourteen rooms, the second floor has ten rooms, the third floor has fourteen rooms, the fourth floor has eleven rooms, and the tower has one room per floor with an open roof. The manor is occupied by incorporeal undead: eleven HD6 **Ghosts**, nine HD7 **Specters**, four HD10 **Wraiths**, five HD4 Poltergiests, and twenty-one HD5 **Spirits**.
14. A parade of 45 HD1 **Skeletons** is found walking around the hex, each one carries a short pole (club) with a blue pendant.
15. **Castle DuBreovio**, headquarters of Infernal Legion XXXXI (General Eagabat). A four-story white stone O-shaped {interior open courtyard} Keep is surrounded by a 25 FT moat of perpetually-burning oil. The keep is surrounded by six three-story stone buildings inside of eight one-story wood buildings. The complex is surrounded by two 30 FT walls, with ten towers in the outer wall armed with ballista. Earthworks surround the outer wall. The Garrison Commander is Bruioldor (**Hulden**). The garrison consists of four squads of **Type 1C Devils** and two squads of **Type 1D Devils**, with seven **Sessin**, ten **Ulutu**, ten **Infernal Hounds**, three **Feu'er Trolls**, a **Stone Giant**, and five **Ogres**. The staff consists of thirty **Common Devils**, fifteen **Zoybim**, twenty **Zombies**, and eighteen **Skeletons**.
16. **Shelmon's Hostel.** A T-shaped two-story white stone building with a slate roof, with two reinforced doors (-6 open lock). The hostel consists of a kitchen and root cellar, two large common rooms separated by a large stone fireplace, a small private dining room, twelve single rooms, eight double-bed rooms, four rooms sleeping four, and a room for ten. The proprietor is Shelmon Havihall (evil **Lycanthrope** {Wolf}) with his wife Thama (**Lycanthrope**, Boar) and 10-year old son, Vagnam. The staff consists of four **Common Devils**, a **Zoybim**, and a **Type 1A Devil**. Shelmon charges 2 GP/night for a room and two wholesome meals (limit six nights); he rents to good persons on 1d20 rolls GTET 15 (reports to authorities on 1d20 GTET 6), and rents to neutral persons on 1d20 rolls GTET 7.
17. A one-story white stone building with burnished copper roof, entered through a bronze door (-12 open lock, Strength GTET 30 to move); the door has panels depicting Type 1 Devils with human maidens. The interior is lined in black stone with a vaulted ceiling. Two rotting tapestries depict a Type 1D Devil whipping naked Humans of all ages. The 14 FT white stone tomb (evil aura) has a statue of a grotesque female Sphinx on the lid and glows with a sickly purple light. The tomb contains the badly-decomposed remains of a Type 1 Devil, along with an evil *Long Sword* +3 (*Beheading*, save 1d20 GTET [28-Agility]), a *Spear* +3 (*Dwarf Bane*), and a *Draught of Petrification* (stoning, save 1d20 GTET [35-Stamina]) labeled as a Healing Potion.
18. **Bloody Mireu Dungeon.** An underground complex of four horizontal elevations sits beneath a ruined manor house and desecrated chapel; a secret door beneath the altar leads to the third elevation, two stairs in the manor house lead to the upper elevation, and a vertical shaft from the manor's second floor leads to the deepest elevation. The uppermost level has nineteen rooms, including the Statue of Rot, Weeping Mary, and the Skeleton's Feast. The second level has twenty-three rooms, including Severed Head Alley, the Poisonous Geyser, the Torturer's Playroom, and the Chamber of Evil Stars. The third level has sixteen rooms, including Fate's Hands, the Chimera's Maze, and the Unholy Road. The deepest level has twenty rooms, including the River of Blood, Vampire Central, Chains of Woe, and the Chained Unicorn. The monsters include **Rot Worms**, **Uber Skeletons**, **Gold Mold**, swarms of

# First Circle, West Map

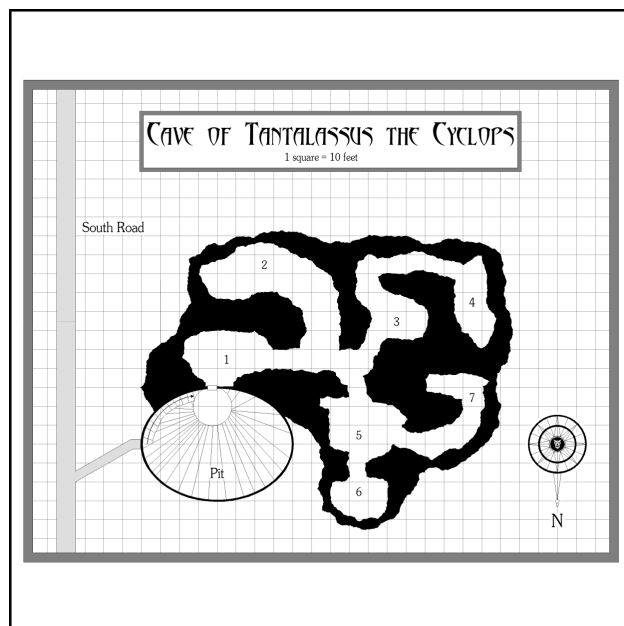
18. **Bloody Mireu Dungeon, continued...Hell Rats, Chimera, Vampires, Type 1B Devils**, evil human Crusaders, a **Medusa-Wizard**, **Wraiths**, and an evil mad **Unicorn**.
19. Two weathered stone tombs stand in the center of a 600 FT diameter circular region that is continually bombarded by *2d8 Lightning* bolts. The tomb lids require Strength GTET 26 to lift off, and the tombs are empty. Adventurers crossing the area are hit by *lightning* every 50 FT of travel (avoid 1d20 GTET [32-Agility], save 1d20 GTET [32-Stamina]). Adventurers see the flashes of lightning in the dark from 350 FT (600 FT with Infrared vision, 900 FT with Ultraviolet vision) and hear the accompanying thunder from 150 FT.
20. A two-story square brown stone building constructed around a central courtyard, entered from the north side through double bronze doors which depict Devils holding hammers and scythes; the doors are guarded by three **Ulutu**. The ground floor has two courtrooms, offices for Infernal Magistrates Sollien (**Nimidoryas**) and Grettmis (**Gaityas**), and Bailiffs Truhoffir and Ixus (**Vackli**). The second floor has rooms for nine **Zoybim** clerks, an infernal law library, pantry, two storerooms, and a room holding a large marble tub of warm mud. A patrol consisting of a Sessin and a squad of Uluta arrive here 30 minutes after Adventurers.
21. A two-story octagonal building, 34 FT across, surrounded by a thick bramble hedge. The post is staffed by four **Type 1B Devils** armed with *flaming Spears* +2, Scimitars, and Cudgels. The post also has two *Long Bows* +1 (40 arrows, 2x *paralysis* 1d100 minutes, save 1d20 GTET [30-Stamina]), three flash grenades (1d100 minutes *blindness*, save 1d20 GTET [32-Stamina]), three stink bombs, five Throwing Stars, eighteen wholesome meals, 15 gallons of clean water, and a well-worn fiddle. A **Sessin** arrives here twenty minutes after the Adventurers.
22. Adventurers find two HD14 **Simorgs** (wolf's head, canine chest-forelegs, vulture hindquarters, snake center, vulture's wings) on top of a 9 FT tall hill-ock, sitting on a 15 FT long nest. The nest has five speckled eggs, which hatch in 2d100 hours.
23. **Walvermeen Fortress**. Two five-story brown stone Keeps are at the ends of a rocky outcropping 280 FT long by 105 FT wide, 25 FT high with vertical sides. The keeps are surrounded by a 25 FT black stone wall. Between the Keeps are four one-story wood buildings. A ramp has been constructed to a gatehouse in the center of the north side. The Garrison Commander is Erbrercean (**Gaityas**). The garrison consists of three squads of **Type 1A Devils** and a squad of **Type 1B Devils**, along with eight **Harpies of Hell**, a **Common Troll**, two **Medusa**, and a **Manticore**.
24. A T-shaped area is continually at 10° throughout. The top section is 260 FT long by 118 FT, the cross section is 550 FT by 130 FT. Adventurers crossing the area suffer hp1 cold damage for every 50 FT of travel (save 1d20 GTET [30-Stamina]). Adventurers feel the cold in the dark from 100 FT away; Adventurers with Infrared vision see the cold area from 250 FT away.
25. A 15 FT green-purple stone altar, dedicated to Shaitan. The altar is on a 25 FT oval area paved in purple brick, surrounded by a 3 FT black wood fence. The area has two burning copper braziers. A 2200 GP silver Unholy Symbol is mounted on an upright wood slab. There are fresh blood stains on the altar, some chicken bones are found beneath the altar. Four **Ulutu** arrive here forty minutes after the Adventurers.
26. **Landing of Lost Souls**. An old weathered pier on the eastern or inward bank of the River Archeron. **Diabolic Earl Charon** lands here with his passengers from the western/outer bank. A small wooden shack covers the entrance to Charon's underground hoard, guarded by his servant, **Marhina**. (See *Inferno: Journey through Malebolge*)



# First Circle, West Map

27. **Idosai Forge.** A four-story building, 140 FT long, entered using bronze doors (Strength GTET 26 to move) on either end. A forge and metal casting foundry is on the ground floor, offices and other work areas are on the second floor, a small metal shop and finishing/polishing area are on the third floor, and armory storage is on the fourth floor. The Master Smith is Yern F'lergass (evil male Dwarf, Warlock L7); the staff consists of three **Common Devils**, two **Type 1A Devils**, a **Type 1C Devil**, a **Centaur of Hell**, four **Zoybim**, and six **Bugbear** slaves. The strong room (-11 open lock) holds ten iron ingots, eight ingots of steel, five bronze ingots, ten ingots of copper, three silver ingots, three gold ingots, and two ingots of electrum. The armory holds unassembled weapons (105 sword blades, 24 scimitar blades, 82 cutlass blades, 115 dirk blades, 622 arrowheads), 32 Two-Handed Swords, 52 Heavy Maces, 117 Quarterstaves, 56 War Hammers, 16 Long Bows, 74 Helms, 45 Breastplates, 42 Back Plates, 86 pairs of Gauntlets, 62 chain mail Waist skirts, 125 sets of Arm Guards, and 133 Shields.

28. **Tantalassus' Cave.** A seven-room underground cave, the home of Tantalassus the **Cyclops**, his wife Mona, an **Ogress**, and their **Infernal Hounds**. (See *Inferno: Jounrey through Malebolge*)



29. [1] **Camfran Arch**, consists of four 48 FT tall structures of yellow metal with 22 FT wide bases, each individual structure is 8 FT thick and they are separated by 10 FT. Black diamond shapes are fastened to the center two arches, each one 40 inches long by 18 inches thick, separated by 8 FT. A diamond is cut open after hp5 damage, containing a 2000 GP diamond (gem) on 1d20 rolls GTET 17. A person carrying GTET 3 of these gems detects gem stones at 50 FT for the the subsequent 24 hours. [2] A 70 vertical FT blue metal stair is attached to a 20 FT by 10 FT metal plate on top of a 1 FT thick stone pedestal. The steps are 9 FT wide, and are supported by eight vertical stone columns. Adventurers who jump off the top are *transformed* into HD2 **Giant Crows** for 1 hour (save 1d20 GTET [32-Will]), those who fail to transform fall to the ground). Mortals who walk up the stair backwards and then down backwards temporarily gain the ability to *levitate* (5/day at 10 minutes, persists 100 hours + (3\*Will), limit 100 vertical FT).

30. **Palace of Diabolic Earl Lemegatton.** A two-story rust-colored E-shaped stone building, the short segments are 140 FT by 80 FT, separated by 50 FT; the long segment is 340 FT by 160 FT across. A 200 FT kidney-shaped pool of water is to the northeast, a bed of exotic flowers is to the northwest, and a 6 FT tall hedge maze is to the south. The Palace Senechal is Axridoplas (**Hulden**). The staff consists of fourteen **Common Devils**, twelve **Ordinary Devils**, nine **Type 1A Devils**, five **Type 1B Devils**, eight **Type 1C Devils**, fifteen **Zoybim**, eight **Zombies**, ten **Ghouls**, two **Mummies**, and three **Wights**. Diabolic Earl Lemegatton is known to collect landscape tapestries from across the Celestial Spheres.

31. [1] A three-story T-shaped red brick building has a slate roof; the building is entered through two bronze doors at the ends of the cross-segment (Strength GTET 27 to move). The first floor has four offices occupied by **Beng** and two by **Gaietyas**; the second floor has two offices occupied by **Infernal Minotaur** and one office by a **Gaietyas**, and two storerooms for files (in Infernal Cant). The third floor is unused and has four empty offices filled with broken furniture, and two storerooms with empty wood file cabinets. [2] Five HD6 **Medusa** are found around a fire inside a group of petrified plants. The plants are between 3 FT and 8 FT tall and thickly occupy an area 120 FT across.

# First Circle, West Map

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32. **Lyresstassin Laboratory.** A two-story H-shaped building constructed of white stone, with brown stone columns along the connecting segment. The laboratory is known for its experiments with mercury, quicksilver, and ether. The lower west wing extracts the elements from ores, the upper west wing is living quarters, the lower east wing is offices, the upper east wing is laboratory space. The Laboratory Manager is Nastar Astagh (**Nimidoryas**). The staff consists of two **Ordinary Devils**, eleven **Zoybim**, five **Type 1B Devils**, three **Medusa**, two **Centaurs**, and two **Black Annis**. A patrol consisting of a **Sessin** and a squad of **Uluta** arrives here 45 minutes after the Adventurers.

carved to resemble armored feet. A metal ladder is attached to one support and leads to a 6 FT wide platform on the west side. The tower is staffed by two **Common Devils** and an **Ulutu**; they are armed with Machetes, two Long Bows (35 arrows, 2x 1d100 minutes *paralysis* {save 1d20 GTET [32-Stamina]}), 2x 1d100 minutes *blindness* {save 1d20 GTET [30-Stamina]}), three stink bombs, three Javelins (one +1, *Dwarf Bane*), and a weighted metal mesh net. There are also fourteen wholesome rations, 6 gallons of clean water, 8 gallons of weak beer, four long-stem smoking pipes, and three pounds of good-quality pipeweed.
33. Four square stone tanks are in a line on a stone base, with an array of pipes, faucets, and valves. The tanks are 12 FT on a side, 18 FT tall, with loose copper tops. The tanks are filled 9 FT tall with wholesome water.
34. **Temple of Sniggitent**, decated to Shaitan. A 40 FT diameter circular white stone gazebo is over marble steps down to a fourteen-room underground complex. The worship area is a purple hexagonal room, 48 FT long, with a 22 FT ceiling; it contains a 12 FT black stone altar, two copper braziers with enchanted flames, two statues of Shaitan (12 FT, 16 FT), a 6700 GP gold Unholy Symbol, two racks of votive candles (aura of evil), a mister that dispenses Unholy Water, and the skeletons of several Hell Rats. The temple is tended by Hurmonos (**Vackli**), Jeglo (**Sessin**), and Tuxxis (**Type 1C Devil**), along with two **Zoybim**. The strong room (-12 open lock) contains 72,606 GP in coins, five ingots of silver, three ingots of gold, a platinum ingot, and ten rare oil paintings (largest 8 FT across, most valuable 16,580 GP).
35. [1] Ferrous (iron) metal is strongly pulled to the ground throughout a rectangular area 600 FT by 230 FT. An Adventurer must succeed on 1d20 rolls GTET [30-Strength] to pull up and carry any metal objects of weight GTET 4 pounds, checked every 25 FT. [2] Sharpened steel spikes are placed close together in two rectangular areas, each one 200 FT by 55 FT, separated by 50 FT. Adventurers crossing the area suffer hp1 for every 8 FT of travel.
36. A 30 FT diameter wooden room is 60 FT off the ground, supported by eight thick wood supports
37. A three-story Y-shaped red brick building with a slate room, entered through a bronze door (-6 open lock, Strength GTET 32 to move) at the end of one segment. The ground floor has twelve offices (7x **Vackli**, 2x **Sessin**, 2x **Beng**, **Type 1E Devil**), the middle floor has five offices (3x **Vackli**) and work space for nineteen **Zoybim** clerks, and the upper floor has three offices (**Sessin**, **Beng**), file storage, and empty rooms. One file cabinet has a false bottom (-10 to find, -4 open lock) that conceals eight sapphires (3200, 5500, 5800, 6160, 7450, 9200, 9875, 13,250 GP). A patrol consisting of a **Sessin** and a squad of **Uluta** arrives here 30 minutes after Adventurers.
38. An oval area 340 FT long by 200 FT at the widest causes. Mortals crossing the area become mute for 1d100\*1d8 minutes (save 1d20 GTET [32-Will], checked every 25 FT of travel).
39. **Ytterboddin Theater.** A circular theater-in-the-round with the stage in an open courtyard. There are nineteen tiers of seating plus floor seating around the stage. Twenty-four rooms are below the surface, including a carpenter shop, costume shop, prop storage, rehearsal rooms, musical instrument storage, several offices, and dressing rooms. Adventurers arrive while seven **Type 1A Devil** stage technicians are erecting a stage set.
40. **Kresper Tower.** A rectangular black stone fifteen story structure. The tower is entered through double steel doors (unlocked, -10 open lock, Strength GTET 32 to move); the doors are guarded by two **Ulutu**. The interior space for the lower five floors is a single area 55 FT tall with a rough stair that spirals up along the interior perimeter. Each of the

# First Circle, West Map

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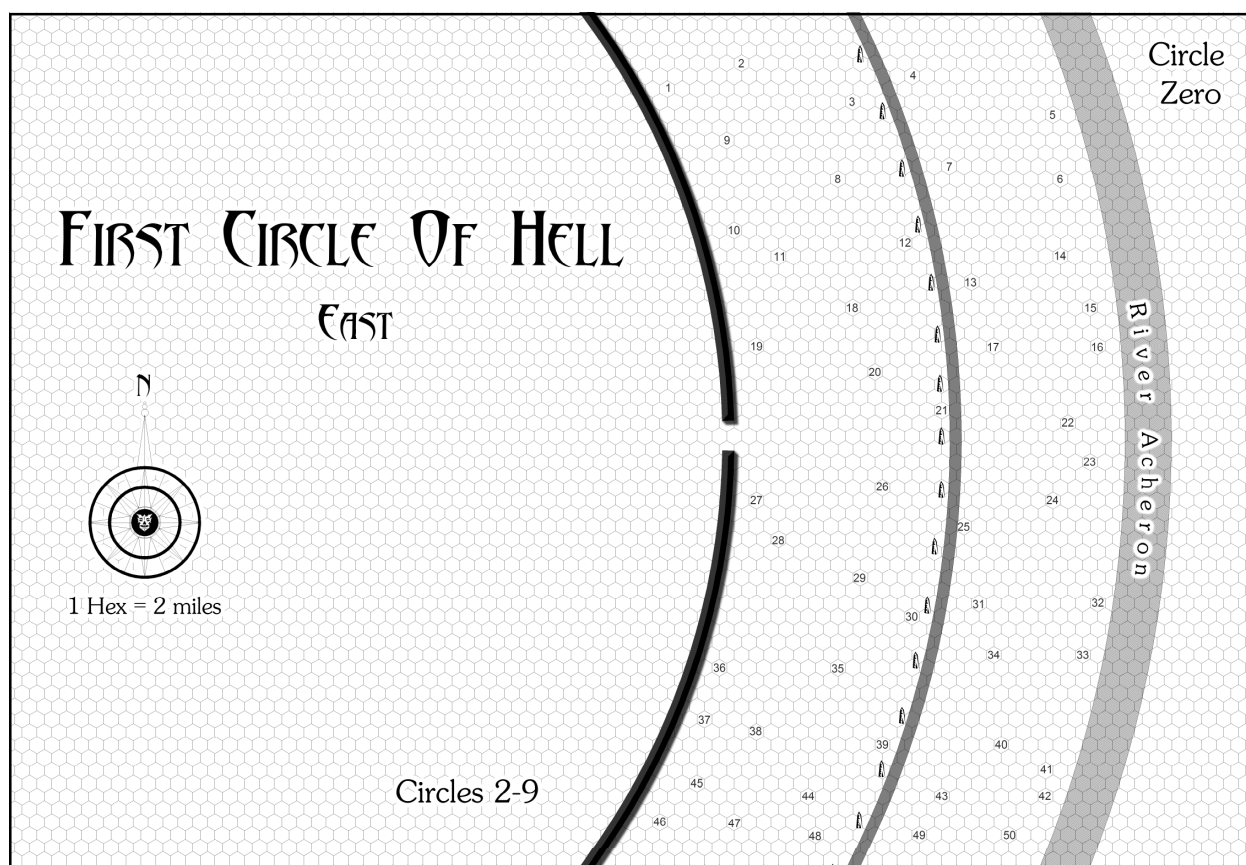
40. **Kresper Tower, continued**.... remaining ten floors contains twelve rooms. The garrison consists of a **Vackli**, two **Sessin**, ten **Ulutu**, and two **Pruddin**.
41. A herd of 120 HD6 **Hell Cattle** grazes on a large field of a tough knee-high grass, tended by seven **Type 2A Devils** mounted on HD8 **Hell Horses**.
42. **Flying Hammer Mine**. An underground hard rock copper mine consisting of three horizontal levels, at 88 FT, 124 FT, and 190 FT deep, reached by four vertical shafts. A four-story wood building, three two-story wood buildings, and two one-story stone buildings are on the surface, with three hoists, a wood water tower, and a four-room underground smithy. The Mine Manager is Albphollis (**Infernal Minotaur**). The staff consists of nineteen **Common Devils**, fourteen **Ordinary Devils**, six **Type 1A Devils**, three **Sessins**, five **Ulutu**, seven **Ogres**, an **Ettin**, and a **Common Troll**. A strong room (-10 open lock) is hidden (-12 to find) off of the smithy contains 46,281 GP in coins, fourteen iron ingots, ten ingots of steel, six ingots of tin, and two ingots each of silver, gold, and platinum.
43. **Pretty Pitchfork Tavern**. A two-story rectangular wood building. The tavern has a large common room with stage, kitchen, root cellar, three store-rooms, two small private dining rooms, and a dart room. The proprietor is Jolflix (**Sessin**), with a staff consisting of three **Ordinary Devils**, a vielded **Medusa**, a **Zoybim**, and three **Zombies**. Jolflix serves persons of all alignments.
44. Adventurers come across five **Common Devils** and an **Uluta**. They are digging ten rectangular graves, each one is 9 FT by 6 FT, varying from 2 FT to 5 FT deep.
45. [1] A square area 600 FT on a side is continually bombarded by a cold, hard, hail. An Adventurer crossing the area is hit for hp1d6 damage every 50 FT of travel (avoid 1d20 GTET [28-Agility]). [2] A HD9 **Ghost** of an elven woman haunts within 300 FT of a 12 FT wide hexagonal shaft, 223 FT deep. Her bones and moldy backpack lay at the shaft bottom.
46. A group of fourteen HD7 **Infernal Hounds** led by a HD9 **Alpha Male** are found burying two Hell Mammoth carcasses.
47. A speckled green stone T-shaped altar dedicated to Shaitan is found on a 60 FT black stone plaza. One part of the altar is 9 FT by 5 FT, the cross-section is 13 FT by 6 FT. The plaza is surrounded by a 3 FT black stone wall. A 14 FT black stone statue of Shaitan holds a 4 FT diameter silver Unholy Symbol. Sickly green vapors are continually emitted from three copper cauldrons; Elves and Half-Elves breathing these vapors become unconscious for 1d6\*1d100 minutes (save 1d20 GTET [30-Stamina], checked every 2 minutes).
48. A dense thick of petrified plants are found in a circular area 350 FT in diameter. The plants are primarily ferns and small bushes between 2 FT and 5 FT tall, with a few small trees.
49. A 9 FT wide vertical shaft is 48 FT deep, leading to a horizontal tunnel connecting five cave rooms which are 44 FT, 53 FT, 81 FT, 106 FT, and 143 FT long, respectively. Adventurers find Jernod Vulsanen (neutral male Gnome, Rascal L5, Alchemist) in the third room. He has set up three wood tables which are filled with alchemical equipment (mortar, beakers, burners, scales, glass columns, etc.) and is performing a chemical operation on a chalky ore he has dug from the wall. He has a flash grenade (1d100 minutes *blindness*, 15 FT, save 1d20 GTET [30-Stamina]) which he will use to escape if he feels threatened.
50. **Grelkasmon Hostel**. A three-story white stone building with a slate roof. The ground floor has a large common room, the kitchen, two food store-rooms, a root cellar, a small private dining room, and a massage table. The second floor has eight single-bed room sized for large to very large creatures and four singles for man-sized creatures. The upper floor has six singles for man-sized creatures, four rooms with four bunks, and a room with eight bunks. The proprietor is Nuni Grelkasmon (**Type 1E Devil**), with a staff of four **Zoybim**, two **Ordinary Devils**, and a veiled **Medusa**. Nuni charges evil persons 5 GP for a bed and two meals/day (double for neutral, 4x for good); evil persons have an eight night limit, neutrals four nights, good persons a one-night limit. The current guests include five **Type 1C Devils**, three **Ulutu**, a **Sessin**, a **Vackli**, a **Beng**, two **Centaurs of Hell**, and four **Minotaur**.

# First Circle, West and East Maps

51. Plants found in a 500 FT by 320 FT rectangular area are continuously burning with orange-red flames, without harming the plants. Adventurers crossing the area suffer hp1d6 damage ever 25 FT of travel (save 1d20 GTET [32-Stamina]). The smoke paralyzes Gnomes and Dwarves for 1d6\*1d100 minutes (save 1d20 GTET [30-Stamina], checked every 3 minutes). The flames can be seen in the dark for 1000 FT (1500 FT with Infrared vision); the smoke can be smelled in the dark at 600 FT.
52. A 14 FT by 9 FT tunnel in the ground leads to a 230 FT by 105 FT underground chamber occupied by four HD7 **Rotting Dragons**. A glowing yellow stone coffer is in a 10 FT by 15 FT stone structure at the chamber's far end. The coffer holds 240 GP, 188 platinum pieces, a *War Axe* +3 (neutral, *good-evil neck cleaving* on rolls GTET 18, save 1d20 GTET [34-Agility]), a copper *Ring of Telepathy*, a *Web Staff* (32x), and two *Potions of Invisibility*.

## East Map

1. **Grebboralk Mine**. A rectangular open pit silver mine, the pit is 340 FT long by 110 FT wide, 66 FT deep at the north end and 92 FT deep at the south end. Four two-story wood building are on the surface, along with two one-story wood buildings, two one-story stone buildings, two upright wooden cisterns, five hoists, and a seven-room underground complex, including a prayer room dedicated to Shaitan. The Mine Manager is Vathi Xocco (**Gaityas**). The staff consists of twenty-one **Common Devils**, fifteen **Type 1B Devils**, six **Type 1C Devils**, twelve **Zoybim**, four **Ogres**, a **Common Troll**, and thirty-one **Skeletons**. A strong room (-8 to find, -12 open lock) holds 33,400 GP in coins, seven steel ingots, three bronze ingots, a copper ingot, thirty-seven ingots of silver, five gold ingots, two ingots of electrum, and an adamantite ingot.
2. An X-shaped pool of cold, clear, water is surrounded by an X-shaped plaza paved with black



# First Circle, East Map

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2. (**continued**)...stones. Each segment of the pool is 33 FT long by 15 FT wide, uniformly 18 FT deep, surrounded by a blue stone wall 2 FT high. The paved area follows the contour of the pool and extends a uniform 12 FT. One paving stone is missing; a silver *Ring of Invisibility to Devils* (save 1d20 GTET [25-Devil HD]) is buried just beneath the dirt (-12 to find the hole, -7 to find the ring)
3. A two-room one-story wood building with slate roof stands on a hillock, 96 FT by 32 FT by 15 FT high; a wood palisade runs around the perimeter at the top. The post is staff by three **Common Devils** and an **Ulutu**; they are armed with *Flails* +1 and Scimitars (Ulutu: +1 *Human Bane*). The post also has ten Throwing Stars, a Long Bow (32 arrows), four flash grenades (1d100 minute *blindness*, 8 FT radius, save 1d20 GTET [32-Stamina]), two stink bombs, and four vials of *Unholy Water*. Six 1d10 bear traps are around the building (avoid 1d20 GTET [32-Agility]).
4. The leaves of a dark green fern with orange stripes are found continually burning without evident harm to the plants. The plants grow thickly in a rectangular area 320 FT by 135 FT. The flames on the plants can be seen in the dark from 70 FT (150 FT on 1d20 GTET [30-Intelligence], 250 FT using Infra-red vision). The smoke can be smelled from 100 FT away; Elves are allergic to the smoke (uncomfortable skin rash persisting 3d20 hours; watering eyes {-2 TH penalty} persist 1d12 hours – save 1d20 GTET [32-Stamina]; 1d6 lung damage – save 1d20 GTET [32-Stamina] checked hourly). The leaves are useful in some medicinal balms (continue to flame for 1 hour after cutting). The leaves are not poisonous but have no nutritive value.
5. Adventurers come across Althea Bross (neutral female Human, Wizard L11 {Air, Earth, Shaman}, Physician), and her two bodyguards Burno (neutral male Dwarf, Warrior L14) and Alarak (male **Ogre**). They are camping in the hollow of a C-shaped mound, 22 FT tall; the hollow is 58 FT across. A *ward spell* surrounds the mound to warn of approaching creatures.
6. Five empty nooses are found attached to a 40 FT circular black metal platform. The platform is 17 FT above the ground, supported by twenty black stone pillars, the nooses hang from 14 FT vertical poles attached to the perimeter. Gaeltwen (evil male Dwarf, Crusader of Lucifer L12) is on the platform, healing an injured HD9 **Berg Troll**.
7. Geyser cones are found in a square area 220 FT on a side. Each cone has a base 1d8+6 FT in diameter and is 1d6+4 FT tall, they are 1d20+15 FT apart. Adventurers crossing the area are scalded (hp1d8) from an eruption every 50 FT of travel (avoid 1d20 GTET [33-Agility], half damage on 1d20 GTET [32-Stamina]). A thick color of noxious gas hangs over the area, inflicting hp1 lung damage for every 2 minutes of exposure (save 1d20 GTET [34-Stamina]); the gas also irritates the eyes (watering with temporary -2 TH penalty, persists 1d100 minutes, save 1d20 GTET [30-Stamina] checked every 5 minutes of exposure). The ground has a shallow covering of hot water. Adventurers hear the geyser eruptions in the dark from 200 FT away (400 FT on 1d20 GTET [30-Intelligence]), they smell the gas cloud from 100 FT. Adventurers with Infrared vision see the area from 300 FT.
8. **Namellon Temple**, dedicated to Shaitan. A one-story white stone building constructed with an 80 FT circular worship area between two rectangular buildings. The north building contains nine rooms, including an office, study, scribatorium, scrying room, and a panty. The south building contains twelve rooms including a robing room, laundry, office, small chapel dedicated to Lucifer, and a hidden (-12 to find, -10 open lock) strongroom. The temple area has two 10 FT green stone altars, two 15 FT statues of Shaitan, a 10 FT statue of Lucifer, four tapestries depicting Lucifer with Shaitan, a pit with perpetual green flames, two 5000 GP Unholy Symbols, and four 500 GP glass vases. The strong room holds 22,582 in coins, five silver ingots, two gold ingots, two electrum ingots, and an ingot of platinum, along with 50 vials of *Unholy Water*, eight *1d10 Healing Potions*, six *2d8 Healing Potions*, and three *Balms of Blindness Reversal*. The priests are Rurakak (**Type 1D Devil**) and Ungahork (**Type 1C Devil**).
9. A natural L-shaped pool of fuming acid has a short segment of 100 FT by 40 FT and a longer segment 180 FT by 50 FT, the pool is 3 FT to 10 FT deep except in the center of the long segment which is 22 FT deep. Adventurers suffer hp1 for every minute of direct acid exposure (save 1d20 GTET [34-Stamina]; hp6 from swallowing acid) and hp1 for



# First Circle, East Map

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9. **(continued)**...every 10 minutes of fume inhalation (save 1d20 GTET [30-Stamina]). Armor is permanently degraded by AC1 for every minute of acid exposure. Enchanted weapons are permanently degraded by 1 point after 15 minutes of acid exposure. The unpleasant fumes can be smelled in the dark from 80 FT away (150 FT on 1d20 GTET [30-Stamina]). An Adventurer falls into the pool {in the dark, when it is not detected} unless succeeding on a 1d20 roll GTET [28-Agility]).
10. Twenty-nine HD6 **Hell Skunks** are kept in a 50 FT by 50 FT pen. A nearby corral holds twenty-one HD7 **Night Mares**. Another corral holds sixteen HD8 **Hell Horses**. Four **Common Devils** tend the animals. A small one-story wood barn holds a ten day supply of feed; a 1000 gallon water cistern is in the upper part of the barn.
11. A square 28 FT room sits on top of a 25 FT tall stone column, reached by a rope ladder hanging from a 5 FT balcony. The post is staffed by an **Ulutu** and five **Harpies of Hell**. They are armed with Short Bows (15 arrows each), Javelins, and Cutlasses, along with four Throwing Knives (*poison, paralysis* 1d100 minutes, save 1d20 GTET [30-Stamina]), a flash grenade (1d100 minutes *blindness*, 10 FT radius, save 1d20 GTET [30-Stamina]), and six vials of *Unholy Water*. The post has nineteen wholesome meals, 12 gallons of clean water, 21 SP, 3 GP, and a 1400 GP diamond.
12. **Garden of Terrafavat**. A walled circular area, 1600 FT in diameter, the well is 22 FT tall by 4 FT thick. Iron gates are located at the northwest and southeast compass locations. The garden is known for its extensive collection of ferns, fronds, and palms, both bushes and trees. Nuts and fruits are poisonous when consumed (save 1d20 GTET [28-Stamina]), except the Ghordiva fruit which has healing properties. The Head Gardener is Blavenuep (**Medusa**). The staff consists of five **Ordinary Devils**, two **Common Devils**, a **Type 1B Devil**, three female **Centaurs**, and a female **Minotaur**.
13. An oval hillock is 140 FT long by 82 FT wide, by 25 FT tall. A round hole in the north side leads to a 110 FT underground chamber with a flat slate floor, lit by twenty torches in wall scones. The room is furnished with two wooden racks, an iron maiden, three whipping posts, a stock, two long water troughs, and a bed of nails. A wall cabinet holds a variety of knives, cudgels, weights, probes, and pind. The room is occupied by a **Vackli** and two **Ulutu**; two **Pruddin** are strapped into the racks, an **Ulutu** is strapped to the bed of nails, a **Type 1A Devil** is at a whipping post, and two **Type 1B Devils** are in manacles fixed to the walls.
14. A 20 FT by 9 FT cairn of blue stones is 6 FT high in the center. The cairn covers the splintered and moldy bones of four Type 1D Devils. A copper plate fixed to a wood pole is inscribed in Infernal Cant, it translates as, "*They fought well but the Demons prevailed, dated 857 years ago.*" Adventurers disturbing the bones contract leprosy (save 1d20 GTET [33-Stamina]). The devils are buried with a leather bag containing 52 GP, 224 SP, a 5000 GP ruby, a silver-bladed Dirk with scabbard, a 50 FT metal rope, and a *1d10 Healing Potion*.
15. **Theater of Tears**, known for only producing tragedies. A three-story rectangular building with a copper roof, entered through double bronze doors on the front and two sturdy wood-iron doors in the rear. The building has two large stages, each with seating for 250. The building also has a carpenter and paint shop, prop room, large costume closet, rooms with scripts, rehearsal rooms, music rooms, makeup and fitting rooms, and offices. Adventurers arrive at the closing of a production of *The Devil on Lava Pond*; the audience includes 80 **Ordinary Devils**, 32 **Common Devils**, 3d20 each: **Types 1A-1B-1C Devils** and **Ulutu** and **Sessin**, 1d12 **Vackli**, and 2d20 **Zoybim**.
16. **Jowgoon Treasury**. A Y-shaped two story orange stone building surrounded by a 15 FT electrified chain fence inside a 20 FT wood palisade. The building is entered through a bronze door (-10 open lock, Strength GTET 33 to move) guarded by a **Sessin** and an **Ulutu**. The ground floor has offices for three **Vackli**, a **Sessin**, and a room of fifteen **Zoybim** supervised by a **Type 1C Devil**. The upper floor holds coin stamping presses for currency from throughout the Celestial Spheres, as well as coin molds. The Treasurer is Wexonly (**Djinn**); the staff consists of eight **Ordinary Devils**, ten **Zoybim**, four **Type 1A Devils**, three **Ulutu**, a **Sessin**, and four **Ogres**. A hidden (-14 to find, -10 open lock) strong room holds 50,000 CP, 40,000 SP, 32,000 GP, fourteen bronze ingots, twenty-seven silver

# First Circle, East Map

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16. **Jowgoon Treasury, continued**...ingots, thirteen gold ingots, eight electrum ingots, and two platinum ingots.
17. **Quoproc Maze.** A five elevation underground structure made up of a complex series of interlocking 8 FT wide by 12 FT tall passages. The elevations are 62 FT, 91 FT, 130 FT, 162 FT, and 196 FT underground, connected by four vertical shafts, and two stairs. The first elevation has four rooms and 1800 FT of maze passageways, the second elevation has two rooms and 1430 FT of passageways, the third elevation has six rooms and 1950 FT of passages, the fourth elevation has three rooms and 2200 FT of passages, and the lowest elevation has two rooms and 1750 FT of passageways. The Hrar Tychare War Axe, a neutral artifact, is rumored to be kept on the fourth elevation.
18. Stairs in the ground lead down to a metal door (locked, -4 open lock) set in stone, the door is cold to the touch. The door leads to three underground rooms kept at 35°. The first room has forty-one sheep carcasses hanging from overhead hooks. The second room has twenty-four bison carcasses hanging from overhead hooks, The third room has nineteen Stag carcasses, five Cattle carcasses, and eight Boar carcasses, all hanging from overhead hooks. A butcher table is found in the second room, along with a variety of cleaves and cutting instruments.
19. **Omitowo Monument.** A 70 FT area is paved in dark brown stone surrounded by a 4 FT wood fence. Twelve metal posts along the perimeter fly a black flag with a white tree emblem. A 20 FT green stone statue of a Type 1C Devil riding a huge Spider sits on a rectangular black stone block. A plaque in Infernal Cant mounted on the block translates as "*In memory of Omitowo, soldier of the XXXXI Legion, hero of the Jelgret Mountain campaign, (dated 1583 years ago).*"
20. A 92 FT tall rounded shape houses a nest of HD4 **Gold Digger Wasps**. The HD7 **Queen** is surrounded by ten HD5 **Warriors**. The nest is always occupied by 1d20+40 worker wasps. 1d20 workers and 1d6 Warriors arrive at the nest every minute.
21. **Tomb of Niethrinoted.** A blue stone stair leads down to a steel door (-8 open lock, Strength GTET 24 to move); behind the door is a nine-room underground complex. The rooms include an eternal flame, a room of ten empty mummy cases, a Sphinx statue, a scriptorium, and a room of random *1d12 lighting*. A 15 FT stone tomb painted in river scenes has a crocodile statue on the cover (Strength GTET 26 to move); it covers the moldy and brittle remains of Niethrinoted (a 8 FT male Human, evil Shaman L14). A hidden (-9 to find, -6 open lock) panel in the crocodile statue conceals a bronze pair of *Hero's Bracers* (+2), a pair of *Wertzel's Bracers*, and a pair of green leather *High Jump Boots*.
22. **Trubranni Library.** A three-story L-shaped building constructed of red brick with a slate roof, two 16 FT statues of Minotaur axemen stand outside in the interior corner. The library is known for its extensive collection regarding bovine and Minotaur-like species found throughout the Celestial Spheres. The Head Librarian is Kaypukkur (**Infernal Minotaur**); the staff includes twelve **Zoybim**, ten **Minotaur**, three veiled **Medusa**, five **Centaur**, two **Type 1A Devils**, and five **Type 1B Devils**. The collection includes Theomatroy's (a legendary Minotaur hero) horns.
23. **Mimamant Altar,** dedicated to Shaitan. A 15 FT C-shaped black-stone altar in a 50 FT square paved area located 20 vertical FT below grade; two stone stairs lead down to the altar. The altar area has two 14 FT green statues of Shaitan (2000 GP ivory eyes), three copper cauldrons of burning coal (*poisonous fumes, unconscious 1d100 minutes, save 1d20 GTET [32-Stamina]*), an 8200 GP silver Unholy Symbol mounted on the wall, a 20 FT tapestry depicting Shaitan, and an open copper vessel shaped like a flying eagle which holds 4 gallons of Unholy Water. Adventurers who kiss the eagle's beak and talons are granted the ability to *shapechange* to a Giant Eagle (3x, 15 minutes, must be used in 96 hours).
24. **Henge of the Hideous Masks.** Three concentric X-shaped forms are centered on a 20 FT statue of Remoduinu (**Demon Prince**) in chains. Thirty-six upright 18 FT black stones form the inner X, fifty-eight upright 16 FT dark blue stones form the middle X, and ninety-six upright burnt-orange-colored 14 FT stones form the outer X. A 6 FT wood mask is fixed to each side of each stone, the masks are carved and painted in hideous and pained expressions. A scroll of ten *2d8 Healing* prayers is

