

Inferno: Journey through Malebolge

Book One Entry through the Fifth Circle

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.



Inferno

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Book One: Entry to the Fifth Circle

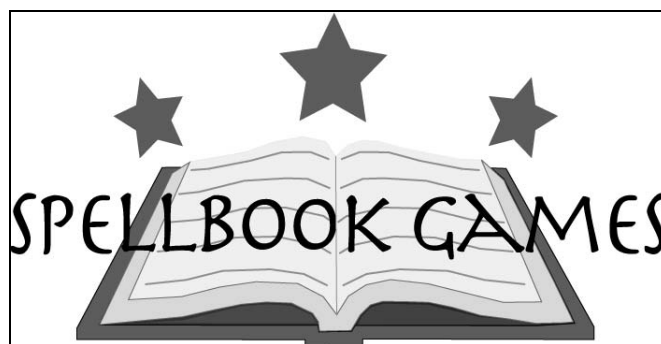
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Inferno: Journey through Malebolge

Introduction

This role-playing game Adventure describes the environs of the Hell of the Devils, situated on the Infernal Plane, Gehenna. It is generally based on the descriptions of the *Divine Comedy* (Inferno, Purgatorio, Paradiso) by Dante Alighieri, and updates, expands, and completes the 1980 Judges Guild module, *Inferno*. However the characters find themselves in Gehenna their mission is to escape by traveling down through the ten Circles of Inferno to Lucifer, fixed in the center, then climbing down through the ice to find the return path to the Material Plane. Depending on how and why the players arrived in Gehenna there may also be secondary goals to accomplish. This Adventure describes the physical conditions and challenges of each Circle, which can be significant even without the hostile 'natives.' It also describes in detail some of the important locations that can be visited, and the most important denizens. The geography of Malebolge is complex and the Games Master will be challenged in running this Adventure, it is advised that only experienced Games Masters attempt this Adventure. Games Masters should carefully read all of this material in advance of their game sessions and become thoroughly familiar with the geography, encounters, unique creatures and their powers.

This module is intended for use by a Games Master as a role playing game scenario, and contains the information necessary to guide the actions of a party of adventurers as they travel through the Inferno and its environs. It is not intended for reference or use by players, particularly during game sessions. Any parts intended for player use are clearly marked. Depending on the Games Master's use of this material, and the Players choices, it may require many game sessions for the Players to complete a trip from the outermost rim to the center of Inferno. Because of the length of this module, it consists of a package of several individual files; *Journey through Malebolge, Books 1-3*, contain descriptions of the Circles and their important locations, while *Denizens*, describes the individual persons who can be met along the way, including some intelligent monsters.

This game module is not intended to be a stand alone product. Reference is made throughout, to a variety of unique monsters, spells, prayers, and enchanted objects. It is assumed the Games Master has descriptions of these standard creatures, magics, and objects available, or has created their own information. The intended descriptions are found in the following references, all available from **Spellbook Games**: *Gehenna Primer*, *Codicil of Maladies*, *Inferno: Bestiary*, and *Inferno: Treasury*. Malebolge is mapped at the scale of two to three miles per hex in the books of the *Gazetteer of Hell*; the Games Master may find these more detailed maps to be useful. The *Gazetteer* describes many locations on the Circles of Hell, without many details. *Gehenna Primer* describes the information about Gehenna and Malebolge (Inferno) that is common to all Inferno products, including most of the information about surviving in the physical environment; *Gehenna Primer* can be downloaded for **free** from the Spellbook Games website, www.spellbookgames.com.

Additional details about the Inferno setting can be found in the Spellbook Games products, *Inferno: Samael's Tower*, *Inferno: Diabolic Palace*, and *Inferno: Oasis of Koessa*. Samael's Tower details the home of Samael, King of Devils, located on the inner rim of the Eighth Circle of Hell. Diabolic Palace details a palace that can represent the home of any Diabolic Prince, Duke, or Earl, as needed. Oasis of Koessa details a second Oasis in the Desert of Fire, Seventh Circle of Hell.

This Adventure is written using the Spellbook Games RPG rule set, *Portal to Adventure*. Little to no conversion is required for use with the Advanced Dungeons and Dragons rule set or similar rules. Extensive advance conversion effort will be required by the Games Master to use this Adventure with the Dungeons and Dragons Revision 3.x or Revision 4 rule sets, or any similar game system.

Level of Challenge

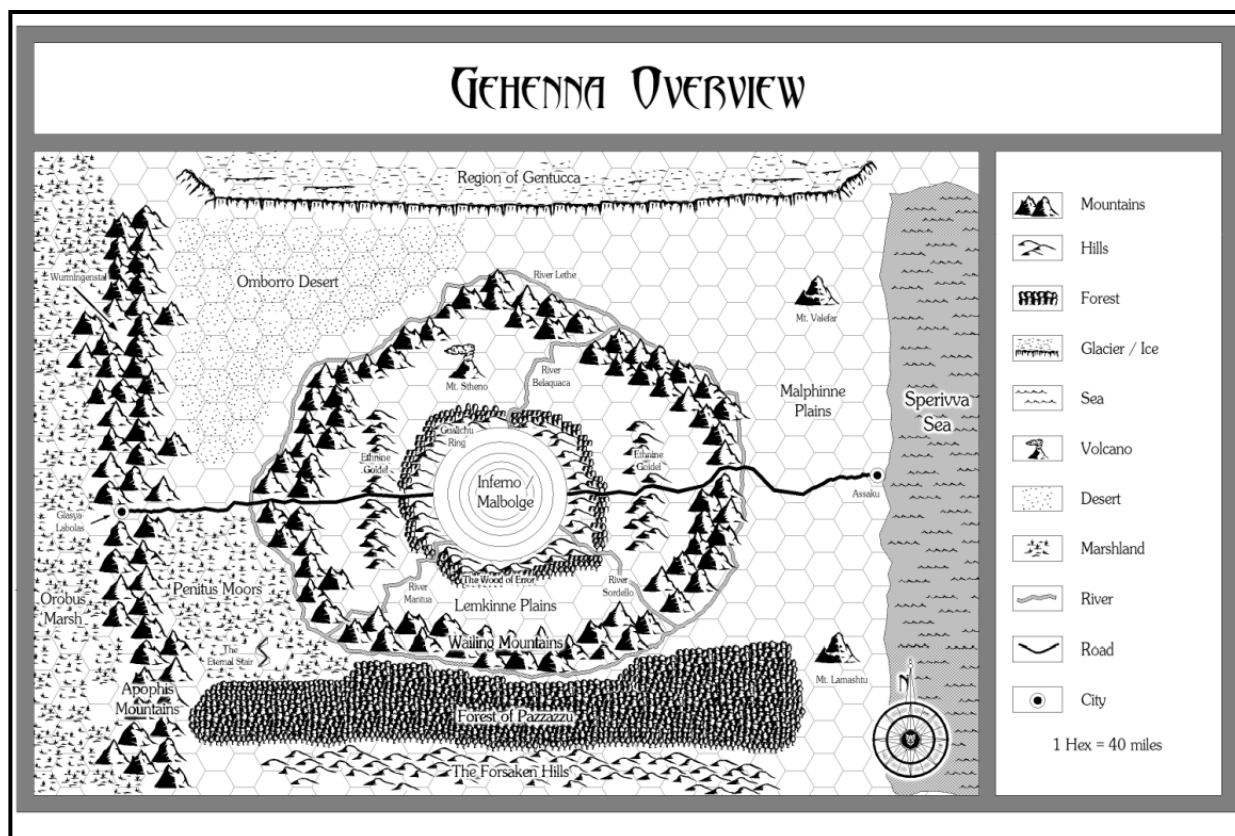
This Adventure is designed for a party of between six and ten characters of not less than the Tenth experience level. It requires the concerted and coordinated efforts of all the players for them to survive the challenge of the infernal hordes.

Common Abbreviations

Armor Class — AC, Experience Level — L, Feet — FT, Greater than or Equal to — GTET, Health Points — hp, Hit Die (monster level) — HD, Less than or Equal to — LTET, Special Power Modifier — SPM, To Damage — TD, To Hit — TH,

Discussion

A brief description of the geography of the Infernal Plane, Gehenna, is given in *Gehenna Primer*. The main (only) continent is about one thousand miles across by twelve hundred miles north to south. The pit of Malebolge (Inferno) is at the geographical center of Gehenna, and Lucifer is trapped at the precise center of Malebolge. The pit is approximately 320 miles across by one mile deep. The outermost region of Malebolge is 2000 FT below the surface of Gehenna (the first cliff).



Arcane magic and Divine prayer does not work in Gehenna as it does on the Material Plane. Wizards, Shaman, Priests, and Crusaders immediately detect this difference (succeeds on 1d20 roll GTET [22-Intelligence]), although they will not know whether specific spells or prayers are affected until the first time they are cast/performed. Many spells will be ineffective (always fail when cast), some work but are degraded (less effective), and some are enhanced (especially fire spells). The spells that are ineffective are generally spells associated with transportation, such as *teleportation*. In part, these restrictions reinforce the notion that Gehenna is a *different place*, it is weird, it is unpredictable. The restrictions on spells and prayer also serve to force the characters to walk and climb the Pit, exposing them to more of its dangers and challenges. High-level characters tend to collect enchanted items, and have spells that could allow them to bypass many challenges. Walking takes time, and walking a long distance takes a lot of time. That gives the opponents (the Devils) time to get organized. Walking also takes resources, especially food and water, which are in short supply in Malebolge. See *Gehenna Primer* for specific spells and prayers that are nullified or modified.

Entry Scenarios

Portals

There may be any number of permanent, semi-permanent, or temporary two-way Portals in a Games Master's campaign world that connect Gehenna to the Material Plane, and to the Outer Planes. There are several permanent Portals across the world that lead to the 'mortal quarter' of the City of Glasya-Labolos, allowing evil mortals to deal directly with the Telchine Devils, and to hide from whomever may be looking for them on the Material Plane. Some Diabolic Princes, Dukes, Earls, and Generals may maintain their own private Portals to places in the Material Plane they are interested in. These locations of these Portals are not widely known among mortals and are a closely guarded secret among persons (or monsters) of evil persuasion. The Gehenna end of these Portals are always guarded by a Diabolic Sergeant and squad of Diabolic Troopers, as appropriate to the Circle on which they are located. It would be unlikely, though perhaps not impossible, that Adventurers would know the location(s) of a Portal(s), let alone have the passwords or other identification that allow them to use a two-way Portal. The Material Plane end of such Portals are likely to be in very remote locations, or well hidden, especially if they are not guarded. Those that are located in populated areas, or in dungeons or other inhabited places are highly likely to be well-guarded.

Semi-permanent and temporary Portals may also exist, which are usually one-way Portals from another Plane (usually the Material Plane) to Gehenna. These may be guarded, or may be left unguarded, primarily as best suits the Games Master's campaign. Some of those may be 'found' by characters, either intentionally or by accident. From the point of view of immortal Devils, a 'temporary' Portal may be open for a century or more.