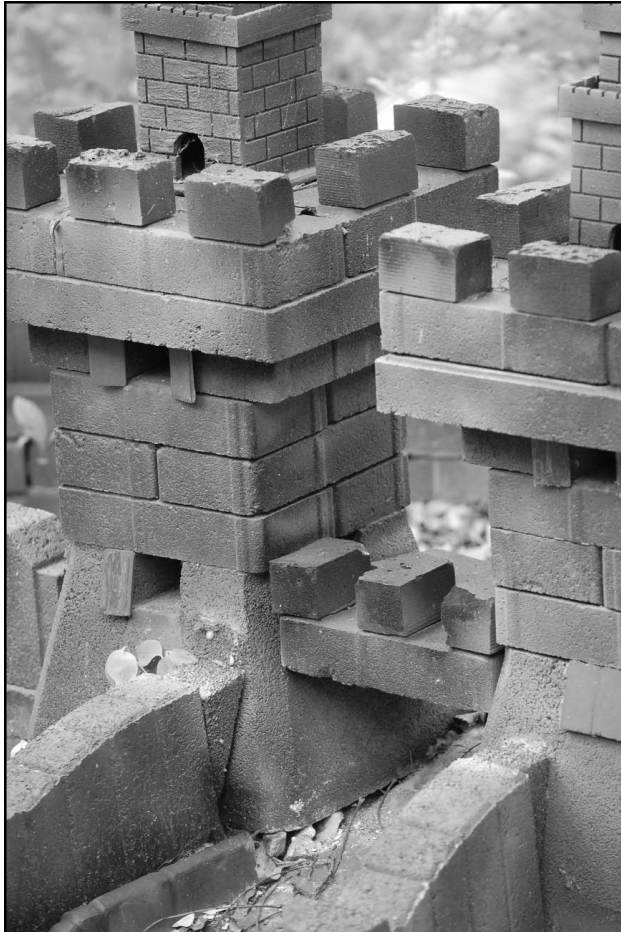
# First Circle, East Map

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24. **Henge of the Hideous Masks, continued...** discovered behind a mask on 1d100 rolls of 100. The entire complex is surrounded by a 10 FT wood fence.
25. A four-elevation ziggurat is formed out of packed earth. The ziggurat has a 140 FT diameter circular base, the first elevation is 15 FT above the ground, with successive elevations at 35FT, 60 FT, and 83 FT. The top is paved in blue stone. A 15 FT tall blue statue sits on top, with two 500 GP amber eyes and twenty 350 GP ivory teeth, the oversized head is 12 FT of the statue, with only 3 FT of body. Two yellow canarys are sitting on the statue. Adventurers on the top elevation are invisible to Devils below.
26. **Fortress Tal'Doyguil.** A five-story red stone Keep is surrounded by four two-story wood buildings at its base, inside a ring of eight one-story wood buildings. The outer wall is 35 FT high by 10 FT thick, with eight ballista towers. The fortress is built on a rock outcropping 30 FT tall, surrounded by a 40 FT wide band of quicksand. The Garrison Co-Commanders are Phrotfo (**Tablasyin**) and Cazdoz (**Vackli**). The garrison consists of three squads of **Ulutua**, three squads of **Werdu**, nine **Sessin**, four **Yiblim**, eight **Infernal Hounds**, two **Common Trolls**, and an **Ettin**. Jortybane (adult **Green Dragon**) lives at the fortress.
27. Adventurers find a group of nineteen HD4 **Bugbears** led by a HD8 **Mountain Giant**, they are camped in a grove of petrified trees. The pilgrims are en route to the Wyrgodamm Temple in the southeastern region of the First Circle.
28. **Anubuttem Garden.** A Z-shaped compound inside a 22 FT stucco wall with iron gates in the northwest and southeast ends. The two end segments are 460 FT long by 160 FT wide, the long segment is 1200 FT by 340 FT. The garden is known for its extensive collection of conifer bushes and trees, including conifer parasites. The Head Gardener is Tomm Jeghor (evil male Half-Elf, Warlock L8); the staff includes eight **Common Devils**, two **Ordinary Devils**, two **Zoybim**, and three **Type 1A Devils**.
29. Five vertical metal tubes are fastened together in a metal frame which holds them together. Each tube is made of a red metal, is 6 FT in diameter, and varies from 20 FT to 50 FT in length. The tube bottoms are even with one another and fixed 5 FT off the ground. A *Long Sword +2 (Flier Bane)* is tied to a screw at the top of the shortest tube.
30. **Henge of the Skunks.** Four concentric squares surround a 10 FT bronze statue of a Giant Skunk. The inner square consists of twenty-four upright 14 FT white stones, the second square consists of forty upright 14 FT black stones, the third square consists of sixty-two upright 14 FT white stones, and the outermost square consists of ninety-four upright 14 FT black stones. Each white stone has a painted portrait of a giant skunk. Touching the skunk statue immediately summons 2d20 HD3 **Giant Skunks** and 1d8 HD5 **Giant Rabid Skunks**.
31. **Post 177.** Two 25 FT diameter circular rooms are at the top of eight 34 FT stout wooden legs, reached by a rope ladder. An 8 FT wide wood balcony circles the upper room. A flare mechanism is mounted on the roof. The post is staffed by five **Uluta** and a **Sessin**, armed with *Heavy Flails +1* (*Sessin Human Bane*) and Scimitars (1x +2, 2x +1; *Sessin Wizard Scourge*). The post also has four flash grenades (1d100 minutes *blindness*, 12 FT radius, save 1d20 GTET [30-Stamina]), two blast grenades (1d12 damage, 1d100 minutes *deafness* 24 FT radius, save 1d20 GTET [32-Stamina]), two stink bombs, eighteen wholesome meals, three gallons good-quality beer, four Javelins, a War Hammer, and a checker set.
32. **Premwell Hostel.** A H-shaped two-story building inside a 15 FT wood palisade. A kitchen and large common room fills the ground floor of the west wing, 10 individual rooms sized for smaller creatures are on the ground floor of the east wing. The hostel also has ten individual rooms for large creatures, five two-bed rooms, three four-bed rooms, and two rooms with six bunks. The proprietor is Mad Dog Gelpivan (male **Lycanthrope**, Canine); the staff consists of three **Type 1B Devils**, a **Type 1C Devil**, two **Skeleons**, and a **Zoybim**. Mad Dog serves meals to anyone but only rents rooms (4 GP/night, limit 8 consecutive) to evil creatures; he calls a patrol if a good person remains more than an hour.
33. A 9 FT diameter rock passage leads down to a 136 FT by 82 FT chamber, 80 vertical FT underground. The room is occupied by fourteen HD5

# First Circle, East Map

33. (continued)...**Salamanders** [reptiles]. Adventurers find a *Spear +1 (Warlock Scourge)*, a pair of steel Gauntlets (*AC+12*), a leather pouch holding 48 GP and a 3000 GP diamond, and a 1200 GP gold ring.
34. An O-shaped stone wall has an outer diameter of 90 FT, is 23 FT tall, and 6 FT thick. The wall is constructed of dark green stones alternating with white or silver stones (easy difficulty to climb). The area inside the wall is filled 4 FT deep with a warm sticky tar (avoid being stuck 1d20 roll GTET [32-Agility], checked every 30 seconds, break free on 1d20 rolls GTET [30-Strength])
35. **Gauckrophane Post**, headquarters of Infernal Legion XXXXII (Infernal General Gamphar). Two T-shaped four-story black stone buildings form a courtyard, the complex also includes three two-story stone buildings, a two-story wood building, and five one-story stone buildings arranged around a parade ground. A one-story circular stone building leads to a twenty-room underground complex. The buildings are surrounded by a 30 FT white metal wall with ten towers, inside a 24 FT white wood wall. The Garrison Commander is Umcrodducus (**Gaityas**). The garrison consists of five squads of **Type 1A Devils**, a squad of **Common Devils**, a squad of **Type 1B Devils**, along with ten **Infernal Hounds**, fifteen **Black Gargoyles**, and eight **Ogres**.
36. Adventurers crossing a 200 FT diameter circular area are *paralyzed* 2d100 minutes (save 1d20 roll GTET [32-Stamina], checked every 25 FT of travel). A thin glowing blue line on the ground marks the perimeter (visible in the dark from 50 FT).
37. **Olblaxin Shrine**, dedicated to Samael. A one-story hexagonal purple-stone building with open sides, 44 FT across. A 12 FT diameter circular black stone table is in the center. Four 1100 GP Unholy Symbols hang on the supports. A silver reliquary on the table contains a piece of Samael's tail.
38. A pyramid-shaped Cairn is 14 FT tall with a base 18 FT across. The bottom 3 FT of the cairn is made of 16 inch gold bricks. The cairn covers the badly decomposed remains of three male Mountain Giants, wrapped in moldy leather sheets. A giant-sized *Two Handed Sword +3 (Spell Sword: Disperse Magic 5/day)* is under a layer of brick beneath the bodies.
39. [1] A one-story circular grey stone building is 96 FT in diameter; it houses the offices and courtroom of Cuttysuerk Huey (**Infernal Minotaur**, Infernal Magistrate), along with his Bailiff, Gogerremie (**Type 1D Devil**). The entrance is continually guarded by two **Ulutu**. A patrol consisting of a **Sessin** and a squad of **Ulutu** arrives here 50 minutes after Adventurers. [2] A HD10 **Black Wyvern** has a nest on top of a rocky outcropping, 32 FT long by 20 FT wide by 68 FT tall. Adventurers find in the nest a 18 SP, 34 GP, a 2000 GP amethyst, a *Cutlass +1* in its scabbard, a leather sack holding fourteen wholesome meals, 50 FT of good quality hemp rope, three torches, and 12 wooden stakes.
40. Five 15 FT wide vertical shafts connect the surface with the ceiling of a single 450 FT underground cavern; the shafts are between 47 FT and 89 FT deep, and the ceiling is between 29 FT and 53 FT

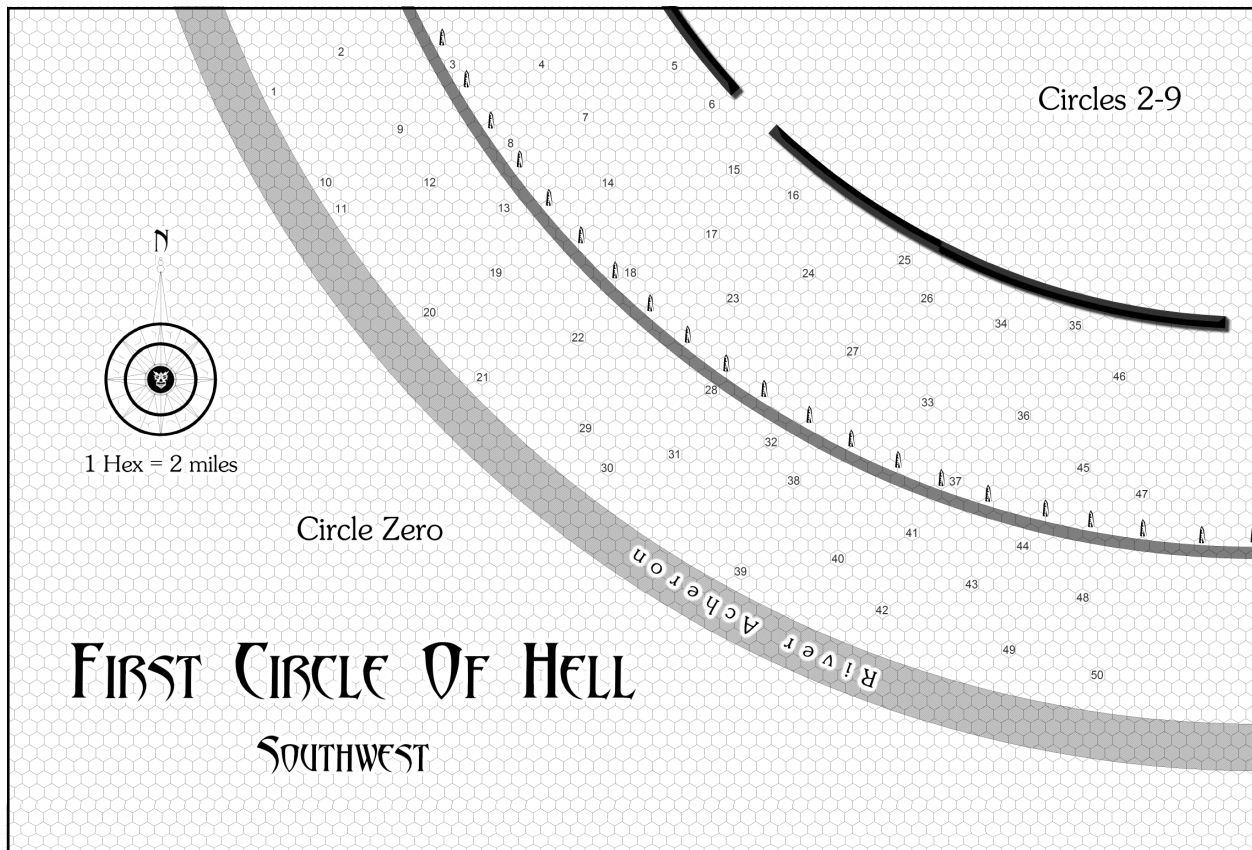


# First Circle, East Map

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40. **(continued)**...above the cavern floor. A rope is found hanging into one shaft, tied to three stout stakes. A group of seven male HD6 **Lycanthropes** (Boar) are in the cavern, picking up platinum nuggets. Each nugget is 1d12\*1d6\*one-third pound, and can be smelted to obtain 200 GP worth of platinum per pound.
41. The ground in a U-shaped region is continually at 145°. The region is 960 FT long by 280 FT wide. Adventurers crossing the region suffer hp1 heat damage for every 10 FT of travel (save 1d20 GTET [30-Stamina], checked every 10 FT). Adventurers with Infrared vision see the region in the dark from 1000 FT away (300 FT with Ultraviolet vision), and feel the heat from 75 FT away.
42. Three one-story wood buildings are each 88 FT long, with one entrance on the south side. The building to the west holds 96 crates of mushrooms, twenty crates of turnips, and 80 crates of leeks; the building in the center holds two hundred-sixty three barrels of potatoes and one-hundred fourteen barrels of pickled beets; the building to the east holds ninety-five crates of onions, fifty-three crates of dried dates, forty-seven crates of cabbages, one hundred thirty-one crates of carrots, and eighty crates of blueberries. Three **Common Devils**, an **Ulutu**, and a **Type 1B Devil** work at the warehouses.
43. Adventurers find a group of six HD9 **Manticores** harassing three **Zoybim** inside a closed one-story cottage with thatch roof; the cottage is 45 FT across.
44. The ground in an S-shaped area is covered 8 inches thick in slippery ice. The area is 1200 FT long by 375 FT wide. Adventurers crossing the region *slip and fall* every 50 FT of travel (avoid 1d20 GTET [32-Agility], on roll of 1 a kneecap or foot is broken, resulting in additional movement penalties). The entire region is continually at 20°. Persons with Infrared vision see the cold in the dark from 250 FT (100 FT with Ultraviolet vision).
45. **Somonogennes Library**. An H-shaped two-story white stone building with a copper roof, two entrances are through bronze doors (Strength GTET 26 to move) on either side of the short connecting segment. The Library is known for its extensive collections about canine and lupine species found across the Celestial Spheres. The Head Librarian is Ina'eppria (female **Lycanthrope**, Wolf). The staff consists of ten **Zoybim**, four **Type 1A Devils**, five female **Lycanthropes** (2x Rat, 2x Wolf, Tiger), two **Medusa**, two female Human **Vampires**, and nine **Skeletons**.
46. A 62 FT brown stone tower is 28 FT across at the base and 18 FT across at the top, with a pyramidal bronze topper. Each of its four faces has a 14 FT diameter clock centered 40 FT above the ground. A wood door on the south side leads to a small chamber with an apparent window (enchanted panel) looking out at a market in a tropical city (palm trees are visible); the clock in the chamber appears to be speeding much faster than time in Gehenna (shows the actual time in the city being viewed, with corresponding changes in weather and day-night). An interior ladder gives access to the clock mechanism room, located at 32 FT.
47. **Post 143**. A two-story triangular room 40 FT across, supported by seven rusty-looking steel posts 38 FT tall, a three-segment metal ladder lead up to the tower from the ground. The post is staffed by four **Ulutu** armed with Rapiers and Long Bows (20 arrows each, 2x *paralysis* 1d100 minutes, save 1d20 GTET [32-Stamina], 1x *slaying*, save 1d20 GTET [28-Will]). The post also has six *poisoned* Throwing Knives (*fatal* to mortals, save 1d20 GTET [25-Stamina]), a weighted steel net, four Javelins, two stink bombs, two flash grenades (1d100 minutes *blindness*, save 1d20 GTET [30-Stamina]), twenty-seven wholesome meals, 6 gallons of clean water, 82 SP, 101 GP, and a 4250 GP green jade piece.
48. Thick clouds of a putrid purple gas are found throughout a Z-shaped region; the top/bottom segments are 550 FT by 200 FT and the diagonal segment is 720 FT by 320 FT. Adventurers cross the region become *nauseous* for 1d4\*1d100 minutes (save 1d20 GTET [32-Stamina], checked every 5 minutes of exposure); affected persons experience *strong cramps*, temporarily reduce their Agility and Will statistics by 4 points, and apply a -3 penalty to TH and other tasks requiring physical dexterity (e.g. climbing, opening locks, disarming traps, throwing, etc.).

# First Circle, East and Southwest Maps



49. Adventurers find Lochin Mac'Raerry (male Human, neutral Air/Earth Wizard L15) in a one-story black stone building with a slate roof. He is three-quarters finished with the process to construct two *Wax Golems*, which lay in molds on the floor, along with other equipment related to golem construction. He has four books (each 1d8\*1d8\*100 GP) about building golems.
50. The *continuous sound of snapping fingers* occurs inside a Y-shaped region; each segment is 750 FT long by 400 FT wide. Adventurers crossing the area become *incoherent and confused* for 1d4\*1d100 minutes after 10 minutes exposure (save 1d20 GTET [33-Will], checked at 10 minutes and every 5 minutes thereafter). The sound may be heard in the dark from 100 FT away (no effect until the region is entered).

## Southwest Map

1. **Spire of Westerband.** A 201 FT tall circular structure constructed of dark green seamless green glass. The base is 44 FT across; the spire is 30 FT wide at 80 FT, 20 FT wide at 130 FT, 10 FT wide at 185 FT, and 3 FT tall at 200 FT. The base is surrounded by an inlaid sixteen-point compass. A 12 FT wide balcony circles the spire at 100 FT and a 7 FT wide balcony is at 150 FT. A statue of a bound angel is on the peak.
2. A 450 FT by 188 FT rectangular area is permanently at 10°, with occasional (1d20 roll GTET 12) light snow flurries. Adventurers crossing the area become *deaf* for 2d100 minutes (save 1d20 roll GTET [32-Stamina], checked every 50 FT of travel or every 3 minutes). The cold can be felt in the dark from 50 FT; Adventurers with Infrared vision can see the area from 150 FT.
3. An 18 FT long S-shaped yellow stone altar is on a 28 FT by 25 FT area paved in dark yellow stones,

# First Circle, Southwest Map

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3. **(continued)**...surrounded by a 3 FT yellow wood fence. Three silver Unholy Symbols are inlaid into the plaze, representing Lucifer, Samael, and Shaitan. Three Sessin arrive here 15 minutes after the Adventurers.
4. **Museum of Salborteen.** A circular two-story building 220 FT in diameter, constructed from a dark brown stone, entered through bronze doors (Strength GTET 26 to move) on the west and east sides. The museum is noted for its collection of meteors and rare rock fragments found in the Ethereal and Astral Planes. The Museum Director is Drotiromby (**Zoybim**). The staff includes thirteen **Zoybim**, four **Type 1A Devils**, three **Common Devils**, a male Dwarf **Vampire**, and a female **Lycanthrope** (Wolf).
5. A three-room underground complex with stairs to the surface, the stair is surrounded by a 6 FT green wood wall. The post is staffed by four **Type 1A Devils** and a **Type 1C Devil**. They are armed with long-handled War Hammers (1C has +2, *Cold Weapon*) and two silver-bladed Dirks each. The post also has three Long Bows (60 arrows, 3x 1d100 minutes *sleeping*, save 1d20 GTET [30-Stamina], 2x *Slaying*, save 1d20 GTET [34-Will]), ten Throwing Knives, two stink bombs, twenty-three wholesome meals, four gallons red wine, eight gallons clean water, 200 FT of strong rope, 10 wood stakes, 30 steel spikes, three heavy mallets, and a magnetic compass. The door has a poison gas trap that can be activated (-5 disarm trap, range 10 FT, 1d100 minutes *paralysis*, save 1d20 GTET [32-Stamina]).
6. [1] Two P-shaped pools of sparkling blue water are found in a 130 FT by 90 FT area paved in light blue stones. The pools are 85 FT long by 25 FT wide, with a blue stone pedestal, arranged opposite each other to form a semi-closed area. A 10 FT white stone statue of a Type 1C Devil is on the east end pedestal in the pool, a 12 FT rust-colored statue of a Type 1E Devil is on the west end pedestal. The pools are inside a 3 FT white stone wall and are 14 FT deep. [2] Adventurers find Balsuily (male Human, neutral Shaman L14, mystic-seer) meditating in the center of three 20 FT yellow stone obelisks arranged in a triangular pattern (glowing lines on the ground connect each obelisk). A bronze plaque in Infernal Cant is found on one obelisk, it translates as, "*In memorium for the sacrifice of Lygiddit, loyal officer of Shaitan.*"
7. An L-shaped area is perpetually bombarded by 4 inch hail. The short segment is 200 FT by 100 FT, the longer segment is 500 FT by 140 FT. Adventurers suffer hp1d3 every 30 FT of travel (avoid 1d20 GTET [33-Agility], damage is 1d10 on a saving roll of 1).
8. Purple, grey, tan, and spotted Toadstools grow thickly in a 400 FT diameter circular area, ranging from 3 FT to 9 FT tall with heads from 6 FT to 15 FT wide. The fungi produce an unpleasant aroma that can be smelled in the dark from 90 FT. Adventurers disturbing or bumping the toadstools cause clouds of spores (avoid 1d20 GTET [33-Agility], checked every 20 FT of travel {any one Adventurer disturbing the toadstools causes a spore cloud affecting everyone}). Spores cause hp1d4 lung damage (1d8 Dwarf and Gnome), save 1d20 GTET [30-Stamina], checked every spore cloud. The toadstools are poisonous unless thoroughly cooked, then are safe and highly nutritious (but subject to the native Gehenna food binding effect).
9. **Cheeban Manor.** A four story C-shaped Manor house is surrounded by a grove of pecan trees. The ground floor has fourteen rooms, including the parlor, kitchen, large and small dfencing room, music room, spaining rooms, study, and receiving room. The second floor has eighteen rooms, including two offices, a small library, and three bedroom suites. The third floor has fourteen rooms, including a gymnasium, fencing room, music room, small theater, and spa. The fourth floor has ten rooms comprising three bedroom suites. A canopied sitting area is on the roof. The manor is occupied by Lysorrez (male Gnome, evil Fire Wizard L16), along with his three wives Luboa, Canakrin, Eliza, and sons Horush, Jalmy, Ulumbor, and Tellskan. The staff consists of five **Common Devils**, three **Ordinary Devils**, three **Zoybim**, a **Type 1B Devil**, five **Skeletons**, two **Zombies**, and a **Centaur of Hell**.
10. **Fort Pollizixin.** A three-story green stone Keep is surrounded by six two-story wood buildings, inside two concentric 30 FT walls; the outer wall has nine towers. The area between the walls is filled with bubbling pitch. Explosive mines are buried throughout a 40 FT wide area outside the fort (avoid 1d20

# First Circle, Southwest Map

10. **Fort Pollizixin, continued**...GTET [32-Stamina] checked every 10 FT, 1d12 damage). The Garrison Commander is Blebiceye (**Gaityas**). The garrison consists of four squads of **Ordinary Devils**, two squads of **Type 1B Devils**, ten **Infernal Hounds**, three **Centaur of Hell** bowmen, a **Fe'uer Troll**, and a **Cloud Giant**.
 

be heard from 40 FT away. There is no barrier that prevents access to the pools; an Adventurer near to, or among, the pools falls in unless succeeding on a 1d20 roll GTET [22-Agility], checked every 5 minutes; lava inflicts hp3d8 damage/round. A patrol consisting of a **Beng** and six **Pruddin** arrives here 30 minutes after the Adventurers.
11. [1] Adventurers find a group of ten good male Dwarf Warriors (5x L10, 2x L11, 2x L12, 1x L14) camped in the cellars beneath the burned-out ruins of a hostel. They are traveling to Mexaman's Mine in the northeast region of the Second Circle of Hell, to find the Pendant of Forothia, a rumored good artifact. [2] **Kollandish Forge**. A T-shaped two-story red brick building, entered from either end of the short segment. The forge is known for its excellent tools. The Master Smith is Othare (**Centaur of Hell**); the staff consists of four **Ordinary Devils**, four **Centaurs of Hell**, two **Zoybim**, an **Ogre**, and a burly Human (Strength 22). Adventurers can find 2d20 well-made tools of virtually any type (hammer, screwdrivers, tongs, pliers, chisels, pry bars, etc.). An *invisible* door leads to a strongroom (-12 open lock) which holds forty-five iron ingots, twenty-eight steel ingots, six bronze ingots, fourteen copper ingots, six silver ingots, two gold ingots, and an ingot each of electrum and adamantium.
12. Four circular bonfires are arranged three forming a base line with one along a perpendicular from the center (forming the point of a triangle). Each bonfire is a 12 FT diameter circle, with flames from 10 FT to 15 FT tall. A stack of wood (from the Wood of Errors in Gehenna) is 50 FT long, 4 FT thick, and 5 FT tall. The fires are tended by two **Type 1B Devils** and two **Type 1C Devils**. The fires can be seen in the dark from 100 FT away (200 FT on 1d20 rolls GTET [30-Intelligence]); the heat can be felt from 40 FT; an Adventurer with Infrared vision sees the fires from 300 FT.
13. Three natural pools of lava are each shaped like V's, and arranged so that the pools overlap one another. Each V segment is 60 FT long by 24 FT wide; there is 15 FT between them. The bubbling lava can be seen in the dark from 125 FT away (300 FT on 1d20 rolls GTET [30-Intelligence], 500 FT by Adventurers with Infrared vision); the heat can be felt from 80 FT away, the bubbling sounds can
14. Adventurers passing through a 600 FT diameter circular area are *invisible* to one another (save 1d20 roll GTET [35-Will], checked every 50 FT of travel; the effect persists an additional 1d20\*30 seconds after departing the zone); the circle perimeter is marked by a thin white glowing line. Any inanimate object held or carried remains invisible (including light sources and associated light) but become visible when dropped. Adventurers are able to hear one another.
15. Twenty-two HD6 **Minotaurs** with double-bladed axes are found cutting limbs and trunks in a stand of petrified trees. The trees are from 18 FT to 45 FT tall, with limbs 10 FT to 30 FT. The trees are found close together in a rectangular area 400 FT by 175 FT.





# First Circle, Southwest Map

16. [1] A one-story black stone building is in ruins, with holes in the wall, a partially-destroyed metal dome, fallen exterior columns, and damaged stairs. The bronze doors partially hang from their hinges. Black lines and scorch marks are evident on the walls. The interior has eight rooms, one of which is a large open area that once was a Temple (aura of evil). Gaap's partially-ruined Unholy Symbol is mounted on one wall. Four of the other rooms are partially-collapsed and uninhabitable. A hidden compartment (-6 to find) in the overturned and cracked altar holds a silver *Ring of Spell Storing* (capacity 25, 5x 2d8 Fireball). Three HD6 **Basilisks** inhabit the ruin. [2] Two black metal stairs are found together on a 25 FT by 25 FT black stone base, the bases close together and the steps angled away, forming a V pattern. Each stair is 9 FT wide and 35 vertical FT high. A person who walks off the top of one stair finds themselves descending on the other. A scroll is attached to the underside of the top step on the left stair (-14 to find); the scroll contains: *Alter Realities* spell (wish; cannot be used to escape Hell), *Clone*, *Reincarnation*, and *3d8 Meteor Swarm*.
17. **Camp Garrockskash**. The camp consists of fourteen one-story wood buildings arranged around a rectangular parade ground. A 20 FT wire mesh fence surrounds the compound, inside a 30 FT wide moat of burning oil. The Garrison Commander is Hoydeccat (Vackli). The garrison consists of three squads of **Common Devils**, two squads of **Type 1B Devils**, a squad of **Type 1D Devils**, fourteen **Harpies of Hell**, three male **Lycanthropes** (Bear), nine **Ghouls**, and two male Human **Vampires**.
18. **Droessly Mausoleum**. A three-story black stone structure, 50 FT across, entered through a steel door (-12 open lock, Strength GTET 29 to move). The first floor has tapestries depicting a large infantry battle and an empty 16 FT stone tomb, a hidden (-12 to find) door leads to the second floor. The second floor has an 8 FT altar dedicated to Shaitan, a tapestry of \*. The third floor walls are painted with scenes of tropical volcanoes erupting; a 14 FT red stone tomb holds the well-preserved corpse of Elimina (female Half-Elf, neutral Shaman L8, Droessly's wife), a 12 FT white stone tomb holds the brittle and moldy remains of Droessly (male Elf, evil Air and Fire Wizard, L11). Adventurers breathing air released from Droessly's tomb become unconscious for 1d100 minutes (range 10 FT, save 1d20 GTET [32-Stamina]). A hidden compartment in the cover of Elimina's tomb holds a treasure map written in invisible ink. A patrol consisting of a **Sessin** and a squad of **Uluta** arrives here 35 minutes after the Adventurers.
19. A white brick building has an H-shaped ground floor, with the connecting segment having 3 floors. The two parallel segments are 80 FT by 30 FT, the center segment is 160 FT by 45 FT. The ground floor has nine offices (4x **Gaityas**, 2x **Nimidoryas**, 2x **Beng**, one empty), and a work room for fifteen HD5 **Doppelgangers** in the form of Zoybim. The rectangular second floor has five offices (3x **Assura**, 1x **Gaityas**, one empty), a ward room, conference room, and file room (all in Infernal Cant). The third floor has a work room for twelve HD5 **Doppelgangers** in the form of Zoybim, a workroom for six HD6 **Medusa**, and three file rooms (all in Infernal Cant). A hidden (-8 to find) floor compartment on the second floor {under a large desk which must be moved} holds five ingots of gold, a platinum ingot, and two silver ingots.
20. Adventurers find Hamel Morkus (male Dwarf, good Crusader of Annuruck; Hamel applies a +6 bonus to tracking rolls) searching in an abandoned four-story rectangular tower; he is on the fourth floor going through some broken furniture.
21. **Zadacene Temple**, dedicated to Lucifer. An H-shaped one-story building, entered through silver (-6 open lock, Strength GTET 30 to move) doors centered in each long side, at the top of white stone stairs. The north segment is the worship area, having a 12 FT black stone altar, two 5000 GP silver Unholy Symbols, two 12 FT black statues of Lucifer, a 17 FT white statue of Lucifer, a 10 FT copper statue of Shaitan, two copper braziers, an inscribed Unholy circle, and three tapestries depicting Lucifer fighting with Annuruck. The south segment has twelve rooms, including an evil sacristy, robing room, two offices, a pantry, a small meditation chapel, and two sleeping rooms. The temple is tended by Tellibu (**Uluta**), Hallaker (**Sessin**), Malicho (**Type 1D Devil**), and Espax (**Type 1C Devil**). A hidden (-14 to find, -8 open lock) holds 72,840 GP in coins, fourteen silver ingots, seven gold ingots, and three adamantite ingots.

# First Circle, Southwest Map

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22. Adventurers crossing a cruciform-shaped area have their language abilities disrupted (save 1d20 GTET [34-Will], checked every 50 FT of travel or every 5 minutes; persists 70-(3\*Will) minutes after exiting the area. Each segment of the cruciform is 260 FT by 160 FT, and the perimeter is marked by a thin glowing redline, visible in the dark for 50 FT. An affected person is unable to verbally communicate in any language they know, and is unable to understand any enchanted item with translating abilities; an affected person must succeed on a 1d20 roll GTET [33-Will] to successfully communicate in writing, checked per writing attempt (not applicable to illiterate Adventurers). Adventurers meet two *confused* HD9 **Efreets** while in this area (affected by the language effect).
23. A two-room one-story wood building is surrounded by an 8 FT wood fence. The post is occupied by a **Sessin** and three **Ulutu**. They are armed with double-bladed War Axes and Cavalry Swords (Sessin +2, *Spell Blade*, 4x 2d8 *Lightning*). The post also has three stink bombs, two flares, two flash grenades (1d100 minutes *blindness*, 12 FT radius, save 1d20 GTET [30-Stamina]), a Long Bow (20 arrows, 3x 1d100 minutes *paralysis*, save 1d20 GTET [32-Stamina]), two 1d10 *Healing Potions*, twenty-six wholesome meals, 8 gallons clean water, 1 gallon cider, and a 500 GP silver ring.
24. Adventurers find Iglatas Nuthin (neutral male Human, Warrior L14, apply +4 TH with bows) camped in a shallow cave on the north side of a hillock; the hill is 130 FT long by 48 FT wide by 32 FT high at its center. Iglatas is a well-known hunter, looking for a big game trophy.
25. A two-story T-shaped blue stone building with copper roof, the entrance is guarded by three **Ulutu**. The first story holds the courtroom of Vayhaskki (**Nimidoryas**, Infernal Magistrate), its Bailiff Uttsan (**Vackli**), Bollus (**Minotaur**, office manager) and their ten **Zoybim** clerks. The second floor has offices for six **Sessin**, two **Vackli**, and a **Beng**, along with two file rooms, a pantry, a conference room, and a storage room. A patrol consisting of a **Beng**, **Sessin**, and a squad of **Ulutu** arrives here 50 minutes after the Adventurers.
26. **Pushpath Monument**. A 12 FT brown stone statue depicts a Type 1D Devil holding two Javelins, standing on a globe. The statue is surrounded by eight upright stone panels, each 10 FT tall by 7 FT wide by 1 FT thick; the outer sides of each panel depict scenes from a desperate battle between Infernal Legion XXXXI and three legions of Demons that occurred 3851 years ago. A inscription in Infernal Cant on the statue's base translates as, "*In memory of the unflagging devotion and heroism of Rupdeff Dloin in the battle of Pushpath Bay.*" A person who rubs both javelin heads gains a +3 TH bonus using missile weapons for the subsequent 48 hours.
27. A Y-shaped area is at a constant 120° air temperature, and the ground is at 105°. Each segment is 220 FT by 185 FT. The heat can be felt in the dark from 150 FT away (225 FT on 1d20 rolls GTET [30-Intelligence]; Adventurers with Infrared vision see the area from 400 FT away. Adventurers come down with *heat exhaustion* {see *Codicil of Maladies*} unless succeeding on a 1d20 roll GTET [32-Stamina], checked every 30 FT or 3 minutes.
28. **Castle of Tears**. A cylindrical six-story Keep constructed of violet-colored stone has three Ballistas on the roof. The Keep is surrounded by a 25 FT square wall with four corner towers and a portcullis. A second wall is 35 FT tall topped by spikes and ground glass, with eight towers (four with catapults). Between the walls are nine one-story wood buildings. The castle is surrounded by trenches and earthworks. The Garrison Commander is Huigex (**Gaiyyas**); the garrison consists of four squads of **Type 1A Devils**, two squads of **Harpies of Hell**, along with eight **Sessin**, fourteen **Ulutu**, six **Werdu**, a **Mountain Troll**, and four **Ghouls**. Nonia (female **Djinn**, one of Shaitan's mistresses) is rumored to have an apartment in the Keep.
29. **Miskobol's Tomb**. A one-story pink stone building has a copper dome roof, the building is entered through a silver door (-12 open padlock, Strength GTET 30 to move). The east and west exterior walls have inlaid frescoes depicting Gargoyles prostrated in front of a winged Mountain Giant. The interior has black granite floors and walls, two tapestries depicting a winged humanoid figure flying over a city in a high mountain valley, and a 22 FT stone sarcophagus (cover has three 20 inch winged monkeys with 1000 GP amber eyes, requires Strength GTET 30 to lift, is sealed with a bead of lead). The well-preserved body of Miskobol,

# First Circle, Southwest Map

29. **Miskobol's Tomb, continued...** {winged} Mountain Giant, is inside the sarcophagus, buried in a long purple hooded robe. Miskobol is buried with a {giant sized} silver *Ring of Command* (Gargoyles, 1000 FT, limit 25 simultaneously), a {giant sized} *Ring of Shapechanging* (Gargoyle, 30 minutes, 82x), a platinum *Earring of Telepathy*, a 1600 GP gold-amber nose ring, and a 8700 GP gold-turquoise armband.
30. A group of nineteen HD4 **Zithrebee's Spiders** {steam breath} are found at a kidney-shaped hot spring; the spring is 128 FT long by 48 FT wide by 44 FT deep in the center, the water is at 120°. A bubble of noxious gas bursts from the pool on 1d20 rolls GTET 17, checked every 10 minutes; persons within 50 FT of the pool become unconscious for 1d100 minutes (save 1d20 GTET [32-Stamina]). Adventurers with Infrared vision see the pool at a distance of 200 FT, the sulfurous aroma can be smelled in the dark from 60 FT.
31. **Prelberbeng Works.** A three-story rectangular blue stone building, 210 FT long by 110 FT wide. The building houses a well-known glassworks which produces a wide variety of high-quality glass and ceramics for use by important persons (Infernal Generals, Earls, Dukes, etc.). The Master Glazier is Rougier Sweeb (**Centaur of Hell**). The staff consists of four **Zoybim**, two **Common Devils**, five **Centaur of Hell** glaziers, two **Minotaur**, and eight **Type 1B Devils**. A strong room (-10 to find, -10 open lock) holds three copper ingots, a bronze ingot, six silver ingots, three gold ingots, two electricum ingots, and an ingot of platinum.
32. **Loistarwold Gaol.** An L-shaped three-story orange brick building is entered at either end through 10 FT steel doors (-10 open lock, Strength GTET 25 to move); the doors are each guarded by two **Ulutu**. The first floor holds offices, a locker room, pantry, work-out room, small armory, kitchen, and an infirmary. The second floor holds sixty-eight cells and four magic-suppressing cells. The third floor hold eight-four cells, including ten for large creatures, and six sized for up to four inmates. A small inmate exercise area is on the roof. The Warden is Valadarma (**Vackli**); the staff consists of nine **Common Devils**, three **Ordinary Devils**, eleven **Ulutu**, seven **Sessin**, five **Type 1A Devils**, nine **Type 1B Devils**, ten **Zoybim**, a **Common Troll**, an **Ettin**, and eight **Bugbear** slaves. The prominent prisoners include Exshotor (**Type 1E Devil**, former Infernal Magistrate convicted of bribery), Ailna Swokekki (good female Gnome, Shaman L12), Modogruen (**Efreet** thief), and Hoipatappon (**Type 2C Devil**, murdered Infernal General Brytach).
33. A one-story square building has six rooms. The building is surrounded by an *electrified* 12 FT wire mesh fence (delivers hp1d10 per touch, save 1d20 GTET [32-Stamina]). The post is staffed by three **Ulutu** and two **Type 1A Devils**, armed with Spears (*Good Bane*), iron-shod Quarter Staffs (*damage +2*), and Short Swords. The post also has two Long Bows (40 arrows, 4x *sleep* 1d100 minutes, save 1d20 GTET [30-Stamina]; 2x *slaying*, save 1d20 GTET [32-Will]), eight Throwing Stars, four Throwing Knives, two flash grenades (1d100 minutes *blindness*, 15 FT, save 1d20 GTET [30-Stamina]), a bolo, sixteen wholesome meals, three gallons of average-quality ale, a gallon of good-quality wine, 200 FT rope, twenty iron spikes and heavy mallet, fourteen wood stakes, and a finger puzzle.
34. Six black rope nooses are attached to 24 FT stone posts with 8 FT cross-arms. The posts are 20 FT apart and form a single line in a 180 FT by 55 FT rectangular area paved in black stone, surrounded by a 3 FT black wood fence. Three nooses enclose the necks of deceased Harpies of Hell (each has a 20 pound stone ball chained to each wing). A male Human's corpse hangs in another noose; the human is dressed in a garish orange-pink jester's outfit. The corpses are guarded by three **Prudddin**. Four **Zoybim** are throwing tomatoes at the corpses.
35. **Hazzurmung Shrine**, dedicated to Shaitan. A cruciform one-story black marble building with a slate roof, the exterior is surrounded by 16 FT columns carved in the image of Type 1C Devils. The shrine consist of six rooms, including a meditation chamber, a reading room with devotional texts, a ritual mud bath chamber, a cold water bath chamber, a room with four 15 FT bronze statues of Shaitan, and a room containing a 18,500 GP platinum reliquary (contains eight of Shaitan's teeth) on a pedestal. The bones of Hazzurmung (Type 1C Devil, Deacon of Shaitan) are under a stone slab in the devotional room.

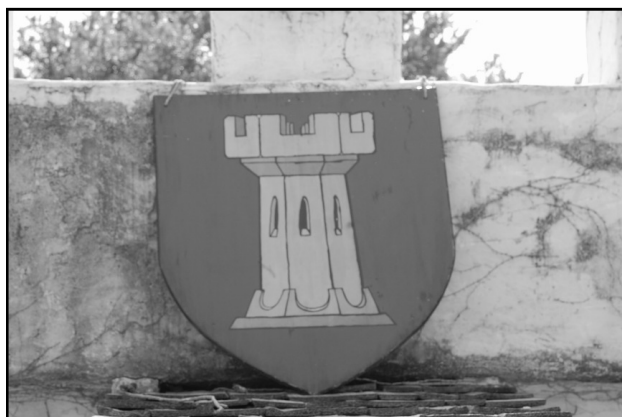
# First Circle, Southwest Map

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36. [1] Five HD12 **Cloud Giants** are found eating lunch on a 80 FT by 35 FT cloud, hovering 25 FT above the ground. They have food enough to make 68 wholesome meals, and nine 50-gallon barrels of hard cider. [2] **Faurgery Mine**. A circular open pit platinum mine, the pit is 140 FT by 90 FT by 24 FT deep {in operation about 20 years}. The surface installations consist of three one-story wood buildings, a one-story stone forge and smithy, three 12 FT wood water tanks, two sturdy wood hoists, and a five-room underground office. The Mine Manager is Tre'Jokim (**Mountain Giant**); the staff consists of sixteen **Ordinary Devils**, fourteen **Zoybim**, nine **Type 1A Devils**, four **Type 1B Devils**, eight **Ulutu**, two **Sessin**, two **Common Trolls**, three male **Lycanthropes** (Boar), and an **Ogre**. A hidden (-12 to find, -10 open lock) underground strong room holds eight silver ingots, six gold ingots, twenty-one platinum ingots, three electrum ingots, an adamantite ingot, and four aluminum ingots.
37. Eight **Ogres** are found in an area 80 FT across, each has been transformed into a pillars of salt, caught in moving poses.
38. Four one-story wood buildings are 100 FT long and arranged to form a square around a courtyard. The north building holds forty-nine barrels of oranges, one hundred-ten barrels of lemons, and eighty-two barrels of peaches. The east building holds seventy-nine barrels of vinegar, one hundred twenty barrels of olive oil, and sixty-one barrels of cider. The south building is refrigerated to 40° and holds two hundred fourteen barrels of milk. The west building holds ninety-four crates of beans, one-hundred forty-two crates of rice, one-hundred seventy crates of biscuits, and forty-three crates of leaf tea. The warehouse workers include a **Sessin**, two **Ulutu**, nine **Common Devils**, two **Zoybim**, and an **Ogre**.
39. **Kresstoil Manor**. A three-story white stone manor house with a flower garden to the north, a vegetable garden to the south, and eight beehives to the west. The ground floor has fourteen rooms, including the Great Hall, parlor, library, kitchen, two storerooms, maid's room, and sewing room. The second floor has five two-room suites, a music room, a parlor, an office, and a balcony. The third floor has two suites of six rooms and a suite of three rooms, along with baths. The manor is occupied by Gabbir al'Fatijannah (HD10 **Efreet** Vizier), his four wives (female **Efreet**, Gailay, Desdaminna, and Ralwahna). The staff consists of six **Common Devils**, three **Type 1B Devils**, two **Type 1C Devils**, five **Zoybim**, three **Centaurs of Hell**, a **Minotaur**, and seven HD6 male **Efreet**). Gabbir is particularly fond of historical epic poetry and often entertains well-known poets and singers.
40. [1] A 6 FT diameter vertical shaft leads to a 20 FT by 10 FT room 50 FT underground. The room contains two rounded green stone sarcophagi bound in silver chains with silver metal seals. Each sarcophagi holds a HD10 **Wraith**. The second tomb also has three diamonds (5500, 8200, 10,750 GP), an ivory elephant figurine (aura of enchantment, 11,000 GP), and a silver-bladed Dirk (+3 *damage versus Undead*). [2] A circular area 450 FT across has no oxygen. Adventurers crossing the area become unconscious after 100 FT of travel (save 1d20 GTET [32-Stamina], checked every additional 25 FT); an unconscious person dies after a number of rounds equal to their Stamina statistic.
41. Adventurers crossing a rectangular region 480 FT by 240 FT have any active enchantments, spells, cantrips, or glamours immediately negated.
42. Thick, wet, snow falls continuously throughout a circular region 800 FT in diameter; the region is at a continuous 26°. Adventurers with Infrared vision see the region in the dark from 300 FT and feel the cold from 50 FT. Visibility in the region is limited to 15 FT.
43. [1] **Henge of the Bulls**. An arrangement of three interwoven U-shaped double lines of black marble bulls, each bull is 16 FT long by 8 FT tall, with eyes of cat's eye. The U's are arranged so the middle U covers the open end of the interior line, and the outer U covers the open end of the middle U. The first U consists of 22 bulls spaced 12 FT apart; the middle U consists of 48 bulls spaced 12 FT apart, and the outer U consists of 86 bulls spaced 14 FT apart. A 6 FT solid silver calf figure in in the center of the inner U, lying feet up in a deceased posture. One bull in each U has 5000 GP emeralds as eyes, an Adventurer who rubs the nose and tail of each of these bulls within a 3 minute span is immune to trampling attacks for the subsequent 96 hours and can summon 1d20 HD4 Bulls once in the subsequent 48 hours.

# First Circle, Southwest Map

43. [2] Adventurers find a HD12 **Nine-Headed Hydra** grazing in a dense patch of **Flowers of Forgetfulness**, 250 FT across. Adventurers exposed to the flowers suffer a total amnesia regarding the preceding 2d20+5 years for a number of months equal to [32-Will], save 1d20 GTET [32-Will], checked every 3 minutes of exposure).
44. Rust-colored cacti grow densely throughout a square region 1100 FT on a side, growing in heights from 4 FT to 9 FT, with long sharp needles. Adventurers pushing through the region suffer hp1 for every 20 FT of travel unless they are protected by strong metal armor. An Adventurer is attacked by a needle-shooting cactus every 100 FT of travel (hp1d6, avoid 1d20 GTET [28-Agility]). The cacti meat is poisonous if consumed raw but somewhat nutritious after being thoroughly cooked.
45. Adventurers come across a **Sessin** and squad of **Ulutu** at work repairing a circular stone well, 16 FT in diameter.
46. Many jagged fissures occur in the ground throughout an S-shaped region 900 FT by 450 FT wide. Fissures are 2d20+15 FT long, 1d8+5 FT wide, 1d12+10 FT deep. Adventurers crossing the region in the dark fall into a fissure unless succeeding on a 1d20 roll GTET [28-Agility], checked every 25 FT of travel. A fissure releases a putrid gas (choke 1d20 rounds, save 1d20 GTET [30-Stamina]) on 1d20 rolls GTET 16.
47. An O-shaped region is continually bombarded by 1d12 meteors. The 150 FT diameter inner region is free of bombardment; the active region is 500 FT across. Adventurers suffer a meteor hit every 50 FT of travel (avoid 1d20 GTET [33-Agility]). The ruined 30 FT diameter base of a tower is in the safe region.
48. A group of HD8 **Dopplegangers** in Gargoyle shape are found gambling with three actual HD5 **Gargoyles** in a roofless one-story two-room cottage. Together they have 428 CP, 213 SP, and 186 GP, along with fifteen wholesome meals, 10 gallons of clean water, six gallons of good-quality ale, four bottles of good-quality wine, and a 3 gallon cask of mead.
49. **Rettyhoyban Armory**. A three-story red stone building 140 FT long is next to an 89 FT diameter circular one-story red stone building with a copper roof. The armory is known for its well constructed shields and foot gear. The one-story building is dedicated to shield construction, half of the first floor of the rectangular building is dedicated to leather work. The Armory Manager is Jecksor Vasasum (evil male Dwarf, Warrior L9, Master Smith, Master Leather Worker). The staff consists of thirteen **Zoybim**, ten **Ulutu**, three **Sessin**, a **Beng**, five **Type 1A Devils**, three **Type 1B Devils**, two **Harpies of Hell**, and two female **Minotaur**. The armory has a current inventory of 118 small wooden shields, 92 small metal shields, 228 medium wood shields, 175 medium metal shields, 71 metal tower shields, 107 pairs of leather boots, 63 pairs of studded-leather foot covers, 54 pairs of metal foot protectors, and 112 pairs of studded leather leggings. A hidden (-12 to find, -10 open lock) strong room holds five bronze ingots, two copper ingots, eighteen steel ingots, eight silver ingots, two gold ingots, four ingots of adamantium, and an electrum ingot.

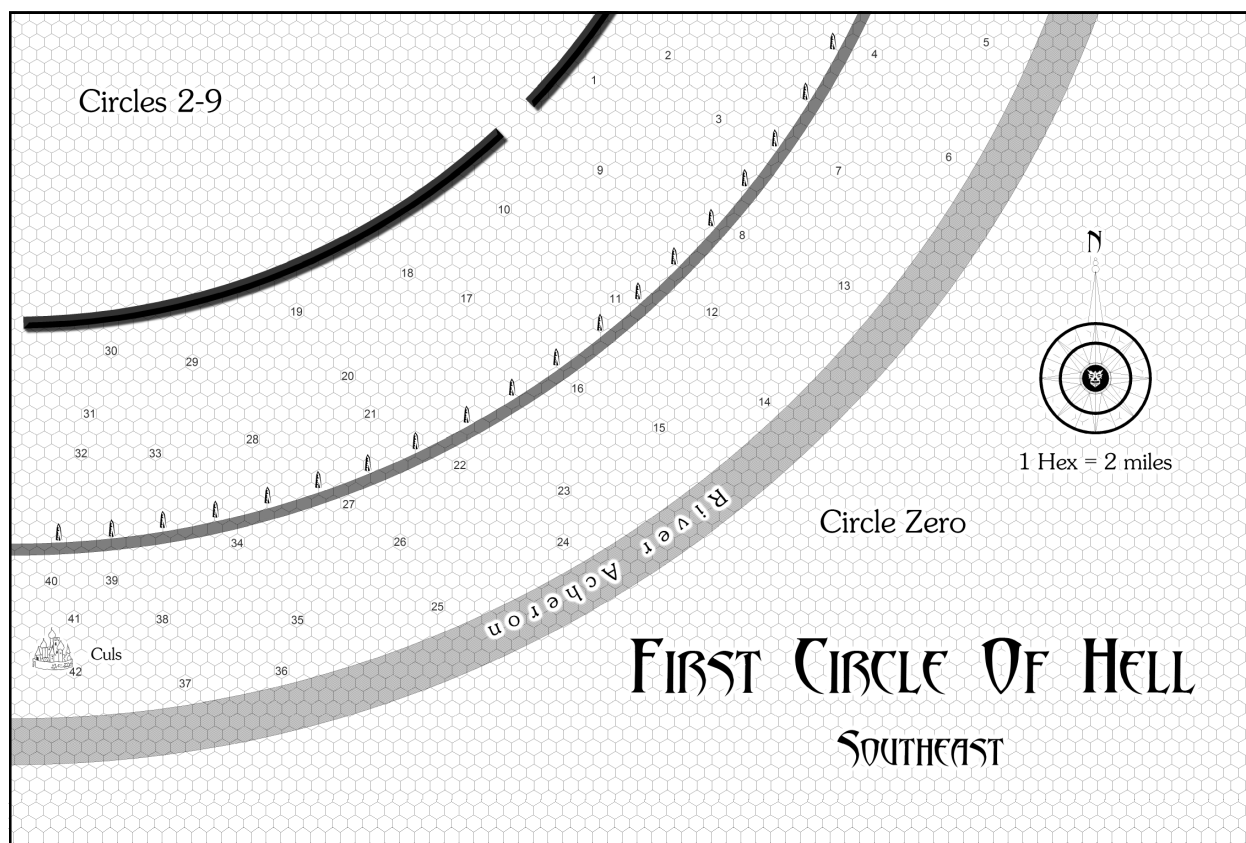


50. **Thophelles Garden**. A walled oval compound, 420 FT long by 275 FT wide, the wall is 14 FT tall. There are arched gates at the northwest, northeast, southeast, and southwest compass points. The garden is known for its extensive collections of flowers with psycho-active pollens, gasses, mists, surface powders, seeds, and other body parts. The Head Gardener is Wallisdisa (evil female Elf, Warlock L8, Master Gardener); the staff consists of four **Ordinary Devils**, a **Common Devil**, three **Zoybim**, six **Type 1A Devils**, three **Type 1C Devils**, a **Medusa**, four **Centaur**s, and a female **Minotaur**.

# First Circle, Southeast Map

## Southeast Map

1. A triangular area is at a permanent  $-10^{\circ}$ . Each of the three sides is 650 FT long. Unprotected Adventurers crossing the area suffer hp1 cold damage every minute (save 1d20 GTET [32-Stamina]). An Adventurer may go into hypothermia {see *Codicil of Maladies*} after suffering hp8 damage (save 1d20 GTET [28-Stamina], checked every 5 minutes). Adventurers feel the cold in the dark from 110 FT away (150 FT on 1d20 roll GTET [30-Intelligence]); an Adventurer with Infrared vision sees the area from 275 FT away.
2. A green metal platform consists of four circular sections, each 22 FT in diameter; the sections are joined together in the center, forming a clover-shape. The platform is supported by twenty green stone columns, each 14 FT tall by 6 FT in diameter. Black metal stairs are located on the northwest and southeast sides of the platform. Adventurers find three HD6 **Leprachauns** on the platform, along with two black Goats and two HD1 **Trained Dogs**.
3. Blue-green cacti grow thickly in an octagonal area 420 FT across. The cacti are between 6 FT and 20 FT tall. Adventurers stumble into the needles in the dark unless succeeding on a 1d20 roll GTET [30-Agility], otherwise suffer hp1d4. Adventurers not fully protected by metal armor suffer hp1 for every 10 FT they push through the cacti. The cacti are edible if boiled. The cacti sap can be used to repel giant insects for 1 hour after being collected.
4. A one-story single-room wood building sits on top of a small hillock; the hillock is 59 FT long by 37 FT wide by 14 FT tall, with a 12 FT wood palisade around the base. The post is occupied by two **Common Devils**, two **Ordinary Devils**, and a **Sessin**. They are armed with two Machetes and a Dirk each. The post also has four Javelins, two iron-shod Quarterstaves, a Long Bow (22 arrows, 3x 1d100 minutes *paralysis*, save 1d20 GTET [30-Stamina]), a Crossbow (10 bolts, 1x *slaying*, save 1d20 GTET [32-Will]), nineteen wholesome meals, 10 gallons of clean water, a bottle of good-quality mead, three clay pots of honey, and a set of gaming dice.



# First Circle, Southeast Map

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5. Low white stone walls border six 50 FT by 40 FT garden plots; the plots are arranged in a two by three pattern, separated by 25 FT. Adventurers can each harvest 1d8 pounds of mature rare herbs (80 GP value per pound). Two **Zoybim** are tending the plants.
6. There is no oxygen in a T-shaped region; the cross-piece segment is 600 FT by 275 FT, the perpendicular segment is 900 FT by 325 FT. The region's perimeter is outlined in a faint red line, visible from 40 FT (-4 to find). The oxygen deficient condition extends upward to 50 vertical FT. An Adventurer becomes unconscious after (Stamina-5) rounds (save 1d20 GTET [32-Stamina], checked every round); an unconscious person suffocates after an additional number of rounds equal to their Stamina.
7. **Quellefro Laboratory**. A one-story rectangular grey stone building with two underground levels. The laboratory is known for its investigations of liquefied metals found throughout the Celestial Spheres. The Laboratory Director is Quibbrufong (**Nimidoryas**); the staff consists of ten **Zoybim**, three **Centaurs of Hell**, two **Type 1B Devils**, three veiled **Medusa**, and two **Common Devils**. A patrol consisting of a **Sessin** and a squad of **Ulutu** arrives here 30 minutes after the Adventurers.
8. A 20 FT tall mound is 250 FT long, constructed as a profile of a Sphinx with extended wings. A 14 FT mound on top marks the sphinx's eye. A metal chest is buried (shallow) on top of the eye mound. The chest has a rusted lock (-4 break lock) and contains 500 GP, a 4600 GP ruby, a 8250 GP sapphire, a silver-bladed Dirk in its scabbard, a 6000 GP Unholy Symbol (Lucifer), and a platinum *Ring of Invisibility* (15 minutes, 42x).
9. **Kappokepis Shrine**, dedicated to Shaitan. A 9 FT wide by 32 FT tall copper obelisk sits on a 22 FT by 28 FT area paved in black stone, the area surrounded by a 4 FT fence painted dark purple, with a steel arch on the north side. Purple candles burn along the fence top, located every 5 FT along the perimeter. A transparent 5 FT by 5 FT section located 6 FT off the ground goes through the obelisk, the section encases a *3 FT long hand cleaved from Shaitan* 4820 years ago (regenerated). Each obelisk side has a gold-silver-bloodstone Unholy Symbol to Shaitan hanging at 12 FT (12,500 GP).
10. A perpetual wildfire burns in an X-shaped region, each segment is 280 FT by 140 FT. An azure saw-blade-leafed tall grass grows thickly throughout the region, from 30 inches tall to 60 inches tall. The fire burns the grass skin, which quickly replenishes and continues to fuel the fire. Adventurers see the fire in the dark from 250 FT away and smell the smoke from 400 FT. Adventurers with Infrared vision see the fire from 600 FT. Unprotected persons crossing the area suffer hp1 for every 10 FT of travel. Persons in the area suffer hp1d6 lung damage from smoke inhalation (save 1d20 GTET [32-Stamina]).
11. **Theater of the Implausible**. A three-story cylindrical building constructed of pink stone, topped by a copper dome, a 14 FT bronze statue is on top of the dome depicting a Type 1C Devil wearing a tragic mask. The building has entrances on the north, southeast, and west sides. The theater consists of a 100 FT rounded stage used primarily for storytelling contests, with twenty-five tiers of comfortable padded seating. The All-Malebolge Liars Festival held here every four years. A maintenance crew consisting of four **Common Devils**, an **Ordinary Devil**, and an **Ulutu** is present when Adventurers arrive.
12. A 500 FT diameter circular area is filled 25 FT deep by quicksand. Adventurers crossing the area sink in and become stuck unless succeeding on a 1d20 roll GTET [32-Agility], checked every 25 FT of travel. A stuck person breaks free on 1d20 rolls GTET [32-Strength], checked every minutes; they are sucked underwater after a number of failed attempts equal to their Stamina statistic; a person sucked under into quicksand drowns after (Stamina/10) minutes (save 1d20 GTET [34-Stamina], checked every subsequent round. Adventurers who stumble on the quicksand in the dark fall in unless succeeding on a 1d20 roll GTET [28-Agility]).
13. **Juhrdamfess Gaol**. A two-story T-shaped black stone building, surrounded by a 25 FT permanent *Wall of Fire*, inside a 15 FT permanent *Wall of Ice*. The gaol is a high-security prison for troublesome or high-value prisoners; it has ninety-eight man-sized cells, twelve cells for small (Gnome, etc.) creatures, and twenty-two cells for large (Giant, etc.) creatures. The Warden is Lepprodawsherk (**Hulden**). The staff consists of nineteen **Type 1C Devils**, eight **Type 1D Devils**, three **Type 1E**

# First Circle, Southeast Map

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13. **Juhrdamfess Gaol, continued...Devils**, five **Type 2B Devils**, a **Vackli**, six **Sessin**, and eight **Ulutu**. Prominent prisoners include Pashah Talhomah Dinn (neutral Half-Elf, Warlock L9, brother of the Emperor of Dysoth), Sir Gothmar Quon (good male Dwarf, Crusader L13, Grandmaster of the Order of Balmuth), Deshemmi (evil female Human, Wizard L11 {Fire}, deposed Queen of the Feywell city-state), Yabox (**Class F Demon**, Sultan of Cobo), and Engorutty (**Type 4D Devil**, leader of a conspiracy against Infernal General Pavius).
14. A 7 FT tall oval opening in the ground leads to a 78 FT cave located 50 FT underground (aura of enchantment). The cave walls are encrusted with numerous highly relective quartz flecks and pieces. The cave consumes silver and gold, causing one-quarter pound of each (10 SP, 8 GP) carried per person to disappear every minute; coins disappear first and then other objets of silver and gold. Enchanted objects (silver, gold Ring) will not be consumed.
15. **Blemmi's Hostel**. A Y-shaped three-story black wood building. The ground floor houses a large kitchen, food stores, two underground liquor store-rooms, a root cellar, and two common rooms. The second floor has bathing facilities, a card room, a billiards room, ten single-bed rooms, and two double-bed rooms. The third floor has five bunk rooms for groups, a storeroom, a small library, and the proprietor's suite. The hostel is run by Blemmi Darkore (evil Dwarf, Master Miner, renegade Guild Master, Warrior L6); the staff consists of four **Zoybim**, three **Common Devils**, three **Ordinary Devils**, and two **Ulutu**. Blemmi's wife Yuvang and son Ruiyem also live at the hostel. The current guests include five **Type 1A Devils**, two **Type 1B Devils**, a **Type 1D Devil**, four **Sessin**, a group of five **Harpies of Hell**, a **Medusa**, and three **Gargoyles**. Blemmi only charges good persons 8 GP to stay one night (limit one; robs them on 1d20 rolls GTET 9), neutral persons are charged 6 GP/night (limit four), and evil persons are charged 3 GP/night (limit ten).
16. Nine pits in the ground have oval openings from 20 FT to 40 FT long, 14 FT to 22 FT wide, and are 25 FT to 35 FT deep. The pits are separated from one another by 30 FT. An Adventurer who comes across the pits in the dark falls in unless succeeding on a 1d20 roll GTET [32-Agility].
17. A two-story green stone building houses the offices and courtroom of Infernal Magistrates Hyfroth (male **Fire Giant**) and Recheolba (**Type 5B Devil**), with their Bailiffs Weuncor and Quopgy (both **Sessin**). Each of the two doors is guarded by two **Ulutu**. The building also houses a law library and twenty-eight **Zoybim** clerks.
18. **Ophua Shrine**, dedicated to Samael. A hexagonal area 30 FT by 20 FT, paved in dark blue stone, the shrine area is 15 FT below grade, accessed by a black stone stair. A 6 FT diameter ivory Unholy Symbol is inlaid in both sides of a solid 1800 pound upright slab of green jade, 9 FT by 8 FT by 1 FT thick. Glowing green stones are located every 3 FT along the pit rim. The shrine also has three copper cauldrons of burning oil and a 12 FT copper statue of Samael. Adventurers find a **Type 1D Devil** praying at the shrine.
19. Wholesome food carried into a 720 FT by 440 FT rectangular become putrefying. The rotting effect makes one meal/ration or one-half gallon of drink unhealthy after 75 FT of travel or 3 minutes of exposure. Liver and cognac are the only foods immune to the effect.
20. **Hercanzan Mine**. An underground hard rock silver mine consisting of three horizontal levels at 81 FT, 108 FT, and 166 FT. The mining levels are reached through four vertical shafts. The surface buildings consist of three two-story wood buildings, two one-story stone buildings, two cylindrical wood water tanks, a six-room underground complex, and six hoists. The Mine Manager is Undadottu (**Feu'er Troll**). The staff consists of eleven **Common Devils**, eight **Ordinary Devils**, fourteen **Zoybim**, ten **Type 1A Devils**, four **Ogres**, a **Common Troll**, and an **Ettin**. A hidden (-10 to find, -8 open lock) strong room in the underground complex holds four steel ingots, three bronze ingots, a copper ingot, sixteen silver ingots, two gold ingots, and one ingot each of platinum and electrum.
21. Adventures find Hellanacora (neutral female Elf, Wizard L10 {Shaman}, Healer) is found preparing rare medicinal herbs in the remains of a four-room one-story cottage.



# First Circle, Southeast Map

22. A 12 FT by 7 FT opening in the ground leads to an 89 FT long underground room, 42 FT below the surface. The rough cave is occupied by four HD6 **Komodo Dragons**. There are a variety of broken yellow bones on the cave floor. A careful search (-9 to find) reveals a platinum *Ring of Many Escapes* (62).
23. **Manor Du'Coromondie**. A three-story tan stone mansion occupied by Garnoth Traix (HD7 **Zombie Master**) and twenty-three HD3 **Zombies**. The ground floor has eighteen rooms including a kitchen, three storerooms, a carpentry shop, a stable, an embalming room, and an office. The second floor has twenty-three rooms, including three bedroom suites of three rooms each, a music room, two parlors, and two rooms for displaying art. The third floor has sixteen rooms including a six-room owner's suite, a pantry, and bath. A coot for forty-two **Giant Bats** is located on the roof. The staff consists of seven **Ordinary Devils**, four **Zoybim**, four **Type 1A Devils**, three **Minotaur**, and two **Infernal Hounds**.
24. **Leyfrixim Castle**, headquarters of Infernal Legion XXXXIII (Infernal General Ixmu). A six-story hexagonal grey stone Keep, 85 FT across, is surrounded by a 25 FT red stone wall with two towers. The inner wall is surrounded by six two-story black stone buildings and three one-story wood buildings, inside a 30 FT steel fence inside a 40 FT deep moat. The Garrison Commander is Treyseem (**Daityas**). The garrison consists of three squads of **Type 1A Devils**, three squads of **Type 1B Devils**, a squad of **Centaur of Hell** lancers, and two squads of **Harpy of Hell** archers. The staff includes twenty **Zoybim**, twenty-two **Common Devils**, and twelve **Ordinary Devils**.
25. **Vulpa Armory**. A three-story rectangular green stone building, 220 FT long next to a one-story rectangular wood building 180 FT long; both buildings are inside a 25 FT wood palisade surrounded by a 30 FT wide ring of quicksand. The armory is known for excellent leatherwork for shields, armor, boots, and flails. The Master Smith is Xonopesses (Black Annis); the staff consists of nine **Common Devils**, four **Zoybim**, six **Type 1B Devils**, two **Medusa**, two female **Minotaur**, and a **Sessin**. The armory and warehouse store 139 small leather shields, 204 large leather shields, 188 pair of leather arm guards, 114 pair of leather leg guards, 310 pairs of combat boots, 89 pairs of leather gloves, 67 pairs of studded leather gauntlets, 92 studded leather armor, 155 leather caps/hoods, 62 leather neck guards, 110 flails, 40 cudgels, 25 leather bolo, 176 sword scabbards, 72 dirk scabbards, and 203 leather bowstrings. A locked (-12 open lock) strong room holds 35,340 GP value in coins, five steel ingots, an iron ingot, five silver ingots, a gold ingot, and three bronze ingots.



26. [1] Adventurers come across a HD10 **Bronze Golem** (aura of enchantment), standing next to a 10 FT green stone obelisk. The golem has a *psychic link* to a **Class 1 Demon** who sees and hears everything in the golem's vicinity. [2] Putrid gasses and vapors are continually found throughout a cruciform area, each segment is 520 FT by 300 FT. Adventurers crossing the areas suffer hp1 lung damage after every 100 FT of travel or 5 minutes of exposure (save 1d20 GTET [32-Stamina]). Adventurers are afflicted with naseau and cramps after 10 minutes of exposure (save 1d20 GTET [30-Stamina] which persists 2d20 minutes after exiting the area;

# First Circle, Southeast Map

26. [2] 26afflicted persons temporarily reduce their Agility by 2 points and apply a -2 TH penalty.
27. **Spethvoc Arena.** A 620 FT by 400 FT oval single-story building constructed of a mauve stone base and black wood walls with a thin copper arched roof; two entrances are located on each of the short ends of the building. The interior has thirty tiers of seating arranged around a rectangular space 250 FT by 125 FT with a packed clay floor; the roof is 92 FT above the center. A crew consisting of fourteen **Ordinary Devils**, seven **Common Devils**, four **Type 1A Devils**, a **Type 1C Devil**, nine **Ogres**, a **Common Troll**, and ten **Centaur of Hell**, is found setting up the area for a rodeo-like content. Thirty-one HD6 **Hell Cattle** are in a pen in the interior area.
28. Two 26 FT brown stone statues of Minotaur axemen riding Giant Bison are set the the ends of a 95 FT by 35 FT rectangular pool of sparkling water. The pool is 8 FT deep along the perimeter and 15 FT deep in the center, contained by a 3 FT brown stone wall. The area along the pool perimeter is paved in dark brown stones to a distance of 40 FT. Ten triangular pendants (gold castle on a brown field flanked by gold axes) hang from 15 FT upright poles around the pool perimeter. Dark red stone slabs of stone are set at the corners of the paved area, each one 6 FT by 4 FT by 2 FT thick. Silver lettering in Infernal Cant is inlaid into each slab, they translate as, "*In appreciation for the Brera Corps of Minotaurs, for their bravery in the campaigns of Desnyo, Coravaelo, and West Aerimerch, (dated 852 years ago).*" A hidden (-8 to find, -5 open lock) compartment in the base of the north statue holds a prayer scroll to Lucifer with six 2d8 *Cure Wounds* prayers.
29. **Purple Flame Tomb.** A two-story dark blue building surrounded by a 5 FT purple stone wall; a bronze door (Strength GTET 24 to move) is in the wall, two bronze doors (-8 open lock, Strength GTET 27 to move) are in the tomb wall. The ground floor is 44 FT long with purple stone flooring and twelve copper oil lamps burning with purple flames; a floor inlay depicts a large purple flame. The upper room is 34 FT long with black stone flooring with purple lines, fourteen copper oil lamps burning with purple flames. Four purple tapestries depict a purple-caped Dwarf at a mountain castle. A 12 FT purple stone sarcophagus is sealed with a bead of red metal; the sarcophagus contains the well-preserved corpse of Greyzorius (evil male Dwarf, Rascal L12, Warlock L5), buried with a *War Axe +2 (Troll Bane)*, steel-shod *Quarterstaff +1*, a platinum *Ring of Many Escapes* (50 FT, 23x), and a 8250 GP gold-amber-ruby-amethyst ring (lion's head).
30. Three HD4 **Minotaur** are found constructing a brick wall. A completed section of wall is 50 FT long, 9 FT by 4 FT thick. Two piles of bricks are 15 FT across by 10 FT tall, three vats of white mortar have long-handled trowels. The Minotaur have double-bladed Axes nearby.
31. Adventurers crossing a square area, 375 FT to a side, are temporarily struck blind for 3d100 minutes (save 1d20 GTET [30-Stamina], checked every 30 FT of travel or two minutes in the area. Adventurers having Infrared vision detect the area in the dark from 75 FT, although they may not understand what they see (requires 1d20 roll GTET [32-Intelligence])).
32. **Post 166.** A two-story A-frame wood building with three rooms on the ground floor and an office on the second floor, the building is surrounded by 5 FT double woods set 20 FT apart. **Forgetfulness Flowers** (3d100 hours *total amnesia*, save 1d20 GTET [33-Will], permanent on save roll of 1) grow densely in the space between the walls. The post is staffed by two **Ordinary Devils**, two **Ulutu**, and a **Sessin**. They are armed with War Hammers (+2 for Sessin) and Short Swords (+1 for the Ulutu, *Human Bane*). The post also has two *Long Bows +1* with 50 arrows (4x glowing, 2x *Human Slaying* {save 1d20 GTET [32-Will]}), 2x *Dwarf Slaying* {save 1d20 GTET [29-Will]}), two flash grenades (1d100 minutes *blindness*, 20 FT, save 1d20 GTET [32-Stamina]), four Javelins, four Throwing Stars, a Bolo, thirty-two wholesome meals, 7 gallons of clean water, 2 gallons of average-quality red wine, 82 SP, 14 GP, a 3000 GP ruby, a good-quality guitar, and a 68 GP onyx checker set.
33. The roofless walls of a ruined one-story cottage are found on top of a small hillock, the base is 120 FT by 42 FT, and the top is 14 FT high. Seven HD5 **Mautherdoogs** are in the cottage, three asleep and two on active guard.

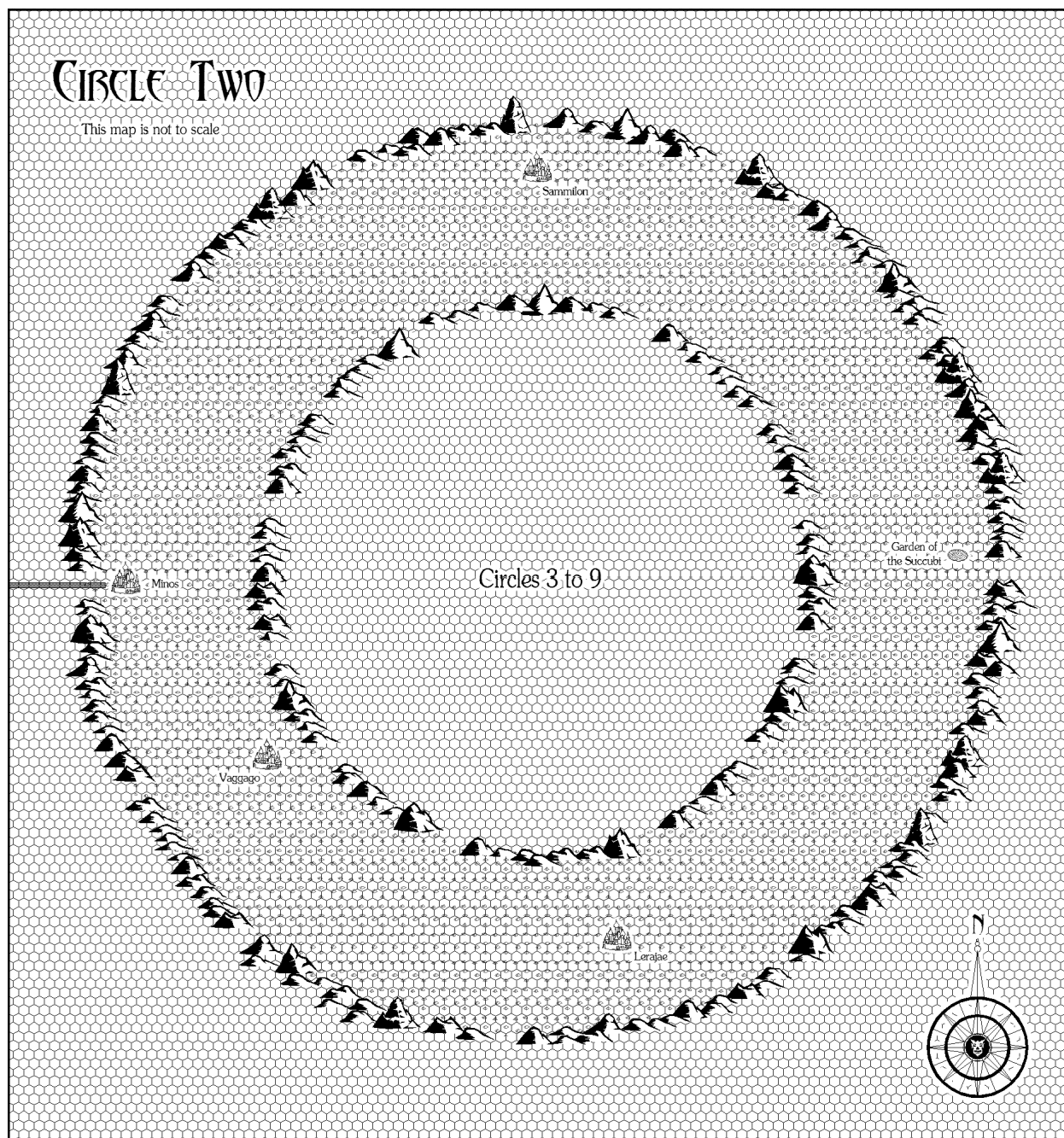
# First Circle, Southeast Map

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34. A rectangular cairn is 12 FT by 7 FT, 4 FT tall, constructed of dark green hewn stones on a base of pink stone. A black rectangular cloth partially covers the cairn, embroidered with four pink horned skulls. The cairn covers the perfectly-preserved corpse of a **Type 1D Devil** (actually still alive, trapped by a copper *Stasis Ring*). The corpse is buried with a *Spear +3* (Returning 75 FT, Giant Bane).
35. **Wyrgodamm Temple**, dedicated to Lucifer. A twelve-sided one-story building, 110 FT across, with a bronze dome in the center. The temple is constructed on a stone platform 180 FT across by 22 FT tall, with stairs carved into the west and east sides. The platform sides are adorned by white marble busts of Lucifer. Six 18 FT grey stone statues of Lucifer are located on top of the platform. The temple has a worship area, robing room, meditation room, small library, evil sacristy, music room, two offices, and three sleeping quarters. The worship area has a 15 FT dark red stone altar with a top veneer of gold, a 20 FT solid gold statue of Lucifer (aura of evil), a trough filled with burning scented oils, two copper cauldrons filled with smoking incense, and three 8000 GP silver Unholy Symbols. The temple is tended by Elgla Cexon (**Vackli**), Ghuizu (**Assura**), and Plophorkass (**Nimidoryas**). A hidden (-12 to find, -10 open lock) door in the music room leads to a strong room which contains 52,000 GP in religious implements, 24,601 GP value in coins, five gold Unholy Symbols (each 5000 GP), thirty religious books (each 1000 GP), five copper ingots, five silver ingots, two gold ingots, and an ingot of electrum.
36. The ground inside a 600 FT diameter circle is perpetually at 135° with an air temperature of 110°. Adventurers crossing the area suffer hp1 to their feet after every 25 FT of travel or 1 minute of exposure (save 1d20 GTET [30-Stamina]). Adventurers temporarily reduce their effective Agility statistic by 1 point for every 3 points of damage (persisting 3d100 minutes). Adventurers suffer from *heat exhaustion* (see *Codicil of Maladies*) after suffering 6 points of damage. An Adventurer who suffers GTET hp8 foot damage is unable to walk for (25-Stamina) hours. Adventurers feel the heat in the dark from 120 FT away (240 FT on 1d20 rolls GTET [30-Stamina]); persons with Infrared vision see the area from 500 FT away. Adventurers are attacked by ten HD6 **Huge Wolves** when they exit the area.
37. A 220 FT diameter circular area is paved in light blue stone, surrounded by a 3 FT wood fence. A 60 FT diameter pool of clear water is located in the northeast part of the plaza, 18 FT deep, surrounded by a 3 FT blue stone retaining wall. Four realistically-carved 8 FT wood Mermaid statues float in the pool and are moved about by a slight current; each statue has 1000 GP pink pearls for eyes. A silver mermaid figure is inlaid in the pool bottom – Adventurers who kiss ‘her’ rouge lips gain the *ability to breathe water* for the subsequent 48 hours.
38. A 30 FT by 15 FT wood platform is found on top of an oval hillock, 110 FT by 66 FT by 22 FT tall. The platform has three rope nooses hanging from 15 FT vertical wood poles. The blackened bones of a Type 1C Devil hang from one noose, the newly-deceased corpse of a Type 1A Devil hangs from another, and the struggling body (dead in 1d12 rounds) of a human male in robes (Elberdach, evil Air-Earth Wizard L11, partially drugged) is in the third. The gallows are guarded by three **Pruddin**, a **Common Devil**, and a **Minotaur**.
39. Eight circular pools of a pale yellow liquid are arranged in a cruciform pattern, two pools on each ‘arm.’ Each pool is 28 FT in diameter, 6 FT deep at the edge and 10 FT deep in the center, surrounded by a 3 FT stone wall of brown and yellow bricks. The pools are 30 FT apart. The yellow liquid is a strong acid, hp2d8 damage per minute immersion. Adventurers within 50 FT of any pool suffer hp1 lung damage/round from the fumes (nausea); save 1d20 GTET [32-Stamina], checked per round. Adventurers smell the pools in the dark from a distance of 100 FT, 200 FT on 1d20 rolls GTET [28-Stamina].
40. Adventurers find an X-shaped wall constructed of alternating courses of dark red, yellow, blue, and white blocks, the wall is 22 FT high by 8 FT thick. Each segment is 800 FT long, topped by a contact poison (fatal in 1d20 rounds, save 1d20 GTET [28-Stamina]) and 2 FT steel spikes. An arched ladder is located where the segments cross. Three Type 1C Devils arrive here 15 minutes after the Adventurers.