Although their location(s) may be hidden, once they are found the permanent Portals are easily identified and operate in the open. Some semi-permanent or temporary portals may be in the open but unmarked, marked incorrectly, marked in unknown languages, or only operate when other devices are properly aligned. The portal could be hidden by magic, such as invisibility or darkness. The portal could be a ladder, a chute, or a pit into which the Adventurer(s) fall.

Generally a magical or divine ritual is required for a mortal to open a Portal to Gehenna, or any other Outer Plane. A ritual is usually performed inside a magic circle or circle-pentagram, which may remain after the ritual is

completed. Adventurers who come across such magic circles may trigger the Portal, which may be active or latent. If a character performs the ritual, the Portal may be two-way for a period of time, usually no more than a few hours, but thereafter is one-way, into Gehenna only.

Accidental Entry

The characters arrive in Inferno either accidentally or on purpose. Those who arrive by accident generally go through a Portal they don't understand, or trigger a magical trap or a cursed object which causes them to be transported to Hell. One possible trap could be a teleportation spell to Hell, written on a scroll, activated when the scroll is opened or read. The use of a Portal is considered as 'accidental' entry when the characters do not know where they are going; this is usually done for what seems to be a good reason at the time. The Games Master can set up situations where characters have to chase an escaping opponent or enemy through a Portal, need to retrieve an important item, or have something stolen from them that is taken into a Portal. The Games Master should try to get the characters to concentrate on who or what is going through the Portal ahead of them, and not on where the Portal leads.

Whenever the characters use a Portal (newly-discovered or hidden) or trigger a curse, the trip to Gehenna should always be one-way, preventing an easy and immediate retreat. The challenge of Gehenna is diminished when it is easy to leave.

When Adventurers 'accidentally' enters Gehenna, they arrive at one of three locations, determined using 1d6: (1-2) Upper Hell ruin, (3-4) Room of Thrones, (5-6) Gehenna Cave.

Intentional Entry

Characters may have in-campaign reasons to discover known entrances to Gehenna with the intention of entering, although this should not be made an easy task. Some few may enter as a religious obligation or to test their skill. Most Adventurers intentionally enter only to eliminate a direct and powerful threat to themselves (including to persons or lands to which they owe obligations), or because they have been hired to do something that can only be done in Gehenna. Players are unlikely to enter Gehenna on their own, just for the experience or the loot, especially if they know of the restrictions which make it so difficult to return.

Entry Scenarios — Wilderness

Entry from the Wilderness

The only permanent Portal into Gehenna aside from those directly controlled by the Devils is the 'Bridge of Doom,' which is crossed by deceased evil souls on their way to their final torment. This bridge has many different locations on the Material, at each one it manifests for twelve hours before disappearing, to reappear for another twelve hours, sixty days later. It periodically (permanently) changes location for reasons only known to the Diabolic Princes. The 'Bridge of Doom' manifests in very remote, generally uninhabited, locations. It should not appear within twelve days travel (e.g. 250 miles or more) from any town or city or within four days travel of any permanent village. It should be at least two days travel from any significant stronghold, monastery, temple, dungeon, castle, or other major feature.

A Sage (or other savant, clergy, researcher, lore master, storyteller, Minstrel etc.) has knowledge of the Bridge on 1d100 rolls GTET [180-Skill-Age]; assign a beginning Sage a skill of 20, a somewhat experienced Sage a skill of 40, an experienced Sage a skill of 60, a very experienced Sage a skill of 80, and an exceptionally well-informed and experienced Sage a skill of 100. A Sage specializing in Gehenna and Diabolic matters gains a +25 modifier to their skill, as does a Sage with access to a library with an extensive collection about Gehenna (both modifiers may apply). After determining a Sage has knowledge of the Bridge, they also know of one or more locations at which the bridge manifests on 1d100 rolls GTET [200-Skill-Age].

Characters who are not searching for the Bridge may be enticed into this wild area by carefully planted rumors of an abandoned temple to an evil deity, or of lost dwarven gold or mithril mines. If the Bridge manifests in more than one location in a campaign, the locations should be no closer than 750 miles apart.

Approaching the River

One description of a part of the Material Plane near where the Bridge manifests is:

The Adventurers find an ancient road, 12 FT across, paved in irregular black stones, in poor, barely passable, condition. It has uneven pavement, tilted paving stones, buckles and ridges across the road, and many large holes. A forest is one-third days travel away, visible on the

horizon. Normal wilderness sounds (birds, insects, etc.) fade away on the road, the only visible animals are large crows and vultures. Characters with outdoor skills notice the lack of normal sounds on 1d20 rolls GTET [30-Intelligence]. 1d100 minutes after following the road a strong headwind blows in, lowering the temperature; a line of thick black rain clouds moves toward the party. An hour later a cold driving rain begins (in winter, heavy snow) which lasts 2d8 hours.

The looming forest has tall spindly pines with small green tops and parched needles on their lower branches. The forest floor is covered in a thick layer of pale brown needles. The road continues into the forest in a serpentine path, and is clear of needles. Mules, draft horses, and ordinary horses refuse to enter the forest unless succeeding on 1d20 roll GTET 16; dogs, cats, or birds, must each roll GTET 12 to enter; trained warhorses must roll GTET 8. If being handled by characters with animal handler or animal trainer skills apply a +4 modifier. Wizard Familiars are unaffected by the fear. Spells or prayers of animal control compel animals to enter.

The trees are close together and thick, and there is little available light. Movement is at half-pace unless characters have Infrared vision or are using torches or lanterns. As the gloom deepens the party sees or imagines blinking eyes in the darkness out of sight from the lights, they hear rustling in the underbrush, and frequently hear snarls and animal screams. Whenever they investigate, however, no animals are seen, only unknown beast tracks. There are no encounters in the forest. Characters have the distinct feeling they are being watched and tracked by the forest animals for an unknown purpose. The entire experience will be very distressing for any Elves in the party. Priests or Crusaders of any nature-deity are subliminally bothered with a feeling that the entire forest is somehow evilly twisted and distorted.

Every 200 to 300 yards the Adventurers pass a skull (mostly human, but occasionally dwarf or elf or other race) spiked into a tree along the side of the road.

Entry Scenarios — Wilderness

If characters possess means to speak with the dead, all the summoned ghosts can tell them is that in the far past their fair land of Brogantes was destroyed by the Legions of Evil, and that evil is still be found at the end of the road. Every 300 to 400 yards the Adventurers pass the ruined remnants of stone buildings, mostly consisting of piles of cubic stones, empty rectangular foundations, and one-story pieces of stone walls standing alone. Many appear to have been set afire at some past time. If characters use spells or prayers to determine alignment, these ruins have an aura of goodness associated with them. If characters closely examine, or dig into, the remains of these buildings they find unidentifiable bones, broken wood from furniture, small household objects, and various small twisted metal pieces. On a 1d20 roll of 20 useful objects are found, determined from 1d10: (1) 2 Healing potions, (2) 1d6 vials of Holy Water, (3) 3 Tonics of Disease Reversal, (4) Balm of Stoning Reversal, (5) Talisman of Protection against Evil, (6) Cloak of Healing, (7) Cloak of Shadows, (8) 1d10 arrows +1 TH, +1d8 damage versus Evil Creatures, (9) Imperial Short Sword +1 TH, or (10) a silver-bladed Imperial Short Sword +1 TH. A maximum of three findings may occur from searching the forest ruins. After 8 hours of travel through the bleak and forbidding forest the party comes to a wide river (at least 150 FT) flowing through the forest,

The River of Dreams

The river is a Planar Boundary and the Bridge is the way across. The river appears and disappears with the Bridge, even in areas where a river is not normally present. The near bank is mostly flat with a thick carpet of hardy dark green spiked weeds, while steep banks at least 20 FT high line the opposite side, topped by thick ancient oaks, all with bare limbs and cracked and twisted trunks. The water flows quickly, feels icy cold to the touch, is at least 25 FT deep, with the current from left to right. The river is from 150-250 FT across.

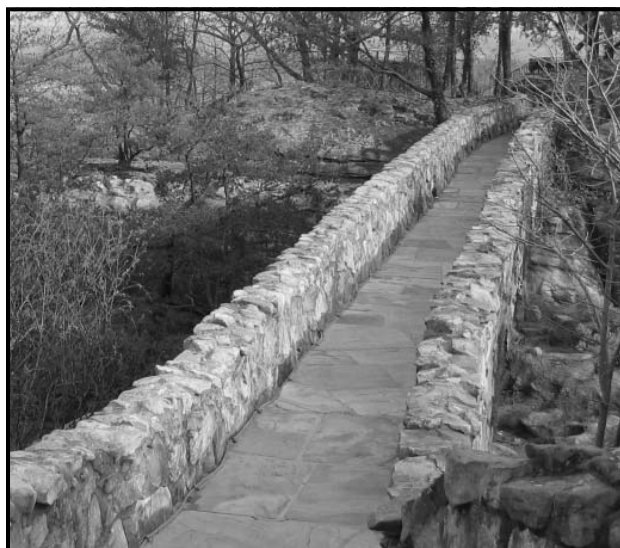
If characters attempt to cross the river by swimming, water-walking, walking under water, using a boat, or by flying, they run into an impenetrable force field at the center of the river (*dispel magic* is always ineffective). Persons entering the river must roll GTET [35-Stamina], checked every 3 rounds, otherwise become numbed and

insensible due to the bitterly cold water temperature; a number person drowning in 1d12 rounds (does not effect persons with innate or enchanted protection from cold). Swimming characters are swept up by the current and transported 1d20*100 yards downstream before making it back to shore (avoid 1d20 GTET [35-Strength]). Characters can cross the river at any point using spells of planar transport.

Humans, Elves, and half-Elves who drink from the river [including water stored in canteens or water jugs] begin hallucinating [36-Will] minutes after drinking, persisting for 30+1d100 minutes; save 1d20 GTET [35-Will], checked per drink. A hallucinating person performs combat at -8 TH and is unable to cast spells or prayers.

The Bridge of Doom

A weathered grey stone bridge spans the river with a single support column in the middle. The bridge is 15 feet wide with low stone railings along each side. Over each end of the bridge are arches made of connected black skulls on which are fastened cast metal plaques which read (in Common), '*Bridge of Doom.*' Someone has written on the bridge's buttress in white chalk the single word, '*Abandon.*' A wooden sign on a stake to the right of the bridge, also in Common, reads '*River of Dreams.*' Priests or Crusaders of any deity associated with death, dying, or the underworld, see the flickering shades of souls crossing the bridge, and disappearing up the road on the other side.



Entry Scenarios — Wilderness

Bridge of Doom, continued from previous page

Horses and mules refuse to set even a single hoof onto the bridge, regardless of their level of training, degree of loyalty, or the use of bridles, goads, prods, chains, or whips. Trained birds only cross the bridge on 1d20 GTET 14. Trained dogs and cats only cross the bridge on rolls GTET 17. Hoods or blinders do not improve an animal's chances of crossing the Bridge. If an animal is mentally controlled or compelled, the compulsion is broken at the bridge's archway. The repulsion does not affect intelligent equine creatures such as Unicorns, Daymares, Nightmares, and Pegasi.