# First Circle, Southeast; Second Circle

41. A 50 FT white metal platform is supported by six thick black metal posts, 18 FT tall. Two white metal stairs run from the ground to the platform. Adventurers find the fresh corpses of two Type 1A Devils and a Zoybim on top. A patrol consisting of a **Sessin** and a squad of **Ulutu** arrive after 20 minutes to investigate.
42. **Palace of Diabolic Earl Culs.** A three-story L-shaped building constructed of pink stone with a black slate room, the building is surrounded by a fruit orchard, inside a 30 FT wood fence. The ground floor has 32 rooms, the second floor has 41 rooms, and the top floor has 38 rooms. The Major Domo is Ojovairasi (**Gaityas**). The staff consists of



# Second Circle

42. **Palace of Diabolic Earl Culs, continued**...nine **Ordinary Devils**, four **Type 1A Devils**, eight **Type 1B Devils**, three **Type 1C Devils**, a **Type 1D Devil**, ten **Zoybim**, three **Vackli**, six **Sessin**, six **Ulutu**, and a **Beng**. Moilossi (**Medusa** duchess) is Culs' mistress.

## CIRCLE TWO

Diabolic Prince	Gaap (Pale Blue Field with Black Dragon profile)
Diabolic Earls	Lerajae, Minos, Sommilon, Vaggago
Diabolic Generals	Izophum, Morfessus, Oph-shot, Pavius, Tilchattio, Toor cay
Devils	Common, Ordinary, Gait-yas, Beng, Pruddin, Zoy-bim, Types 2A through 2E
Other Notable Creatures	None
Sinners and Punishments	<b>Carnal Sinners</b> (Darkness, Wind, Devils)
Environment	Darkness, Fierce Winds
Physical Challenges	Cliff Region (Inner/Outer
Size	Torus, Outer Circumference

The outer and inner borders are one mile-wide regions of rocks, cliffs, and ravines, some up to 1500 FT tall and 1000 FT deep. Persons having rock climbing skills may climb through the regions, taking four days (assuming they can climb in the dark); the regions are rated as very difficult to climb but are treated as impossible because of the lack of light. The rocks and cliffs are home to Flying Medusae Monkeys, Gargoyles, and other aggressive airborne creatures. 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. There are twelve passes through both outer and inner regions spaced equally around the perimeter; the passes on the inner border are located half-

way between the outer passes (no straight line from outer to inner) and are 40 miles apart. The outer passes each have a stone wall halfway through, guarded by three Beng and two squads of Pruddin. The passes allow movement between the First and Second Circles (outer) and Second and Third Circles (Inner). See the map on page 90.

The landscape is very flat and smooth, with a hard packed grey soil. The entire area is covered in perpetual darkness, equivalent to a moonless night, with continual hot fierce winds blowing out of the center.

Directional Obelisks are found one hundred yards from the outer border, spaced every five miles; each Obelisk is made of grey stone, carved with two arrows. One arrow points to the north (clockwise), one points to the south (counter-clockwise). The names of the nearest Diabolic Prince and Earls are written by each arrow (Sammilon, Vaggago, Minos, Lerajae).

### Weather and Effects

The air is cold and chilled at 42 degrees, with a wet feel to it like an imminent storm. The entire Circle is continually buffeted by strong and unpredictable winds, whirlwinds, and tornadoes; Adventurers suffer hp1 damage/hour from 'missiles' thrown about by the winds. Adventurers have to shout to be heard, quickly leading to hoarseness. Determine whether rain occurs after every two hours using 1d20: (01) severe thunderstorm and tornado, (02-04) cold driving rain with lightning strikes, (05-08) cold driving rain, (09-20) no rain occurs. Tornadoes last 1d12 minutes and cause hp6d12 damage (2d12 if save, 1d20 GTET [30-Agility]. When rain is accompanied by lightning, each Adventurer is subject to 1d20 strikes (avoid 1d20 rolls GTET [30-Agility], strikes cause 4d6 damage). Thunderstorms last 18+2d12 minutes, and driving rains last 17+3d20 minutes.

### Minos, Judge of the Damned

Minos sits in the central courtyard of his Palace building, a rectangular open-air space 80 FT to a side, with an exit through a rounded arch at the far end. An oval dais is three-quarters of the way across the space, constructed with three bright white stone steps up to an ornate wooden throne carved with mystical and magical runes. In front of Minos are a line of damned souls waiting their judgment. Behind Minos is one each **Type 1C**, **Type 2A**, **Type 3D**, **Type 4A**, **Type 5B**, **Type 6A**,

# Second Circle, Northwest Map

**Minos, Judge of the Damned, continued... Type 7C, Type 8A, and Type 9B Devils**, and his huge Hound sits at his side. Two **Typhonic Spirits** guard the exit. Next to Minos is a five-legged gold stand which supports a mithril balance with silver bowls, pointer, and scale. Standing on the dais is Sanisoodon (**Type 2F Devil**), holding the Book of Fates.

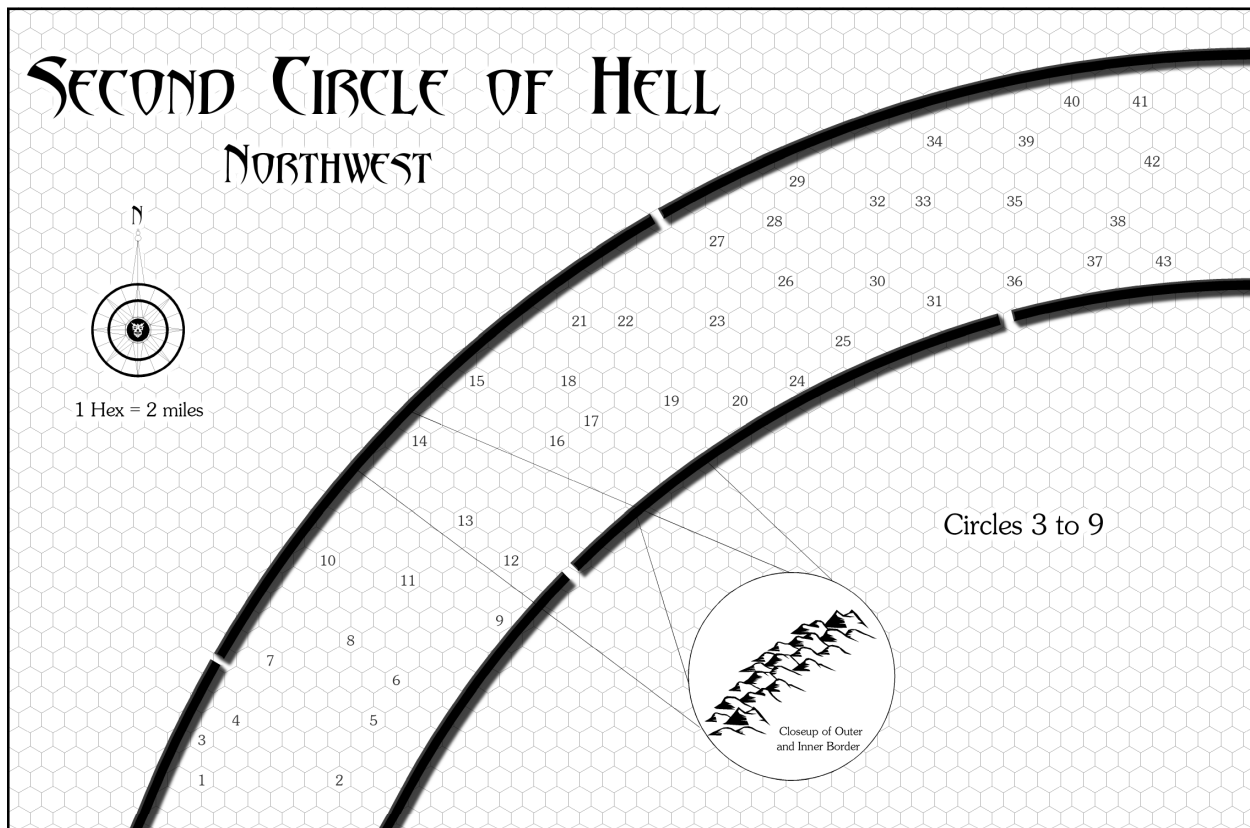
As each soul steps up in front of Minos, Sanisoodon reads their name from the Book of Fates and a list of their crimes appears in the book. Minos questions them about the nature of their greatest sin, reaches into them to pull their heart out, and then weighs their heart on the scale, the pointer showing the Circle on which the soul belongs. The soul is immediately seized and teleported away an appropriate Devil and a replacement devil of the same Type appears to take their place. The heart is given to Minos' hound to eat. Once mortals enter the courtyard they cannot leave without Minos' personal permission.

## Circle Two Locations

The castle of **Diabolic Earl Sammilon** is 140 miles in the north (or clockwise) direction, 6 miles from the outer boundary. The palace of **Diabolic Earl Vaggago** is 60 miles to the south (or counterclockwise direction), located 3 miles from the inner border. The palace of **Diabolic Earl Lerajae** is located 155 miles to the south (or counter-clockwise direction), in the Circle's center. The **Garden of the Succubi** is located along the eastern radius, 5 miles from the outer border (240 miles from the west radius).

## Northwest Map

1. A 218 FT long mound forms the outline of a cat with curved tail, the outline is 38 FT thick by 22 FT tall, constructed of a dirt dike covered by flat black stones (climbers fall unless succeeding on 1d20 roll GTET [28-Agility]). The head is a solid area 70 FT across with blue boulders for eyes. The center area is filled 6 FT deep with water. Two 15 FT long by 8 FT tall black marble cat statues are on the head



# Second Circle, Northwest Map

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1. **(continued)**...area, with amber eyes (3000 GP each).
2. Two open cylindrical wood cisterns are supported on stone bases. Each structure is 18 FT tall and 28 FT in diameter, with a variety of copper pipes, valves, and spigots. One cistern is filled 12 FT deep with wholesome water, the other is filled 6 FT deep with brine. A spigot fails open (unisolable leak) when used on 1d20 rolls GTET 14.
3. [1] Five pools are arranged at the points of a pentagram, each pool is 40 FT across, 1d12+3 FT deep, and is filled with a strong green acid (hp3/round if immersed, hp1 if 1d20 roll GTET [32-Stamina]). The pools are separated by 60 FT and are bordered by a 2 FT brown stone wall. Adventurers notice an unpleasant acrid aroma in the area and suffer hp1 lung damage every 2 minutes (20 rounds, save 1d20 GTET [30-Stamina]). [2] Adventurers find a group of six HD8 **Djinn** inside an enchanted circle inside a 40 FT cottage, engaged in a ritual to open a [temporary, 2d6 hour] portal to the Elemental Plane of Air. The circle is guarded by three HD10 **Air Elementals**.
4. **Krewangadon's Dungeon.** A five-level underground complex entered from a 50 FT vertical shaft, a hidden portal (5 FT diameter portal, limited teleportation), and a hidden (-8 to find, -5 open lock) trap door in the floor of a ruined five-room house. The uppermost level is 60 FT below the surface and comprises eleven rooms, including the Witch's Cauldron and the lair of the Manacled Prisoner. The second level is 94 FT underground and has twenty-six rooms, including the Minotaur's Den, the High Torturer's Chamber, and the Lava Fountain. The third level is 152 FT deep and has twenty-four rooms, including the Tar Devil, the Cursed Hall of Portraits, and the Bell of Souls. The fourth level is 196 FT deep and has thirty-one rooms, including the Zoybim Raceway, the Slide of Doom, the Crushing Hall, and the Ghost Parlor. The deepest level is 253 FT underground and has eighteen rooms, including Krewangaon's Tomb, the Efreeth Mirror, the Desert Cavern, and the Salt Marsh. Some of the monsters include **Komodo Dragons**, **Ghosts**, **Spirits**, **Wraiths**, **Type 1C Devils**, **Zoybim**, **Gold Mold**, **Furry Death Beetles**, **Lycanthropes**, a **Manticore**, and a pair of **Trolls**.
5. **Post 211.** A one-story cottage surrounded by a 20 FT wall in the shape of a pentagram, with a portcullis in the northwest side. The building is staffed by four **Type 1A Devils**, two **Ordinary Devils**, and a **Minotaur**. The post is equipped with four War Axes, four jagged Scimitars (*wound bleeding* 1d8 rounds), five Spears (one +2, *Elf Slaying*, save 1d20 GTET [32-Will]), two Bows (30 arrows, one +2 *paralysis* {save 1d20 GTET [32-Stamina]}), three 1d12 explosive grenades, a stink bomb, and three *quicksand bombs* (10 FT radius to turn to quicksand).
6. **Lordeon Temple**, dedicated to Gaap. A two-story grey stone building with a gold pyramidal roof. The first floor has three sleeping rooms, a meditation chamber, two storerooms, a bath, an office, and a larder. The upper floor has the sacristy, robbing room, and the temple chamber. A 7 FT octagonal blue jade altar is in a pentagonal room, with a 6 FT gold Unholy Symbol on the wall, several tapestries of Gaap's life, two copper cauldrons filled with Unholy Water, four burning bronze braziers, two 15 FT statues of Gaap (with 20,000 GP emeralds for eyes), and three silver kneelers. Mortals experience a compulsion to kneel to the statues of Gaap (save 1d20 GTET [30-Will]). Adventurers who throw a coin in both unholy water cauldrons gain the ability to become *invisible* (10 minutes, 3x, must be used within 48 hours).
7. **Arena of Eloquence.** An oval two-story blue stone building with entrances at the ends. The arena area is also oval with six speaking platforms, surrounded by fourteen rows of seating. The arena is primarily used for speaking and poetry contests and is frequented by Zoybim. A poetry reading is in progress when Adventurers arrive, given by a **Type 1C Devil**, with an audience of 1d100+150 **Zoybim** and 1d20 each **Common Devils**, **Ordinary Devils**, **Type 1A Devils**, and **Type 1B Devils**.
8. **Ukwo's Crypt.** A one-story green building is surrounded by a circular dike; the dike is 34 FT across at the base, 16 FT tall, the center area is 90 FT across. The building is 60 FT by 35 FT, with bronze doors and an adamantine padlock (-14 open lock). The interior is lined in green marble, the floor is red marble, and copper panels make up the roof. Stairs lead down to four underground rooms, including a shrine to Lucifer and a room with statues of

## Second Circle, Northwest Map

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8. **Ukwo's Crypt, continued...** Ukwo and Imkeno (male Half-Elves, brothers). Two dark green stone sarcophagi are in a niche at the back of the crypt, sealed in lead. Their HD10 **Wraiths** (hp62, hp71) appear when the sarcophagi are opened. The crypt contains a *Scimitar* +3, *Long Sword* +2, *Bow* +2, 5382 GP, 2543 SP, seven gems (each 1d10\*1000 GP), three *alchemical concoctions*, and three items of *miscellaneous magic*.
9. **Rordrinbury Plaza.** An H-shaped area paved in stones of dark purple and mauve, surrounded by a 4 FT wood fence, the long segments are 140 FT by 66 FT wide. A 16 FT statue of a mounted Type 1D Devil is in one long segment, a 14 FT statue of a Chimera is in the other segment. Adventurers find the recently-deceased corpse of a Type 1C Devil stuck with a poisoned (fatal, save 1d20 GTET [32-Stamina]) silver-bladed *Dirk* +1.
10. A five-story brown stone tower holds twenty bells from 3 FT to 8 FT in diameter. An open stair winds around the open interior to a wood deck at the third story. An Elf who listens to the bells play for GTET 5 minutes becomes *deafened* for 3d100 minutes (save 1d20 GTET [29-Stamina]).
11. **Gremassias Tower.** A 160 FT tall stone edifice, 250 FT long by 160 FT, it is entered through bronze doors on the south, north, and northwest sides. The tower has eighteen rooms on the ground floor, including Mazabel's Fountain, the Throne of Skulls, and the Pygmy Heads. There are twenty-two rooms at 30 FT, including the Villaback Hounds, the corrupted Unicorn, and the Troll Court. There are sixteen rooms at 60 FT, including the Armor Monger and Gostin's Guessing Game. Nineteen rooms are at 90 FT, including the Archery Range and the Rolling Bones. Twenty rooms are at 115 FT, including the Orchestra of Madness, the Whirling Knives, Hanakum's Great Stone Head, and the Shaming Stone. Fourteen rooms are at 140 FT, including Bolburg's Taproom. The monsters include **Ghouls**, **Specters**, **Type 1C Devils**, **Type 2A Devils**, **Trolls**, **Giant Rattlesnakes**, **Giant Vampire Bats**, a **Man-ticore**, and **Griffins**.
12. Adventurers crossing a 500 FT diameter hexagonal area are bombarded by lightning. Mortals are hit by a 1d12 lightning bolt after every 40 FT of travel (avoid on 1d20 roll GTET [30-Agility], half-damage on 1d20 GTET [32-Stamina]). The lightning is visible in the dark from 300 FT away (600 FT on 1d20 roll GTET [28-Intelligence]).
13. **Dashagen Hostel.** A two-story cottage roofed in thatch, with a common room, six single-bed rooms, and two triple-bed rooms. The proprietor is Naugin Dashagen, Human **Vampire**, assisted by two **Common Devils**, a **Zoybim**, and a female **Minotaur**. Dashagen is unwilling to provide rooms to good persons without written orders to do so, otherwise rooms are 1 GP/night including one meal. Current guests include Sir Ombadile (male Human, Warrior L12), Gus Josserson (male Gnome, Shaman L13), Herksados (**Type 1D Devil**), and Xertafosh (**Centaur of Hell**).
14. [1] An oval conical sinkhole, 114 FT by 76 FT at the top, 82 FT deep, 9 FT by 6 FT at the bottom. Persons near the top fall in unless succeeding on a 1d20 roll GTET [26-Agility]. [2] A 5 FT by 20 FT shaft is found on top of a small hillock, 34 FT long by 18 FT wide by 11 FT tall; the shaft is filled 6 FT deep with mercury (recharges at 2 inches/hour when emptied).
15. **Castle Kollyghinn.** A five-story Keep, three three-story stone buildings, and five one-story wood buildings are within a 28 FT stone wall topped by poisoned (save 1d20 GTET [30-Stamina]) spikes. Seven four-story towers are set in the wall, each with oil cauldrons and ballista. The entire castle is on a 25 FT tall hillock, and the base is circled by a 25 FT wide moat of flammable oil. The garrison is commanded by Olkar Themadrim (**Gaietyas**). The garrison consists of eight **Beng**, three squads of **Pruddin**, three squads of **Common Devil** archers, two squads of **Infernal Hounds**, eleven **Zoybim**, four **Type 1B Devils**, three **Medusa**, three **Ogres**, an **Ettin**, four **Giant Crocodile**, and five **Uber Skeletons**. The castle is rumored to hold the mummified remains of General Mucklod, deceases 4263 years.
16. **Stobuen Shrine**, dedicated to Lucifer. A circular area 48 FT in diameter is paved in dark red stones, surrounded by a 2 FT red jade wall. Gold plaques (250 GP) engraved with Unholy Symbols are fastened by gold spikes to ten boulders of silver ore (1500 pounds, 32 SP of silver/pound). A 20 FT ceramic mosaic depicting Lucifer on a mountain is



## Second Circle, Northwest Map

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16. **Stobuen Shrine, continued**...inlaid at the center of the circle. Two 12 FT silver statues of three-headed Lucifer stand in the area (aura of evil, aura of enchantment), each with black ivory nails and teeth, and 25,000 rubies for eyes. A evil person who touches all of the six Lucifer heads for GTET 10 seconds gains AC+20 (+30 against Undead) for the subsequent 24 hours.
17. A two-story octagonal red brick building, 34 FT across, entered through a heavy wood door on the ground floor. Ground floor windows look to the north, east, south, and west; second floor windows look to the northwest, northeast, southeast, and southwest. The ground floor is staffed by five **Ordinary Devils** armed with Cutlasses, three Short Bows (25 arrows), a stink bomb, and two 1d12 Explosive Grenades (avoid 1d20 GTET [28-Agility]). Three **Pruddin** are on the upper floor armed with *Short Swords +1*, six Javelins (one *paralyzing* 1d100 minutes, save 1d20 GTET [28-Stamina]), three Crossbows (30 bolts, 2x *slaying* {save 1d20 GTET [30-Will]}), and a 2d8 Explosive Grenade.
18. A group of seven Dwarves are found camping in a grove of petrified trees {Mundicant (male Warrior L9), Aborrech (male Warlock L11), Embaza (female Warrior L11), Nychald (male Crusader L13), Palekko (male Fire Wizard L12, with Black Cat familiar), Culcow (male Rascal L12), Ilsana (female Earth Wizard L10)}. They are traveling to the palace of Diabolic Earl Sommilon to sell a very rare Tome he is interested in. Their campfire can be seen 125 FT away in the dark.
19. A HD12 **Red Dragon** is found grazing on a rectangular field of **Toadstools**, 150 FT by 80 FT. The fungi are 2 FT to 5 FT high.
20. **Camp Hoyabethon**. Six one-story wood buildings are arranged around a parade grounds, with two two-story stone buildings, a narrow five-story stone watch tower, a two-story circular wood Chapel (dedicated to Gaap), and an archery range. The complex is surrounded by a 20 FT wood palisade inside a ring of steel razor wire. A hidden nine-room complex is underneath the Chapel. The Camp Commander is Tolojhot (**Gaityas**). The garrison consists of four squads of **Centaur of Hell** Lancers, two squads of **Common Devil** Pikemen, four **Common Trolls**, two **Ogres**, sixteen **Zoybim**, and three **Pruddin**. A **Leprachaun** is employed as a Master Poisoner.
21. Noxious vapors vent throughout a cruciform-shaped area, each segment is 320 FT long by 200 FT wide. The vapors cause a *headache* in Humans (save 1d20 roll GTET [32-Stamina], checked every 3 minutes; affected persons fail at spells and prayers unless succeeding on a 1d20 roll GTET [30-Will] checked per attempt). Elves, Dwarves, and Gnomes become *unconscious* 1d100 minutes (save 1d20 roll GTET [34-Stamina], checked every minute). The vapors can be smelled 250 FT away in the dark on 1d20 rolls GTET [24-Stamina].
22. A 30 FT tall stone has a base 18 FT by 22 FT, with 6 FT by 4 FT steel plates on the north, east, south, and west sides 10 FT off the ground, fastened by steel spikes. Each plate covers an opening 7 FT deep. The north plate is engraved with the word, 'Reneald,' and the niche holds only a small amount of grey bone dust. The east plate is engraved with 'Caemendath,' and the niche holds a Minotaur's bones in good condition, along with a stone coffer holding 120 electrum pieces. The south plate is engraved with 'Kalletessa,' and the niche holds the moldy body of a female Gnome in a very fine gown (420 GP), along with a *Perassus Salve* (versus stoning) and a *Physic of Telepathy*. The west plate is engraved with 'Gealdeon,' and the niche contains the bones of a Type 1B Devil, along with a *Babel Helm* (cursed).
23. Adventurers find a one-story T-shaped warehouse building, 24 FT tall. The top segment is 210 FT by 80 FT, the cross segment is 300 FT by 100 FT. Double-wide doors are on the west, east, and south ends. The warehouse holds high-value cloth (silk, satin, etc.), porcelain, and aromatic wood. The staff consists of a **Pruddin**, seven **Common Devils**, four **Ordinary Devils**, nineteen **Zoybim**, two **Ogres**, and two **Minotaur**. Adventurers observe a female Elf climb out of a roof hatch and descend to the ground by a rope (Mayatokin, Rascal L9, has acquired some sensitive correspondence between General Izophum and a Plague Devil named Bannaphorex).
24. A 13 FT ochre-colored stone Altar is dedicated to Gaap. The altar rests on an L-shaped area paved in dark blue stones, surrounded by a 3 FT white wood

## Second Circle, Northwest Map

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24. (continued)...fence; the short segment is 35 FT by 20 FT, the longer segment is 80 FT by 22 FT. The altar has three sets of steel foot manacles, 3 FT diameter bronze-ivory Unholy Symbols inlaid on each side (852 GP each), three 50 GP silver bowls filled with a thick red liquid, and six 85 GP silver candlesticks with lit light blue candles. A Gargoyle's black bones lay on the altar. The liquid is poisonous to Humans and Dwarves (save 1d20 roll GTET [30-Stamina], and tastes awful to Gnomes. Four **Common Devils** watch another **Common Devil** gutting eight hares on the altar.
25. **Lac'boochi Monument.** A 20 FT yellow stone obelisk is inside a circle of nine 12 FT dark yellow quartz obelisks, surrounded by an 8 FT wide by 10 FT deep ring of water. The monument sits in the center of a 66 FT square area paved in dark green stone blocks. Dark green 12 FT statues of Minotaurs holding staves and pennants stand at the plaza corners. Black Infernal Cant writing inlaid in a circle on the plaza translates as, "In commemoration of the promotion of Lac'boochi as founding commander of Castle Kollyghinn, dated 2762 years ago."
26. Adventurers find nineteen large boulders, each 8 FT to 20 FT tall, with bases 7 FT to 14 FT by 9 FT to 17 FT, colored light tan with streaks of dark red and brown. The boulders are separated by 6 FT to 10 FT. Each rock is carved with the figures of crawling lizards, each carving from 4 FT to 10 FT long, painted green, mauve, orange, light blue, and pale yellow. A mortal who touches at least two carvings on each of five boulders gains the ability to summon a HD8 **Gila Monster** (15 minutes, 1/day, for a number of days equal to their Will statistic).
27. Three large bonfires form a triangle, the fires are in 10 FT diameter circular steel fire pits. The fire centers are separated by 25 FT. The fires are tended by eight **Ordinary Devils**. The fires can be seen in the dark at 100 FT, 200 FT on 1d20 rolls GTET [24-Intelligence].
28. An S-shaped region is filled with numerous petrified plants. The region is 492 FT long by 135 FT wide. The plants are from 2 FT to 5 FT tall. Each Adventurer can find 1d20 pieces of polished petrified stone, each piece valued at 8 GP.
29. [1] A one-story pink stone building with a copper roof, entered through double silver doors at the top of 6 vertical FT of stairs. The building is occupied by Petracamus (**Type 3C Devil**, Infernal Magistrate), Hannordelf (**Type 2C Devil**, Bailiff), six **Zoybim**, three **Medusa**, and four **Minotaur**. A patrol consisting of a **Beng** and a squad of **Pruddin** arrives here 30 minutes after the Adventurers. [2] Adventurers find Dartratmos (HD14 **Lich**), Forthine (HD9 male Human **Vampire**), and Colitrang (HD9 **Mummy**) playing dice together in a small cottage. Together they have 883 CP, 773 SP, 523 GP, and 34 diamonds (each 1d100\*1d12\*1d8 GP).
30. Adventures crossing a 500 FT diameter circular area are affected by *Laughing Gas* for (30-Stamina) \*1d8 minutes; save 1d20 roll GTET [28-Stamina], checked every 3 minutes; an affected person temporarily reduces their Agility and Will statistics by 3 points. A perfume aroma can be smelled 50 FT away from the border, 75 FT on 1d20 rolls GTET [28-Intelligence].
31. A pieces of silver ore sit on the surface in a rectangular area 500 FT by 325 FT. The ore is found in nuggets of 1d20\*(one third pound), with a silver content of 12 GP value of silver per pound nugget weight. Adventurers trip over ore nuggets in the dark unless succeeding on 1d20 rolls GTET [28-Agility], checked every 25 FT of travel.
32. **Vanparian Altar**, dedicated to Lucifer. A 12 FT purple metal altar is found under an 18 FT square purple metal canopy. A 5 FT diameter gold Unholy Symbol hangs from the canopy. A 74 GP silver pitcher of *Unholy Water* sits on the altar. A red metal *Scimitar* +2 is partially stuck into the altar on the south side (aura of evil, Strength GTET 20 to pull out, blade breaks on 1d20 rolls GTET 17). Two **Type 2D Devils** are found worshipping here.
33. A 30 FT long horizontal wood pole is supported by three 15 FT wood uprights. Nine HD7 **Harpies of Hell** are sitting on the cross piece. Each one is armed with a Cavalry Bow and fifteen arrows, a poisoned Short Sword (*blindness*, save 1d20 roll GTET [32-Stamina]), and a hp1d10 Explosive Grenade (avoid on 1d20 roll GTET [32-Agility]).

## Second Circle, Northwest/Northeast

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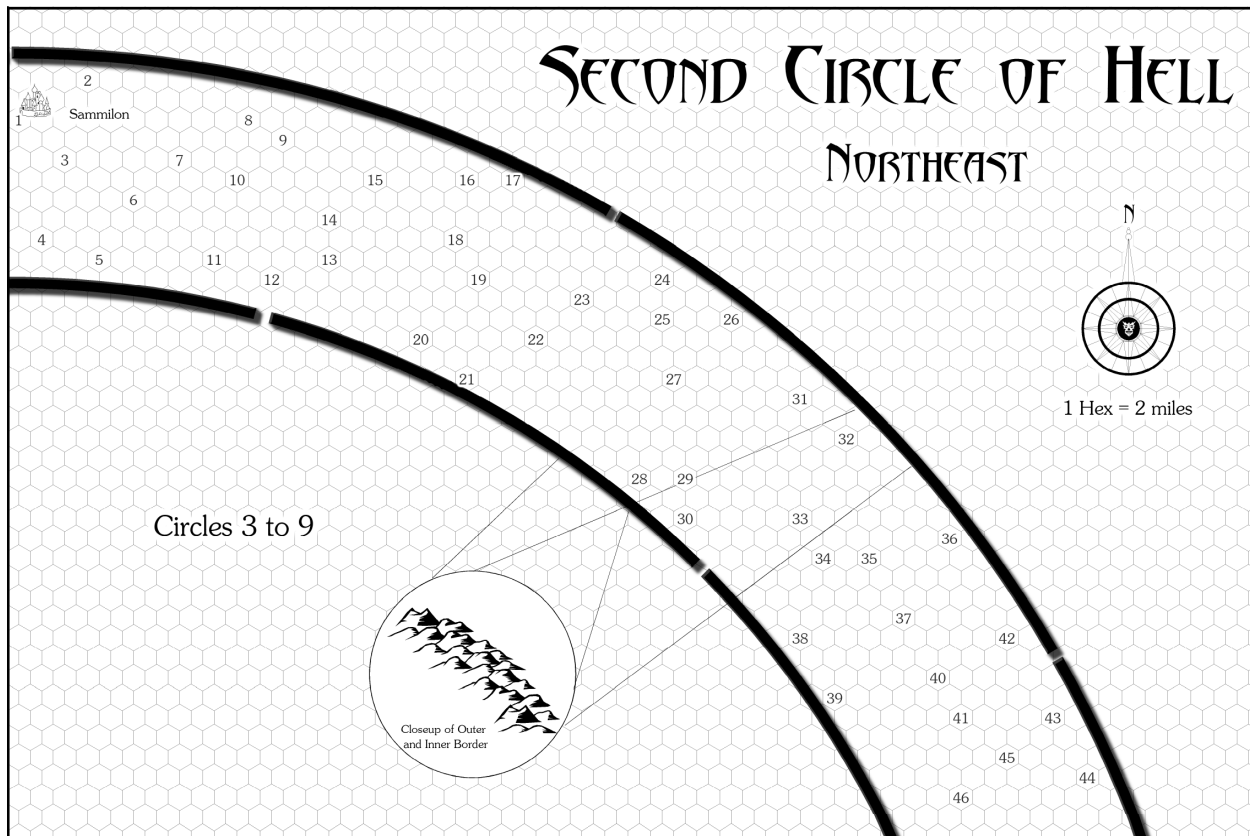
34. A cruciform area is continually bombarded by 3 inch diameter hail. Each segment is 320 FT long by 140 FT wide. Unprotected persons suffer hp1 every 20 FT of travel.
35. Four nested circular walls are found in a paved circular area 100 FT in diameter. The innermost wall is 14 FT tall, 7 FT in diameter; the next wall is 10 FT tall, separated from the inner by a distance of 5 FT; the next wall is 7 FT tall, separated from the next by 8 FT, and the outermost wall is 3 FT tall, separated from the next by 10 FT. Each layer is filled with mercury, with ten equally-spaced chutes that allow mercury to pour out from one area to the lower region surrounding it.
36. A circular area 250 FT in diameter is covered 10 inches thick in slippery blue ice. Persons crossing the area fall unless succeeding on a 1d20 roll GTET [28-Agility], checked every 20 FT. Mortals fighting on the ice apply an effective -4 Agility. The cold from the area can be felt in the dark 60 FT away, 120 FT on 1d20 rolls GTET [30-Stamina].
37. Adventurers find that eight 25 FT metal posts have been set up to define an oval, 320 FT long by 180 FT at its widest point. Twelve HD6 **Gargoyles** are racing eight HD10 **Wyverns** around the oval, with twenty **Common Devils** as spectators.
38. A two-story black stone building is surrounded by a ditch, 12 FT wide by 9 FT deep; a line of spikes is along the bottom (avoid in the dark on 1d20 roll GTET [30-Agility], affected persons suffer hp1d6 damage; on avoid roll of 1 damage foot {one-third speed} for [20-Stamina] days). The building is occupied by four **Pruddin**, a **Common Devil** armed with a crossbow and ten bolts, a **Zoybim** with three 1d12 Explosive Grenades (avoid 1d20 GTET [32-Agility]), and two **Type 2A Devils**.
39. Adventurers find four recent graves with no headstones. The graves are from 6 FT to 9 FT long and 4 FT wide. One grave holds the corpse of a middle-aged Gnome woman, one the corpse of a male Half-Elf, one the corpse of an older male Human, and one the corpse of a younger male Gnome. All the corpses are found naked, without any grave goods, and have significant stab wounds. One would estimate them to be dead 30-50 hours.
40. Five HD6 **Hell Horses** are found grazing on a hillock 128 FT long by 34 FT. The hillock is thickly covered in knee-high thistle.
41. Adventurers find four rectangular pens that hold HD6 **Hell Cattle**. One pen holds twenty-two beasts, one holds eighteen, one holds thirty, and one holds twenty-five. Three sheds are filled with hay and grain. The cattle are tended by nine **Common Devils**, three **Ordinary Devils**, a **Beng**, and a **Centaur of Hell**.
42. Adventurers crossing an octagonal area 425 FT across are attacked by rolling stone disks, each 5 FT diameter by 2 FT thick AC60, hp20, an impact causing hp1d8 crushing damage. Each Adventurer avoids impact on 1d20 rolls GTET [32-Agility], checked every 33 FT of travel. Adventurers hear the sound of moving disks in the dark from 50 FT away, 80 FT on 1d20 rolls GTET [28-Intelligence].
43. An X-shaped Thorn Hedge, each segment is 200 FT long, 15 FT tall, and 20 FT thick. Adventurers not protected by heavy metal (plate, breastplate, backplate, etc.) armor suffer hp1 damage for every 5 FT they push through the hedge.

### Northeast Map

See the map on page 98.

1. [1] **Palace of Diabolic Earl Sommilon**. A three-story H-shaped white stone building covered by a slate roof; the palace is 260 FT long. It has four steel doors engraved with Sommilon's arms, each guarded by an Ulutu. The Major Domo is Flointgater (**Gaityas**). The staff consists of nineteen **Ordinary Devils**, eight **Type 2B Devils**, twelve **Zoybim**, six **Medusa**, two **Black Annis**, five **Type 3A Devils**, three **Medusa**, and an **Ogre**. The Palace is rumored to contain the mummified corpses of the twin brothers Trautclas and Welndalow (good Crusader L14 and good Fire Wizard L12). [2] Continuous storms affect a C-shaped area 1600 FT by 500 FT, with a heavy cold downpour and frequent thunder. Adventurers crossing the area are each hit by a 2d8 lightning bolt (avoid 1d20 roll GTET [33-Agility], checked every 100 FT of travel; half damage on 1d20 roll GTET [30-Stamina]).

# Second Circle, Northeast Map



2. A T-shaped area is subject to a food-putrefying effect. The top segment is 400 FT by 180 FT, the long segment is 950 FT by 220 FT. One ration/person is rotted for every 50 FT of travel, and one-third gallon of drink. The region is also afflicted by strong odors of garlic and curdled/sour milk. Mortals are forced to retch for 1d10\*(quarter minute) unless succeeding on a 1d20 roll GTET [28-Stamina], checked every 75 FT of travel (Dwaves and Gnomes +2 modifier).
3. A 25 FT diameter circular metal platform stands on ten 15 FT stone posts, reached by two metal ladders. Gallows spars are found at the northwest, northeast, southeast, and southwest compass points. The freshly-hung (2 hours) corpse of a female Human in pants and a blouse is found in the northeast, the bleached bones of a Type 2C Devil hang in the southeast. Adventurers find three **Common Devils** feeding rancid meat to five HD3 **Giant Vultures** from the platform.
4. **Goymermin's Gaol.** A Y-shaped two-story green stone building surrounded by a 25 FT black wood fence. Each segment is 150 FT by 65 FT wide, and a 30 FT diameter three story cylindrical tower is in the center. The first floor holds offices, a guard's mess, wardroom, torture chamber, and 86 cells. The second floor holds 142 cells, including 10 for water creatures. Important prisoners are in the three central tower rooms. The Warden is Heolkomaar (**Type 6C Devil**). The staff consists of nineteen **Common Devils**, seven **Ordinary Devils**, ten **Zoybim**, three **Pruddin**, three **Beng**, five **Ogres**, a **Black Annis**, and a **Medusa**. Important prisoners include Lander-caln (**Lycanthrope** Clan Chief [Bear]), Uriah Trant (neutral male Dwarf, Warrior L8, royal family), Lady Serlisa Vaon (good Air Wizard L14), and Vingbraat (former Diabolic General).
5. **Iron Horse Forge.** A complex of four two-story red brick buildings around a central courtyard, with an exterior coal shed and water cistern. The forge is known for its armored vehicles, wagons, carriages, and coaches. The Head Armorer is Suilchain (**Ogress**, Master Smith and Armorer). The staff consists of four **Common Devils**, three **Type 2B Devils**, a **Zoybim**, a **Common Troll**, and four

# Second Circle, Northeast Map

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5. **Iron Horse Forge, continued...Uber Zombies.** The forge currently stores twenty open steel helmets, forty-two steel caps, nine sets of Chainmail armor, two sets of Plate Armor, thirty-one pairs of steel gauntlets, eighteen Spears, ten Lances, twenty large War Axes, nine Two-Handed Swords, twelve War Hammers, forty Short Swords, and five completed armored wagons. A secret room on the second floor holds ten steel ingots, four electrum ingots, three gold ingots, eight silver ingots, fifteen bronze ingots, 3258 GP in coin, six *alchemical concoctions*, and two items of *miscellaneous magic*.
6. A 600 FT diameter circular zone eats at leather objects carried through. Each Adventurer has one ordinary item (strap, belt, pouch, canteen, hood, backpack, bag, glove, vest, etc.) come apart after 100 FT of travel. Leather or Studded Leather armor/gauntlets permanently loses AC1 after 50 FT of travel; enchanted leather items permanently lose AC1 after 150 FT of travel.
7. **Post 223.** Two one-story stone buildings with slate roofs, surrounded by a 20 FT wood palisade, inside a ring of burning oil. The post is staffed by three **Pruddin**, three **Type 2A Devils**, and two **Zoybim**. They are armed with War Axes, War Hammers, four *Bows+1* (100 arrows in three quivers), two Crossbows (40 bolts; 3x 1d100 minutes *paralysis* {save 1d20 GTET [32-Stamina]}}, 3x 1d100 minutes *blindness* {save 1d20 GTET [34-Stamina]}}, five 1d12 explosive grenades (8 FT radius, save 1d20 GTET [28-Agility]), and four stink bombs.
8. An S-shaped raised mound is 300 FT long by 58 FT across at the base, 18 FT tall. The mound is thickly covered by a bush with palm-like dark green leaves and fern-like orange leaves. Each Adventurer can gather 1d20 pounds of plant, which are rarely-found and have strong medicinal properties (120 GP/pound value). A careful person can gather 1d20\*tenth-pound of sap, valued at 460 GP/pound. An Elf who chews these leaves is healed hp1d8 (once/day); the leaves lose this property 24 hours after being cut.
9. Ten parallel fissures in the ground are 1d100+250 FT long by 1d12+15 FT wide by 1d12+10 FT deep. The fissures are separated by 2d20+30 FT. Adventurers approaching the fissures fall in, in the dark, unless succeeding on 1d20 rolls GTET [28-Agility].
10. **Ulstayoo Fortress.** A U-shaped four-story black stone building inside star-shaped earthworks, inside a 30 FT black stone wall. A 20 FT wide by 20 FT deep moat is immediately inside the wall. Five one-story wood buildings are between the moat and the earthworks, along with a two-story stone building. The Garrison Commander is Onnemun (**Gaityas**). The garrison consists of four squads of **Centaur of Hell** Lancer/Archers, three squads of **Common Devil** pikemen, ten **Infernal Hounds** led by an **Alpha Hound**, and an evil Gnome Fire Wizard L14. The support staff includes twenty-six **Common Devils**, fourteen **Ordinary Devils**, ten **Zoybim**, eight **Type 2A Devils**, sixteen **Skeletons**, eleven **Ghouls**, and two male Human **Vampires**.
11. **Tomb of Naroshpi.** A one-story grey stone building, 40 FT by 28 FT with a copper roof, supported by ten 12 FT stone columns. The bronze door is secured with an adamantine padlock (-14 open lock). A purple stone sarcophagus inside is sealed with a hard rose-colored resin; the sarcophagus holds the well-preserved remains of Naroshpi, male Dwarf, having an animated *enchanted bronze arm* below his left elbow. He is buried with a *Cutlass +2* (wound bleeding), a closed-visor *Helm of True Seeing*, steel *Gauntlets AC+14* (6/day webs), and a *Breastplate AC+8* (reflects Air magic). Five HD4 **Giant Vampire Bats** enter the room through an unused fireplace chimney 6 minutes after Adventurers arrive.
12. A Thorn Hedge in the shape of a square confines a HD14 **Chimera** (unable to fly due to a damaged wing). Each side is 225 FT long by 18 FT thick. Adventurers not wearing heaving metal armor (plate, backplate, breastplate) suffer hp1 from every 5 FT pushing through the hedge.
13. A decrepit three-story black stone tower is occupied by twelve HD5 **Yassakko's Spiders** [cold breath, resists cold magic]. A locked [-6 open lock] bronze chest contains 4206 GP, 22 platinum pieces, a *Draught of Folly*, a *Vampire's Draught*, and a *Short Bow +1*. A locked [-8 open lock] steel chest {poison needle trap, -10 find trap, -5 disarm trap} holds 3325 SP, 258 GP, 10 electrum pieces, two sets of AC24 *Priest's Robes* (evil, Gaap), and three 600 GP silver Unholy Symbols. A small wood box with padlock contains five vials *Unholy Water*, and a *2d8 Healing Potion*.

## Second Circle, Northeast Map

14. Ten steel stocks stand in two rows of five in a rectangular plaza 150 FT by 70 FT, the area is paved in dark mauve stones. One stock holds a **Common Devil**, one holds a **Minotaur of Hell**, one holds a **Type 2C Devil**, and one holds a **Type 2E Devil**. The prisoners are guarded by two **Beng**, a squad of **Pruddin**, and three **Common Trolls**. The spectators include five **Zoybim**, three **Type 2A Devils**, a **Type 2B Devil**, and four **Harpies of Hell**.

15. The ruins of a three-story manor house are surrounded by a 10 FT iron fence. The roof is missing and most of the west wall. Six rooms on the ground floor remain usable, six rooms on the second floor, and three on the third floor. The ruin is haunted by two HD6 **Banshee** [incorporeal, death wail]. The banshees know of a safe that contains an *Alchemy Index*, *Language Librium*, and *Girdle of Strength*+3.

16. Adventurers find a two-story rectangular wood building, 210 FT long, with double-wide doors on the first floor's short ends, and a single-wide door centered in the long side. The warehouse holds food, water, spirits, dried meats, and other staples for the legions, including twelve chuckwagons. The warehouse staff includes a **Beng** manager, five **Common Devils**, eight **Ordinary Devils**, fifteen **Zoybim**, seven **Common Trolls**, three **Minotaur**, and two **Centaurs of Hell**. A patrol consisting of a **Beng** and a squad of **Pruddin** arrives here twenty minutes after the Adventurers.

17. A rectangular area 825 FT by 380 FT. Any active prayer affecting a mortal is immediately cancelled upon entry to the zone. In addition to any other rolls required by a Priest or Crusader (e.g. all free casts are exhausted), a 1d20 roll GTET [33-Will] is required to perform any prayer while in the area. A blessed item must succeed on a 1d20 roll GTET 16 to use perform a prayer or use a prayer-related power or ability while in the area.

18. Adventurers find a 30 FT tall black marble fountain consisting of layers of shell-shaped catch basins above groups of three black Gargoyles spouting water. The uppermost basin is 6 FT across and the bottommost basin is 18 FT across. All of the liquid in the fountain is frozen solid.



19. **Phedanphrades Tomb**. An oblong 15 FT green stone sarcophagus sits in a rectangular area, 30 FT by 18 FT, paved in light green stones. Six burning torches are divided, three on the north side, three on the south. The sarcophagus is enveloped in a glowing green halo that prevents (save 1d20 GTET [34-Will]) good or neutral persons from touching it. The tomb holds the partially-decomposed bones of a Medusa, covered by the remains of a tattered long red gown. A silver *Ring of Levitation* is on her left hand, a silver-amber-turquoise *Graveyard Necklace* is around her neck. The tomb is guarded by five HD8 **Medusa** armed with Dirks and *poisoned* Scimitars (save 1d20 GTET [30-Stamina]).

20. **Browhigh Theater**. A four-story tan stone octagonal building, with entrances on the the west, north, and southeast. The theater contains a 200 seat lecture auditorium, a 1000 seat stage theater, and a 300 seat stage theater, along with a stage carpenter shop, music rehearsal rooms, a sewing shop, three large rehearsal rooms, a dance studio, and dressing rooms. Adventurers arrive to find a lecture in progress by the Deputy Commander of Infernal Legion XXXIV to an audience of forty-two **Vackli**, eighteen **Sessin**, thirty-one **Gaityas**, twenty-seven **Pruddin**, eight **Nimidoryas**, and five **Assura**.

21. **Library of Lhoarkarghy**. A two-story H-shaped light blue sandstone building with a copper room, the roofline home to forty squatting black gargoyle statues. The building is entered by clear resin doors on the north and south sides of the connecting segment, reached by black stone steps. The library is known for its extensive collection of erotic books, paintings, music, and devices used by races from

## Second Circle, Northeast Map

21. **Library of Lhoarkarghy, continued...** throughout the Celestial Spheres, as well as extensive collections about sex, reproduction, and child-bearing. The Head Librarian is Dophine Olmerbad (**Medusa**), with a staff consisting of sixteen **Ordinary Devils**, fourteen **Zoybim**, five **Medusa**, seven female **Centaurs of Hell**, four female **Minotaur**, nine **Harpies of Hell**, and ten female **Bugbear** slaves.
22. A three-story black stone building with a domed copper roof, next to a cylindrical five-story tower. The first floor contains the courtroom of Infernal Magistrate Marekerk (**Type 5E Devil**), the magistrate's office, the office of the Court Bailiff, Renderboorn (**Type 4D Devil**). The middle floor holds offices and working room for fifteen **Zoybim** clerks. The upper floor is used for records storage. The tower is occupied by a **Beng** and two squads of **Pruddin**.
23. A T-shaped two-story building housing offices for Gaap's overseers. The office manager is Bently (**Type 3D Devil**), with a staff of thirteen **Zoybim**, eight **Harpies of Hell**, fifteen **Medusa**, four **Centaurs of Hell**, and nine **Common Devils**. A strongroom holds 7842 GP worth of coin (primarily SP), twenty valuable oil paintings, four valuable tapestries (524 GP, 856 GP, 1589 GP, 5252 GP), nineteen ivory carvings, seven pieces of excellent porcelain, three gold Unholy Symbols (6576 GP, 9366 GP, 10,646 GP), and fifty bottles of a very rare and excellent vintage of wine.
24. **Castle Dirmirkey.** A five story circular keep has a roof-mounted catapult mounted on a swivel. The castle walls form a pentagon 35 FT high with two gates and five three-story towers. The castle is surrounded by a 50 FT ring of hp1d12 explosive mines. The Garrison Commander is Premfolli (**Gaityas**). The garrison consists of three squads of **Centaur of Hell** Lancers and three squads of **Common Devil** Archers, along with four **Beng**, ten **Pruddin**, six **Harpies of Hell**, two **Ogres**, and a **Fe'eur Troll**. The staff consists of eleven **Ordinary Devils**, ten **Zoybim**, twenty **Zombies**, seven **Skeletons**, eight **Ghouls**, and twenty **Bugbear** slaves. The castle holds eight 16,000 GP jade trophies for bravery, awarded by Prince Gaap over the past 2000 years.
25. Ferrous (iron, steel) metal disappears while carried in a circular area 650 FT across. Three pounds of unenchanted metal disintegrates after every 10 minutes in the area (some may be whole items or pieces of them; determine the affected item using 1d20: (01-04) armor, (05-06) weapon, (07-09) belt or scabbard, (10-14) buckles or stays, (15-20) other items). An enchanted item is not affected on 1d100 rolls GTET 03. The red line on the ground which marks the border can be seen in the dark from 35 FT away (70 FT on 1d20 roll GTET [27-Intelligence]).
26. **Medusa Mausoleum.** A one-story rectangular green stone building with a copper roof, the double doors are bronze, held by an adamantine padlock (-10 open lock), A poison (-8 to find, -8 disarm, *death*, avoid 1d20 GTET [28-Agility], save 1dd20 GTET [30-Stamina]) needle trap in the door lintel attacks the feet. Black stone statues of poisonous snakes are fastened to the exterior wall, 10 FT to 20 FT long (aura of enchantment only). The interior walls are painted in scenes of naked Medusas in veils whipping humans. The mausoleum has five black stone sarcophagi, each 10 FT by 6 FT, with two intertwined snake statues on each lid (Strength GTET 28 to move); they are labeled 'Meshni,' 'Orodomat,' 'Gaubau,' 'Termala,' and 'Boranaea.' Each sarcophagus holds the mostly-rotted bones of a Medusa in the rotting remains of a black dress. Boranaea's tomb has spring-loaded stud which releases a cloud of poison gas (*fatal*, save 1d20 GTET [30-Stamina], checked every minute); her tomb contains 502 GP, a 15,402 GP ruby, a 11,542 GP diamond, a *2d8 Healing Potion* (ineffective on Humans), a 7595 GP gold Unholy Symbol, and a pair of red leather *Gloves of Fumbling* (cursed).
27. Adventurers find a two-tier oval mound, the lower section is 130 FT long by 86 FT wide by 22 FT high, the upper section is 72 FT long by 28 FT long by 18 FT tall, oriented on the north end of the lower section. A 60 FT vertical shaft on the top of the upper section extends into the roof of a 80 FT by 56 FT underground room. Four HD6 **Minotaurs** are found in the room performing a ritual to commune with Astarri, God of Minotaurs.
28. **Post 208.** A pyramidal structure on top of a small hillock has one wardroom. The hillock is 60 FT by 27 FT by 9 FT tall, with a double row of spikes surrounding the base except for a metal arch on

## Second Circle, Northeast Map

28. **Post 208, continued**...the north end. The post is occupied by five **Pruddin**, two **Common Devils**, and a HD4 **Ghoul**. They are armed with Scimitars, five Short Bows (100 arrows), two Crossbows (25 bolts; 1x 1d100 minutes *paralysis* {save 1d20 GTET [30-Stamina]}}, 3x 2d8 *flaming*), three flash grenades (1d100 minutes *blindness*, range 15 FT {save 1d20 GTET [32-Stamina]}}, and four 1d10 explosive grenades.
29. Adventurers come across a herd of 275 HD5 **Hell Cattle** grazing on a one-mile wide area of knee-high grass. The cattle are tended by four **Ulutu**, four **Common Devils**, and two **Lycanthropes** (Boar).
30. **Mexaman's Mine**. Adventurers find the ruins of five one-story stone buildings above ground, each building having three to eight rooms. A rickety hoist is over a 20 FT wide vertical shaft, 150 FT deep. The mine consists of six horizontal levels, the first four being at 42 FT, 98 FT, 135 FT, and 150 FT, two secondary shafts lead from the fourth level to the fifth, at 194 FT, and the sixth at 234 FT. The first level has 420 FT of tunnel and twelve rooms, including the Fatal Idol and the Acid Geyser. The second level has 154 FT of tunnel and nine rooms, including the Mad Assayer. The third level has 646 FT of tunnel and fourteen rooms, including the Devil Smelter, the Ghoulie Miners, and the Headlamp Bar. The fourth level has 873 FT of tunnel and twenty-six rooms, including Spider's March, Sulphur Slide, Golem Wall, and the Climb of Destiny. The fifth level has 568 FT of tunnel and seventeen rooms, including Falling Waters and the Great Green Pimpled Face. The sixth level has 902 FT of tunnel and thirty rooms, including Dragon's Dig, Manticore's Pen, Hall of the Battling Boar-Men, and the Winter Idol. The monster's include **Iron** and **Wood Golems**, **Manticore**, **Gold-White-Black Molds**, an Earth Wizard L15, **Devils Types 2A, 2C, and 3B**, **Ghoulies** and **Ghouls**, a **Red Dragon** and **Green Dragon**, **Yassenko's Spiders** and **Recluce Spiders**, **Vampires**, and **Lycanthropes**.
31. [1] Twenty-seven conical sulphur vents are found in a circular area 422 FT across. Each vent cone is yellow stone 1d8+5 FT high, 1d12+12 FT across at the base. The vents are separated by 30 to 50 FT. 1d3 Vents erupt on 1d20 rolls GTET 16, checked every 3 minutes, each eruption lasting 1d8+5 minutes. An Adventurer avoids an eruption on 1d20 rolls GTET [28-Agility], otherwise is scaled for hp1d8. Mortals breathing the Sulphur fumes reduce their Stamina statistics for 2d100 minutes, saved 1d20 GTET [33-Stamina], checked every 5 minutes of exposure. Adventurers smell the Sulphur fumes 100 FT away in the dark. [2] Four HD10 **Wraiths** haunt an underground wine cellar, reached by a set of stone stairs. The 120 FT by 55 FT room holds 148 200-gallon barrels of wine, plus an additional 374 glass bottles.
32. [1] **Arch of Bones**. An arch made from the green (algae covered) bones of dragons, 62 FT high by 50 FT across at the base by 15 FT across; six dragon's skulls are mounted at the top (three facing each direction). One dragon's skull conceals an en-chanted ruby (*protects holder against dragon's fire breath*), one skull conceals an enchanted yellow topaz (*protects holder against dragon's lightning breath*). [2] Adventurers find the ruins of a two-story stone building occupied by four H9 **Rotting Dragons**. Five rooms on the ground floor are usable; one room on the upper floor is usable. A patrol consisting of a **Beng** and a squad of **Pruddin** arrive here 6 hours after the Adventurers.
33. A set of W-shaped dry ditches in the ground, each segment is 280 FT long, 44 FT across, and 30 FT deep. The sides are dressed stone with a slippery surface that is difficult to climb (-12 climbing modifier).
34. **Fortress Izotracheus**, headquarters of Infernal Legion XXXVII (General Izophum). An open pit 160 FT across by 100 FT deep, quicksand fills the floor except for a 20 FT area around the perimeter. Four levels of rooms are built into the sides. A 30 FT tall double wall surrounds the pit; six one-story wood buildings are between the walls. The Garrison Commander is Heptorathes (**Gaityas**). The garrison consists of four squads of **Type 2B Devils**, two squads of **Type 2C Devils**, and two squads of **Type 2D Devils**, supported by fifteen **Common Devils**, four **Common Trolls**, nine **Zoybim**, sixteen **Uber Skeletons**, ten **Harpies of Hell**, and a juvenile **Red Dragon**.
35. An octagonal red metal platform is 28 FT across, supported by ten stone pillars 7 FT tall. A red metal stair leads from the ground to the platform. A 15 FT



## Second Circle, Northeast Map

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35. (continued)... by 8 FT oval pyre burns on the platform, with flames 12 FT high. The pyre is tended by three **Ordinary Devils** and two HD2 **Zombies**. The fire can be seen in the dark 160 FT away, 300 FT on 1d20 rolls GTET [30-Intelligence].
36. A five-story red stone building surrounded by a 30 FT wall, guarded by a **Beng** and a squad of **Prudddin**. Persons not holding a second-circle pass are affected by confusion upon entering the gate (save 1d20 GTET [32-Will]). The building is managed by Yumarodd (**Type 2E Devil**), with a staff of ten **Zoybim**, five **Centaurs of Hell**, three **Medusa**, and two **Minotaur**. A hidden room (-12 to find, -9 open lock) on the upper floor has a *teleporter* to a vault 50 FT underground. The vault holds 84,841 CP, 68,602 SP, 53,309 GP, 2546 electrum pieces, 3d100 gems at 1d100\*1d100\*1d6 each, nine *al-chemical concoctions*, four *enchanted non-sword weapons*, and six items of *miscellaneous magic*.
37. **Xampash Tomb**. A blue stone stair circles a 60 vertical FT shaft, 40 FT across. A bronze door at the bottom has two locks (one -10 open lock, one poison needle trap {2d100 minutes *paralysis*, save 1d20 GTET [30-Stamina]}). The tomb contains nine rooms, including one of petrified plants and another with a spray of *transforming liquid* (**Giant Rat**, 1d100 hours, save 1d20 GTET [32-Stamina]). The burial room is circular with upright bronze statue panels mounted on the wall. The remains of Xampash, Type 2E Devil, are interred under a bronze panel in the floor; its body is uncorrupted. One wall panel conceals a niche containing a 14,063 diamond, 18,854 jade-amber-platinum amulet, a *Ring of Frosty Breath* (91), and a *Cutlass +2 {Dancing}* (the contents are *invisible*). Three HD10 **Wraiths** appear after the amulet is removed from its niche.
38. An oval area 410 FT by 300 FT wide is thickly planted with exploding mines. Adventurers crossing the area each encounter a hp1d10 mine every 1d20+10 FT of travel (avoid 1d20 roll GTET [32-Agility], a mine fails to explode on 1d20 rolls of 01). A thin blue line on the ground marks the area, it can be seen 40 FT away in the dark.
39. A bonfire 14 FT across burns 12 FT high, tended by three **Type 2A Devils**. The fire can be seen in the dark from 250 FT away (500 FT on 1d20 roll GTET [30-Intelligence]).
40. [1] A rectangular area 500 FT by 300 FT is thickly seeded with hp1d12 *explosive mines* (range 8 FT, avoid 1d20 roll GTET [32-Agility] checked every 20 FT of travel, save 1d20 GTET [32-Agility]). [2] Adventurers come across Raybathorn (good male Gnome, Shaman L14, Agil 15, Intell 18, Stam 13, Stng 12, Will 17, SPM+4, hp17) lying unconscious at the bottom of an oval crater, 40 FT by 18 FT by 14 FT deep; he is currently at hp8.
41. A group of ten HD7 **Doppelgangers** are found resting in a 50 FT by 50 FT plaza with a fountain made of stacked earthenware jugs. The Doppelgangers appear to be male Dwarves armed with axes. They claim to be a group of neutral pilgrims en route to the *Garden of the Succubi* in the eastern region of the Second Circle of Hell.
42. **Kobocctin Quarry**. An open pit marble quarry, producing high quality black-white-pink stone. The pit is 340 FT by 200 FT by 140 FT deep. On the rim are four one-story wood buildings, a one-story stone smithy, a cistern, three wood hoists, and an underground storage room (-12 open lock) for blasting caps. The Mine Manager is Urgurri Bannit (**Fe'uer Troll**). The staff consists of twenty-six **Common Devils**, nine **Ordinary Devils**, five **Zoybim**, nine **Common Trolls**, an **Ettin**, and a **Hill Giant**. The quarry has a strong room with 46,582 GP worth of coins, fifteen steel ingots, three silver ingots, a gold ingot, three bronze ingots, an electrum ingot, and nine ingots of copper. The quarry can be heard in the dark from 400 FT away (1000 FT on 1d20 rolls GTET [30-Intelligence]).
43. Large blue-green cacti grow thickly throughout an area 400 FT by 300 FT, separated by 10-15 FT (HD5 **Shooting Cacti**, AC15, hp16, hp1d4 needles at 25 FT range). An Adventurer who crosses the area is attacked by needles in any round in which a 1d20 result is GTET 8 (avoid 1d20 GTET [33-Agility]).
44. A two-story wood building is inside a 20 FT tall wood palisade. The building is occupied by three **Prudddin**, two **Type 2A Devils**, and a **Zoybim**. A weighted steel net launcher is on the roof, mounted on a pivot. The guards are armed with War Hammers (one Prudddin +2, one Prudddin +1), Cutlasses (the Type 2A are *poisoned*, save 1d20 GTET [30-Stamina]), six Throwing Stars (one 1d100 minute

## Second Circle, Northeast and West

44. (continued)...*paralysis*, save 1d20 GTET [32-Stamina]), four *deafening grenades* (20 FT range, save 1d20 GTET [30-Stamina]), four flash grenades (1d100 minutes *blindness*, save 1d20 GTET [28-Stamina]), and five stink bombs.
45. [1] Adventurers come across five Ogres that have been transformed into *pillars of salt*, [2] Adventurers come across a spiral stair made of red metal. The stair is 7 FT wide, 58 FT tall, supported by a central stone column. A 10 FT by 10 FT red metal platform is at the top with a 3 FT red metal statue of a Leprachaun in a pointed hat (aura of enchantment), carrying a bucket of red coins. A hidden (-5 to find) latch releases the hat. Wizards who wear the hat gain SPM+1 (disappears after 24 hours).
46. Adventurers come across three evil Priests (male Gnome L12, female Gnome L12, male Half-Elf L14) and an evil Crusader (Dwarf L10) camped on a small grassy hillock, 40 FT by 22 FT by 8 FT tall. Their camp is hidden behind a *muffling wall* (invisible from GTET 20 FT and prevents sounds from escaping)
47. A severe storm continually pummels a circular area 750 FT across. Adventurers crossing the area are rapidly soaked by the cold, driving, rain. Each Adventurer is hit by a *3d10 Lightning Bolt* every 75 FT of travel (avoid 1d20 GTET [31-Agility], quarter damage on 1d20 roll GTET [30-Stamina]). The lightning flashes can be seen 150 FT away in the dark, 500 FT on 1d20 rolls GTET [28-Intelligence].
2. The ground in a cruciform-shaped area *continually shifts*, making it difficult to cross. Each segment is 475 FT long by 300 FT across; stay on feet on 1d20 rolls GTET [30-Agility], checked every 30 FT of travel; hp1d4 damage is suffered on a roll of 1).
3. Ten Evil Warriors (3x male Human, 1x female Human, 3x male Dwarf, 1x female Half-Elf, 2x male Gnome; 2x L9, 2x L10, 4x L11, 1x L12, 1x L13) are found digging graves for six Type 2B Devil corpses.
4. **Delamonane Altar**, dedicated to Lucifer. A 13 FT red metal altar is on a 30 FT by 20 FT metal plate on a dark stone base. Three copper braziers are burning, five 400 GP gold candlesticks with white candles are on the altar along with five glass vials of Unholy Water, and a 5842 GP gold Unholy Symbol is mounted on a mahogany pole. A 10 FT black stone statue of Lucifer stands in front of the altar (all six eyes are 15,000 GP rubies, aura of evil; any Devil detects these gems at one-half mile).
5. Two open-top cylindrical water cisterns are 35 FT in diameter, with an 8 FT stone base and 20 FT wood sides; one cistern is filled 15 FT deep, the other filled 12 FT deep. Each cistern has a variety of copper tubes, tanks, valves, spigots, and other hardware attached to it. The tubing fails on 1d20 rolls GTET 14 when the valves and spigots are manipulated, continuously releasing water for 2d20 minutes. Three **Common Devils** arrive here 10 minutes after the Adventurers do.

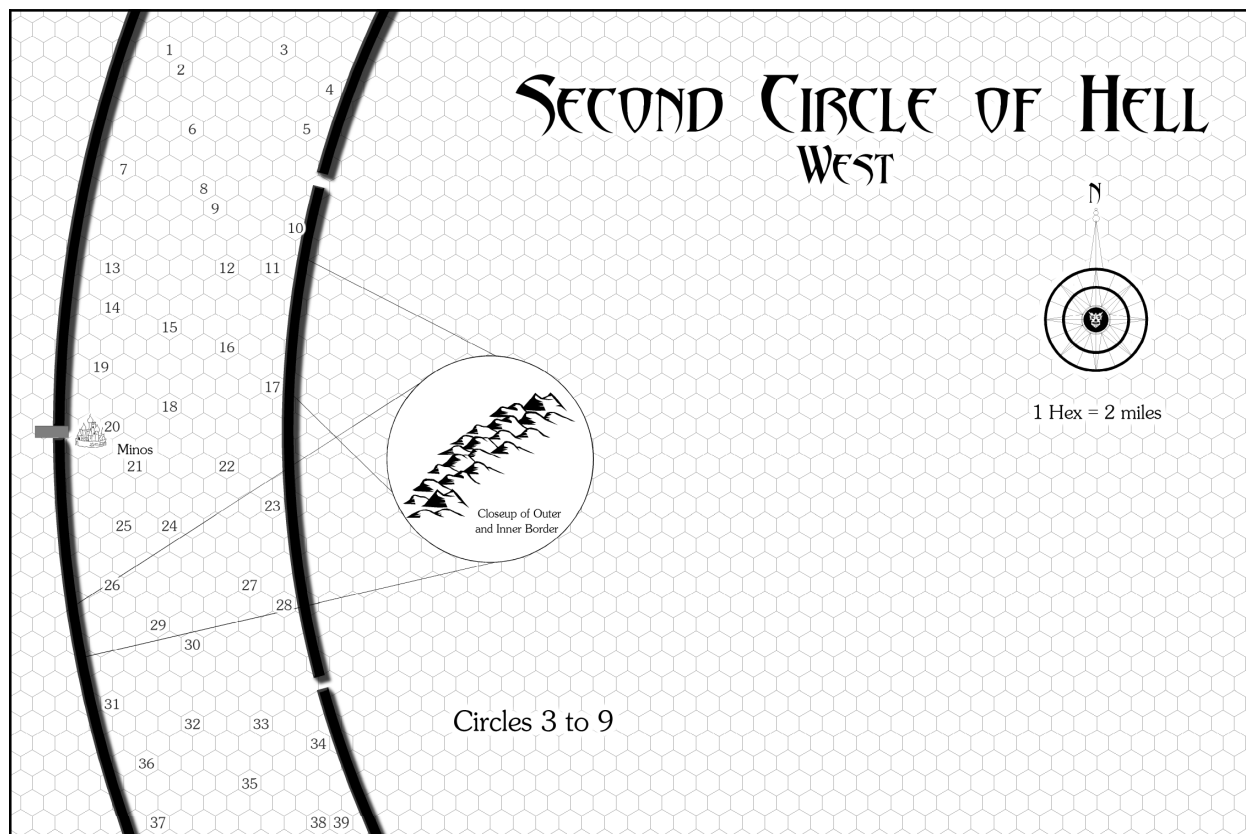
### West Map

See the map on page 105.

1. **Proothin Henge**. A triple circle of upright purple stones, the inner ring consists of fourteen 14 FT stones in a circle 40 FT across, the middle ring twenty-six 18 FT stones in a circle 65 FT across, and the outer ring forty-three 12 FT stones in a circle 85 FT across. Images of Type 2 Devils are engraved on the inner faces of the center ring. Black cross pieces connect the stones of the inner ring. A 16 FT silver statue of Gaap stands in the center (aura of evil, aura of enchantment, no unusual effects).
6. Adventurers come across the foundation for a large building, but all of the structure has been removed. Nine HD8 **Hell Salamanders** are found in the 50 FT by 30 FT root cellar.
7. **Castle vin'de'Kloshale**. A six-story rectangular red stone keep is surrounded by 40 FT hexagonal walls with four guard towers. Three one-story wood buildings and a two-story stone building are also inside the walls. The garrison commander is Black Orendree (**Type 5C Devil**). The garrison consists of three squads of **Type 2A Devils**, three squads of **Type 2B Devils**, seven **Infernal Hounds**, two **Common Trolls**, three **Minotaurs**, and eight **Zoy-bim**. The castle is rumored to hold journals written by Diabolic Earl Ulchadonnick, deceased 5408 years.

# Second Circle, West Map

8. [1] **Spire of Horns**. A 187 FT tall ivory-colored structure constructed entirely from the horns of various bovine creatures from across the Celestial Spheres. The base is 22 FT across, the spire is 15 FT across at 100 FT elevation, and is 6 FT thick at the 150 FT height. 10 FT long black horns extend from each corner at every 10 FT of elevation; the recently-deceased corpse of a male Elf hangs from a rope over an extended horn at the 90 FT elevation. [2] Frederastik (male Half-Elf **Liche**, Air-Fire-Earth Wizard L17) is found with twenty **Uber Zombies** and nine **Uber Skeletons**; they are constructing a one-story round building (appears similar to temple floorplan).
9. A circular garden is 220 FT across, surrounded by an 8 FT adobe wall with four open metal arches. Mortals are affected by **Anger Flowers** (effect 2d100 minutes, save versus performing *immediate violence* on 1d20 rolls GTET [30-Will], checked every 2 minutes of exposure). Mortals can smell the flower's perfume in the dark from 120 FT away (400 FT on 1d20 rolls GTET [28-Stamina]).
10. A one-story blue stone building houses the courtroom and offices of Infernal Magistrate Koboyo (**Gaiytas**), Bailiff Nolsayto (**Beng**), and twelve **Zoybim** clerks. A patrol consisting of a **Beng** and a squad of **Pruddin** stops here every 8 hours.
11. A one-room thatched cottage is surrounded by a 15 FT wood palisade inside a 20 FT wide ring of quicksand. The guard post is staffed by four **Common Devils** and two **Ordinary Devils**, armed with *Dirks +1* (1d20 rounds *paralysis*/hit, save 1d20 GTET [28-Stamina]), Cutlasses, eight Javelins, two Long Bows with 35 arrows (2x *Slaying*, save 1d20 GTET [31-Will]), three stink bombs, and two *deafening* grenades (range 20 FT, 1d100 minutes, save 1d20 GTET [32-Stamina]).
12. Mortals who enter an X-shaped area are affected by 2d100 minutes of *confusion* (save 1d20 roll GTET [32-Will], checked every 3 minutes). Each segment is 720 FT long by 270 FT wide.

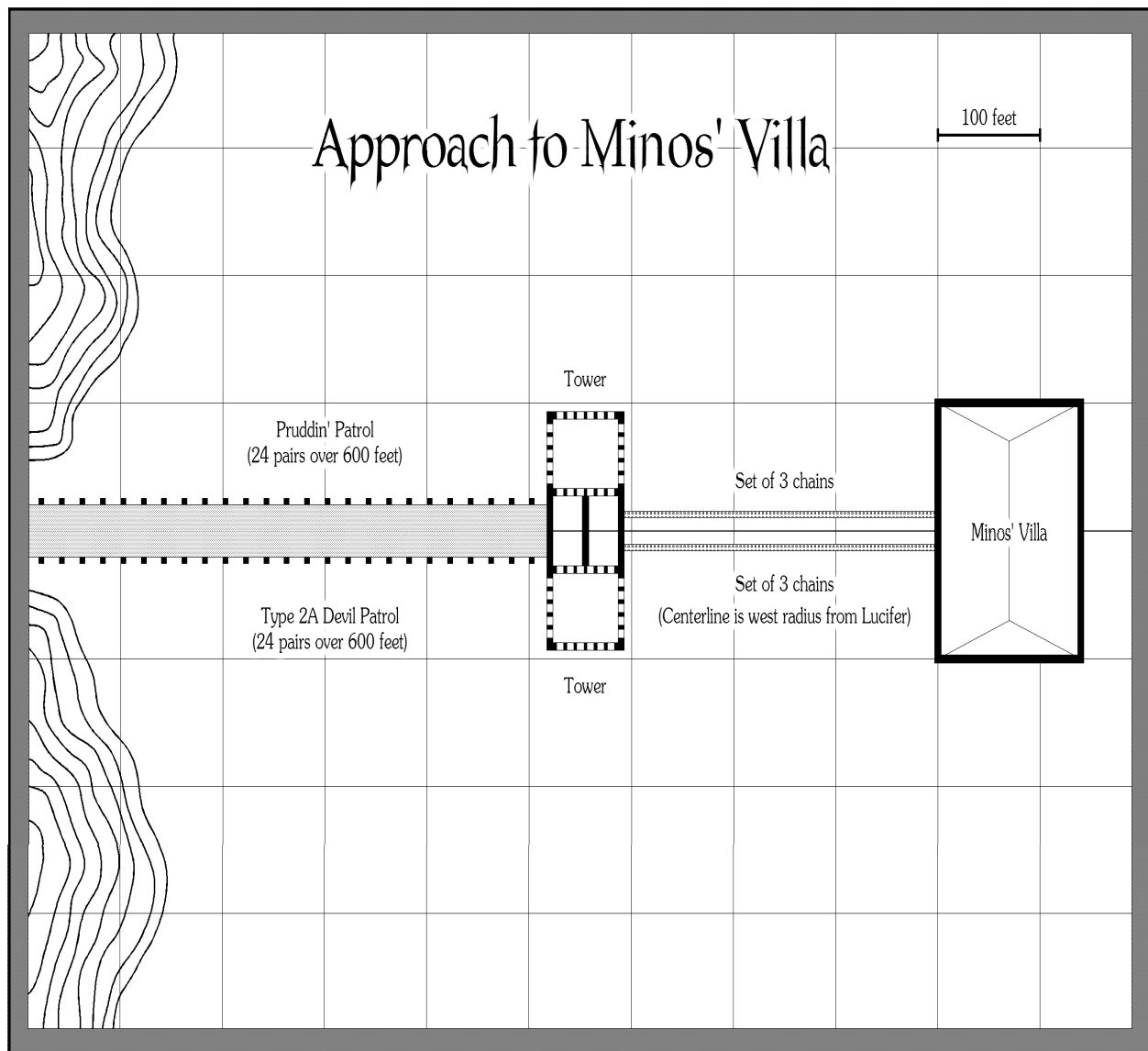


## Second Circle, West Map

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13. A 15 FT by 9 FT by 6 FT tall Cairn is made of stacked grey and blue stones. The cairn covers the well-preserved corpse of an Ettin, with a pair of 1200 GP gold-turquoise earrings, a pair of 388 GP silver-zircon earrings, a 114 GP gold tooth, and a 105 GP gold buckle shaped like a lion's head.
14. Adventurers find the ruins of a large three-story red brick building which was used as a forge and smithy (anvils, bellows, quenching vats, etc.). The third floor is virtually completely destroyed, five rooms remain usable on the second floor, and five rooms remain usable on the ground floor. The trap door leading to an underground strongroom is covered by 3300 pounds of rubble (3 hours to move); the room holds nine ingots of steel, eleven ingots of bronze, six ingots of silver, two ingots of gold, two ingots of electrum, an ingot of adamantium, and a half-ingot of platinum. Four HD9 **Djinn** are searching the ruin looking for a 18,409 GP platinum-gold-ruby ring (family heirloom).
15. A 110 FT grey stone wall is 16 FT tall by 9 FT thick, on a stone base that extends out for 8 FT on either side. A 1500 GP silver-ivory Unholy Symbols (Lucifer) are attached to the wall every 10 FT (on both sides). Pieces of parchment written in Infernal Cant (prayers, supplications) are stuck into cracks or attached by nails. Three **Zoybim** are found kneeling in front of one Unholy Symbol, praying.
16. Thirty-nine geysers are found in an octagonal area 500 FT across. Each geyser cone is 1d12+10 FT across at the base, 1d10+4 FT tall, separated by 2d20+40 FT. Noxious sulfurous gasses affect the entire area, causing hp1d6 lung damage and temporarily reducing Stamina by 1d4 points for 2d100+200 minutes (save 1d20 GTET [32-Stamina], checked every 5 minutes of exposure), and stinging the eyes (apply -2 TH modifier for 2d20 minutes). The entire area is at 100°, and hot water is on the ground. An Adventurer is *scalded* by an erupting geyser after every 50 FT of travel (hp1d8, avoid 1d20 GTET [28-Agility], half damage 1d20 GTET [30-Stamina]). Adventurers can each harvest 2d20 pounds of elemental Sulphur.
17. **Norat Basco Altar.** A C-shaped blue stone altar, 22 FT long by 7 FT wide, mounted on three 5 FT black metal supports. The altar is on a paved area 35 FT by 20 FT surrounded by a 4 FT wood fence. A burning brazier is on each corner of the paved area. A six-arm candelabra is on the altar, along with three 100 GP silver dishes, a 600 GP gold-amber chalice, and three pewter pitchers containing *Unholy Water*. A Type 2D Devil's bones are set into the pavement under the altar.
18. Five octagonal vertical shafts are 12 FT across, 32 FT, 44 FT, 59 FT, 75 FT, and 95 FT deep. The area is haunted by a HD8 **Ghost** of a male Human, who is bound to their skull, which at the bottom of the deepest shaft. His Long Sword +3 (aura of good, +4 damage versus evil creatures) is also at the shaft bottom.
19. **Theater Polofretto.** A two-story square brown stone building is arranged as a singing and concert venue, with a deep stage, forty-seven round tables, and a 50 FT bar across the back of the room. A cleaning crew consisting of three **Ordinary Devils**, a **Common Devil**, a **Type 2A Devil**, and a **Zoybim** is working when Adventurers arrive.
20. **Palace of Diabolic Earl Minos, Judge of the Damned.** A rectangular one-story Romanesque villa with a central courtyard area. Earl Minos' judgment seat is in the courtyard, where the removed hearts of newly-deceased souls are weighed, and their appropriate Circle in Hell determined. The villa is located along the west radius line (see *Inferno: Journey through Malebolge*; see diagram on page 107).
21. **Castle Lortatroenix.** Four three-story white stone buildings surrounded by three concentric red stone walls. The innermost wall is 18 FT, the center wall is 28 FT, the outermost wall is 25 FT. Seven one-story wood buildings are between the outermost and middle walls. The outer wall has four five-story towers. The garrison commander is Monchardsis (**Type 6C Devil**). The garrison consists of four squads of **Type 2A Devil** archers, two squads of **Common Devil** axemen, twelve **Infernal Hounds**, three **Common Trolls**, and three **Minotaur**.
22. Three circular vertical shafts are 22 FT in diameter, 140 FT deep, and are separated by 60 FT; they form a straight line. Blue metal circular stairs wind around each shaft, giving access to an 8 FT tall connecting tunnel at the bottom.