The far end of the Bridge of Doom is located on the Petit Infernal Plane, also called 'Upper Hell.' Upper Hell is a 'small' Plane connected to Gehenna but not part of it. Another transit is required to enter 'True Hell.' The Bridge of Doom is a two-way bridge, meaning the characters can cross it in both directions for as long as it remains. It stops manifesting 3d20 minutes after Adventurers cross it, as measured in Hell, returning at intervals of approximately 24 hours as measured in Hell's time. Each time the Bridge manifests, it remains for 30 minutes as measured in Hell.

The River of Dreams remains visible after the bridge is gone. Once mortals have travelled east by GTET one-eighth mile (220 yards), if they turn back to find the River, it will be gone. The mortals find themselves on the western shore of the Upper Hell swamp.

Upper Hell

Upper Hell consists of a rectangle of land, roughly 90 miles by 40 miles, surrounded by dank mire and swamp. The area is covered in a dense forest of dead oak trees. Gloomy clouds hang low over land and swamp, the temperature is 50 degrees, and a strong cold wind continually blows out of the east. A cold rain lasting 1d12 hours begins on 1d20 rolls GTET 14, checked every hour; on a roll of 20 the storm has gale-force winds and intense lightning. The rotting odors carried on the wind cause an Elf or Half-Elf to be incapacitated for [40-Stamina] hours; save 1d20 GTET [34-Stamina], checked hourly.

A paved road of black-and-grey cobblestones leads eastward from the Bridge, through the forest to the Upper Hell Ruin, to the Hill and Tunnel, and beyond to the east end of Upper Hell. The Ruin is 10 miles east of the Bridge, and the Tunnel is another 30 miles further east.

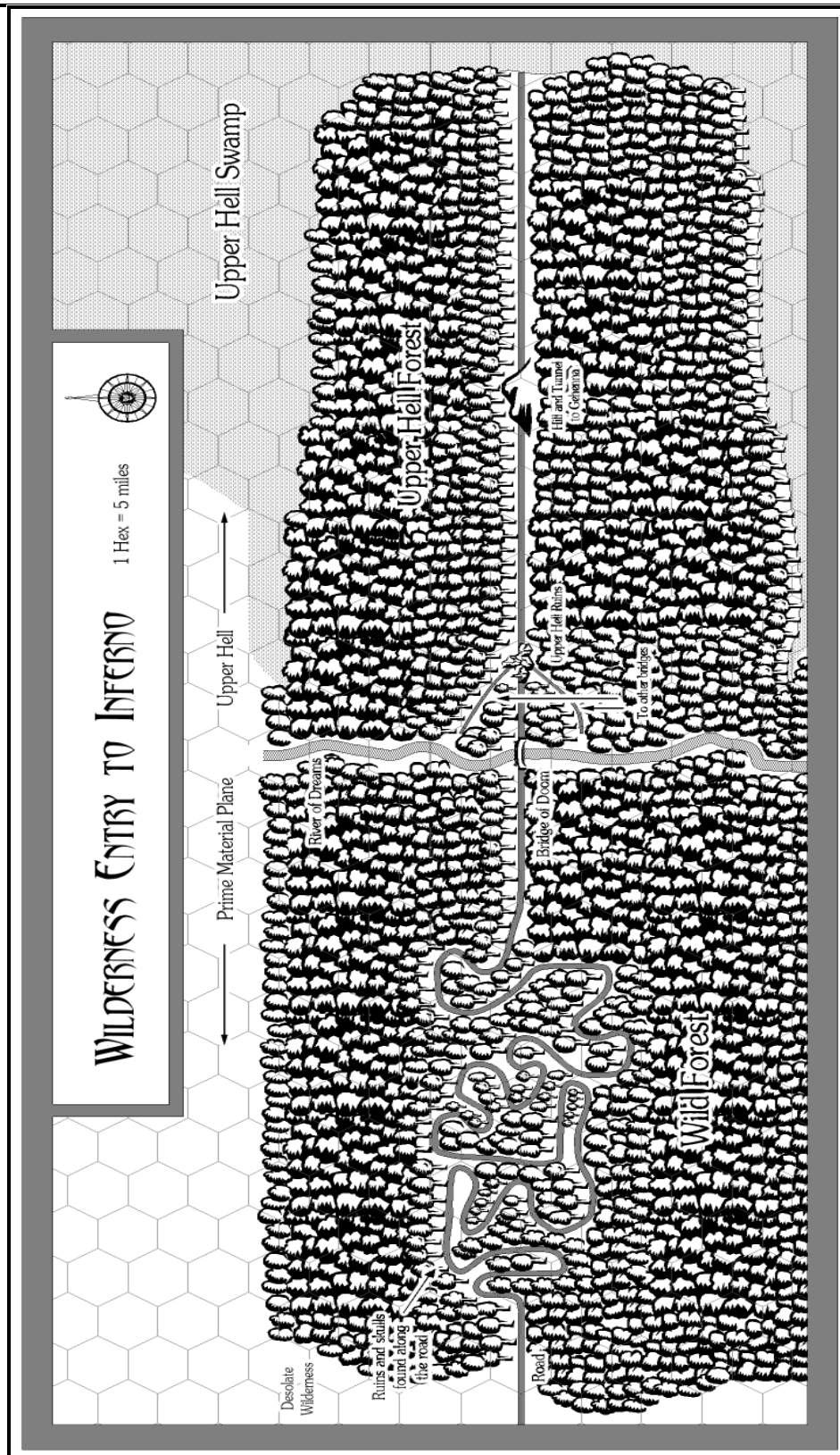
Persons venturing off the road and into the forest become lost for 1d12 hours unless succeeding on 1d20 roll GTET [32-Intelligence], checked every quarter-hour.

Within a quarter-mile of the land-swamp border, the ground softens and becomes wetter and muddier, until it becomes the dank swamp full of water, moss, and dead tree trunks. The swamp is filled with slimy green water to depths of 2+1d20 FT. It is filled with small green mossy hummocks, wide dead tree trunks, thick vines hanging between trees and into the water, floating pads of unknown rotting vegetation, and grey muddy sandbars made of quicksand. There are many floating logs and miscellaneous wooden debris, all so soggy they will not burn. There are many varieties of unknown plants and flowers, most with brightly-colored berries and seed pods. Determine the health effects of gathered plants using 1d100: (01-60) no nutritive value, (61-92) eating causes cramps, diarrhea or fevers {save 1d20 GTET [34-Stamina] per meal}, (93-100) healthy and nutritious; an Elf applies a +5 roll modifier; an Herbalist applies a modifier of +5+{one-half Intelligence}. The air is full of birds during the day, bats at night, and biting and sucking insects at all times. The air is wet and humid, with an unpleasant rotting smell. The air temperature is a constant 60 degrees. It rains in the swamp for 1 hour out of every 3, and it is always foggy.

Mortals must drink GTET 1 gallon of clean water per day to remain at their full Strength. Characters that lack the ability to create sufficient clean water go without water, capture rain water, forage for clean water, or drink from the swamp (with or without filtration). Mortals temporarily lose 1 Strength statistic point after every 5 hours without drinking clean water [minimum of one-tenth gallon]; regained at 1 point Strength for every one-third gallon they drink. Persons drinking GTET 1 gallon of water during a 1 hour period go into electrolytic shock (see *Codicil of Maladies*), save 1d20 GTET [30-Stamina].

Foraging for water is successful on 1d20 rolls GTET 17 (15 for persons of Intelligence GTET 18), checked every quarter-hour spent. 1d12 gallons of water are found on a successful forage. Mortals drinking strained (as through linen cloth) swamp water must drink at least two-tenths gallons in 5 hours to maintain their Strength and those drinking straight, unfiltered, swamp water must drink at least three-tenths gallons in 5 hours.

Entry Scenarios — Wilderness



Entry Scenarios — Wilderness

Upper Hell, continued from page 11

All persons drinking swamp water of any kind contract one of the following diseases as determined by 1d6: (1-2) Cholera, (3) Botulism, (4) Typhoid, (5), Hepatitis, (6) Dysentery; save 1d20 GTET [26-Stamina], checked hourly (see *Codicil of Maladies*).

Mortals in the swamp are continually exposed to biting insects unless they have a means of insect repulsion. Each person contracts an insect-borne disease each day in the swamp, as determined by 1d12: (1) Malaria, (2) Lyme Disease, (3) Dengue Fever, (4) Typhoid, (5) Black Plague, (6), Diphtheria, (7) Meningitis, (8) Yellow Fever, (9) Polio, (10) Sleeping Sickness, (11) River Blindness, (12) Filariasis; save 1d20 GTET [24-Stamina], checked every quarter-day (see *Codicil of Maladies* for effects).

The swamp is very dense and difficult to navigate, and mortals easily become lost. After every 4 hours of poling, a true course has been maintained on a roll of GTET 11 on 1d12. If a true course has not been maintained, determine the overall effect from 1d6: (1) half speed, add 2 hours to travel time, (2) quarter speed, add 3 hours to travel time, (3) perpendicular course to the right by 1d4 hours, (4) perpendicular course to the left by 1d4 hours, (5) quarter speed in reverse, add 5 hours to travel time, or (6) half speed in reverse, add 6 hours to travel time.

The swamp wraps around on itself. Mortals traveling north into the swamp come to the south edge of Upper Hell after 100 miles, or 50 to 200 hours (depending on the number of polers) of straight-line, true course, travel; vice-versa for characters traveling south into the swamp and reaching the north edge.

Mortals traveling east come to the western edge of the oak wood after 200 miles of travel. There are no permanent structures in the swamp (fortress, temple, pyramid, castle, town, etc.), although intelligent monsters may have constructed temporary hunting or fishing camps.

Roll a morning, afternoon, and night encounter check, using the table on page 14 to determine specific encounter.