## Second Circle, West Map



23. **Stukorkress Arena.** An 230 FT open air oval primarily used for gladditorial and beast combat, the surrounding structure has thirty-four rows of seating and the exterior walls are 80 FT tall, made of a light blue stone. A match between three teams of eight **Zoybim** is in progress when Adventurers arrive. The audience consists of 1d100 each of **Common** and **Ordinary Devils**, **Zoybim**, **Type 2A Devils**, **Type 2B Devils**, and 2d20 each of **Pruddin**, **Beng**, **Uluttu**, and **Type 3A Devils**.
24. Adventurers find Ulam Lantro (male Half-Elf, good Crusader L14) tied to an upright 10 FT stone pillar, without any weapons, armor, gear, or equipment.
25. He and his partner (Clettus, good male Human Warlock L13) were ambushed by a group of evil Human Warriors while sleeping.
25. A one-story green stone building with a slate roof, entered through double bronze doors. The exterior is painted in images of bats and wolves. The left interior is painted with scenes of a male Vampire over male human servants, the right interior with scenes of a female Vampire with female human servants. The black stone sarcophagus is sealed with resin; it contains the well-preserved bodies of Volsphar (male Huamn Vampire) and Chelleti (female Human Vampire), a husband-wife pair

## Second Circle, West Map

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25. (continued)... found with stakes through their chests. There are also 528 SP, 201 GP, a 5944 GP ruby, a 8802 GP diamond, and a 11,584 GP peridot.
26. A herd of nineteen HD7 **Hell Horses** are found grazing on a small grass-covered hillock, 88 FT by 40 FT by 11 FT tall; two 30 FT twisted trees are on the hillock top (a 1d12 *Healing Potion*, bag with 204 GP, and a 5622 GP gold-amber-opal ring are found in a hole three-quarters up one tree trunk). The horses are accompanied by three **Ordinary Devils**.
27. **Klamddru's Forge**. A three-story T-shaped brown stone building, the long segment is 166 FT long by 45 FT wide. The first floor holds the smithy, grinders, quenching tanks, and tool shop. The middle floor holds living quarters, the upper floor is metal storage (with an exterior hoist). The forge is managed by Klamddru Belaxon (9 FT tall, black-skinned **Neolnatian**, native to the fifth universe on the Third Celestial Sphere). The staff consists of six **Ordinary Devils**, three **Common Trolls**, two **Type 2B Devils**, and a **Zoybim**. The forge is known for its excellent shields. A strongroom holds twenty-one steel ingots, five iron ingots, three gold ingots, a silver ingot, six copper ingots, an electrum ingot, and 7562 GP worth of coins.
28. A 14 FT cairn of black stones is 7 FT across and 6 FT tall, with two staves set in the rocks at one end. The cairn covers the bad-decomposed bones of three Gnomes, found in the tattered remains of ankle-length dresses. Underneath the bones (-8 to find) are two **Infernal Passes** for the Second Circle, along with 114 SP, 54 GP, and a vial of *Holy Water*.
29. A one-story stone building surrounded by a double row of poisoned (save 1d20 GTET [30-Stamina]) spikes facing outward. A mechanical blinker mechanism is on the roof, along with a ballista and ten 1d12 bolts. The post is staffed by three **Ordinary Devils** and four **Zoybim** armed with Rapiers, Javelins, and Throwing Axes. They also have two stink bombs, a *tangle* grenade (webs 5 FT, avoid 1d20 GTET [32-Agility]), and three flash grenades (range 15 FT, 1d100 minutes *blindness*, save 1d20 roll GTET [32-Stamina]). Adventurers see the light blinker in the dark from 200 FT.
30. Continuous *earthquakes and tremors* affect a twelve-sided region 1000 FT across. Adventurers crossing the area are knocked off their feet every 50 FT of travel (avoid 1d20 GTET [28-Agility], suffers hp1d4 on a roll of 1).
31. **Hilgabaugh Armory**. Two two-story white rectangular buildings surrounded by a 25 FT wood palisade. The armory is known for its production of cudgels, staves, hammers, and maces. The armory manager is Krangaron (**Type 4B Devil**). The staff consists of eight **Common Devils**, sixteen **Zoybim**, five **Type 2A Devils**, four **Uber Skeletons**, and a **Lycanthrope** (Boar). The armory stores twenty-five Cudgels, one-hundred thirty Staves, forty-three War Hammers, fifty Light Maces, twenty-two Heavy Maces, ten Flails, thirty-one Dirks, and eighteen Long Swords. A weapon is *enchanted* on 1d20 rolls GTET 17 (1d20: 01-12 +1, 13-17 +2, 18-19 +3, 20 +4). The armory has forty ingots of steel, eight iron ingots, eleven bronze ingots, two silver ingots, and an ingot of gold.
32. **Camp Jurgarrin**. Six one-story wood buildings surround a parade ground, with three two-story wood buildings and a three-story stone building. The camp is surrounded by a 20 FT chain fence topped by razor wire, inside a 40 FT wide ring of quicksand. The camp commander is Phaghnogus (**Nimidoryas**). The garrison consists of three squads of **Pruddin**, three squads of **Ulutu**, five **Beng**, sixteen **Zoybim**, four **Minotaur**, three **Infernal Hounds**, and a **Type 2D Devil**.
33. **Temple du'Vesporoy**, dedicated to Samael. A one-story green stone octagonal building with a copper dome over the altar area. The temple has twelve rooms, including the major altar, a side chapel, a robing room, two offices, two living quarters, a larder, and a storeroom. The main altar consists of a 9 FT diameter green stone mounted on black supports, with two 18 FT red stone statues of Samael, two oval copper braziers filled with coal, a 14 FT Unholy Symbol inlaid in the floor, and three tapestries. The chapel has a 12 FT statue of Samael with a 8 FT black stone altar, and a fountain of Unholy Water. The major priestess is Avamoryan (evil female Gnome, Priest L15), assisted by Gworgeme (**Type 2C Devil**) and three **Zoybim**. The temple has a piece of Samael's left ring finger in a 23,000 GP gold-ruby-opal reliquary.

# Second Circle, West and East Maps

34. A V-shaped area acts like a strong magnet on any ferrous (iron/steel) material carried across it; each segment is 600 FT long by 230 FT wide. A person carrying ferrous material is able prevent it from being pulled to the ground on 1d20 rolls as determined by the amount carried: (1-10 pounds) roll GTET 5, (11-20 pounds) roll GTET 9, (21-30 pounds) roll GTET 13, (31-40 pounds) roll GTET 17, (41-60 pounds) roll GTET 19, (61 pounds or more) roll of 20. Apply a +1 modifier if Strength is 16-17, +2 if 18-19, +3 if 20-22, and +4 if GTET 23. Once the material is stuck to the ground it can be lifted on 1d20 rolls GTET [32-Strength].
35. Rare herbs grow thickly on a small hillock, 150 FT long by 67 FT wide by 14 FT tall; a small pool of uncontaminated water (3d100 gallons) is also found on the hillock. Each Adventurer can gather 2d20 pounds of rare herbs valued at 30 GP/pound.
36. **Chemendalt's Tomb.** An 18 vertical FT stair leads down to a 9 FT bronze door (-9 open lock, Strength GTET 27 to open). The tomb consists of ten rooms, including a room of incense sticks (20x, 66 GP each), a room of lifelike wax figures of Chemendalt and his family, an evil parlor, and a room of tapestries of Death (3x, 6832 GP, 8088 GP, 9105 GP). The burial chamber is circular, 32 FT in diameter, and has three 9 FT diameter circular sarcophagi containing the well-preserved remains of Chemendalt (male Half-Elf, Warlock L13), his wife Ostessio (evil Elf, Fire Wizard L6), and his son Jukumerdes (male Half-Elf, evil Priest L5). A niche behind a hidden door (-11 to find, -5 open lock) in the parlor holds an *Armorskin Tonic AC+16* (labeled as a Far Hearing potion), a *1d12 Healing Potion*, a *Physic of Telepathy*, a pair of green leather *Gloves of Proficiency* (Axes), and a *Blanket of Devouring*.
37. Fifty-one vents in the ground emit sulfurous gasses in a circular area 600 FT across; the vents are irregular lines in the ground, from 2 FT to 6 FT wide by 10 FT to 25 FT long. Adventurers crossing the area suffer hp1 lung damage for every minute of exposure (save 1d20 GTET [30-Stamina]), after 5 minutes their Stamina is temporarily reduced by 1d3 points for 2d100 minutes. The gasses irritate the eyes so that affected persons apply a -2 TH modifier for the subsequent 1d100 minutes (save 1d20 GTET [32-Stamina], Dwarves not affected). Each person can harvest 3d20 pounds of elemental Sulphur. The area can be smelled in the dark at 300 FT, 600 FT on 1d20 roll GTET [30-Stamina].
38. A three-story red brick building with a copper roof, entered by steps on the south side leading up to a stone door (Strength GTET 28 to open). Six offices and a room of eight **Zoybim** clerks are on the ground floor, three offices and two rooms of **Zoybim** clerks (seven and ten) are on the second floor, and the third floor is used for record storage. The office manager is Gybleam (**Minotaur**), and the staff consists of three **Medusa**, three **Type 2A Devils**, and two **Type 2C Devils**. A hidden (-10 to find, -10 to open) strong room on the third floor holds 14,284 GP in coins, 2d100 gems (each 1d100\*1d100\*1d6 GP), five rare pieces of art (7400 GP to 15,568 GP values), two ivory carvings (6876 GP, 9083 GP), and a very valuable violin (13,862 GP).
39. A group of fourteen **Centaurs of Hell** are found practicing at a six-target archery range. Each centaur has a long bow and 30 arrows, as well as a Cutlass, two Throwing Stars, and a Whip. A small shack has twenty Bows and 600 practice arrows.

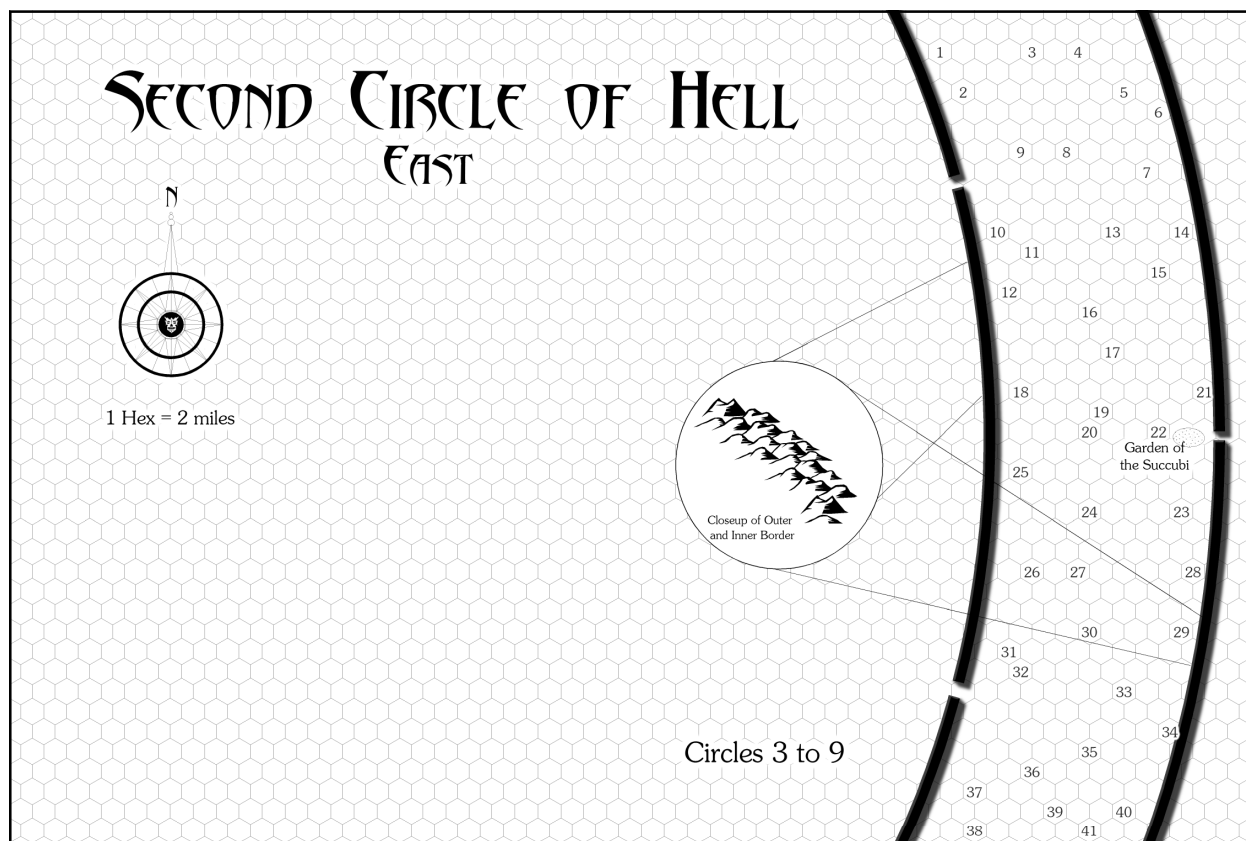
## East Map

See the map on page 110.

1. Multi-colored fungi from 2 FT to 6 FT tall thick grown on an oval hillock 110 FT by 66 FT by 17 FT tall; some fungi are phosphorescent and can be seen 100 FT away in the dark. The fungi are poisonous (3d100 minutes paralysis, save 1d20 GTET [32-Stamina]) unless thoroughly cooked in alcohol (still inedible to Dwarves). Four HD6 **Cockatrices** are grazing on the fungi.
2. **Onphalcran Arch.** A blue metal arch is 92 FT tall, 34 FT across at the base, 16 FT thick. It sits on a rectangular paved area 77 FT long by 42 FT wide. There are ever-burning blue torches attached to both sides of the arch at 12 FT intervals; the arch can be seen 150 FT in the dark (300 FT on 1d20 rolls GTET [28-Intelligence]). A 15 FT copper statue of a Type 2C Devil hangs from the center by a steel cable; persons who hit the statue with arrows three times in one minute gain a +2 TH bonus with missile weapons for the subsequent 24 hours.

# Second Circle, East Map

2. **Onphalcran Arch, continued**...Adventurers find Ifram Kollerster (good male Dwarf, Crusader L12) camped near (50 FT) the arch. Ifram is composing an epic poem about his visit to Malebolge; at the moment he is working on lines about yesterday's combat with some Pruddin.
3. [1] A square area 350 FT across contains nine ochre-brown stones, each 80 FT to 115 FT tall, 30 FT to 55 FT across at the base. A *War Axe +2* (good, +3 damage versus evil) is on a ledge 92 FT off the ground. [2] Five HD10 **Black Wyverns** are found drinking from a natural pond, 225 FT long by 102 FT wide, from 4 FT to 9 FT deep.
4. A three-story pink stone building contains a twelve-room Hostel, operated by Quengas (**Type 2C Devil**); the lantern outside the building can be seen 600 FT in the dark. Evil and neutral persons of all races are welcome for up to six days. The first floor has a common room and kitchen and storerooms; the second floor has eight single rooms and a {common} bath; the third floor has four triple-bed rooms and four double-bed rooms, along with a bath. A bed and meal costs 4 SP. The current guests include four **Zoybim**, a **Type 1D Devil**, two male Dwarves (Warrior L11, Rascal L9), and an evil **Centaur**. The Rascal breaks into each Adventurer's room on a 1d20 roll GTET 16, checked/room; he steals 1d3 items/room.
5. Dense pink vapors hang about in a circular area 525 FT in diameter, fed by 3d20 fissures in the ground. Adventurers crossing the area are affected by 2d100 minutes of intense laughing (save 1d20 GTET [32-Stamina], checked every 3 minutes of exposure). Affected persons temporarily reduce their Agility and Stamina each by 2 points and their Will by 1 point. An affected Priest, Crusader, Warlock, Wizard, or Shaman must succeed on a 1d20 roll GTET [32-Will] before using a spell or prayer.
6. A one-story stone building has five rooms and a slate roof; the building is surrounded by a 25 FT wide moat, 15 FT deep, spanned by a wood bridge. The post is occupied by three **Type 2B Devils**,





## Second Circle, East Map

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6. (continued)...a **Type 2A Devil**, and a **Pruddin** armed with War Hammers (the Pruddin is +2, *bone crushing* on rolls GTET 14, save 1d20 roll GTET [32-Agility]), Flails, and iron Staves. They also have four stink bombs, two flash grenades (15 FT range, 3d100 minutes *blindness*, save 1d20 GTET [30-Stamina]), and five hp1d12 explosive grenades (range 6 FT, avoid 1d20 GTET [30-Agility]).
7. A circular pool of water is 1200 FT across by 5 FT deep, bounded by a 4 FT sand-colored wall. 5 FT pewter statues of mermaids are spaced every 35 FT along the perimeter. A 50 FT high waterspout moves across the pool in random directions. An Adventurer within 15 FT of the waterspout is sucked in (hp3d6 damage) unless succeeding on a 1d20 roll GTET [30-Strength].
8. A two-story white stone building arranged around a central courtyard, the building is surrounded by a thorn hedge. The building houses the court and offices of Moleskew (**Hulden**, Infernal Magistrate), along with Bailiff Zulchiff (**Nimidoryas**). The staff consists of two **Medusa** and nineteen **Zoybim**. A squad of **Pruddin** guards the building. A **Type 2C Devil**, **Type 2D Devil**, two **Sessins**, and a **Beng** are waiting in the building for hearings.
9. A circular area 500 FT across is permanently afflicted by heat, being continuously at 118°. Adventurers crossing the area suffer heat exhaustion on 1d20 rolls GTET [30-Stamina], checked every 60 FT of travel.
10. [1] Hot bubbling oil surfaces in a circular area 150 FT across. Adventurers suffer hp2 damage from contact with the oil. Each Adventurer can harvest two gallons of good quality oil {if they have containers to fill}. The bursting bubbles release unpleasant gasses which can be smelled in the dark 100 FT away (200 FT on 1d20 roll GTET [30-Intelligence]); the popping sounds of bubbles can be heard 50 FT away. [2] A 15 FT diameter opening in the ground leads to a three-room underground cave used by ten HD4 **Blister Beetles**. The rooms are 40 FT, 32 FT, and 56 FT long. A fireproof backpack contains 42 SP, five wood stakes, three steel spikes, a mallet, nine wholesome rations, two vials of *Holy Water*, and 25 FT of good quality rope.
11. **Fort Lashweillo**. A five-story black stone Keep surrounded by a 30 FT moat, surrounded by a 34 FT outer wall with six towers. Nine one-story wood buildings are found between the wall and the moat. The Garrison Commander is Sletyeack (**Oduru**). The garrison consists of three squads of **Common Devil** axemen, three squads of **Type 2A Devil** slingers and javelineers, and three squads of **Type 2B Devil** swordsmen. The staff includes sixteen **Zoybim**, eleven **Ordinary Devils**, four **Medusa**, fifteen **Skeletons**, and seven **Bugbear** slaves. The fort has an extensive collection of mummified animals.
12. A flock of sixteen HD7 **Griffins** are found grazing on berry bushes growing thickly on a hillock. The hillock is 104 FT long, 72 FT wide, and 30 FT tall in the center. The berries grow on bushes having numerous sharp thorns. Each Adventurer can harvest 1d12\*(one third) pounds of bright green berries. The berries are a *fatal poison* to Gnomes and Dwarves in amounts GTET 10 berries (save 1d20 GTET [32-Stamina]).
13. **Tomb of the Purple Sphinx**. A one-story stone building with a black stone roof, a pair of sphinx statues flank the steel door (-10 open lock), the building exterior is painted in vivid scenes of male and female sphinx above the desert. The interior has four rooms and a stair leading down to six more rooms. Two rooms have red stone Sphinx statues with purple leather collars. The room at the bottom of the stair has a purple sarcophagus topped by a sitting Sphinx on the lid (lead seal, Strength GTET 32 to move). The tomb contains the moldy bones of Aremmis (male Human, Warlock L14), dressed in a set of fine leather clothes of sphinx-hide (AC12, *invisibility to sphinx*) and sphinx-hide leather Gauntlets (AC+6, *apply +3 bonus to all climbing*).
14. **Mophanary Museum**. A three-story complex comprising two facing L-shaped buildings which define a central courtyard; two entrances to each building are from the center. The museum is known for its extensive collection of balloons, blimps, mechanical wings, and other flying contraptions from across the Celestial Spheres (excluding engine-powered flight). The court area is paved in brown stones and holds several flight-related statues. The Head Curator is Wreglus Orvum (**Assura**); the staff consists of eight **Common Devils**, eleven **Zoybim**, four

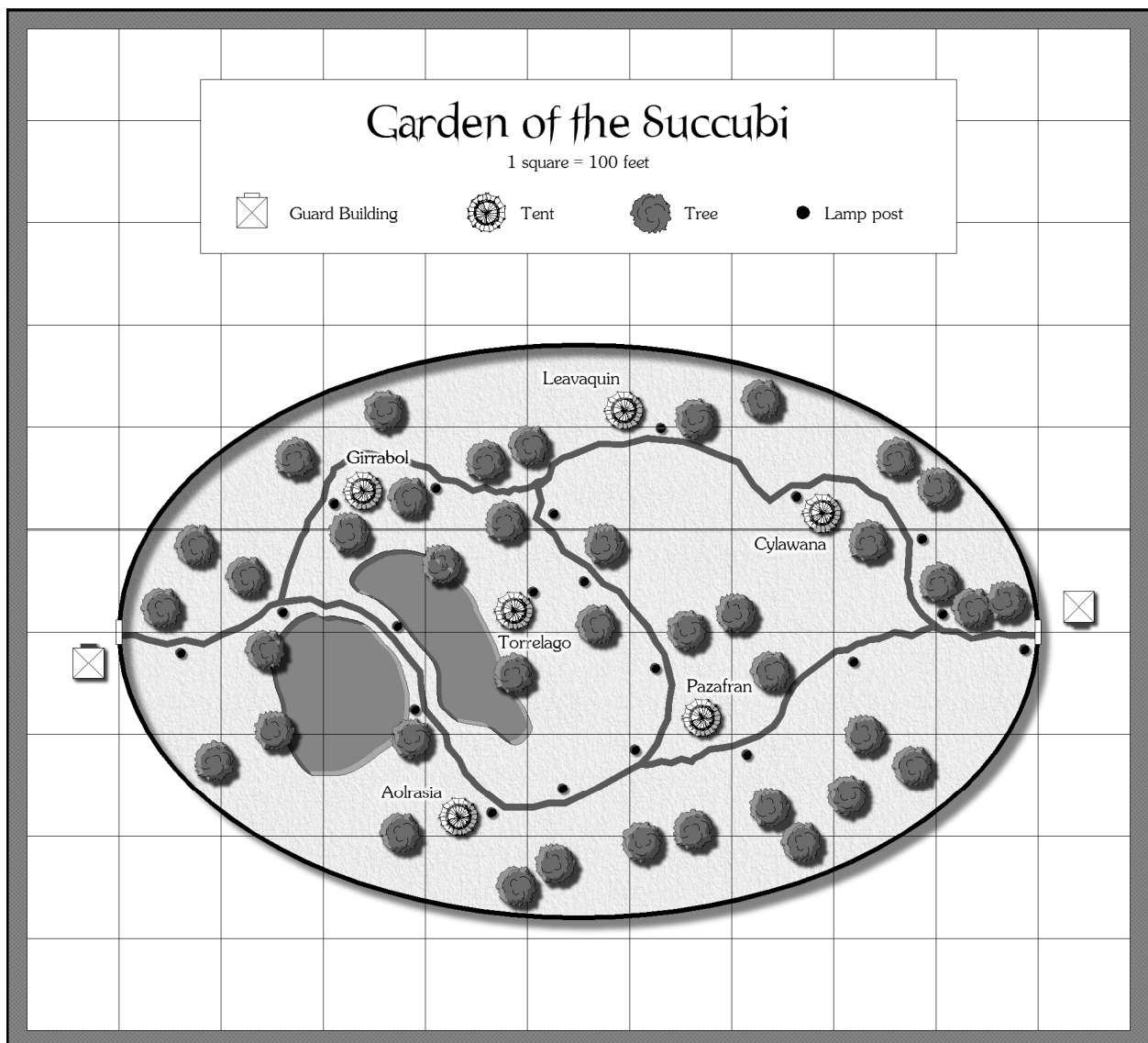
## Second Circle, East Map

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14. **Mophanary Museum, continued...Type 2C Devils**, a **Medusa**, two **Harpies of Hell**, and five **Skeletons**.
15. **Scrandon Ruin**. The remains of a four-story manor house and assorted out buildings (barn, carriage house, quarters, etc.). The roofs are missing and parts of the south wall are missing; the west sides show signs of scorching. Two rooms remain usable on the uppermost floor, although the stairway has collapsed; five rooms remain usable on the third floor, including a partially-looted library and the billiards room. Seven rooms are habitable on the second floor, including three bedchambers. Eleven rooms on the ground floor are usable, including the kitchen; the root cellar has collapsed (20 bottles of excellent wine, 700 GP each, are buried). The house is haunted by five HD10 **Wraiths**. An *Amulet of Arch Magery* is hidden (-12 to find) in one of partially-ruined bed chambers on the second floor.
16. An oval depression filled with cold dry sand, the pit is 280 FT long by 144 FT wide, its center is 8 vertical FT below ground level. The pit is filled 6 FT (at the sides) to 44 FT (in the center) deep with dry sand. Persons crossing the sand may sink into the pit depending on the weight they carry (avoid on 1d20 rolls GTET 6 beginning at 200 total pounds, checked every 30 FT, apply a cumulative -1 modifier per additional hundred points total weight).
17. [1] A group of six evil Crusaders (male, 3x Human L11 L12, L13, 2x Dwarf L10 L14, 1x Half-Elf L12) are guarding three evil Priests (male, 2x Human L12, Half-Elf L10) who are engaged in a ritual. [2] Two HD8 **Chimera** are found gnawing on the corpses of four Type 2B Devils.
18. Six triangular-shaped vertical shafts form the vertices for a hexagon. Each shaft is 14 FT across and 160 FT deep. The bottom 7 FT of each are filled with wet sand. A chest (locked, -7 open lock) is concealed under the sands at the bottom of the northwest shaft – the chest holds 48 GP, 12 platinum pieces, five emeralds (5452 GP, 6086 GP, 8174 GP, 9098 GP, 14,284 GP), a pair of blue leather *Traceless Shoes*, a platinum *Bracelet of Tirelessness*, and two packets of *Ahab's Storm Dust*.
19. **Ayava Manor**. A four-story H-shaped mansion surrounded by 100 FT of garden, inside a 10 FT adobe wall with four arched entrances; the outbuildings include a small barn, a detached office, and a four-room guest quarters. The ground floor has twenty-six rooms including the major and minor kitchens, entry hall, two offices, study, library, and small performance hall. The second floor has nineteen rooms, including four bedroom suites. The third floor has fifteen rooms, including two bedroom suites, an artist's studio, a small tool shop, three storerooms, and a laundry. The fourth floor has ten rooms, including a small ballroom, a fencing ring, and a small distilling apparatus. A garden is on the roof. The manor is currently occupied by Welsill Clabrum (evil male Human, Wizard {Air, Fire} L11), his wife Ovolia Clabrum (neutral female Half-Elf, Warlock L5), his sister Rolgethia Clabrum (evil female Human), and three children, Albetha (f9), Mirentham (m14), and Tolessa (f4). The staff consists of five **Ordinary Devils**, seven **Zoybim**, three **Type 2A Devils**, a **Minotaur**, a **Centaur of Hell**, and three female **Lycanthropes** (Rat).
20. [1] The strength of gravity in a T-shaped area is stronger than elsewhere so that persons crossing the area are 2¼ times heavier than normal. The top segment is 500 FT by 225 FT, the long segment is 700 FT by 325 FT. An Adventurer's effective Agility and Strength are reduced by 4 points while in the zone and they apply a -2 TH modifier. [2] A circular three story black stone building surrounded by a 20 FT stone wall inside a 24 FT wide moat of flammable oil. The building is entered through a stone door (-13 open lock, Strength GTET 28 to move) guarded by two **Sessin**. The building manager is Tytholemew (**Type 2D Devil**), with a staff of nine **Zoybim** clerks, three **Medusa**, two **Ordinary Devils**, and an evil female Gnome (Air Wizard L6). The underground vault (-14 to find, -10 open lock) contains 158,423 GP in coins, twenty bronze ingots, forty ingots of copper, twenty-eight silver ingots, nineteen gold ingots, eight electrum ingots, two platinum ingots, eighteen pieces of rare art (1d100\*1d100\*1d8 GP each), and fourteen carved jade figurines (1d100\*1d100\*1d4 each).
21. **Swanghozin Castle**. A six-story rectangular structure, 280 FT by 170 FT, stands 14 FT above the surface of a lake, on thick stone pillars. The exterior

## Second Circle, East Map

21. **Swanghozin Castle, continued**...walls are 80 FT tall with two towers. The central building has a copper roof. The lake is 1250 FT by 860 FT, between 5 FT and 20 FT deep, and a stone causeway extends to a separate castle gatehouse structure. The garrison commander is Lon Jornhert (**Infernal Minotaur**). The garrison consists of four squads of **Harpies of Hell** Archers, two squads of **Common Devil** Spearmen, and two squads of **Type 2A Devil** Axemen.
22. **Garden of the Succubi**. An oval walled garden occupied by six **Succubi** (Garrabol, Leavaquin, Cylawana, Torrelago, Pazafran, Aolrasia), each in their individual pavilion with a female **Vampire** servant (see *Inferno: Journey through Malebolge*, see the diagram below).
23. **Persimmon Altar**, dedicated to Gaap. An L-shaped 12 FT stone altar is found on a paved area 18 FT by 16 FT, the area is surrounded by a small grove of persimmon trees and the stone is persimmon-colored (orange, rust-orange). Large copper oil lanterns top four 5 FT stone columns on the corners (the light is visible 120 FT away through the dark). On the altar are two thin silver-bladed knives,



## Second Circle, East Map

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23. **Persimmon Altar, continued**...two 800 GP silver medallions (on silver chains) engraved with Unholy Symbols, and a large pewter bowl holding thirty persimmons (aura of evil). An evil person regains hp2 from eating one persimmon (limit 4/day; consuming a fifth in one day causes 1d100 minutes intense stomach cramping {save 1d20 GTET [33-Stamina]}). A good person loses hp1 from consuming any persimmons from this grove.
24. **Castle Engorro Delshan.** A group of four two-story rectangular stone buildings are surrounded by a hexagonal 30 FT wall with five outer towers (one has collapsed), surrounded by a 25 FT permanent *wall of fire*. Six additional one-story wood and stone buildings are inside the compound. The garrison commander is Erzallong (**Nimidoryas**). The garrison consists of three squads of **Type 2B Devils**, three squads of **Ulutu**, and ten **Infernal Hounds**; the staff includes fourteen **Zoybim**, four **Medusa**, eight **Harpies of Hell**, eleven **Zombies**, six **Ghouls**, and three female **Minotaur**.
25. Eight oval pools of bubbling lava are arranged to form a large rectangle, each pool is 140 FT by 36 FT, surrounded by a 2 FT berm of black pumice. The pools are spaced 40 FT apart and the area inside the rectangle is paved in black pumice. A 25 FT
26. Amuknud (neutral male Dwarf, Warrior L15) is found in an empty five-story stone tower. The bronze door hangs off of one remaining hinge and there are no furnishings. Amuknud was separated from his companions and is lost in the dark.
27. Adventurers find Maulin Jermo (neutral male Human, Warrior L5, Musician) sitting in a small thatched cottage on an elevated hillock; the hill is 84 FT by 48 FT by 7 FT tall. Maulin is working on a ballad about legendary Crusader Grelgor Falcett, and is looking for *Grelgor's Flute* (good artifact).
28. [1] **Umdelfaccie Garden.** A garden of palm trees from across the Celestial Spheres, enclosed in a 20 FT tall circular stone wall, 825 FT in diameter with arches at the southwest, north, and southeast compass points. The Head Gardener is Nauratter Fraug (**Tablasyin**); the staff consists of four **Ordinary Devils**, three **Centaurs of Hell**, two **Zoybim**, and two **Type 2A Devils**. [2] Fifteen HD5 **Caleygrey-hounds** are found in a 50 FT underground den, reached by a 5 FT wide tunnel ending 70 vertical FT below the surface. The den has four pups, seven adult males, and four adult females. A partially-chewed belt pouch holds 24 SP, 10 GP, a flask of *Oil of Slipperiness*, and a flask with a *1d12 Healing Potion* (labeled as a *Potion of Night Vision*).
29. **Temple of the Vultures**, dedicated to Lucifer. A one-story tan stone V-shaped building with thick exterior columns and an arched roof, entered through two 12 FT bronze doors; each door depicts a group of flying, fighting, vultures. The temple has a worship area at the building point plus seven additional rooms, including a storage room for hymnals and evil missals, the priest's office, a room for painting icons and carving statues, and a robing room. A 13 FT V-shaped altar is in the temple, with three 15 FT gold statues of Lucifer, two copper braziers of burning coals, ten copper lampstands, two 6 FT diameter gold Unholy Symbols, and an open stone vat of *Unholy Water* (30 gallons). Thirty stone vultures are attached to the walls, each wearing an unholy 50 GP silver medallion around their necks (each allows one *shapechange* into a **Giant Vulture's** form for 30 minutes; on 1d20 rolls of 1 the transformation is permanent {no save}). The priests are Hybamittes (**Type 2D Devil**), Curgeon (**Centaur of Hell**), and Ada Huyassi (evil female Gnome, Priest L11).
30. An arched rectangular warehouse building is 320 FT by 110 FT by 35 FT in the center, with five man-sized doors and three wagon-sized rollup doors. The warehouse stores high-value furnishings such as gilded furniture, fine statues, expensive rugs and tapestries, silver mirrors, large musical instruments, gilded lamps and chandeliers, and the like. The staff consists of ten HD8 male Human **Vampires**, seven **Zoybim**, nine **Skeletons**, and a **Common Troll**. A patrol consisting of a **Beng** and a squad of **Pruddin** arrives here two hours after the Adventurers.
31. Persons crossing a cruciform-shaped area become stuck to the ground due to an extremel sticky surface. Each segment is 380 FT by 180 FT. Adventurers must succeed on a 1d20 roll GTET [32-Strength] checked every 40 FT of travel otherwise become stuck in place for [30-Strength] minutes. A vial of *Holy Water* applied to the feet negates the

## Second Circle, East Map

31. (continued)... sticking affect for a distance of 160 FT.
32. A semi-circle-shaped building is constructed of wood with three stone chimnies, the building is 125 FT in diameter; the building is entered through stone doors at the north and south compass points. The interior is a single large room with a stair down to a single 70 FT underground storage room (steel door, padlock, -10 open lock). The room is filled with laboratory vessels, burners, distilling columns, tube racks, flasks, and other glassware. The room is occupied by Vitto Beggrabattes (male Dwarf, Alchemist) and his four **Zoybim** servants. Vitto is working with chemicals related to stoning and petrification – an Adventurer becomes petrified (save 1d20 GTET [28-Stamina]) if splashed by any chemicals spilled in this area. If a fire occurs in the underground storage room, a hp4d12 explosion occurs and half of the floor collapses (2d12); half damage on 1d20 rolls GTET [32-Stamina]). The chimneys can be smelled in the dark from 120 FT away.
33. A 9 FT wide opening in a small hillock leads underground to a sixteen-room cave complex. The hillock is 45 FT long by 18 FT wide by 11 FT tall. The first room is 41 FT below ground. The cave rooms are between 33 FT and 80 FT long. One room has an active geyser, one room is filled with small (ordinary) bat skeletons, one room has wall paintings depicting Lucifer, and one room is haunted by the HD10 **Ghost** of a female Elf.
34. A S-shaped Thorn Hedge, 620 FT long, 18 FT tall, and 12 FT thick. Adventurers pushing through the hedge suffer hp1 thorn damage for every 5 FT of progress (negated by Plate Mail, Breastplate-Backplate). On 1d20 rolls GTET 15, Adventurers encounter three HD2 **Harazon** birds singing songs of *confusion* (save 1d20 GTET [30-Will]) and *mesmerization* (save 1d20 GTET [32-Will]).
35. An L-shaped region has a nearly frictionless (slippery) surface; the short segment is 210 FT by 90 FT, the longer segment is 450 FT by 150 FT. Persons crossing the area fall after every 30 FT of travel (avoid 1d20 rolls GTET [32-Agility]); affected persons require 1d8 rounds to regain their foot and suffer hp1d3 on avoidance rolls of 01. All combatants on the surface apply a -4 TH penalty.
36. A 30 FT diameter circular metal plate is mounted on eight 10 FT upright metal poles, with a stair on the west side and a 3 FT wood railing around it. Three **Ulutu** and two **Common Devils** are stationed here, armed with *Long Swords +1* (aura of evil), two Long Bows (40 arrows, 8x +1, 4x +2, 1x *slaying* {save 1d20 GTET [32-Will]}), two War Axes (1x +2, *hand cleaving* on rolls GTET 18 {save 1d20 GTET [30-Agility]}), four stink bombs, and four hp1d12 explosive grenades (range 6 FT, avoid 1d20 GTET [32-Agility]). They have twenty wholesome meals, 4x pieces of good rope (50 FT each), 5x flasks lamp oil, 2x 1d12 *Healing Potions*, and a Wizard's scroll (3x 2d8 *Lightning Bolt*).
37. A 50 FT by 90 FT one-story black stone building with a slate roof, entered through a steel door on the south side (key lock, found open). The interior contains two torture racks, a bed of nails, an Iron Maiden, a 5 FT deep dunking vat, tanks of acid, five lit charcoal braziers, three bleeding tables with



# Second Circle, East/Southwest Maps

37. (continued)...straps, and a whipping post. A rack on the north wall holds rods, brands, pincers, clamps, cleavers, knives, skewers, needles, garrotes, clubs, and other implements. A **Type 2C Devil** (drugged) is manacled to the Whipping post when Adventurers arrive, being flogged by two **Ulutu**. **Good Souls** are bound to the racks and a Minotaur's bones are found inside the Iron Maiden.

38. Adventurers find a 45 FT diameter blue glowing circle inscribed on the ground (aura of good, consecrated). Persons inside the circle are invisible to passing Devils. Good and neutral persons immediately heal hp2 upon entry (once only) and then naturally heal at +1 hp over 4 hours. Good Priests and Crusaders apply an effective SPM+1 while in the circle. The glow can be seen in the dark for 100 FT.

39. Three parallel rectangular regions are thickly seeded with hp1d12 explosive mines (range 6 FT, avoid 1d20 roll GTET [32-Agility] checked every 30 FT of travel, half-damage 1d20 roll GTET [28-Stamina]). Each region is 400 FT by 200 FT, offset horizontally by 100 FT and separated by 100 FT.

40. **Joachim's Hostel**. A two-story wood building contains a Common Room, kitchen, bath, and laundry on the first floor, six single-person rooms, six double-person rooms, and two four-person rooms on the upper floor. Several tables and seats are on the roof. The hostel is run by Joachim Drost (**Minotaur of Hell**), with a staff of two **Ordinary Devils**, a **Common Devil**, a **Type 2A Devil**, and a **Zoybim**. Rooms cost 2 GP/night and Neutral and Evil persons are welcome; good persons are served meals at 4 SP/meal but are not provided rooms. Current guests include four **Minotaur**, a **Medusa**, two **Lycanthropes** (Wolf), and a **Type 3B Devil**.

41. Toadstools grow thickly throughout a rectangular area 450 FT long by 220 FT wide; the fungi are between 2 FT and 6 FT tall. Contact with fungi causes a disfiguring skin disease (save 1d20 GTET [30-Stamina], checked every 100 FT of travel; affected persons become hideous over 1d10 days and recover after 1d100 additional days {viewers are repulsed, save 1d20 GTET [34-Will], checked daily}). Toadstools under 3 FT are poisonous (save 1d20 GTET [32-Stamina]) if eaten raw but safe to eat when cooked (always for Half-Elves, Elves).

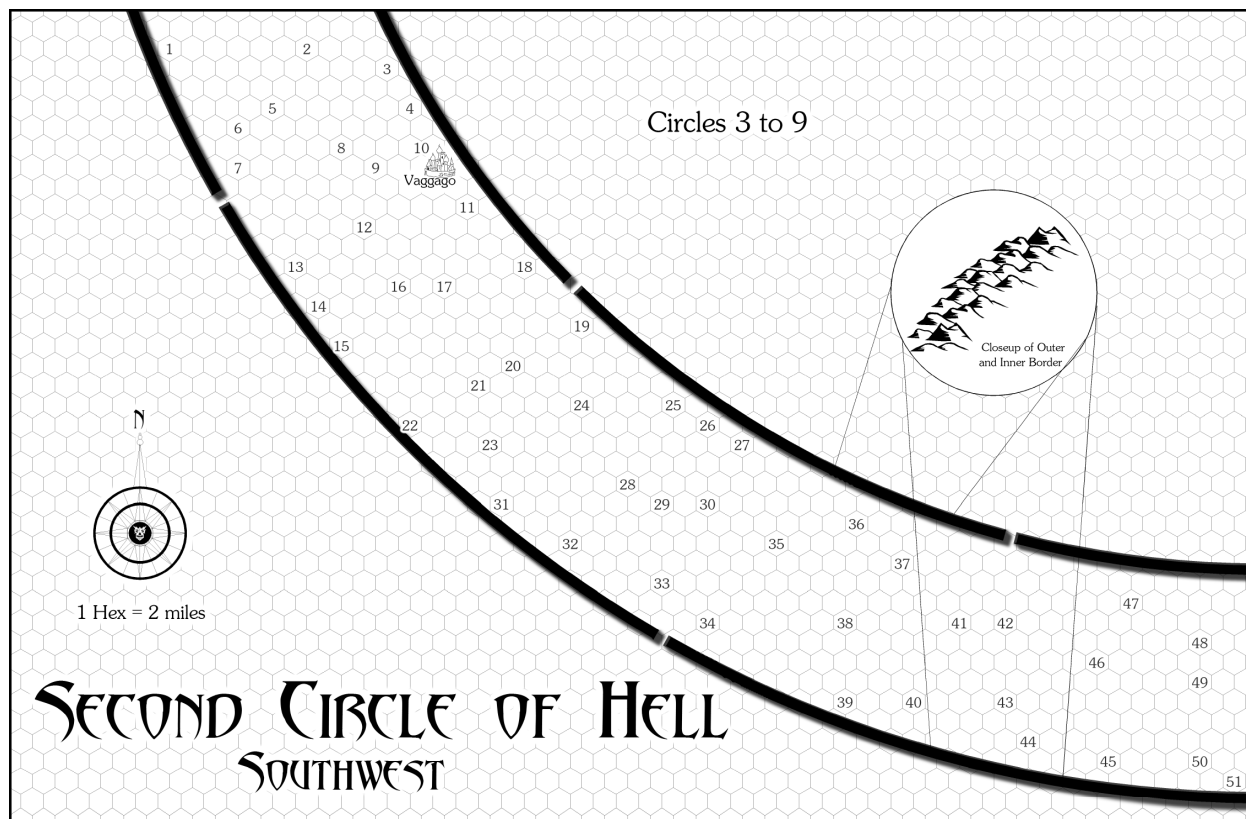
Toadstools 5 FT and larger each store 1d8 gallons of wholesome water if lanced and drained.

## Southwest Map

See the map on page 117.

- Adventurers crossing a cruciform area are attacked and crushed (hp2d8) by 6 FT rolling boulders (avoid 1d20 GTET [32-Agility], checked every 50 FT of travel). Each segment is 450 FT long by 240 FT across.
- Grouderdirk Mausoleum**. A two-story bronze-sided rectangular building with a slate roof and stone door (locked, -10 open lock, Strength GTET 30 to move). The interior walls are painted in murals depicting Type 2 Devils fighting against flying Angels. An 18 FT stone sarcophagus has a stone lid painted to depict a two-headed Minotaur; it is sealed with lead and by steel screws (hidden by plugs, -8 to find). Persons in the building when the lid is removed are exposed to toxic gas and become unconscious 1d100 minutes (save 1d20 GTET [32-Stamina]). The sarcophagus contains the slime-covered bones of two male Minotaur, two War Axes (one +1 TH, *defending AC+6*; one +2 TH, *shield splitter*), a 12,583 GP lapis lazuli, a 17,482 GP pink pearl, a 951 GP gold earring, two 200 GP silver nose rings, and a 8800 silver-turquoise-amber armband. Four **Pruddin** arrive here 70 minutes after the Adventurers.
- A one-story stone cottage with thatch roof, surrounded by a 15 FT wood palisade. The building is occupied by three **Common Devils** and a **Pruddin**, armed with Spiked Clubs (*poison*, 1d100 minutes *paralysis*, save 1d20 GTET [30-Stamina]), Heavy Flails (1x +1), three Javelins, two stink bombs, and two flash grenades (15 FT range, 1d100 minutes *blindness*, save 1d20 GTET [30-Stamina]).
- Pottiwath Museum**. A three-story L-shaped wood building 230 FT long, entered by three tall wood doors at the top of white marble stairs. The museum has an extensive collection of calligraphy, inks, pens, and papers and parchments from across the Celestial Spheres. The Head Curator is Raazades (**Centaur of Hell**), with a staff of seven **Zoybim**, two **Centaur of Hell**, two **Medusa**, four **Skeletons**, a **Black Annis**, and a **Slyph**.

# Second Circle, Southwest Map



5. **The Halls of Tomancen.** A complex of underground rooms on three horizontal elevations lies under a 400 FT long by 210 FT by 50 FT tall cavern; the cavern is reached by any of six shafts between the ceiling and surface, the rooms below are reached by any of eight vertical shafts in the floor (one is a flowing waterfall). The uppermost elevation has nineteen rooms and is located 60 FT below the cavern floor, including the Strawberry Garden, Dwarf's Demise, the Hag's Revenge, and Little Miss Succubus. The middle elevation has thirty-one rooms and is located 105 FT below the cavern, including the Lycanthrope's Tap, Tomancen's Retreat, Amok Time, and the Ice Tomb. The lowest elevation has twenty-seven rooms and is located 166 FT below the cavern, including On top of old Baldy, Geyser's Off, the Mangled Man, and Tomancen's Witchery Do. Some of the monsters include **Giant Alligators**, **Fire Breathing Ants**, **Baku**, **Basilisks** and **Basilisk Lizards**, **Shadow Hounds**, **Ciuthach**, juvenile **Green Dragon**, **Fire Flies**, **Gila Monsters**, **Hell Hounds**, **Neamean Lions**, **Lycanthropes** (Rat), **Flying Monkeys**, and **Giant Leeches**.
6. **Songertak Temple**, dedicated to Gaap. A one-story yellow stone circular building with a domed yellow metal roof, surrounded by exterior columns. Six underground rooms include a priest's office, meditation chamber, robing room, idol chamber, guest chamber, and a hidden (-12 to find, -10 open lock) treasury. The temple area has a 10 FT diameter circular altar of dark yellow stone, two 15 FT gold statues of Gaap, three 1000 GP tapestries depicting Gaap, four bronze candelabra, two copper braziers of burning coal, a fountain of Unholy Water, three gold Unholy Symbols (2250 GP, 4151 GP, 6664 GP), and a 6000 GP oil portrait of Gaap. The priests are Cappas (evil male Dwarf, Priest L12), Hemphassa (**Harpy of Hell**), and Kyorglas (**Type 2C Devil**).
7. **Hartbondun Mine.** A hard-rock underground iron mine on one elevation 200 FT below the surface, reached by three vertical shafts with hoists. The mine has four tunnels totaling 2660 FT. Five one-story wood buildings are on the surface, along with a cistern, a one-story stone tool smithy, and a crushing mill. The Mine Manager is Forgrutt

## Second Circle, Southwest Map

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7. **Hartbondun Mine, continued...**(Hill Giant). The staff consists of nineteen **Ordinary Devils**, six **Type 2A Devils**, ten **Type 2B Devils**, seven **Zoybim**, twenty-two **Skeletons**, five **Zombies**, and a **Common Troll**. The mine has a hidden (-12 to find, -12 open lock) strong room holding forty-seven iron ingots, twelve steel ingots, nine bronze ingots, five silver ingots, five gold ingots, an ingot of platinum, three ingots of tin, and 17,864 GP of coin.
8. Two HD8 **Skeleton Kings** and ten HD4 **Uber Zombies** are found in the ruins of a four-story monastery, previously dedicated to Lucifer. The chapel area and eleven rooms on the first floor remain usable, nine rooms on the second floor are usable (including the partially-looted Library), seven rooms on the third floor remain usable (including a hidden Library which is whole), and five rooms are intact on the fourth floor. A *Scimitar +2 (self-healing)* can be retrieved from the partially-collapsed armory. Four *alchemical concoctions* are behind a hidden (-5 to find) panel in the kitchen.
9. Three rectangular steel plates are built into a 25 FT by 20 FT area paved in black stones; the names *Blouco*, *Etherina*, and *Tolalassa*, are inscribed on the plates. The niche beneath the plate labeled Blouco contains only moldy bone dust. The niche beneath the plate labeled Etherina contains the well-preserved body of a female Dwarf dressed in an ochre gown, wearing three gold-topaz rings (1536 GP, 3353 GP, 5086 GP) and a 7083 GP platinum-amber-jet pin. The niche beneath the plate labeled Tolalassa contains the partially-decomposed bones of a female Half-Elf dressed in the tattered remains of a red gown, wearing a 12,407 GP gold-sapphire necklace, two 1000 GP silver-amber armbands, and a gold *Ring of Spell Storing* (4x 2d8 *Lightning Bolt*, 2x *Remove Air*, 2x *Levitation*, 3x *Invisibility*). Four **Pruddin** arrive here 60 minutes after the Adventurers.
10. **The Palace of Diabolic Earl Vaggago**. A four-story H-shaped building of pale pink stone with a copper roof, entered from four bronze doors on the long segments, the building set within a circle of grass with berry bushes and fruit trees. The Senechal is Dobray Flachinoa (Gaityas). The staff consists of sixteen **Common Devils**, four **Ordinary Devils**, nine **Type 2A Devils**, three **Type 2C Devils**, two **Type 3A Devils**, eleven **Zoybim**, six **Ghouls**, two male Human **Vampires**, and a **Medusa**. Earl Vaggago is known for hosting receptions and recitals for well-known musicians from across the Celestial Spheres, and for his collections of scrimshaw skulls.
11. A 110 FT diameter circular Plaza is paved in alternating orange and green flagstones, surrounded by a 3 FT green wood fence, entered through six 20 FT wood arches. A 16 FT granite statue in the center depicts a Type 2E Devil holding two axes. A circle of twelve flags depicting a Black Dragon in profile on a blue field (Gaap's blazon) is at 8 FT radius, and a circle of forty similar flags is at 22 FT radius. A double circle of Banners depicting a black winged skull over crossed gold arrows on orange field (blazon of the XXXVVVIII Infernal Legion) is at 50 FT radius. A person who touches both horns on the center statue gains a +5 influence modifier when dealing with Type 2 Devils for the subsequent 48 hours.
12. The temperature inside a 680 FT by 200 FT wide S-shaped area is a constant 120°. Mortals crossing the area suffer hp1 for every 5 minutes exposure and are affected by dehydration (save 1d20 GTET [32-Stamina], checked every 50 FT of travel, Dwarf [29-Stamina]); a dehydrated person goes into heat exhaustion (save 1d20 GTET [30-Stamina], checked every 50 FT of travel); see *Codicil of Maladies* for additional information. A thin red line outlines the border of the affected area, which can be seen 75 FT in the dark. The increased temperature can be felt from 100 FT away.
13. **Garden of Shadows**. A circular walled structure 925 FT in diameter with a 20 FT black wall, entered from the northwest, northeast, southwest, and southeast. The garden is constructed in seven rings, each 60 FT wide, each next inner ring being 20 FT higher; the innermost ring is 140 FT above the ground. The garden is known for its collections of black, purple, and phosphorescent plants. The Head Gardener is Thaolcrup (**Type 2D Devil**); the staff consists of three **Common Devils**, two **Zoybim**, six **Harpies of Hell**, an **Ogre**, and nine **Skeletons**.
14. A one-story black wood building has a slate roof and is surrounded by a 15 FT tall by 8 FT thick Thorn Hedge. The post is occupied by five **Centaurs of Hell** and a **Zoybim**. The are armed with



## Second Circle, Southwest Map

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14. **(continued)**...long-handled War Hammers (1x +1, 1x +2, 1x *skull crusher* {2d100 minutes unconscious on hit rolls GTET 16, save 1d20 GTET [33-Stamina]}), Short Swords, four stink bombs, and four flash grenades (15 FT, 1d100 minutes blindness, save 1d20 GTET [32-Stamina]). They have 48 SP, 11 GP, fourteen wholesome meals, four gallons of good-quality beer, 3x rope 50 FT, twenty wood stakes, a mallet, and nine iron spikes.
15. A T-shaped one-story wood building with wood roof, the long segment is 110 FT by 7 FT. This building stores digging and mining and trenching equipment, such as mattocks, crushing hammers, picks, spades, shovels, metal wedges and spikes, wheelbarrows, tunnel supports, dredges, and wagon-mounted mechanical digging machines. The staff includes fourteen **Ordinary Devils**, five **Type 2B Devils**, eleven **Zoybim**, three **Lycanthropes** (Boar), two **Common Trolls**, and seventeen **Skeletons**.
16. A loud continuous buzzing noise is heard throughout a 500 FT circular area. Adventurers crossing the area become *confused* by the noise (2d100 minutes, save 1d20 roll GTET [28-Will], checked every 3 minutes of exposure).
17. A four-story brown stone building, 70 FT by 100 FT, entered through two bronze doors (Strength GTET 28). The ground floor has seven offices and a storeroom, the second floor has three large rooms of clerks and two offices, the third floor has four offices and four rooms of files in **Infernal Cant**, and the fourth floor has eight empty rooms. The office is managed by Iltaago (**Type 2E Devil**); the staff consists of twenty-six **Zoybim**, five **Medusa**, three **Harpies of Hell**, a **Centaur of Hell**, and two **Black Annis**.
18. **Simmon's Altar**, dedicated to Samael. A 14 FT red stone altar is on a 22 FT by 18 FT area paved in dark red bricks, surrounded by a 3 FT red stone wall, the wall is topped with tongues of red fire (visible 225 FT in the dark, 350 FT on 1d20 rolls GTET [28-Intelligence]). The altar has a 826 GP red gold Unholy Symbol, three 600 GP red gold chalices filled with a smoking red liquid (strong pepper flavor, imbibing removes any active diseases and poisons, once/person). Simmon's (Type 2D Devil) bones are interred in the pavement beneath the altar along with a 38,842 GP ruby.
19. **Phortannion Post**. Seven two-story wood buildings surround a parade ground, with two three-story stone buildings and three one-story wood buildings. A chapel to Lucifer is underground. The complex is surrounded by a 15 FT chain fence which is surrounded by a 20 FT wide moat filled with bubbling acid. The post commander is Bregannia (evil female Human, Air-Fire Wizard L14). The garrison consists of five squads of **Ordinary Devil** Axemen, four **Ogres**, two **Common Trolls**, four **Infernal Hounds**, and six **Hell Boars**.
20. Four hexagonal vertical shafts form the points of a square, 88 FT on a side; each shaft opening is 18 FT across by 92 vertical FT. The two shafts on the north side of the figure are connected at the bottom (forming a U), as are the two shafts on the south side.
21. [1] A seven-room cave complex is reached through a 5 FT tunnel in the west side of an oval hillock, 90 FT by 30 FT by 12 FT tall. The caves are 82 FT underground, from 34 FT to 105 FT long and up to 22 FT wide. One room is filled with stalactmites, one room has the decaying bones of a Manticore, one room has an alien space suit partially entombed in the wall. [2] A group of nine frog-headed HD7 **Beast Men** are found harvesting a 88 FT by 67 FT patch of **Flowers of Forgetfulness**, they are wearing masks that filter out the pollen. One Beast Man is a Shaman L10.
22. [1] Ten animal pens hold one-hundred eighty-seven **Hell Cattle** and nineteen **Hell Horses**; one very sturdy pen holds a mated pair of **Hell Mammoth** with two calves. Three small feed barns are also in the area. The animals are tended by seven **Ordinary Devils**, three **Type 2B Devils**, and two **Prud-din**. [2] The partially-collapsed remains of a one-story four-room stone building are occupied by three HD9 **Cockatrices**. A hidden (-7 to find, -4 open lock) switch on the fireplace opens a wall panel covering a small niche; inside is a pair of leather *Sommot's Bracers* {cursed, Strength reducing} and a pair of *Boots of Jandru* (air walking) sized for a Dwarf.

## Second Circle, Southwest Map

23. **Hostel of Flutes.** A two-story green stone building, the ground floor has a large common room, kitchen, two food pantries, a bath area, and a tailor's (Kremfi) room. An 8 FT duck-headed statue in the common room is continuously playing two flutes. The upper floor has seven rooms with one bed, five with two-beds, two with four beds, and one with six beds. One of the singles is permanently occupied by Kremfi (**Type 2A Devil**, master Tailor). The hostel is run by Verganaddes (**Minotaur**), with a staff of three **Common Devils** and two **Zoybim**. A bed and two meals costs 4 GP; good persons are only welcome one night, evil persons may remain up to six nights. Other occupants include three **Type 2C Devils**, a **Lycanthrope** (Rat), an evil female Human (Yuyakoni, Rascal L12), and a male Dwarf **Vampire**.

contains 110 GP, a 6200 GP diamond, a *1d12 Healing Potion*, and a *Potion of Night Vision*. [2] Many petrified trees are found close together in a circular area 150 FT in diameter; the trees support a variety of HD2 **Explosive Fungus**, HD5 **Shelf Fungus** (airborne disease), HD4 **Stool Fungus** (domination attack), and HD4 **Tropical Green Fungus** (acid spray).
24. **Croymalk Smelting Works.** Three three-story red brick buildings with slate roofs enclosed in a 15 FT stone wall. The works is known for good-quality ingots of iron, steel, bronze, copper, and tin. The works manager is Emlorng Drail (evil male Dwarf, Warrior L7); the staff includes sixteen **Common Devils**, nine **Ordinary Devils**, three **Type 2C Devils**, three **Type 2D Devils**, a **Common Troll**, two **Fe'eur Trolls**, and an **Ettin**. A hidden (-12 to find, -8 open lock) strong room in the basement of building two holds: thirty-nine iron ingots, eleven steel ingots, six bronze ingots, thirteen copper ingots, four tin ingots, eight silver ingots, three gold ingots, a platinum ingot, two electrum ingots, and 53,568 GP in coins. The noise of smelting can be heard in the dark 220 FT away (350 FT on 1d20 rolls GTET [32-Intelligence]); the warmer temperatures can be felt 100 FT away.
25. A 14 FT cairn of rough blue stones is found in an oval depression, 26 FT long by 16 FT wide, 6 FT deep in the center. A closed-face steel helm (*AC+10*, Gnome-sized) sits on top. The cairn holds the now-disintegrated bones of a Common Troll, along with troll-sized open-faced steel Helm, Chainmail (*AC+10*), studded Leather Gauntlets (*AC+6*) and iron staff. A copper *Lucky Coin +1* is hidden (-5 to find) inside the helm.
26. [1] A fish-shaped mound is 92 FT long, 36 FT wide, 9 FT tall along the edges and 15 FT tall in the center. An 8 FT white stone boulder marks the eyes. A leather bag found in a hole under the boulder contains 110 GP, a 6200 GP diamond, a *1d12 Healing Potion*, and a *Potion of Night Vision*. [2] Many petrified trees are found close together in a circular area 150 FT in diameter; the trees support a variety of HD2 **Explosive Fungus**, HD5 **Shelf Fungus** (airborne disease), HD4 **Stool Fungus** (domination attack), and HD4 **Tropical Green Fungus** (acid spray).
27. Gravity inside a 1200 FT by 450 FT rectangular area is three times that of the Material Plane. Mortals crossing the area experience three times the total weight they are carrying, and may not be strong enough to bear all of their equipment (must drop items until they are within their allowed carry weight). Mortals move at one-eighth normal rated speed, temporarily reduce their effective Agility by 6 points, reduce their effective Strength by 4 points, and apply a -3 TH penalty to combat within the area {no saves}.
28. A 10 FT circular black wood altar dedicated to Gaap is found on a paved circular area 22 FT in diameter. The paved area is surrounded by a 3 FT wood fence. The altar has a 1548 GP gold Unholy Symbol on a pole, a 350 GP gold krater, three 740 GP gold candlesticks with lit green candles (visible in the dark 60 FT), and a 500 GP silver censer holding 100 GP of fresh incense. An evil person who dances on the altar for GTET 1 minute gains a +2 Will save modifier for the subsequent 48 hours.
29. [1] A four-story black stone building is surrounded by a 25 FT black stone wall inside a 20 FT Wall of Ice. Two **Pruddin** guard the door (steel, -14 open lock, Strength GTE 30 to move). The ground floor has five offices and a storeroom, and a larder (forty-six wholesome meals, fifty gallons good water, ten gallons good wine). The second and third floors each have ten empty rooms. The fourth floor holds two rooms of clerks and three offices. A hidden panel in the ceiling conceals a strong hoist above a desk which covers a vertical shaft to an underground Treasury. The office is managed by Helebra (**Medusa**), with a staff of seventeen **Zoybim**, three **Medusa**, two **Harpies of Hell**, and an **Ogre**. The treasury contains 106,483 GP in coins, forty gold ingots, thirty-three silver ingots, eight electrum ingots, three platinum ingots, three five-gallon glass jugs of mercury, and thirty 5000 GP diamonds. [2] A rectangular 25 FT by 20 FT platform is supported

## Second Circle, Southeast Map

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29. (continued)...10 FT off the ground on ten metal posts; three giblets are found empty. Ten **Harpies of Hell** are found resting on the platform.
30. [1] An X-shaped featureless black stone wall is 34 FT tall by 9 FT thick, each segment is 450 FT long. The wall is topped by flickering tongues of blue frost (hp1d6 to cross, save 1d20 GTET [32-Stamina]) which are visible in the dark for 100 FT. [2] A group of nine HD6 **Furry Death Beetles** inhabit a grove of pine trees on top of a circular hill-ock, 130 FT in diameter at the base by 14 FT tall on top. The pine cones are highly flammable (flares).
31. **Ojobjojay Castle**, headquarters of Infernal Legion XXXVIII (General Toorcan). The castle consists of an eight-story blue stone Keep topped by four round extensions with mounted ballista, six two-story stone buildings surround the Keep, surrounded by ten one-story wood buildings. The buildings are inside a double 30 FT black stone wall with eight outer towers. A ring of razor wire goes around the exterior wall. The castle commander is Raekenyo (**Hulden**). The garrison consists of four squads of Type 2A Devils, two squads of **Type 2B Devils**, two squads of **Type 2C Devils**, with four **Fe'eur Trolls**, a **Hill Giant**, six **Infernal Hounds**, and two **Minotaur**. The castle is known to contain the mummified bodies of the brothers Mendolawkos and Groxirk (Fire Giants)
32. Four parallel rectangular regions are filled with quicksand. Each region is 280 FT by 110 FT, they are separated by 80 FT and each one is offset by 50 FT from its neighbors. Adventurers crossing a region become stuck unless succeeding on a 1d20 roll GTET [30-Strength], checked every 30 FT of travel; a stuck person breaks free on 1d20 rolls GTET [32-Strength] checked every minute; a stuck person who has not broken free sinks after 10 minutes and drowns after a number of minutes equal to their Stamina. A musty, swampy, odor can be smelled from 300 FT away in the dark.
33. Mortals entering a 250 FT diameter circular area are *paralyzed* 1d100\*1d8 minutes (save 1d20 GTET [33-Stamina], checked every 50 FT of travel or every 2 minutes). The circle has a thin yellow line as its border, visible 75 FT in the dark.
34. **Post 247**. Consists of a two-story wood building constructed on eight stone poles, suspended over a 50 FT diameter pool of water. The post is occupied by four **Pruddin** and two **Ordinary Devils**, armed with Scimitars, Glaives, and Javelins; there are three Long Bows (1x +1) with 50 arrows (3x *sleep* {save 1d20 GTET [30-Will]}, 3x *paralysis* [32-Stamina]), 3x *blindness* {save 1d20 GTET [30-Stamina]}; each effect 2d100 minutes), three stink bombs, and four 1d12 *explosive grenades* (8 FT range, avoid 1d20 GTET [30-Agility]).
35. A 15 FT by 25 FT blue metal platform is supported by ten 8 FT metal posts, with metal stairs at the east end. An oval 16 FT by 6 FT pyre burns on the platform with flames 10 FT high. The pyre is tended by a **Pruddin** and an **Ulutu**. Adventurers find Alat Sporoggin (male Elf, evil Shaman L11, Poet) watching the pyre and writing verses.
36. **Washute Geysers**. Thirty-six geyser cones are closely grouped together in a circular region 210 FT across, each cone is 1d10+8 FT across at the base and 1d8+4 FT tall. Adventurers crossing the area are scalded (hp1d10) by erupting geysers every 50 FT of travel (avoid 1d20 GTET [32-Agility]). Persons in the area suffer hp1d8 lung damage (save 1d20 GTET [28-Stamina], checked every 3 minutes of exposure), and their eyes burn for 1d100 minutes (apply -2 TH penalty while affected). Adventurers hear the eruptions in the dark from 350 FT (600 FT on 1d20 roll GTET [28-Intelligence]), and smell the noxious gases from 500 FT.
37. A 12 FT grey stone sarcophagus sits 9 FT off the ground on a 17 FT by 16 FT black metal platform, supported by eight metal legs. The lid has an 8 FT yellow stone statue of a lion (4000 GP aquamarine in its mouth) and is sealed by a bead of lead. The sarcophagus holds the well-preserved corpse of a Medusa in a white gown with black slippers (*Tracelessness*, works only when worn by a female). Under her body is a *Long Sword* +2 (evil, of *Surrender* {on hit rolls GTET 16}, save 1d20 GTET [32-Will]). Persons handling the corpse are afflicted with a virulent black skin rash (save 1d20 GTET [35-Stamina]; repulses viewers – save 1d20 GTET [32-Will]).
38. [1] An S-shaped pool of cold water, 220 FT long by 66 FT wide, 7 FT deep at the center, bordered by a

## Second Circle, Southwest Map

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38. [1, **continued**]...4 FT pink stone wall. A 7 FT metal pink flamingo stands around the perimeter every 40 FT. Gold coins can be seen on the pool bottom (the water is numbing cold {reduce effective Agility by 3 points for 3d100 minutes, save 1d20 GTET [33-Stamina], checked every minute}; each Adventurer can retrieve 3d100 GP). [2] A 40 FT underground room is occupied by nine HD7 **Giant Pythons**.
39. A J-shaped paved plaza, 310 FT by 85 FT wide, surrounded by a 3 FT yellow stone fence; the plaza is paved in stones of dark yellow and tan. A 20 FT yellow stone statue of a mounted Gaityas is at the north end of the plaza, a 15 FT tan stone statue of three Centaurs is at the south end. A patrol consisting of a **Beng** and a squad of **Pruddin** arrives here 50 minutes after the Adventurers.
40. A five-story circular office building has a 42 FT diameter, entered through two steel doors on the ground floor (padlocks, -8 open lock, Strength GTET 30 to move). Ten **Zoybim** work at desks on the ground floor, ten **Zoybim** work at desks on the second floor, the third floor is divided into three offices (2x vacant, **Sessin**), and the fourth floor is used for file storage (all in Infernal Cant). The fifth floor is the office of Wakrobaldi (male Human, HD13 **Lich**, Wizard L15 {Air-Earth-Shaman-Water}). A picnic table and chairs are on the roof.
41. **Silver Ebro Mine**. A hard rock silver mine consisting of four horizontal underground levels, at 72 FT, 122 FT, 194 FT, and 232 vertical FT underground. Two vertical shafts connect to the 72, 122, and 194 FT elevations, and a separate shaft goes only to the 232 FT elevation. There are four one-story stone buildings on the surface, a two-story stone building, and two one-story wood buildings. The 72 FT elevation has 2100 FT of tunnel and four rooms; the 122 FT elevation has 1680 FT of tunnel and six rooms; the 194 FT elevation has 2700 FT of tunnel and seven rooms; the 232 FT elevation has 920 FT of tunnel and two rooms. The mine manager is Holporbrock (**Vackli**); the staff consists of nineteen **Common Devils**, five **Ordinary Devils**, six **Type 2A Devils**, two **Type 2B Devils**, twelve **Skeletons**, nine **Ghouls**, a **Common Troll**, and seven **Bugbear** slaves. The mine has a strongroom (-10 to find, -12 open lock) that holds 68,568 GP of coins, ten bronze ingots, forty-seven silver ingots, three gold ingots, and an ingot of electrum.
42. A T-shaped thorn hedge, the top segment is 210 FT long by 20 FT tall by 24 FT thick, the long segment is 310 FT long by 20 FT tall by 16 FT thick. Persons pushing through the hedge suffer hp1 damage for every 6 FT of travel (full plate mail or breast-back plate with closed helms and steel gauntlets are protected). The hedge conceals numerous small holes in the ground (twisted ankle, avoid 1d20 GTET [32-Agility], checked every 6 FT of travel, affected persons temporarily reduce their Agility 2 points for 1d100\*1d6 minutes {save 1d20 GTET [30-Stamina]}).
43. **Spoulleff Track**. A half-mile oval course designed for racing, especially for horses and chariots. Open-air stands are located at each end of the track, each with twenty-five tiers of seats. Three wood barns are located immediately west of the track. A maintenance staff of eight **Common Devils**, five **Ordinary Devils**, three **Pruddin**, seven **Type 2B Devils**, eleven **Skeletons**, and nine **Zombies** are present when Adventurers arrive.
44. An oval sinkhole is 160 FT long by 85 FT wide, 22 FT deep in the center. An *illusion* (disbelieve on 1d20 rolls GTET [34-Will]) depicts a metal chest in the center. The bottom collapses if any person with a total weight GTET 200 pounds (including carried gear and armor) walks over the center area, the collapse reveals a 40 FT by 15 FT area another 25 FT deep, the bottom of this lower area is covered 4 FT deep in fine sand.
45. Adventurers crossing a 1000 FT diameter circular area are affected by *hallucinatory vapors*; on 1d6 rolls GTET 4 the visions are of comely nude women (or men when appropriate) otherwise the visions are of ugly crones and disfigured men holding weapons (as gender-appropriate). The effects persist for 1d100\*1d4 minutes (save 1d20 GTET [32-Will] checked ever 3 minutes of exposure). The area's border is marked with a thin glowing green line (visible 50 FT in the dark); the vapors can be smelled (without effect) for 100 FT outside the area, although identification is not possible.
46. Adventurers come across six human-sized graves with pink headstones engraved with Unholy Symbols; the stones are labeled *Haybill*, *Nalmnay*, *Cur-tus*, *Elson*, *Tholamew*, and *Grelgor*. Each grave contains the mostly-decomposed bones of human-

## Second Circle, Southwest/Southeast



46. (continued)...sized creatures (good persons disturbing the bones suffer hp1d6, save 1d20 GTET [30-Will]). Elson's grave contains a Mage Zapping Wand (48). Grelgor's grave contains a *War Axe* +2 (*whirling/flying*, +4 damage). A HD10 **Wraith** appears if Nalmnay's grave is disturbed.
47. A cruciform-shaped area experiences continuous small earthquakes. Each segment is 850 FT by 360 FT. Each Adventurer is knocked to their knees after every 50 FT of travel (avoid 1d20 GTET [30-Agility], hp1d6 is suffered on rolls of 01). Adventurers reduce their effective Agility 3 points while in the area and apply a -2 TH penalty to any combat in the area. A thin purple line marks the area border, visible 25 FT away in the dark. The noise of shifting ground can be heard in the dark from 100 FT away (200 FT on 1d20 rolls GTET [30-Intelligence]).
48. Adventurers meet Axathoddix (HD20 **Titan**, 35 FT tall, AC70, 3d8 Staff, 3d10 Long Sword); he is skinning the carcass of a seven-headed Hydra.
49. A two-story T-shaped red brick building has a copper roof, the building is surrounded by a 4 FT wood fence, the entrance is guarded by two **Pruddin**. The ground floor contains the courtroom and offices of Brajitomas (Infernal Magistrate, **Hulden**) and Trezima (**Sessin**, Bailiff), along with a small law library in Infernal Cant; the upper floor has an office for nine **Zoybim** clerks, two **Medusa**, and a **Type 2A Devil**, along with storage for previous cases.
50. Nuggets of gold ore are found scattered on the ground 50. throughout a rectangular area 800 FT by 350 FT. Each nugget weights 1d20\*(one-third pound), and contains 20 GP worth of gold per pound of ore.
51. [1] A 750 FT diameter circular area is continually bombarded by *2d8 bolts of lightning*. Adventurers crossing the area are hit every 60 FT of travel (avoid 1d20 GTET [35-Agility], quarter damage on 1d20 GTET [32-Stamina]). The flashes from bolts are visible in the dark 250 FT away (400 FT on 1d20 rolls GTET [32-Intelligence]). [2] A 12 FT diameter bonfire burns inside a 25 FT diameter 3 FT stone wall, the flames are 10 FT tall. The fire is tended by three **Ordinary Devils**. The bonfire can be seen and smelled in the dark from 350 FT away (500 FT on 1d20 rolls GTET [28-Intelligence]).

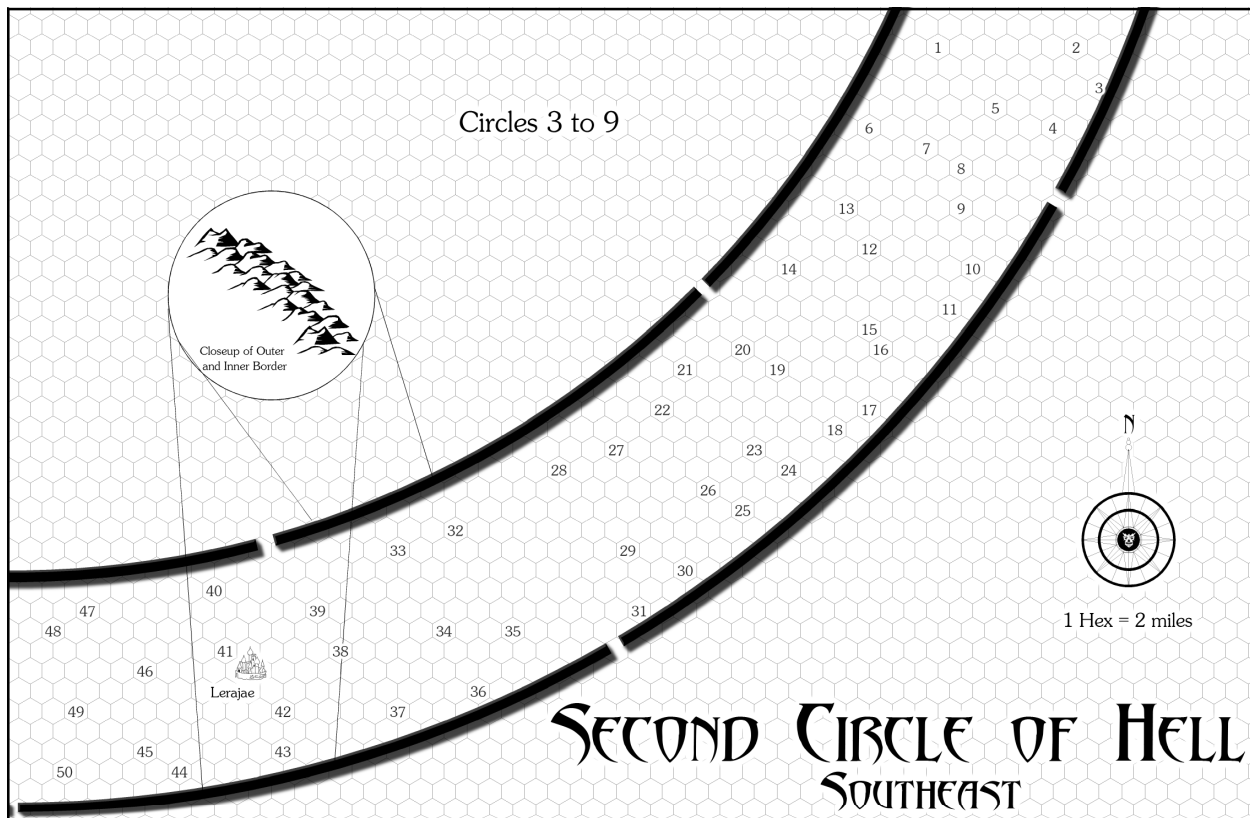
### Southeast Map

See the map on page 124.

1. **Mausoleum of the Maids**. A one-story green pastel stone building with purple slate roof, entered through double brass doors (-6 open lock, Strength GTET 27 to move). The exterior is painted in scenes of young women among carnivorous plants. The single-room interior is painted mauve, with tapestries depicting young women with Hell Cattle. Four petrified carnivorous plants are in planters in the corners. A sack covers a severed Medusa's head on a pike (range 15 FT, save versus stoning, 1d20 roll GTET [22-Stamina]). The mausoleum holds four pink stone sarcophagi, each sealed in lead, they are labeled Malddi, Esperaldi, Frohalli, and Nespathi. The tombs of Malddi and Frohalli hold only decayed bone dust. Esperaldi's tomb holds the well-preserved corpse of a young woman in a decayed yellow dress, wearing a *Ring of Truth* and a *Reincarnation Ring*. Nespathi's tomb holds the badly decomposed corpse of a young woman in a tattered purple dress, she wears a *Ring of Discernment*, *Spell Eating Ring* (Lesser Magic), and a *Graveyard Necklace*; a false bottom under the corpse conceals a *Serpent Wand*, *Wand of Death Rays* (17), and a 25,000 GP ruby.
2. A 16 FT rectangular grave is found with a purple stone headstone labeled *Horstaneus*; fresh blood continuously seeps out the bottom of the grave

# Second Circle, Southeast Map

2. (continued)...mound. The grave holds a HD10 **Mummy** of a Minotaur, wrapped in silver chains (aura of enchantment) and staked to the ground. A long steel box (-10 to find, -6 open lock) buried 3 FT deeper in the grave contains a *Seaman's Cutlass* (+4 on water/-2 on land), a *Rapier* +2 (Rascal Scourge), a *Short Sword* +1 (Spell Stealer), and a red wool *Arrow Proof Cloak*.
3. Blue vapors continually vent out of the ground in a 620 FT circular area, bordered by a faint blue line (visible in the dark from 30 FT). Mortals exposed to the vapors experience 1d100\*1d12 minutes of intense itching (save 1d20 GTET [32-Stamina], checked every 3 minutes); while the itching persists affected persons temporarily reduce their Agility by 3 points and Will by 2 points, and apply a -2 TH penalty. The vapors have an unpleasant, peppery, aroma that can be smelled in the dark 120 FT away (200 FT on 1d20 rolls GTET [28-Intelligence]).
4. **Castle Valmondornage**. A six-story circular black stone Keep surrounded by a 30 FT circular wall, surrounded by a square 40 FT wall; eight two-story wood buildings are between the outer and inner walls. The entire complex is surrounded by a permanent 15FT wall of fire. The garrison is commanded by Offiraldor (**Hulden**). The garrison consists of five squads of **Type 2A Devils**, two squads of **Type 2B Devils**, ten **Pruddin**, four **Ogres**, and nine **Minotaurs**. The staff includes fourteen **Zoy-bim**, twenty **Common Devils**, eight **Ordinary Devils**, and a **Medusa**.
5. Numerous holes are found in the ground throughout a rectangular area 500 FT by 280 FT; the holes are 1d12+2 FT across by 1d12+4 FT deep. An Adventurer crossing the area in the dark checks to avoid a hole every 30 FT (avoid on 1d20 rolls GTET [28-Agility]). Falling into a hole causes an additional 1d8 FT collapse on 1d20 rolls of 01.
6. **Sevettin's Maze**. An apparently-abandoned three-story circular tower of grey stone leads to a four-level maze with twenty-seven rooms, located in its own demi-dimension. The maze is entered using a phase platform in a hidden room on the third floor (a control knob sets the entry to any of five possible



## Second Circle, Southeast Map

6. **Sevettin's Maze, continued**...entry points). The rooms include the Crystal Judge, the Haunted Orchestra, the Fire House, the Dragon's Nursery, Heavy Metal, the Devil Lovers, and Evil Rays. The monsters include **Type 2D Devils**, **Pruddin**, **Garm**, **Rot Beetles**, **Lycanthropes** (Wolf), **Lightning Bugs**, **Rabid Canines**, **Hell Rats**, **Hell Skunks**, **Infernal Locusts**, **Vampire Lords**, **Wraiths**, and a **Chimera**.
7. **Drakhorest Henge**. A spiral pattern of 270 black stone obelisks, each one separated from its neighbors by 9 FT. The innermost obelisk is 50 FT high and each successive obelisk move outward along the spiral is 2 inches shorter; the outermost obelisk is 5 FT tall. A 6 FT triangular red cloth pendant with gold tongues of flame is attached to every tenth obelisk.
8. A one-story circular brown brick building surrounded by a 3 FT stone wall, inside a 15 FT wide moat. The post is occupied by four Ordinary Devils and two Pruddin. They are armed with Flails, Long Bows (120 arrows, 6x *paralyzing* 1d100 minutes {save 1d20 GTET [32-Stamina]}}, 5x *blinding* 1d100 minutes {save 1d20 GTET [34-Stamina]}}, 2x *slaying* {save 1d20 GTET [26-Will]}), and single-blade War Axes (2x +1). They also have four explosive grenades (1d10, range 6 FT, avoid 1d20 GTET [30-Agility]), two stink bombs, four flares, twenty-two wholesome rations, four gallons good-quality Whiskey, 128 GP, six pearls (1643, 2088, 3241, 4503, 7000, 9829 GP), and a 12,000 GP topaz.
9. A V-shaped area experience a continuous heavy downpour of cold rain, at a rate of 6 inches/hour, and the area is at a constant 40° temperature. Each segment is 520 FT long by 310 FT wide.
10. [1] Adventurers come across five stoned/petrified 12 FT Cave Trolls. [2] **Stroakjinn Armory**. A three-story blue stone building inside a 20 FT stone fence, the outer gate is guarded by three Pruddin. The bronze door (Strength GTET 26 to move) is guarded by a Beng. The ground floor holds offices and work rooms. Armoring work is done on the second floor, and the third floor has storerooms for manufacturing stock and completed work. The armory is known for its chain mail work and for well-crafted gauntlets. The armory manager is Neoryline (Iblis). The staff includes three **Etvaras**, four **Zoybim**, two **Ordinary Devils**, and a **Centaur of Hell**. The stores include one-hundred chain mail armor shirts, sixteen chain mail neck guards, twenty-six pairs of chain mail mittens, eighty-two pairs of chain mail arm covers, ten steel breastplates, seventeen back plates, thirty-one pairs of studded leather gauntlets, forty-two pairs of steel gauntlets, and twenty-nine open steel helms. A hidden (-8 to find) strongroom holds 92,985 GP in coins, fourteen bronze ingots, twenty-three steel ingots, nine silver ingots, two gold ingots, an electrum ingot, and an adamantite ingot.
11. An 8 FT diameter bonfire burns on top of a circular hillock, 68 FT across at the base, 18 FT tall with a flat top. The bonfire has flames 10 FT tall. The fire is tended by three **Pruddin**. They have nine wholesome meal rations, six flasks of good-quality beer, and a quarter-barrel of good-quality red wine.
12. **Lingtim Garden**. A U-shaped walled compound, 420 FT long by 130 FT wide, entered through two bronze arches at the top of the U. The garden is known for its extensive collection of vines from across the Celestial Spheres. The Head Gardener is Hoyo Allimornya (**Centaur of Hell**); the staff consists of five **Common Devils**, two **Werdu**, a **Pruddin**, and a female **Lycanthrope** (Rat).
13. **Fort Focolgaire**. Five two-story white stone buildings are inside a 30 FT wall with eight towers (each mount a ballista). The complex is surrounded by an exterior trench and earthworks inside a 30 FT wide water-filled moat (Piranha). The Garrison Commander is Lalgku (**Oduru**). The garrison consists of four squads of **Type 2A Devils**, two squads of **Type 2B Devils**, a squad of **Zoybim** death-wand-bearers, three Ogres, two Common Trolls, and a Mountain **Giant**. The staff consists of sixteen **Ordinary Devils**, seventeen **Ghouls**, seven **Harpies of Hell**, and a female **Minotaur**.
14. **Jelishon Forge**. A two-story T-shaped brick building with a wood cistern tower on the roof. The forge is known for its spear heads, javelin heads, arrowheads, and throwing stars; production is on the first floor. The second floor holds living quarters, a pantry, bath-laundry, two offices, and storerooms for stock and finished product. The Head Armorer is Villabroy (**Infernal Minotaur**); the staff consists

## Second Circle, Southeast Map

14. **Jelishon Forge, continued...**of four **Zoybim**, two **Pruddin**, two **Common Devils**, a **Zombie**, and three **Bugbear** slaves. The forge stores 210 spear heads, 160 javelin heads, 3145 arrowheads, 116 bolt heads, 108 throwing stars, 16 bill hook heads, 42 single blade axe heads, 9 lance tips, and 62 throwing knives. A hidden (-10 to find) strong room holds 68,285 GP in coins, fourteen steel ingots, five silver ingots, three gold ingots, two adamantite ingots, ten bronze ingots, and two hollow ingots of tin filled with mercury.