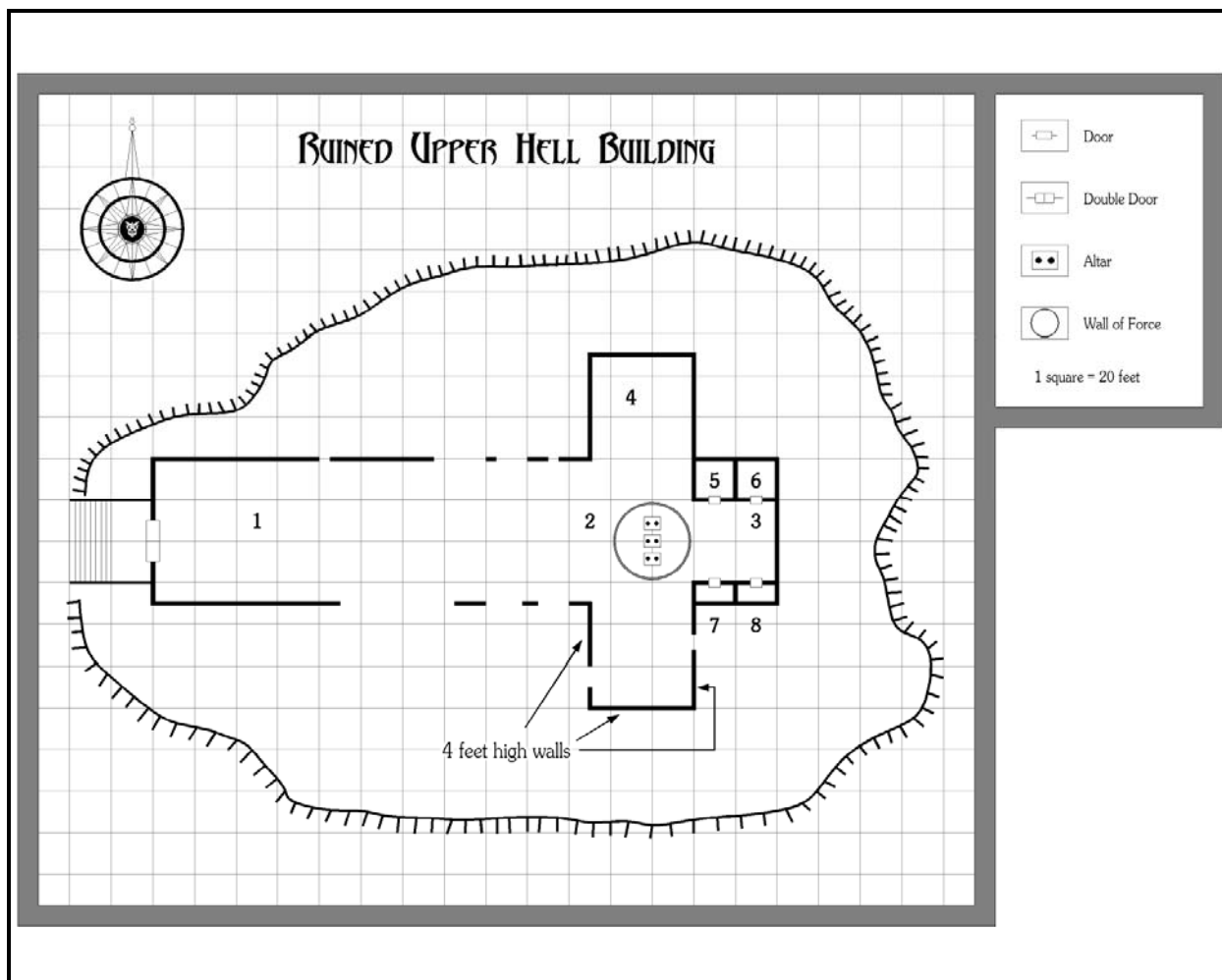
The Upper Hell Ruin

The road leading east from the Bridge is 15 FT wide, made up of interlocking hexagonal black pumice paving

stones, and is in good condition. The road follows an incline through broken oak forest for about a mile then levels off and continues in a straight line through thick old trees an additional 2 miles before entering a clearing from the west side. The clearing is oval-shaped, orientated with its long axis west-to-east and short axis north-to-south, 500 yards long by 200 yards wide, with a small hill in its center. Identical roads enter the clearing from the northwest, southwest, and east directions. The roads from the northwest and southwest lead to Bridges of Doom manifesting in other locations on the Material Plane, or lead to other Planes. Beyond the clearing a larger tree-covered hill is visible in the distance, and the road exits the clearing towards the east, in the direction of that hill.

At the top of the hill in the clearing stands a large ruined multi-story building (see map on page 12). The building fronts to the west with 12 marble steps up to a small open space in front of large double doors. The west wall is standing to a height of about 15 FT with blocks of broken white stone littering the area in front, mixing with many pieces of multi-colored glass. The doors are a dark black wood with silver handles, each 5 FT wide and 9 FT tall and tapered inward at the top. The building is essentially rectangular, 300 FT long by 70 FT across, with arms 50 FT by 50 FT three-quarters of the way along its length, giving the building a cruciform footprint. The structure was originally constructed of a smooth cream-colored stone although the exterior now shows large red and brown discoloration and evidence of black smoke. The west end of the south wall is intact to 20 FT, with a gap in the center, and the east end intact to about 15 FT. The east wall is intact in its center to about 30 FT, tapering to 10 FT high to the north and south sides. The west end of the north wall is intact with irregular heights of 25 to 36 FT. The north cross arm is generally intact to 30 FT but with many holes in the stone each up to 5 ft across. The south cross arm is mostly destroyed with only a low stone wall of about 4 FT remaining. Broken pieces of stone are found all around the structure and in the gaps of the wall. Large pieces of shattered timbers are also visible outside the building. The structure has no roof, although a few bare support timbers are still in place across the main span. Thick blue-green vines now cling to the walls on the south side, with long curved and pointed leaves.

Entry Scenarios — Wilderness



Upper Hell Ruin Interior

1. **Nave.** The entire building interior is paved in alternating white and tan marble squares. A clear aisle runs from the doors to the center of the cruciform between overturned and broken wooden pews, benches, and kneelers. White marble humanoid statues line the north and south walls of the room at 10 FT intervals; each statue is 7 FT tall and all are decapitated. Black marble basins to the north and south of the doors each contain a half-gallon of *Unholy Water*. A variety of dry leaves, mosses, mushrooms, and other small plants are found among the wooden wreckage. Growing in the northwest corner 6 FT from the ground is a large **Shelf Fungus**. Hidden under a pile of overturned pews on the south side is a **Red Slime**.

2. **Altars.** A thick black line circle is painted on the floor in the center of the ruin with small lit blue candles every 26 inches. The inside of the circle marks the edge of a translucent cylinder 40 FT tall which acts as a *Wall of Force* and distorts vision, preventing those outside from hearing what occurs inside. The wall collapses after being impacted by, (1) any 10 basic magic spells or devotional prayers, (2) any 4 lesser or greater magic spells, or mystery or majesty prayers, (3) at least 20 hits by silvered, enchanted, or blessed weapons, or (4) the equivalent of 150 hp damage delivered by ordinary steel weapons [wooden weapons have no effect].

In the circle center are 3 solid rectangular altars, each 5 FT wide by 8 FT long by 40 inches tall. The altars are made up of alternating layers of a bright red stone and a shining black stone,

Entry Scenarios — Wilderness

UPPER HELL SWAMP ENCOUNTER TABLE

1d20 Roll for Row	1d8 Roll for Columns			
	1-2 on 1d8	3-4 on 1d8	5-6 on 1d8	7-8 on 1d8
1	1d4 Rotting Beetles	1d6 Water Beetles	1d10 Spitting Aphid	1d8 Stinger Birds
2	1d4 Fungus Beetles	1d6 March Beetles	1d8 Disease Aphid	1d3 Ammut
3	1d10 Soldier Beetle	1d12 Stink Bugs	1d12 Giant Bats	1d4 Catoblepas
4	1d6 Spitting Cobras	1d12 Predator Bugs	1d10 Vampire Bats	Green Dragon
5	1d8 Giant Crocodile	Poison Caterpillar	1d8 Caiman	Orange Dragon
6	Flowers of Forget	1d12 Dragonflies	1d4 Edchidna	Yellow Dragon
7	Flowers of Anger	1d12 Flesh Flies	1d6 Black Bears	3Head Hydra (1d3)
8	1d8 Poison Frogs	3d12 Biting Flies	1d6 Brown Bears	1d10 Harpies
9	1d10 Huge Frogs	Carnivorous Fleas	1d20 Giant Boars	1d3 Manticores
10	1d6 Leopard Frogs	1d20 Horse Flies	1d8 Swamp Buffalo	1d4 Medusae
11	1d20 Chewing Lice	1d12 Snake Flies	1d12 Marsh Deer	1d8 Minotaur
12	1d20 Sucking Lice	1d100 Poison Gnats	1d12 Killer Ducks	1d3 Ogres
13	Komodo Dragons	1d6 Boxer Mantis	1d4 Jaguars	1d20 Orcs
14	1d20 Giant Leeches	1d20 Hornets	1d10 Forest Hogs	1d3 Hooting Owls
15	1d6 Giant Newts	1d100 G. Mosquito	1d12 G. Muskrats	1d3 Ghost Owls
16	Blue Slime	1d3 Recluse Spiders	1d10 Musk Oxen	1d6 Bog Turtles
17	Red Slime	1d8 Water Spiders	1d12 Swamp Oxen	Snapping Turtles
18	Green Slime	No-See Swarm	5d12 Swamp Rats	Water Elemental
19	1d4 Mud Snakes	1d4 Disease Ticks	Salamander Siren	1d6 Lycanthropes
20	Thorn Vines	Whirligig Beetles	1d10 Warthogs	1d3 Wyvern

Upper Hell Ruin Interior, continued

2. **Altars**...with the red stone on the upper face. Gold manacles are fastened to each upper corner of each altar, each holding a **Golden Ram** *shape-changed* into the form of a scantily-clad shapely blond teen-aged female. Surrounding the altars are 3 **Common Devils**, 3 **Ordinary Devils**, 2 **Type 1B Devils**, a **Type 1D Devil**, and 4 **Zoybim**, each armed with a

silver dagger.

3. **East End**. The floor in this area is uneven, badly chipped and broken, and shows signs of fire damage. Two large piles of small wood pieces, wood chips, and sawdust are located where large carved wooden screens once stood. 1d20 **Toadstools** are found growing in this area

Entry Scenarios — Wilderness

4. **North End.** This area is filled with broken wooden furniture, long twisted pieces of bronze and copper, broken and overturned wooden pews, and the tattered and shredded remains of once-fine tapestries. The floor is covered in a layer of shriveled dried oak leaves. The remains of 5 headless statues are pushed over onto the ground
5. **Northwest Room.** The door hangs from its hinges, and a light covering of straw on the floor. The room contains 2 barrels of *Unholy Water* sealed in purple wax, 4 wooden crates each holding 200 small blue candles, a wooden crate holding 24 silvered daggers [never used], a wooden crate holding 200 bulbs of garlic, a wooden crate holding 50 sprigs of Mistletoe, a wooden crate holding 30 pewter chalices [never used], and an unlocked wooden chest holding 33 large shallow gold bowls (most with evident blood stains). The bowls all have a strong aura of evil associated with them; any clean liquid poured into them becomes diseased within 1d6 minutes; any potion poured into them immediately loses any enchanted effect; any medicine poured into them immediately loses all healthful ability. 1d10 **Ordinary Devils** are in the room
6. **Northeast Room.** A leather skin hangs across the door frame, containing a cot, a bare wooden table with poorly-fashioned pew-chair, an open barrel of water, and an unlocked wooden chest. The room is occupied by an elderly human man, **Nahkval Notovaz**, who cowers in fright under a tattered piece of tapestry used as a blanket. The wooden table has a wooden plate, wooden mug, and 2 small candles, along with many wax stains. The chest contains a variety of rotting priest-like vestments whose deity is unknown.

When Nahkval is found, he is very agitated and nervous, and is evidently very frightened of the devils at the Altars (Location #2). He initially speaks in an unknown language, speaking the Common language with a heavy foreign accent, uses archaic and antiquated language, and is only 60% fluent. He can tell Adventurers the following: (1) the area around the ruin is no longer on the Material Plane, (2) a week 'here' is the same as a year back 'there', (3) the bridges to the west appear and disappear, (4) Souls come over the bridges and go into the hill to the east, (5) Devils come out of the

hill to the east, (6) once a living man goes into the hill to the east they cannot get back out, (7) a man can get back to the Material Plane by crossing a bridge, and (8) beyond the hill is a swamp that stretches forever. He is too frightened to approach a bridge himself.

Nahkval is not entirely sane. If he can be returned to sanity, Adventurers will find he is a Priest of Onogost Ermak, God of the Days; Onogost is Chief Vassal to Her Highness Goddess Liviya Bragbara, Queen of Ages. Neither deity has been worshiped in 1600 years. Although Nahkval long ago lost count, he has been here for 37.4 years measured by Hell time (1945 years on the Material Plane), and witnessed the destruction of the building by Infernal Legion XXIV. The last time he saw a living man was about 32 weeks ago by his time. He has been surviving on insects and mushrooms.

7. **Southwest Room.** The room contains the blasted remains of a long table and numerous leather-padded chairs. The floor is covered by a carpet of dry leaves which cover numerous disconnected humanoid bones. Various small multicolored fungi cling to the walls (poisonous if eaten but otherwise without effect, save 1d20 GTET [28-Stamina], per meal).
8. **Southeast Room.** The room retains a solid wood door which is securely mounted. The door has a faint yellow aura to Priests and Crusaders. It opens easily for persons of good alignment, requires a Strength statistic GTET 19 to be opened by a person of neutral alignment, and cannot be opened by a person of evil alignment [1d6 damage is immediately suffered if an evil person makes direct unshielded contact with the door]. The room inside is painted white, is completely clean, and contains an ornately-carved padded kneeler on which kneels in prayer a bearded human man, **Lorinc Vencilson**, High Priest of Liviya Bragbara, in long green and white robes, surrounded by a bright yellow glow. A person of good alignment touching the man is healed of 1d10 hp and any disease is immediately cured; a person of neutral alignment who touches the man is healed of (8-1d12) damage points [if the result is negative, additional damage is suffered]; a person of evil alignment who touches the man suffers 1d12 damage. Lornic is protected by his Deity and is in permanent stasis.

Entry Scenarios — Wilderness

The Upper Hill

The east road leaves the clearing holding the Upper Hell Ruin, and follows a straight course for another 30 miles through a dense thicket of completely dead oak trees, which are upright but are decaying and rotting without leaves.

The road ends at the base of a large conical tree-trunk-covered hill whose base is 600 yards in diameter, flat top is 30 yards across, and is 2200 FT tall. The road stops at a stone awning (no walls) resting on four white fluted stone columns, in front of an arched door. The roof is carved with the warning, *'The door to the obscene and evil place. Those who enter here do not return. Leave the dead to the dead.'* The carving is in an unknown extinct language and a *Read Languages* spell



or prayer is required to translate it. Beyond the awning is an arched smooth vertical surface, 40 FT tall by 25 FT across at the base, cut into the hill, with a stone door frame, 12 FT tall by 8 FT wide, set into the vertical surface. A shimmering silver curtain flutters in non-existent breeze in the doorway, and characters feel a slight pressure resisting their advance through the door [*to enter, mortals must specify they intentionally push through this resistance, which always permits entrance*]. Priests and Crusaders perceive Souls entering the hill through the doorway.

NOTE: Mortals have the option to return to the Material Plane by way of one of the Bridges of Doom, UNTIL they enter this doorway. Once they pass the silver curtain, they are transported from Petit Hell to True Hell, and cannot return. At that time, they are committed to Malebolge-Inferno. The description of the passage to Gehenna continues on page 23; both the wilderness and

dungeon entries to Inferno cause Adventurers to travel the same tunnel.

Dungeon Entry to Inferno

There could be many temporary portals connecting dungeons and evil temples (and other places) on the Material Plane to Gehenna. One possible dungeon is provided here. This is not a complete dungeon, the group of rooms occupied by the Evil High Priest, **Lahellin Red-Axe**, and his henchmen, could easily be attached to any existing underground complex. The purpose of this small dungeon section is to give Adventurers a reason to go after Lahellin, and gives Lahellin an escape route into Inferno. If Adventurers want to apprehend him, they will have to follow through the unknown Portal.

The Lair of Lahellin, Evil High Priest

Lahellin Red-Mace, an Evil High Priest, has intimidated and terrorized several local villages from his base in a dungeon or small underground complex (to be provided by the Games Master). At the back or bottom of the dungeon is a hallway 100 FT long, made of smooth grey stones with a waxed red tile floor. A single stout wooden door with a dwarven-made copper keyhole lock (-3 open lock) leads from the deserted hallway into Lahellin's quarters, to which he has retreated with his bodyguards in the face of the Adventurer's assault, leaving his monster [goblin, orc, hobgoblin, troll, and ogre] underlings to defend the rest of the complex. The hallway ceiling just outside the door appears to have a deadfall weight trap (+4 to find) although the deadfall is not functional. All complex doors are stout wooden doors with steel bands and fixtures, and dwarven-made steel key-style locks, -4 open lock.

1. **Entry Room.** The room is furnished with two black wooden benches, a small square wood table with roses in a porcelain vase, a fine white oval rug, and a small framed oil painting of *Abrizxus* on the south wall. Two oil lanterns are mounted in copper brackets on the north and south walls. Two arrow slits are on the north wall and 1 arrow slit is on the rear wall. The rug has been soaked in oil so that it can be set on fire with a burning arrow.
2. **Guard Room North.** The door is locked. The room has 2 arrow slits on the south wall looking into the Entry Room (Location #1). Bodyguards **Ionas**, **Tressvalen**, and **Jirik** are here.

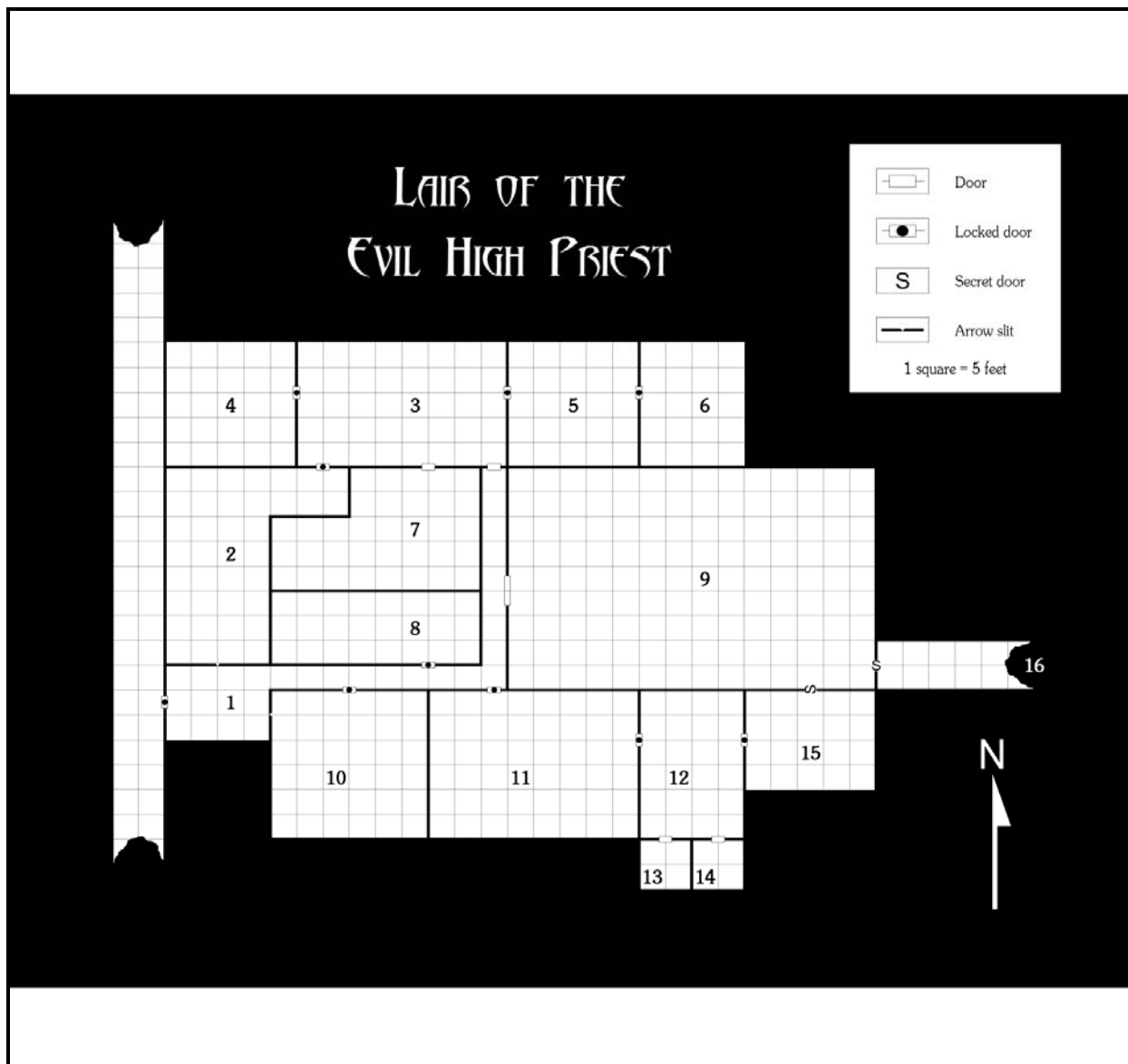
Entry Scenarios — Dungeon

Lair of Lahellin, Evil High Priest, continued

2. **Guard Room North...** Ionas and Tressvalen have short bows, arrow stands each loaded with 10 war arrows, and Imperial Short Swords. Jirik has a cutlass, dirk, small wooden shield, and stands by 3 open crates each with an additional 50 war arrows, to reload the arrow stands. A torch burns in a nearby wall bracket so that Ionas can fire an arrow to light the oil-soaked rug in #1. The room also contains a wooden table on which are 3 open-face steel helmets, a chain mail shirt, 3 large wooden shields, 2 long swords, 4 dirks, a spiked mace, and a cudgel.

Also in the room are 4 unopened crates of war arrows, and 3 short bows hanging on hooks.