15. **Fall of Falzalx Monument.** A circular area 210 FT in diameter is paved in 15 FT wide rings, alternating rings are offset by 20 vertical inches. A black statue at the center depicts three Gaietyas from Legion XXXVIII killing Demonic General Falzalx during the battle of Trolphrin, 2852 years ago. The statue is surrounded by a circle of twenty white stone statues of Gaietyas, inside a ring of forty skulls of horned demons (each mounted on a 3 FT black pedestal).
16. [1] **Trush Spire.** A 199 FT white circular structure consisting of four stacked cylinders of white stone; the base is 32 FT in diameter and 100 FT tall, the second segment is 20 FT in diameter and 50 FT tall, the third segment is 14 FT in diameter and 32 FT tall, and the top segment is 7 FT in diameter and 17 FT tall. A continuous spray (rain) of bitter orange liquid is released from the top of the first segment, affecting an area 50 FT in radius. [2] Adventurers crossing a 600 FT by 250 FT area experience 1d100\*1d8 minutes of *suppressed Will* (temporarily reduce effective Will by 3 points, save 1d20 GTET [34-Will] checked every 50 FT of travel).
17. An unmarked oval cairn is 14 FT long by 7 FT wide by 5 FT tall in the center. The cairn covers a Hill Giant's well-preserved corpse dressed in leather and furs (fur cap, shirt, vest, pants, boots). A giant-sized *War Hammer* +2 is beneath the body, along with a leather bag holding 42 GP, a giant-sized 1880 GP plain gold ring, a worn canteen of good-quality brandy (liquor 460 GP), and a 3045 GP electrum pin. A parchment of *prayers* is found folded in an inside pocket of the giant's vest (3x 1d12 *Heal Wounds*, 2x *God's Hammer*, 2x *Banish Confusion*, 2x *Banish Blindness*).
18. A four story dark green stone office building with a slate roof, entered through a heavy iron-wood door (Strength GTET 25 to move) at the top of black stone steps; two statues of sitting lions are at the bottom of the stair. The ground floor has five offices for **Beng**, a pantry (36 wholesome meals, 10 gallons good-quality mead), and a conference room; the second floor has three offices for **Beng**, two offices for **Gaietyas**, and a room with desks for nine **Zoybim** clerks; the third floor has four storerooms for records in Infernal Cant; the fourth floor has offices for three **Gaietyas**, one office for an **Assura**, and an office for a **Nimidoryas**.
19. A 9 FT wide tunnel in the ground leads to a four-room underground cave complex; one room is 82 FT by 22 FT, one room is 106 FT by 48 FT (hole in the ceiling with a suspended rope), one room is 38 FT by 30 FT (four kegs of spoiled cider), one room is 200 FT by 111 FT (*poisonous* mushrooms, save 1d20 GTET [32-Stamina]). Adventurers find Volarar (good male Elf, Priest L12) in the third room; he became separated from his companions and then lost in the dark; he has stomach cramps from consuming the poisonous mushrooms.
20. **Post 266.** A one-story circular wood structure with domed copper roof is mounted on six 25 FT stone posts, reached by an exterior stair, surrounded by a 15 FT wood palisade studded with horizontal steel spikes. The post is occupied by an **Assura**, two **Pruddin**, and an **Ulutu**, armed with *poisoned* Cutlasses (1d100 minute *paralysis*, save 1d20 GTET [30-Stamina]), three Javelins each, six Throwing Star each, two Long Bows (50 arrows, 5x 1d100 minute *sleep*, save 1d20 GTET [32-Stamina]), three



## Second Circle, Southeast Map

20. **Post 266, continued...***explosive grenades* (5 FT radius, 1d10, avoid 1d20 GTET [32-Agility]), forty wholesome rations, 3 barrels good-quality ale, a barrel of good-quality mead, a barrel of poor-quality wine, 230 SP, and 41 GP.
21. A group of fourteen HD8 **Hippogriffs** are found digging for aromatic roots.
22. **Blinboth's Altar**, dedicated to Gaap. A 14 FT D-shaped solid block of grey stone streaked with mauve, located on a 25 FT by 22 FT area paved in alternating white-black stones, surrounded by a 3 FT white wood fence. Six copper braziers of burning coals form a hexagonal pattern around the altar. A 4000 GP Unholy Symbol is mounted on a pole through a hole in the altar. Numerous small mounds of black wax are found on the top surface, along with the desiccated carcass of a 5 FT Giant Cricket. A compartment built into the floor is covered by one of the braziers; it contains a *Two Handed Sword* +2 (*Shield Splitter*), a *Javelin* +2 (*Returning*), and a *Throwing Axe* +1 (*Returning, Rascal Scourge*, save 1d20 GTET [33-Will]).
23. **Arch of Sammonthodis**. A 72 FT metal arch constructed of aluminum, the base is 40 FT across and the arch is 15 FT thick. The arch sits on two 14 FT brick pedestals; the metal portal is cruciform shaped and twists through one full rotation along its length. Six 5 FT gold (12,000 GP) plaques mounted on the bases depict Diabolic Prince Sammonthodis, deceased 3639 years. A mortal who walks through the arch three times with their eyes closed becomes immune to being blinded for the subsequent 48 hours. A patrol consisting of a **Beng**, a squad of **Pruddin**, and two **Ulutu**, arrive here 20 minutes after the Adventurers.
24. A one-story white stone building is constructed around a central courtyard, the exterior is surrounded by tall black stone columns. Each of the two entrances is guarded by a **Pruddin**. The building contains the court and offices for Doalskrim Reund (**Nimidoryas**, Infernal Magistrate) and Molleskau (**Gaityas**, Bailiff). A **Beng** manages ten **Zoybim** clerks. A patrol consisting of a **Beng** and a squad of **Pruddin** arrives here one hour after the Adventurers.
25. A 30 FT diameter circular yellow metal platform stands 14 FT above the ground, supported by twenty stone columns. HD3 **Toadstools** grow thickly in the area beneath the platform (*poisonous* raw {save 1d20 GTET [32-Stamina]} but safe to consume after boiling, the broth restored hp1d6 {once/day}). A HD2 **Red Slime** covers a 12 FT by 4 FT rectangular stone on top of the platform.
26. A green metal cruciform platform sits 14 FT off the ground, mounted on fourteen metal poles; a circular stairway comes up from the ground through the center. Each of the four arms is 18 FT by 10 FT, with a giblet at the end. Adventurers find a Type 2B Devil's corpse hanging from the southwest gallows, and an Ogre's corpse hanging from the southeast gallows. The bodies are guarded by two **Pruddin** and three **Common Devils**. Three HD4 **Giant Vultures** sit on an empty gallows.
27. **Gaol of Watery Lies**. An H-shaped two-story orange stone structure entered through four locked bronze doors (-10 open lock, Strength GTET 29 to move) that are each guarded by Pruddin. The ground floor has ten offices, a ward room, a pantry, an twenty-seven cells. The upper floor is configured for amphibious and water-breathing creatures, having thirty partially-flooded cells and fifty-three underwater holding tanks, along with a large partially-flooded exercise area. The Warden is Eltroty (**Nimidoryas**); the staff consists of nine **Common Devils**, fourteen **Type 2A Devils**, seven **Pruddin**, five **Type 1C Devils**, four Human **Vampires**, a **Lycanthrope** (Boar), and two **Common Trolls**. Prominent prisoners include Neldoman (**Tablasyin**), Kialen (neutral Warrior L12, amphibian alien, Urmouy Universe, Fourth Celestial Sphere), Cabsowanzy (**Type 2E Devil**), Trolyn Whisn (good Priest L14, royalty, drugged), and Anokam Grunx (Human Rascal L5, Master Forger, Master of the Tymshald Guild of Thieves).
28. **The Seven Halls of Silver**. Five horizontal elevations located 77 vertical FT, 110 vertical FT, 183 vertical FT, 216 vertical FT, and 310 vertical FT below ground. The 77 FT and 110 FT elevations are reached from the surface by an open hexagonal vertical shaft, the 216 FT elevation is reached from the surface by a hidden circular stair. The 77 FT elevation has nineteen rooms, including the Sinking Heart and the Zombie Teepee. The 110 FT

## Second Circle, Southeast Map

28. **The Seven Halls of Silver, continued**...elevation has thirty-six rooms in two unconnected sections (17 rooms, 19 rooms), including the Brazen Book, the Devil's Forge, the Mad Wizard Chef, and Galman's Geyser. The 183 FT elevation has twenty-four rooms, including the Seven Halls of Silver, Specter's Playground, the Spiked Path, and the Spider Walking Room. The 216 FT elevation has fourteen rooms, including the Ziggurat of Poisoned Flowers and the Slime Spiral. The 310 FT elevation has twenty-nine rooms, including the Minotaur's Guillotine, the Dagger Trees, the Living Pool, and the Spotted Mummy. The monsters include **Psychic Snails**, **Uber Zombies**, **Type 2B Devils**, **Fire Wizards**, **Zithabee's Spiders**, **Anger Flowers**, **Black Slime**, **Green Slime**, **Red Slime**, **Minotaurs**, **Mummy Lords**, **Furry Death Beetles**, a five-headed **Hydra**, evil Crusaders, and an adult **Black Dragon**.
29. [1] A 10 FT circular cairn is constructed of black stones; the writing on a wood panel sticking out of the rocks has become unreadable. Persons digging into the cairn find only a small amount of grey bone dust with a few scraps of moldy leather clothing. A careful (-12 to find) examination reveals a 3400 gold-turquoise-opal pin, which opens to reveal a portrait of a beautiful Elf maiden. [2] A group of six male Dwarfs are found transformed in pillars of salt; their metal equipment has been corroded so that it falls apart when touched.
30. A stair in the ground leads to two underground rooms occupied by three **Pruddin**, a **Common Devil**, and an **Ordinary Devil**. The stair is surrounded by a 15 FT black wood palisade. The guards are armed with Cutlasses and long-handled War Hammers; a net thrower on a swivel mount is inside the palisade. The post also has five stink bombs, four flash grenades (2d100 minutes *blindness*, 15 FT radius, save 1d20 GTET [28-Stamina]), two Short Bows (40 arrows, 2x *slaying* {save 1d20 GTET [30-Will]}), twenty wholesome rations, a barrel of clean water, a barrel of good-quality beer, two *1d10 Healing Potions*, a *Potion of Invisibility*, and a *Wand of Death Rays* (11, save 1d20 GTET [32-Will]).
31. [1] The ruined remains of a small fort, the bottom two floors of the five-story Keep are habitable, along with parts of the ground floors of three two-story wood buildings; sixth-tenths of the surrounding wall remains intact. Adventurers find the Keep second floor occupied by three Wizards (male Human, Fire L11 / female Gnome, Air L13 / male Dwarf, Earth L12) searching for the personal spell books of Mul'Bonnar (posted here 1520 years ago). [2] A 10 FT wide rough rock passage in the ground leads to a 50 FT underground room used by ten HD5 **Rock Scorpions**. A backpack is found in their den which holds ten steel spikes, a mallet, a steel pry bar, three flasks of lamp oil, a whetstone, 50 GP, a 4200 GP emerald, seven wholesome rations, a *1d12 Healing Potion*, and a 50 FT piece of good rope.
32. **Levank's Hostel**. A T-shaped two-story wood building; the ground floor holds a large common room, kitchen, side room with bar, and six single-person rooms. The upper floor has three single-person rooms, three double-person rooms, and one four-person room. The proprietor is Levank De'Loless (evil male Half-Elf, Shaman L7), with a staff of two Ordinary Devils, two **Zoybim**, an **Uber Zombie**, a **Ghoul**, and an excellent **Bugbear** cook. A well-stocked root cellar is under the kitchen, including several expensive bottles of wine and aged brandy. Good persons are welcome to buy meals at 4 SP each but cannot rent rooms for themselves; neutral and evil persons can purchase rooms with 2 meals for 3 GP per night (5 night limit). Levank checks authorizing badges on 1d20 rolls GTET 13. The current guests include three **Zoybim** {larger room}, a **Gaityas**, a **Minotaur**, two female Humans (Warrior L10, Warlock L11) travelling together, and a **Lycanthrope** (Boar). A HD8 **Specter** haunts the building, appearing on 1d20 rolls GTET 16, per day.
33. **Rechmond's Tomb**. A 15 FT yellow stone sarcophagus sealed in resin, on a 22 FT dark yellow stone base, underneath a 20 FT dark red canvas canopy. The tomb contains the well-preserved corpse of a middle-aged man with long hair and a thick beard, wearing decaying nobleman's robes. The man holds a silver-bladed *Scimitar of Alledaen* +3, wears a *Breastplate AC+10*, *Ring of Many Escapes* (23) and a silver *Charm versus Fire Magic*. A *Blinding Wand* (48) is concealed inside a pant leg. The air escaping the tomb causes 1d20 minutes unconsciousness (save 1d20 GTET [30-Stamina]). Two HD8 **Ghosts** (male and female) appear 1d10

## Second Circle, Southeast Map

33. **Rechmond's Tomb, continued**...minutes after the tomb is breached.
34. **Delkassh Garden.** A 510 FT diameter circular area surrounded by a 25 FT wood wall, entered through arches at the northeast, southwest, and south compass points. The garden is known for its extensive collection of lichens and mosses from throughout the Celestial Spheres, including an arctic area maintained at 25°. The Head Gardener is Howybrodas (female **Minotaur**); the staff consists of four **Ordinary Devils**, two **Zoybim**, five **Skeletons**, a **Zombie**, an **Ogre**, and two **Leprachauns** (husband-wife). It is rumored that an amulet buried on the grounds gives the wearer access to a hidden enchanted Palace in the Rebbedan Mountains on the Material Plane
35. *Gravity is cancelled* throughout an X-shaped area; each segment is 700 FT by 280 FT wide. Persons crossing the area find themselves 2d20+20 FT above the ground and unable to move (requires the ability to *fly*; save 1d20 GTET [34-Strength] checked every 10 FT of travel). It is possible to move across the area using stakes-spikes and ropes in a manner similar to climbing a vertical surface.
36. [1] Twenty open pits are found close together, each pit is 1d12+20 FT across at the top and 1d12+12 FT deep; the pits are separated by 1d20+50 FT. Persons crossing the area in the dark fall into a pit unless succeeding on a 1d20 roll GTET [28-Agility], checked every 25 FT. [2] A 30 FT cave is found in the north side of a circular hillock, 80 FT across at the base by 12 FT tall. Klandro (good male Dwarf, Shaman L12, Aurelia's husband), Aurelia (neutral female Dwarf, Shaman L10, Klandro's wife), and Morkamar (neutral male Dwarf, Warrior L11, Aurelia's brother) are found camping in the cave – their campfire is not visible from outside of the cave.
37. [1] A 7 FT wide tunnel in the ground leads to a twelve-room underground cave, the rooms are from 82 vertical FT to 102 vertical FT below the surface. One room has a spring of sulfurous water, one room has blue phosphorescent lichen on the walls, one room has the moldering bones of three Type 2B Devils, and one room has a *Spear* +3 (neutral, Intelligence 14, Will 12, 4x 2d8 lightning/day) stuck in the wall (Strength GTET 20 to pull out, breaks on 1d20 roll of 01). [2] Nuggets of silver are found throughout a 600 FT diameter circular area. Each nugget weighs 1d20\*1/4+2 pounds and has 8 GP value of recoverable silver per pound of ore.
38. A bog fills an L-shaped area, the short segment is 340 FT by 220 FT, the long segment is 700 FT by 200 FT. The bog is 4 FT to 8 FT deep with a layer of slimy mud on the bottom. Persons crossing the bog become stuck for [36-Strength] minutes for every 25 FT of travel (avoid 1d20 roll GTET [32-Strength]). The bog is inhabited by six HD5 **Giant Snapping Turtles**. The water can be smelled in the dark from 100 FT away.
39. **Mausoleum of the Moons.** A two-story white stone building with doubled silver doors (padlock, -12 open lock, Strength GTET 30 to move). The exterior is painted with scenes of the moon over various landscapes (mountain, forest, beach, sea, etc.). The interior walls are painted with a detailed moon map: {insert name of a moon in the Games Master's campaign}. An animated illusion (disbelieve on 1d20 GTET [33-Will]) on the ceiling depicts several moons simultaneously moving across the ceiling and changing phases. A 15 FT by 6 FT by 6 FT white stone sarcophagus is sealed with molten copper; the tomb holds the badly-decomposed remains of Lazillie, a Type 2E Devil, buried with a 10,000 GP piece of carved jade, a 4300 GP piece of ivory scrimshaw depicting the moon over a sailing ship, and a silver-bladed *Rapier* +1 (*Moon Blade*, +5 in moonlight). When all of the overhead moons are simultaneously in full moon phase (1d20 roll of 20) all exposed mortals become *invisible* for the subsequent [25-Will] hours (save 1d20 GTET [34-Will]).
40. Huge rocks are found in a cruciform-shaped area. The rocks are 30 FT to 50 FT wide, 120 FT to 220 FT tall, made of a dark red stone streaked with tan, yellow, and green lines. Each segment of the area is 1000 FT long by 450 FT wide. The stones are separated by 15 FT to 40 FT. A group of twenty-eight HD6 **Gargoyles** is present on top of the rocks on 1d20 rolls GTET 14.
41. **Palace of Diabolic Earl Lerajae.** A four-story L-shaped building of peach-colored stone with a slate roof, surrounded by peach tree orchards to the west and an extensive cactus garden to the east. The entire area is surrounded by a circular 25 FT wall with four guard towers. The Major Domo is Neyphaling (**Daityas**). The staff consists of sixteen

## Second Circle, Southeast Map

41. **Palace of Diabolic Earl Lerajae, continued...**  
**Ordinary Devils**, five **Common Devils**, three **Type 2A Devils**, nine **Type 2C Devils**, a **Type 2E Devil**, five **Pruddin**, nineteen **Zoybim**, three **Medusa**, five **Harpies of Hell**, and a female **Djinn**. Lerajae has underground kennels in which prize-winning Caleygreyhounds are bred; Lerajae has an extensive collection of books of dirty jokes.

become uncomfortable after [50-Stamina] FT of travel, they suffer hp1 for every additional 25 FT of travel (save 1d20 GTET [34-Stamina], checked every 25 FT). The additional heat can be felt in the dark from 100 FT; Mortals with Infrared vision can 'see' the area from 500 FT away (1000 FT on 1d20 rolls GTET [30-Intelligence]).
42. Thick clouds of annoying small **stinging insects** inhabit a circular area 760 FT in diameter. An Adventurer crossing the area is repeatedly bitten/stung and is very uncomfortable; they suffer hp1 for every 100 FT of travel. Dwarves and Gnomes have a venom allergy; they are afflicted by a red rash and their face and hands swell up for [40-Stamina] hours. Temporarily reduce their effective Agility by 1 point until the rash subsides (save 1d20 GTET [35-Stamina] checked every hour). The buzzing of insects can be heard in the dark from 100 FT (200 FT on 1d20 rolls GTET [30-Intelligence]).
43. **Sleep Poppies** grow thickly throughout a rectangular region, 880 FT by 420 FT. Adventurers crossing the area fall to sleep for 2d100 minutes (save 1d20 GTET [32-Stamina]), checked every 50 FT of travel {an affected person can wake only to fall asleep again 50 FT later}. The poppies are immune to fire (cannot be burned out) but can be made dormant for 1d10 days by *cold*, although the perfume/pollen does not disperse for 1 hour. Dwarves apply a +2 bonus to save. The perfume can be smelled 120 FT away in the dark (200 FT on 1d20 GTET [30-Intelligence]).
44. **Heammerdy Library**. The library consists of three four-story wood buildings forming three sides around a grass-covered courtyard filled with erotic statues. The library is known for its extensive collections about love, lust, infatuation, and family structures. The Head Librarian is Joyleddia (neutral female Elf, Shaman L10); the staff consists of fourteen **Zoybim**, nine **Type 2B Devils**, two **Harpies of Hell**, six **Zombies**, four **Ordinary Devils**, and a **Centaur of Hell**. A patrol consisting of a **Beng**, an **Assura**, a squad of **Pruddin**, and an **Etvaras**, arrives here 50 minutes after the Adventurers.
45. The ground throughout an X-shaped region is continually heated to 130° to 150°. Each segment is 1100 FT by 425 FT. Adventurers crossing the area
46. Adventurers find an HD10 **Olympian Sphinx** (AC70, hp72, human head on wolf body with owl wings, 2x Claws 1d12, 3d12 claw rake {airborne}, Trample 3d10, immune blunt weapons, *invisible* 45 minutes 1/day) at a 45 FT tall weathered white obelisk.
47. Eight strong animal pens hold 130 HD8 **Hell Cattle**, each pen is 120 FT by 80 FT. One pen is covered by a dome of steel bars and holds nineteen HD6 **Hell Owls**. A nearby two-story wood barn holds twenty days of feed; sixteen HD2 **Giant Rats** are found inside. The animals are tended by six **Common Devils**, six **Ordinary Devils**, a **Pruddin**, and two **Type 2A Devils**.
48. **Poltok Altar**, dedicated to Samael. A T-shaped sandstone altar, one segment is 9 FT and the other is 13 FT, several unidentifiable silver bones are inlaid in the top. Two copper cauldrons of Unholy Water stand at the 'top' of the altar. A 740 GP silver Unholy Symbol is on a pole through a hole in the top. Four 60 GP silver candlesticks each with three orange candles are on the altar, along with a copper hand bell and a pewter chalice (red wine conceals a 4780 GP ruby). Adventurers find Olgrand Rylindor (evil male Gnome, Crusader L9) sacrificing a lamb-like animal with a golden pelt (2100 GP value) and three 800 GP golden horns.
49. [1] **Scimitar Crypt**. Black stone steps lead down to an 8 FT pewter door (-5 open lock). The crypt consists of four underground rooms: an embalming room, a bare room decorated with murals depicting the life of an evil (Dwarf) Warrior, a room displaying an enchanted suit of Dwarf-sized scale mail Armor AC+22 and an evil intelligent *Scimitar* +4 (*Wizards Scourge*, *Spell Sword* – 3d6 *Lightning* 3/day; INT15, WILL19) {visible but incorporeal}, and a room with a 10 FT clear resin sarcophagus. The tomb contains the poorly-preserved corpse of an older male Dwarf with long red beard in decaying red robes; persons exposed to the sarcophagus

## Second Circle, Southeast Map

49. **Scimitar Crypt, continued...** air become unconscious 2d20 minutes {save 1d20 GTET [30-Stamina]}; the corpse wears a *Ring of Regeneration* (hp1/round) and a 560 GP silver-onyx-amber ring (aura of enchantment) that calls the armor and scimitar back to reality. Four silver-bladed *Scimitars +1* (evil, *Armor Cutting*) are stuck into one wall. [2] A loud constant *buzzing sound* is heard throughout a circular area 750 FT in diameter. Adventurers crossing the area become *confused* for 2d100 minutes (save 1d20 GTET [32-Will] checked every 50 FT, Elves are immune). A muted buzzing sound can be heard in the dark from 80 FT away (150 FT on 1d20 roll GTET [30-Intelligence]).
50. **Kembertan Quarry.** An oval open pit quarry of black lava rock, the pit is 320 FT by 200 FT by 48 FT deep. The surface buildings include a three-story stone building, two two-story stone buildings, three one-story wood buildings, three wooden water tanks, and five hoists. The Mine Manager is Takenbach (*Nimidoryas*). The staff consists of nineteen **Common Devils**, eleven **Type 2B Devils**, five **Type 2C Devils**, ten **Zoybim**, nine **Ogres**, three **Common Trolls**, a young adult **Hill Giant**, and ten **Zombies**. A hidden underground strong room holds 52,689 GP in coins, fourteen steel ingots, four bronze ingots, an ingot of tin, seven silver ingots, three gold ingots, three *1d12 Healing Potions*, and a *2d8 Healing Potion*.



# Encounters

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## Circle Zero Encounters

**Swimming Archeron** (Underwater): The Games Master should make four encounter checks while mortals are swimming Archeron or diving underwater in the river. When an encounter is indicated determine the result from the Archeron River Table below. Determine the number of encountered creatures using 1d12.

**Archeron River Encounter Table**

1d12 Roll	1d4 to Select Column			
	1 on 1d4	2 on 1d4	3 on 1d4	4 on 1d4
1	Giant Poison Kelp	Piranha	Water Elementals	Devil Fish
2	Swordtail Fish	Piranha	Water Elementals	Devil Fish
3	Swordtail Fish	Piranha	Bereginy	Devil Fish
4	Swordtail Fish	Piranha	Bereginy	Devil Rays
5	Scorpion Fish	Giant Electric Eels	Rusulki	Devil Rays
6	Scorpion Fish	Giant Electric Eels	Rusulki	Devil Rays
7	Scorpion Fish	Giant Electric Eels	Dragonfish	Seadragon
8	Moray Eels	Giant Electric Eels	Dragonfish	Seadragon
9	Spiny Eels	Poison Octopuses	Rotting Sharks	Seadragon
10	Viper Fish	Poison Octopuses	Rotting Sharks	Seadragon
11	Viper Fish	Flame Fish	Tiger Sharks	Vodianoi
12	Viper Fish	Flame Fish	Hammer Sharks	Vodianoi

# Encounters

***Flying over Archeron:*** The Games Master should make six encounter checks while mortals are flying across Archeron. When an encounter is indicated determine the result from the Archeron Flying Encounter Table below. Determine the number of encountered creatures using 1d12.

**Archeron Flying Encounter Table**

1d12 Roll	1d4 to Select Column			
	1 on 1d4	2 on 1d4	3 on 1d4	4 on 1d4
1	Glowing Hornets	Common Devils	Type 1C Devils	Ghosts
2	Glowing Hornets	Common Devils	Type 1C Devils	Spirits
3	Glowing Hornets	Common Devils	Type 1C Devils	Specters
4	Giant Vampire Bats	Ordinary Devils	Type 1D Devils	Wraiths
5	Giant Vampire Bats	Ordinary Devils	Type 1D Devils	Wraiths
6	Giant Vampire Bats	Ordinary Devils	Type 1D Devils	Banshees
7	Winged Snakes	Gargoyles	Spectral Bats	Rotting Dragons
8	Winged Snakes	Gargoyles	Griffins	Rotting Dragons
9	Greater Vultures	Harpies	Griffins	Violet Dragon
10	Greater Vultures	Harpies	Wyverns	Blue Dragon
11	Serpent Flies	Harpies	Wyverns	Green Dragon
12	Giant Dragonflies	Dragon Lizards	Air Elementals	Red Dragon

Games Masters should make an encounter check after every four miles of travel or after every four hours stopped. When an encounter is indicated determine the specific encounter using the Circle Zero Encounter Table. Determine the number of encountered creatures using 1d8.

# Encounters

**Circle Zero Encounter Table**

1d20 Roll	1d4 to Select Column			
	1 on 1d4	2 on 1d4	3 on 1d4	4 on 1d4
1	Warrior Ant	Glowing Hornet	Running Soul	Common Devil
2	Warrior Ant	Glowing Hornet	Running Soul	Common Devil
3	Warrior Ant	Glowing Wasp	Running Soul	Common Devil
4	Warrior Ant	Glowing Wasp	Running Soul	Type 1A Devil
5	Greater Bee	Glowing Wasp	Running Soul	Type 1A Devil
6	Greater Bee	Glowing Wasp	Running Soul	Type 1A Devil
7	Greater Bee	Glowing Wasp	Running Soul	Type 1A Devil
8	Greater Bee	Glowing Wasp	Running Soul	Type 1A Devil
9	Greater Bee	Glowing Wasp	Running Soul	Type 1B Devil
10	Giant Biting Flies	Toothy Worm	Running Soul	Type 1B Devil
11	Giant Biting Flies	Toothy Worm	Running Soul	Type 1B Devil
12	Giant Biting Flies	Toothy Worm	Ordinary Devil	Type 1B Devil
13	Giant Biting Flies	Toothy Worm	Ordinary Devil	Type 1B Devil
14	Giant Biting Flies	Toothy Worm	Ordinary Devil	Ulutu
15	Glowing Hornet	Toothy Worm	Ordinary Devil	Ulutu
16	Glowing Hornet	Toothy Worm	Ordinary Devil	Sessin
17	Glowing Hornet	Toothy Worm	Ordinary Devil	Sessin
18	Glowing Hornet	Assassin Bug	Common Devil	Tablasyin
19	Glowing Hornet	Giant Dragonfly	Common Devil	Vackli
20	Plains Worm	Plains Worm	Common Devil	Pruddin



# Encounters

## First Circle Encounters

The Games Master should make an encounter check after every four miles of travel or after every four hours stopped [not applicable at the Noble Castle]. When an encounter is indicated determine the specific creature(s) using the First Circle Encounter Table. Determine the number of encountered creatures using 1d10.

**First Circle Encounter Table**

1d20	Select Column based on 1d4			
	1 on 1d3	2 on 1d4	3 on 1d4	4 on 1d4
1	Glowing Hornets	Hell Hounds	Ulutu	Type 1C Devil
2	Glowing Hornets	Hell Hounds	Ulutu	Type 1C Devil
3	Glowing Hornets	Hell Hounds	Ulutu	Type 1C Devil
4	Glowing Wasps	Hell Hounds	Ulutu	Type 1C Devil
5	Glowing Wasps	Hell Horses	Sessin	Type 1C Devil
6	Glowing Wasps	Hell Horses	Sessin	Type 1C Devil
7	Toothy Worms	Night Mare	Vackli	Type 1D Devil
8	Toothy Worms	Catoblepas	Vackli	Type 1D Devil
9	Skeletons	Catoblepas	Pruddin	Type 1D Devil
10	Zombies	Catoblepas	Pruddin	Type 1D Devil
11	Wights	Manticore	Beng	Type 1E Devil
12	Ghouls	Manticore	Gaityas	Type 1E Devil
13	Greater Vultures	Sphinx	Type 1A Devil	Type 1E Devil
14	Greater Vultures	Sphinx	Type 1A Devil	Type 1E Devil
15	Greater Vultures	Basilisks	Type 1A Devil	Type 2A Devil
16	Greater Wolves	Basilisks	Type 1B Devil	Type 2A Devil
17	Greater Wolves	Basilisks	Type 1B Devil	Type 2A Devil
18	Greater Wolves	Black Dragon	Type 1B Devil	Type 2B Devil
19	Dire Wolves	Green Dragon	Type 1B Devil	Type 2B Devil
20	Dire Wolves	Red Dragon	Type 1B Devil	Type 2C Devil

If a Gaityas, Pruddin, or Beng is encountered, they are accompanied by 1d8 other creatures on 1d12 rolls GTET 10 as determined from 1d12: (1) Human, (2) Dwarf, (3) Gnome, (4) Centaurs of Hell, (5) Harpies of Hell, (6) Infernal Hounds, (7) Medusa, (8) Ogres, (9) Troll, (10) Giant, (11) Cyclops, (12) Ettin. Determine the Adventurer class of Humans, Gnomes, and Dwarves using 1d12: (1) Warrior, (2) Warrior, (3) Rascal, (4) Rascal, (5) Warlock, (6) Crusader, (7) Crusader, (8) Priest, (9) Priest, (10) Shaman, (11) Air Wizard, (12) Fire Wizard. Humans, Gnomes, or Dwarves have Adventurer Class levels at 1d6+9.

# Encounters

## Second Circle Encounters

The Games Master should make an encounter check after every 3 miles or every 2 hours stopped. When an encounter is indicated determine the specific encounter from the Second Circle Encounter Table. Determine the number of encountered creatures using 1d10.

**Second Circle Encounter Table**

1d20 to Select Row	1d4 to Select Column		
	1 or 2 on 1d4	3 on 1d4	4 on 1d4
1	Elmo's Fire	Spirit	1d8 Ulutu
2	Elmo's Fire	Spirit	1d6 Sessin
3	Banshee	Spirit	1d4 Vackli
4	Banshee	Spirit	1d4 Type 1B
5	Ghost	Specter	1d4 Type 1D
6	Ghost	Specter	1d6 Pruddin
7	Ghost	Wraith	1d6 Pruddin
8	Ghost	Wraith	1d6 Pruddin
9	1d20 Hell Rats	Wraith	1d3 Beng
10	1d20 Hell Rats	1d12 Infernal Locusts	1d3 Beng
11	1d20 Hell Rats	1d12 Infernal Locusts	1d3 Gaityas
12	1d8 Toothy Worms	1d6 Common Devils	1d3 Gaityas
13	1d6 Greater Vultures	1d8 Common Devils	1d4 Type 2A
14	1d10 Gargoyles	1d10 Common Devils	1d4 Type 2A
15	1d6 Hell Horses	1d6 Ordinary Devils	1d4 Type 2B
16	1d4 Air Elementals	1d8 Ordinary Devils	1d4 Type 2B
17	1d4 Djinn	1d10 Ordinary Devils	1d4 Type 2C
18	1d8 Evil Crusaders	1d12 Ordinary Devils	1d4 Type 2C
19	1d6 Evil Wizards	1d8 Zoybim	1d4 Type 2D
20	1d10 Evil Priests	1d8 Zoybim	1d4 Type 2E

Whirlwinds: A mortal is attacked by a whirlwind on 1d20 rolls GTET 17, checked every hour (individual check). When a whirlwind appears an Adventurer avoids it on 1d20 rolls GTET [30-Agility]. A person who fails to avoid a whirlwind is picked up and deposited 18+2d100 yards away in a random direction, with 2d12 falling damage.

Encounters in the border regions: Games Masters should make an encounter check after every four hours in the border region; when an encounter is indicated determine the result using 1d10: (1) 1d10 Vampire Bats, (2) 1d3 Pruddin and 1 Beng, (3) 1d3 Beng and 1 Gaityas, (4) 1d3 Type 2A Devils, (5) 1d3 Type 1C [outer] or Type 3C [inner] Devils, (6) 1d6 Harpies of Hell, (7) 1d4 Greater Vultures, (8) 1d6 Flying Medusae Monkeys, (9) 1d12 Gargoyles, (10) 1d6 Spectral Owls.

# Encounters

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## 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 Sting 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, Mesmerize, 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.

# Encounters

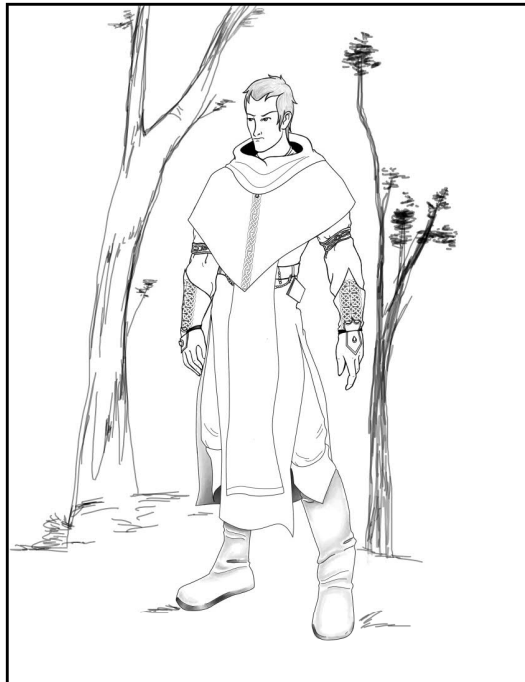
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**WATER WIZARD.** Basic: 1d6+4 Attack (Cold), Brain Freeze {anti-Wizard}, Create Water, Detection, Detect Poisons, Protect versus Cold, Purify, 1d4+4 Sleet Storm 30x30 FT for 10 rounds, Summon Haze, Summon Poison Frogs; Lesser: 2d6+4 Attack (Acid, 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.



# Rothbert, Dwarf Warrior L10

**Statistics** AGIL17 INTL15 STAM18 STRG16 WILL16 *hp*22; **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 *hp*1/4 hours, first-aid (4-3-2-1, kit+1)

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

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

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

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

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

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

# Ghergol, Human Warlock L10

**Statistics** AGIL13 INTL16 STAM20 STRG14 WILL15 *hp*24 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, Human Crusader L9

**Statistics** AGIL13 INTL20 STAM14 STRG12 WILL18 *hp*18 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 *hp*6 (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, wolfsbane, 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, *hp*13, AC16, Bite 1d6, 2\*Claws 1d3); **OTHER** natural heal 1*hp*/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**                      **Prayer Fails** (*hp*1d6 if 1d20 GTET 12) Mystery 20

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					

**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, Half-Elf Shaman L10

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

**1d20 Detect Enchantment 30FT** always (element/Basic/Lesser always, Greater5); **1d20 Detect Prayer** 12 (not deity/category); **1d20 Open Lock** Simple always Moderate4 Difficult12; **1d20 Stealth** 4; **1d20 Pick Pocket** 10; **1d20 Find Trap/Door** 2; **1d20 Disarm Trap** 10; **1d20 Search Area** Simple/Moderate always Difficult10; **1d20 Listen** Whisper20FT Speech60FT Shout200FT Door/Whisper12 Door/Speech8 Door/Shout2; **1d20 Free Climb** Easy always Moderate3 Difficult9 Impossible15; **1d20 Gear Climb** Easy/Moderate always Difficult4 Impossible11; **1d20 Throw Grapple** (48 FT) LTET 15FT always 16-30FT3 31-45FT11 GTET46FT19; **1d20 Identify as Enchanted** 10; **1d20 Devil Knowledge** 13; **1d20 Appraise** Armor2, Weapons2, Art2, Tapestry2, Gems3, Jewelry3, Goods5; **GEAR** bedroll, backpack 50#, 3\*clothing, mess kit, waterskin 1 gal, cold weather cloak, 9 torches, flint/steel, flask polishing oil, whetstone, 26 meals, cooking kit, extra blanket, 2\*rope 25FT, Cord 10FT, 8 wood stakes, mallet, 8\*steel spikes, lock pick, lock pick+1, wood pole 6FT, 3\*chalk, pliers, hooded lantern, 3\*flask lantern oil, first-aid kit+1 [heals 6-5-4-3], 2\*leather sack 30#, 12\*caltrops, steel whistle, small pry bar, small hacksaw, 4\*Holy Water Vials, 3\*wood wedges, 20 SP, light shackles, Pipe, 2\*pipeweed (10 smokes), Draught (poison antidote), Draught (healing d6), two-man tent, ice hammer, magnifying glass, 2\*Explosive Grenades (5FT, 1d8), goggles, Salve (electricity protective), Salve (venom protective), *Armorskin Tonic* (AC+16, 15 minutes), *Healing Potion* (1d12), Seer's Potion, *Armoire Charm*, *Infrared Spectacles*, *Wall of Force Ring* (15x10FT, 10 minutes, 39), *Wand of Spiderwebs* (25FT, 119); **OTHER** natural heal 1hp/4 hours; first aid (4-3-2-1; kit+1), destroyed spell book hp3\*spell slots. Shaman Amulets [one can be worn]: *Influence* (save [32-Will], 70 FT), *Luck* (+4 roll bonus, 30 FT), *Protection* (AC+20, save+5, 20 FT)

**AC50 (-7)**; Padded Shirt 1, Padded Hood 1, *Wizard's Robe* 15+20, Studded Leather Gauntlets 3+5 (*Daylind's*, proficiency all missile weapons, AC+, TH+), Studded Leather Foot Guards 3

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

## Spell Track

Basic	F	F	F	F	F	F	F	F	F	F	F	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]), *Levitiation* (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, Human Air Wizard L11

**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

**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 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 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]

**WEAPON PROFICIENCIES** DIRK STAFF LONG SWORD WAR HAMMER BOW SPEAR

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
From Evil (-10)	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	

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