3. **Ward Room.** A rectangular room containing a fire-place with a brass cauldron inside, a large wooden barrel of coal, a barrel of water, 3 wooden tables, 8 wooden chairs, a wooden bench, and a wall rack holding 6 assorted iron pots, a cleaver, 2 long knives, a copper ladle, and several wooden spoons. A brown oval rug is on the floor and 3 oil lanterns are mounted in iron wall brackets. Tressvalen's **War Dog** [L2, HP10, AC8, bite 1d4] is here



Entry Scenarios — Dungeon

Lair of Lahellin, Evil High Priest, continued

4. **West Bunk Room.** A rectangular room containing 2 field cots with blankets, 2 unlocked chests, a small square table with a pewter candle holder and candles, and a burnished metal mirror hanging on the wall [*quarters of Ionas and Moried*]. The door is locked (-2 open lock). Ionas' chest (locked, -2 open lock) contains a variety of underclothing, 4 short sleeve shirts, 2 pair of trousers, a hooded woolen poncho, a wide-brimmed black hat, one pair of black leather gloves and one pair of white cloth gloves, 2 black leather belts, a pair of brown leather boots, a pair of brown leather shoes, 5 pairs of woolen socks, and 3 scarves. Ionas also has a *Horn of Heroism*, 3 decks of cards (1 marked), a worn journal, a *Skeleton Key*, a *Forever Flask of Poisons*, a leather bag with 80 GP, 32 SP, 21 CP, 5 EP, and 3 small diamonds valued at 2d100 GP. In Moried's chest (locked, -1 open lock) are various underclothing, 3 long-sleeved shirts, 3 short-sleeved linen shirts, 4 long trousers, a black leather belt, 4 pairs of woolen socks, 2 embroidered vests, a winter cloak, and a green knee-length robe. Also in Moried's chest are a bundle of 10 *War Arrows* +1 TH, a *Helm of Strangulation*, a bedroll, a bullseye lantern, 3 flasks of lantern oil, a weapon repair kit, a sewing kit, and a small metal lockbox holding 387 GP and 43 SP
5. **East Bunk Room.** A rectangular room containing 2 field cots with blankets, 2 unlocked chests, a small square table with a pewter candle holder and candles, 2 wooden chairs, and a keg of beer [*quarters of Tressvalen and Conbelani*]. The door is locked (-2 open lock). Tressvalen's chest (locked, open lock – 2, needle trap) contains assorted underclothes, 6 pairs of socks, a leather vest, 2 long tunics, 3 short-sleeved shirts, 3 buckskin breeches, a pair of fur-lined moccasins, a floppy feathered hat, a set of long underwear, 2 sweaters, a shaving kit, a whetstone, a weapon repair kit, a leather bag with 90 CP, 40 SP, and 101 GP, a gold locket with a picture of a beautiful girl inside valued at 68 GP, 2 vials of cyanide powder (save 1d20 GTET [36-Stamina]), a pair of *Gloves of Chaining*, and a *Pipe of Peace* with 8 packets of dried hallucinogenic pipeweed. Conbelani's chest holds assorted underclothes, 4 pairs of socks, 4 long-sleeved shirts and 1 short-sleeve shirt, 3 pairs of pants, a black leather belt with gold buckle shaped like a Ram (22 GP), 2 leather vests, a pair of rough work gloves, a pair of worn red boots, a pair of leather slippers, a brown blanket, a War Hammer, mallet with 8 iron spikes, a silver hand mirror, a compact flute, 3 books written in Dwarvish, a compass, and a cruciform gold pin made up of 4 miner's picks with the heads outward (membership pin in Dwarf's Hanakoakin Honor Guild of Miners, 385 GP). Under Conbelani's chest is a carefully chipped out hole with a folded *Magic Bag*; the Bag contains a *Flask of Endless Beer*, *Bracers of Blades*, a *Rapier* +3 TH (+1 TD, does +1d8 versus Elves, regenerates 1d3 damage points/round), a bundle of 25 silvered arrows, and a *Dwarven Tunneling Maul*.
6. **Third Bunk Room.** A rectangular room containing a square red rug, 2 field cots with blankets, 2 unlocked chests, a small square table with a pewter candle holder and candles, 2 small benches, and a larger wooden table set with a backgammon game [*quarters of Jirik and Donegan*]. The door is locked (-3 open lock). Jirik's chest (locked) contains assorted underclothes, 3 pairs of socks, 2 towels, 2 tunics, 2 sleeveless shirts, a buckskin vest with fringes, 3 pairs of pants, 2 brown leather belts, a pair of dark brown leather shoes, a hooded waterproof jacket, a wool cap, a pair of eye shades for sleeping, 2 adventure books, a barber's kit, a first-aid kit, a cloth bag holding 38 GP and 5 plain gold rings each valued at 50+2d100 GP, a small box of fishing supplies (line, sinker, lures, etc.), 2 small skinning knives, an *Everlit Smoking Pipe*, and a *Purse of the Poor Man*. Donegan's chest (locked, -2 open lock, gas trap) holds assorted underclothes, 5 pairs of socks, 4 knee-length wool tunics, 2 long-sleeved shirts, 2 short-sleeved shirts, a bright orange cloth vest, 3 pairs of knee-length pants, a white leather belts, 2 silver whistles, a sketch pad with 10 colored drawing sticks, a bottle of fine wine valued at 100+1d100 GP, a glass cutter, a jeweler's eye-piece, a *Cold Dark Candle*, a pouch with 4 *Beaststalk Seeds*, a *Wand of Trap Detection* (14), and a silvered *Dirk* +2 (+5 TD versus Good creatures, glows within 50 FT of good-aligned creatures).
7. **Storage Room.** An L-shaped room containing 2 barrels of water, 1 cask of beer, 1 cask of wine, a barrel of dried beans, 2 crates of hard bread, 3 crates of potatoes, 1 crate of sweet potatoes, 2 crates of turnips, 1 crate of apples, 3 crates of dried beef jerky, 1 crate of smoked pork, 25 pounds of flour,

Entry Scenarios — Dungeon

Lair of Lahellin, Evil High Priest, continued

7. **Storage Room.** 10 pounds of corn meal, 8 pounds of sugar, 3 pounds of coffee, 12 cheese wheels, and 7 chicken carcasses. A leather hide separates off the short end of the L and behind it is a large washtub, a laundry tub with washboard, a clothesline, and a rack with 10 cakes of soap.

8. **Fourth Bunk Room.** A rectangular room containing 3 field cots with blankets, 3 unlocked chests, 2 small square tables, 2 brass candlesticks, 2 wooden chairs, a small bench, and a guitar leaning in the northwest corner. A vertical wooden screen separates one cot and chest from the others [*quarters of Dodinell, Seanan, and Samthelca*]. Dodinell's chest holds assorted underclothes, 2 short-sleeve black robes, 1 long-sleeve hooded robe, 3 long-sleeve black shirts, a pair of black pants, a leather vest, a pair of glossy waxed leather black shoes, 2 rope belts, a woolen sweater, a pair of red leather gloves, a red-and-blue sash, a shoe polish kit, a shaving kit, a travel chess set, a pair of steel manacles, a flint-and-steel, an iron mace, a silver *Unholy Symbol* of Abrizxus, a *Talisman of Protection against Undead*, a *Mind-Numbing Tome*, and 2 silvered Stiletos. Seanan's chest (locked, -2 open lock) holds assorted underclothes, 2 sleeveless shirts, 2 long-sleeved shirts, 2 pairs of pants, a pair of shorts, a white leather belt, a hooded black robe, a pair of leather sandals, a thick towel, a winter cloak, a pair of wool mittens, a down-filled hat, a green leather vest, a cloth apron, a claw hammer, a flexible cloth tape measure, 2 standard screwdrivers, a whittling knife, 3 books of recipes, a vial of garlic powder, 2 vials of paprika, 2 vials of cinnamon, and a wooden recorder. Samthelca's cot and chest are behind the wooden screen and her chest has a *Glyph of Blindness* (2d20 hours, save 1d20 GTET [32-Will]) written on it. Her chest holds assorted underclothes, 3 long-sleeved black robes, 1 low-cut blue dress, 2 blue knee-length woolen tunics, 3 long skirts, a woolen bathrobe, 3 silk vests, 5 flimsy scarves, a pair of high-heel shoes, a pair of black leather sandals, a pedicure kit, a first-aid kit, a book about poisonous insects, an empty glass jar, an insect net, 2 sealed flasks of honey, a leather purse holding 126 GP and 12 EP, an unidentifiable brass key, 2 vials of arsenic (save 1d20 GTET [33-Stamina]), 1 vial of weak sulfuric acid, a silvered *Assassin's Knife*, a *Manual of Priestly Experience*, a *Cheshire Cloak*, 6 poisoned crossbow bolts wrapped together, and a pair of *Glasses of Vision Restoration*. Hidden

(moderate difficulty) on the bottom of the wooden screen are 6 rubies, each valued at 80+1d100 GP.

9. **Evil Temple of Abrizxus.** A rectangular room 90 FT long by 40 FT wide, with alternating red-black-purple bricks on the wall, a slippery green marble floor, and beaten silver on the ceiling. Four oil lanterns with green hurricane lantern tops are mounted in gold brackets on both the north and south walls. A hexagonal-shaped altar, 4 FT to the side and 42 inches high, made from a shining green soapstone is in the center of the room, in the middle of the room against the north and south walls are well-crafted laminated tables, and by the west entrance is a large brass bowl filled with *Unholy Water*. On the tables are a variety of gold and silver bowls, chalices, shallow dishes with incense, and goblets of *Unholy Water*. In the rear left corners stands a 10 foot tall statue of a thin horned humanoid with 3 horns on their forehead, small bat-like wings on their shoulders and a long tail ending in a barbed hook (Abrizxus, Earl of Hell, Third Circle). In the rear right corner is an oversized door frame, 9 foot tall by 6 foot wide made of the same material as the altar; the door is made of a smooth grey metal which is warm to the touch with 2 large key-style locks. On the door jam is written in *Unholy Cant* the warning, '*The door to the obscene and evil place. Those who enter do not return. Leave the dead to the dead.*' The room is defended by acolytes **Dodinell, Seanan, and Samthelca**. A secret door to Lahellin's private chapel (#15, -5 to find, -3 open lock) is on the south wall, 10 FT from the rear corner; a prayer of non-detection prevents its location by enchanted means or prayer.

If **Lahellin** has not been in the temple, the grey metal door cannot be opened by any means short of an *Alter Reality* spell/prayer. It takes the Evil Priest 2 rounds to perform the incantation which opens the door. If the door is open, an ugly pulsating green light is visible beyond, leading to **#16 and then to Inferno**. Any surviving acolytes follow him through the door; any surviving bodyguards refuse to enter the door.

10. **East Guard Station.** A square room, 20 FT by 20 FT, with 1 arrow slit on the east wall into Room #1. The room is locked (-2 open lock). The room is furnished with 2 oval green rugs 8 FT long, a finely carved divan and couch, 4 stuffed cloth chairs, an oval coffee table, a sturdy wood table 6 FT long, a free-standing circular brass fireplace with wood,

Entry Scenarios — Dungeon

Lair of Lahellin, Evil High Priest, continued

10. **East Guard Station.**...a thin sideboard table with 3 crystal decanters of fine brandy (decanter valued 20+2d12 GP, brandy valued at 1d6 GP), and a teak wood curio section with marble busts of **Types 3A, 3B, 3C, and 3D Devils** (appears as abstract horned busts to those without knowledge of these creatures; the busts have an evil aura; Lahellin *knows how to invoke these busts* to summon the creature they represent, 1 time only/bust). A 10 foot wide by 7 foot tall tapestry of the Third Circle of Inferno is mounted on the south wall. An oil lantern mounted in gold wall brackets is centered on each wall. **Donegan** stands at the arrow slit with a short bow and a quiver of 12 war arrows; he can quickly catch an arrow on fire. **Conbelani** has a crate of 40 war arrows.

11. **Lahellin's Office.** The sturdy door on the east wall (the door is inscribed with an *Exploding Symbol*, 2d8, avoid 1d20 GTET [32-Will]). The room is locked (-4 open lock). The room is furnished with a square gold carpet, 15 FT to the side, a large roll-top desk, a large high-backed leather chair, square wooden table, padded wooden bench 6 FT long, 2 upright wooden bookcases, an upright wooden curio cabinet, and a padded leather ottoman footrest. A 20 by 25 lattice scroll rack is mounted on the south wall. A rack with 4 silver rapiers is mounted on the east wall. A small oil painting of a mountain landscape [valued at 4d12 GP] hangs on the west wall, a larger oil painting of a stormy seascape [valued at 50+3d50 GP] hangs on the south wall. Silver oil lanterns are mounted into silver wall brackets on each wall. **Moried** is stationed here.

The desk contains assorted office supplies, a small magnifying glass, 2 ordinary decks of cards, a curved silvered dagger, 2 pouches of a smoke producing powder, a pouch of rare tea valued at 15+5d12 GP, 120 CP, 18 SP, a carved green soapstone Unholy Symbol of Abrizxus, a wood abacus with amber beads, and a thick ball made of an unknown but soft and highly flexible material. A drawer contains pay information about Lahellin's minions, acolytes, and demi-human servants. A contraption on the desktop looks like a horizontal drum on a ratched axle wheel; mounted to the drum are 100 pieces of stiffened parchment of which 20+5d8 records of persons that Lahellin knows (the remainder are blank).

NOTE: The contacts could include other Evil Priests, Assassins, leaders of Guilds of Thieves, Mercenaries, major evil intelligent creatures such as Giants or Minotaurs, local aristocrats being influenced or commanded by Devils, or other evil persons useful to the DM's plot line(s).

The upright bookcases contain 150 fine leather bound books, 3d20 GP. The books are about General and Evil Religion, Philosophy, Public Speaking and Preaching, Sermon Writing, Warfare, and Minotaurs. The books include a *Babel Tome*, 2 *Codices of Religious Transfiguration* (Abrizxus), a *Handbook of Mental Resolve*, a *Manual of Thieving Practices*, a *Manual of Priestly Experience* (reduces experience of a good-aligned Priest and increases that of a neutral or evil-aligned Priest), and a *Tome of Forgetfulness*.

The curio cabinet has four shelves and holds a small resin casting of a dragon, a world globe (400+3d100 GP), a multi-faceted reflecting piece of finely-cut glass valued at 50+1d100 GP, an old golden mace in a wooden display holder labeled in Unholy Cant [no powers, 2000+1d12*1000 GP, historical relic], an old and battered fiddle and bow [belonged to Lahellin's father], and a fine green-and-white marble backgammon board valued at 300+2d100 GP.

The scroll rack holds 390 scrolls all in good condition. Determine scroll contents from 1d100 using: (01-70) a religious scroll in Unholy Cant written by Abrizxus, Verrim, Sidragsum, or Gaap, (71-85) a Prayer scroll containing 1d3 Prayers, (86-93) a Wizard scroll containing 1d3 spells, (94-98) a Ritual scroll, (99-00) a special scroll. Determine the category of Priest or Wizard scroll from 1d20: (01-12) Basic/Devotion, (13-18) Lesser/Mysteries, (19-20) Greater/Majesties; Wizard elements are determined from 1d12: (01-02) Air, (03-04) Earth, (05-07) Fire, (08-10) Water, (11-12) Shaman. Two scrolls in the rack are *'Immediately Go to Hell'* scrolls (all creatures within an 8 foot radius of the invoker). Determine the effect of special scrolls from the result of 1d12: (1) permanently reduce effective Agility statistic by -1d3, (2) permanently reduce effective Intelligence statistic by -1d3, (3) permanently reduce effective Speed statistic by -1d3, (4) permanently reduce effective Stamina statistic by -1d3, (5) permanently reduce Strength statistic by -1d3, (6) permanently reduce Will statistic by -1d3, (7) immediately age by 1d100 years, (8) immediate blindness for 1d10 years with resistance to cures, (9) immediate gain of 1000 experience points,

Entry Scenarios — Dungeon

Lair of Lahellin, Evil High Priest, continued

11. **Lahellin's Office...**(10) immediate one-time doubling of effective health statistic [cannot be healed again above their natural health statistic], (11) one-time ability to block the summoning of any mortal or infernal creature by any number of opponents within 300 FT, persisting for 15 minutes, (12) a one-time immunity to the attacks and powers of up to 100 levels of devils [under the rank of General] lasting 1 hour.

12. **Lahellin's Bedroom.** The room has two doors on the south wall and a door on the east wall [the door is inscribed with a *Symbol of Sleep*, 6 FT, save 1d20 GTET [34-Will]. The room contains a king-sized canopy bed with fine linen and silk sheets and several blankets, 2 rectangular black rugs, a horizontal dresser, 2 rectangular cedar chests, a rectangular table with 3 wooden chairs, an oval mirror mounted on an upright stand, a wicker clothes hamper, and a stuffed divan. Ten iron barbells each weighing between 25 and 150 pounds are collected in the southwest corner. Golden oil lamps are attached to the north and south walls with gold brackets.

The dresser has 6 drawers, 5 of which are being used by Lahellin and one has clothes that fit Diarianne. The drawers contain assorted colored underwear and socks, 6 long-sleeved shirts, 3 short-sleeved linen shirts, 2 sleeveless shirts, 6 pairs of pants, 2 black leather belts, and 5 sweaters. Diarianne has 3 summer dresses, a white sleeveless blouse, a brown knee-length skirt, a brown pair of slacks, a pair of slippers, and 4 scarves. On the dresser are a golden hand mirror valued at 4+2d4, an ivory-and-gold comb valued at 8+1d20 GP, a shallow gold dish valued at 15 GP, an ivory handled hair brush valued at 1d8 GP, and 2 gold goblets with rubies valued at 30+1d20 GP.

The first cedar chest has a padded top and a combination-type lock numbered 0 through 30, the combination is L11-R8-L27. It contains 2 woolen bathrobes, a pair of men's slippers, an armor repair kit, a pouch holding 5 empty glass vials, a hatchet, 3 coils of three-eighths inch diameter rope each 30 FT long, 3 empty large leather bags, a small iron pry bar, a red leather pouch with 3 common Unholy Charms (not enchanted nor cursed), 2 carved black ivory pipes with 8 packages of high quality pipeweed, a string of

black onyx prayer beads, a leather pouch of Dwarven runestones, a *Vessel of Endless Slime*, an *Idol of Drought*, and a *Foolish Hero Sword*. The second cedar chest has a padded top and a flimsy key-style lock. It contains a variety of linens, towels, blankets, and pillows, none of any particular value. A secret compartment inside the chest floor hides a *Smoke and Fire Wand* (28 charges).

On the table are a red vase with dried green flowers, a mechanical wind-up clock of dwarven manufacture valued at 125+3d20 GP, 3 golden goblets each valued at 30 GP, a pewter pitcher of red wine, and a wicker basket of bread.

Hidden in the divan is a metal ring with poisoned needle and a curved Dirk. Under the divan, hidden by a 20 inch square trapdoor, is a compartment holding 3 leather bags which together contain 214 CP, 82 SP, 2050 GP, 300 electrum pieces, 70 mithril pieces, 4 rubies valued at 1d100 GP, 4 emeralds valued at 50+2d100 GP, 2 white pearls valued at 20+3d20 GP, a black pearl valued at 100+2d100 GP, and 6 diamonds valued at 75+10d20 GP.

Diarianne, a human girl, is found in the bed. She is drugged, compliant, incoherent, and barely conscious (her condition can be reversed as a *poison*).

13. **Lahellin's Bathing Room.** The room has a white tile floor and whitewashed walls. A plain circular woolen rug is on the floor. A large claw-footed copper tub is in the center of the room next to a silver towel rack, with pipes running from a hot water tank in the rear. On the east side of the room are a wooden island with a copper dry sink, a pewter pitcher, and a reflective silver mirror. A vat with washboard is next to the water tank, along with a wooden seat over a large copper chamber pot. A leather shaving kit hangs on a hook on the west wall.

14. **Lahellin's Closet.** The room has a smooth white tile floor and whitewashed wall. A brown oval rug is centered in the room. The east, south, and west walls are lined at eye level with shelving over horizontal wooden hanger rods. Hanging on the rods are 15 finely-made black hooded robes worked with diamond collars each valued at 35 GP, 8 knee-length silk Priest's vestments each valued at 70 GP, 5 complete nobleman's outfits each valued at 200 GP, 12 complete outfits in the aristocratic style each

Entry Scenarios — Dungeon

Lair of Lahellin, Evil High Priest, continued

14. **Lahellin's Closet**...valued at 130 GP, 14 capes in 6 colors, 5 merchant outfits, 4 sets of workmans clothing, 2 winter cloaks, a rain cloak, and 2 winter parkas. Along the wall under the clothes are 4 pairs of black knee-high riding boots, 2 pair of brown knee-high riding boots, 3 pairs of black leather shoes (in aristocratic style), and 2 pairs of workmans shoes.



15. **Lahellin's Meditation Room.** The walls are lined with bricks of a purple-green shade, a black ceiling, and a slippery green marble floor. A 5 FT tall statue of Abizxus is in the center of the room, along with 2 padded kneelers finely carved with image of Third Circle devils, a high thin sideboard table on the south wall, a 5 FT long hexagonal-shaped green-stone altar is located behind the statue with gold manacles on each vertice. Ten green candles burn on the altar. A *secret door* in the center of the north wall leads into the main temple area (Room 9, -3 to find, -4 open lock).

Lahellin is on a kneeler when the room is entered, with two potions in his robes. He immediately takes the *Liqueur of Haste* then the *Potion of Displacement*. He then uses his *Ring of Summoning* to summon a **Type 3A Devil** to fight while he continues with offensive prayers. As long as the devil keeps the Adventurer's attentions he continues to summon new devils as they are dispatched. If he is brought to LTET 8 hp, or the characters advance on him personally, then he uses his *Ring of Escape* to transport himself into the main temple (Location #9). If the characters easily dispatch his summoned devils, he takes the *Potion of Invisibility* and slips into the Temple using the secret door.

NOTE: It is intended that **Lahellin** survive any confrontation in his Meditation Room, so that he retreats to the **Temple**, opens the Portal to Inferno, and disappears. This should cause the Adventurers to give chase. Lahellin can then disappear from the scenario, or be caught, as the Games Master wishes.

16. Passage to Inferno.

Tunnel to Gehenna

Both the tunnel from the Upper Hell Hill (Wilderness Entry) and Lahellin's Portal (Dungeon Entry), are tunnels that take Adventurers to Gehenna, and can be described the same way. The passage is 16 FT wide by 19 FT tall, with an arched vault, the floor covered by well-worn red and black paving stones, and the sides made up various shades of red brick. The first half-mile of passage slows downward at a 2% grade before leveling off.

Red metal lamps hang from the ceiling every 250 FT. A black stone bench carved in the likeness of a phoenix is placed every mile. A fountain and water basin is recessed into the right wall every two miles (wholesome water, not subject to the Inferno binding effect). There are no encounters in the passage, though Priests and Crusaders GTET L8 occasionally see the shades of the dead making their way past the group. After 10 miles of travel, the passage enters the Room of Thrones.

Room of Thrones

A rectangular room, 58 FT by 55 FT (see diagram, page 24), entered at the southwest corner and exited at the southeast corner. The walls are rough red stone with irregular streaks of black, gold, and yellow. The floor is a bright red tile with gold grout. The ceiling is a huge mural depicting Common Devils building the wall of Hell around the erected Gates.

The room is furnished with a colossal block-like shining black ebony chair on the north wall, a rectangular red stone table 10 FT x 25 FT with four smaller stone thrones along the west side of the table and three thrones on the east side. Each stone seat is carved with skulls and death runes and images of fantastic and grotesque shapes (e.g. likenesses of various types of devils). The stone seats are oddly shaped, for large creatures with tails and non-human bodies. A 7 FT x 15 FT black stone altar is along the south wall, covered in very old dried red stains. Five statues of Ordinary Devils are

Entry Scenarios — Gehenna Passage

Room of Thrones, continued

behind the west and east thrones, each holds a staff whose tips glow with a strong red light. The altar and thrones each radiate strong evil (Priests and Crusaders detect on 1d20 rolls GTET [40-Intelligence-Level]). Good persons must succeed on 1d20 GTET [45-Will-Level] to enter the room, checked every quarter-hour.

The ebony Throne belongs to Samael, King of Devils, while the others belong to the Diabolic Princes; they meet here every century or so. The thrones have colored cushions; from south to north on the west side: yellow (Amayon), purple (Zimidar), red (Asmodia), and slate-grey (Paimon); from south to north on the east side: brown (Pithius), dark green (Shaitan), and pale blue (Gaap).

Only Priests and Crusaders (or other Priest-like characters) can touch the altar, willingly or not; all others find their hands stopped 6 inches from any surface. Good Priests and Crusaders experience a compulsion to touch the altar (save 1d20 GTET [34-Will], checked every 3 minutes). Once a Priest touches the altar, they become evil and convert to the worship of Lucifer (1d6 days for the aura change to occur); save 1d20 GTET [35-Will]. The effect can be reversed by a *Break Curse* prayer, or *Mission Grand Crusade* prayer. Any spells or prayers directed against the altar rebound to the Wizard/Priest, transformed into 1d20 fireballs (avoid 1d20 GTET [30-Agility], half damage 1d20 GTET [32-Stamina]).

If a good or neutral-aligned weapon is touched to the altar, it becomes evil, save 1d20 GTET 17. Apply a -4 TH modifier when an evil weapon is held by a good person, and -1 damage. A good person must succeed on 1d20 roll GTET [45-Will-Level] to let go of an evil (cursed) weapons, checked daily. The weapon compels them to attack and fight to the death every Devil or Undead they encounter, save 1d20 GTET [32-Will], per encounter. An angel can break a weapon's curse.

Any mortal sitting on a throne is put into direct mental contact with the Prince to whom the throne belongs; save 1d20 GTET [36-Will], Elves and Dwarves apply a +4 modifier, good persons apply a -2 modifier. The contact, causes an immediate 1d12 points mental damage (save 1d20 GTET [32-Will]), causes the mortal to be immediately exhausted (requires 2d100 rounds rest), and reduces their Strength and Will statistics by 1d8 for

24+1d100 hours (save 1d20 GTET [34-Stamina]). The mortal is compelled to report to that Prince's palace at their fastest speed, save (1d20 GTET [50-Will-Level]). If the mortal is not evil, they become immediately evil (save 1d20 GTET [32-Will]). When contact is broken the mortal is afflicted with extreme fear of Devils for 3d20+10 days (save 1d20 GTET [30-Will], per encounter). The compulsions can be negated by a *Geas* or *Alter Realities* spell, two *Banish Confusion* prayers, or *Break Curse* or *Grand Crusade* prayers.

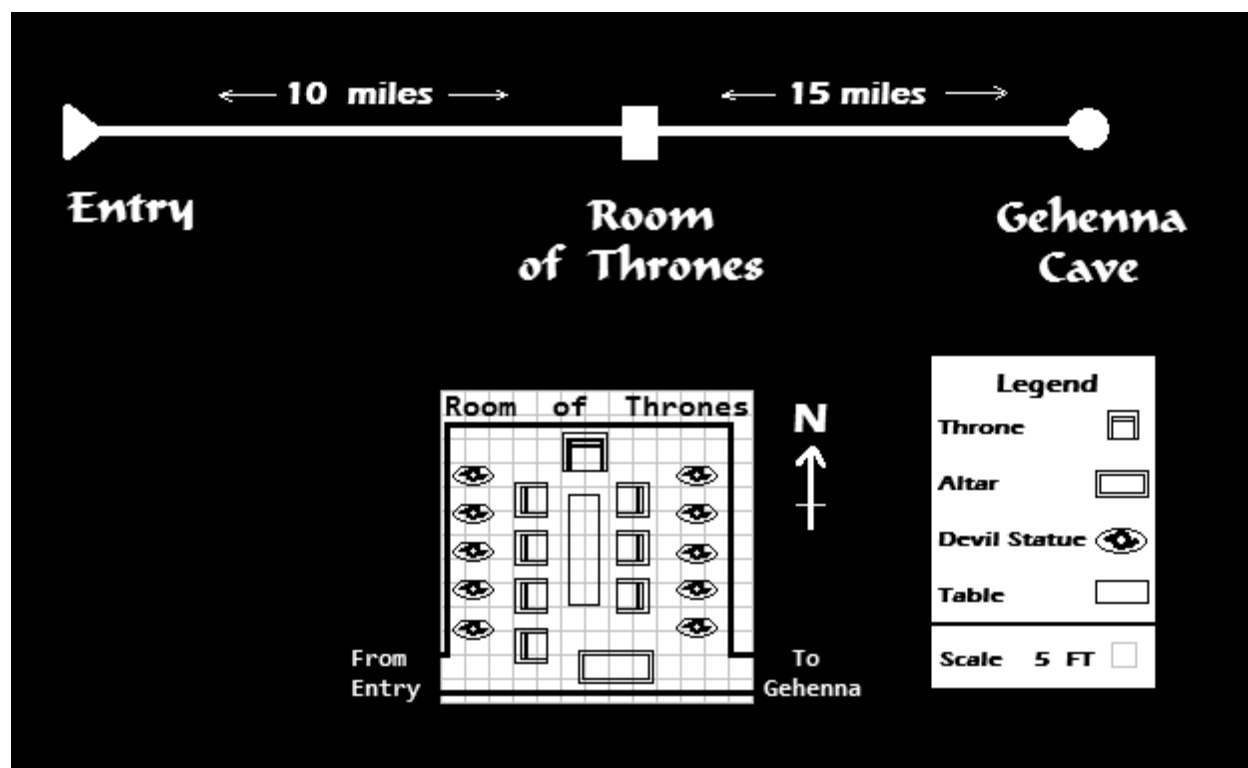
1d20*3 rounds after Adventurers enter the room, they hear a loud rumble from the Entry Passage, and a dust cloud puffs into the room; an investigation reveals a cave-in 250 yards up the passage, blocking the passage. 2d20 rounds after Adventurers enter the room, 6 **Zoybim** enter the room from the Gehenna passage; they use their ability to make smoke and fog to cover their retreat and avoid combat if possible. 1d20 minutes after the Zoybim retreat, a **Yiblim Sergeant** and four **Werdu troopers** teleport into the room.

Gehenna Cave

The passage continues east from the Room of Thrones for another fourteen miles at a level elevation, with the same physical characteristics, then for one mile slopes downward at a 2% grade (for a total of 15 miles). The passage is 80 degrees when it exits the Room of Thrones and gains 1 degree for every three-quarters mile of travel (92 degrees at the end). This section of the passage experiences small tremors and shakes, one every 1d12*1/10th mile. The water found in the east side basins has a bitter taste and acrid odor. The passage ends at a red stone arched opening that exits into a circular cave chamber.

The cave chamber is oval, 400 FT long by 250 FT wide, from 50-75 FT high, with stalactites hanging from the ceiling. The floor is rough, with several pools of thin red liquid. Although no **Bats** are seen, there are a lot of droppings. Some useless refuse is found in the cave, broken flasks, ration wrappers, broken leather straps, torn pieces of cloth, and broken arrow shafts. A 12 FT arch on the north end exits to the north; a very large brown boulder sits immediately outside the door. There will not be an encounter in the cave. Games Masters should apply the full Gehenna magic and prayer restrictions when the Adventurers enter the cave.

Entry Scenarios — Gehenna Passage



Gehenna Cave, continued

Adventurers looking out the opening notice they are at the bottom of a small treeless gully with steep sides and blue-green cacti. The cacti are in bloom with cup-shaped gold and silver flowers; when a flower is picked a human shriek is heard and the stump oozes blood. A red brick road, 25 FT across, begins in the middle of the road, and climbs the south end of the gully.

1d20 rounds after Adventurers exit the cave, a strong tremor knocks everyone to their knees (save 1d20 GTET [32-Agility]). The tremor shifts the boulder so that it seals off the cave entrance (requires total Strength GTET 100 to move). Other rocks roll down the gully sides, causing hp1d8 (save 1d20 GTET [28-Agility]).

Gehenna

The entry cave is in the Gualichu hills, a ring of rough, broken terrain that circles the entire top of the Malebolge Pit; the hills are an arid rocky region about five miles wide, with some forested areas. The Western Road, connecting the City of Glasya-Labolos with the Pit, is 15 miles to the south, through a forested area

known as the 'Vile Forest.' Outward (at this location, west) of the Gualichu Hills is the Wood of Errors and the River Phthora (see map on page 27). The Shining Hill is to the south. The road goes south one-and-half miles then climbs a 200 FT tall ridge.

Travelling East (towards the Pit)

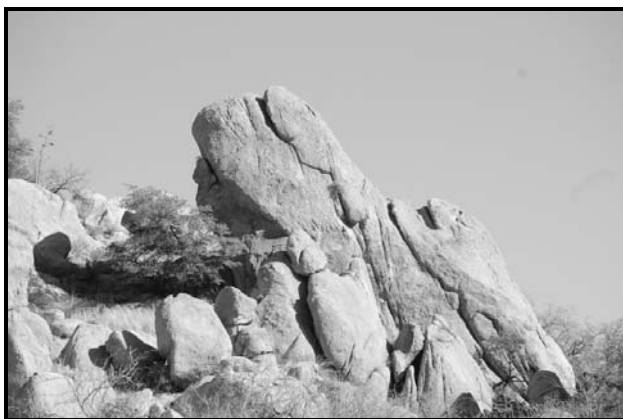
The Adventurer's are 3 miles from the top of the cliff overlooking the Malebolge Pit. The terrain is rough, difficult, and broken, but mortals make their way eastward with only moderate difficulty. It takes four hours to reach the top of the cliff. An encounter check should be made every half-mile (e.g. 6 times), using the Gehenna Encounter Table. Each character suffers a 1d4 fall with a sprain or other moderate injury (save 1d20 GTET [28-Agility], two checks). Characters looking over the cliff are unable to determine the cliff's depth (actual is 2000 FT), since the bottom is hidden in mists and fog. Looking out towards from the cliff they see a wide zone of complete blackness which almost reaches to the top of the cliff. The zone of darkness begins about a quarter mile from the cliff edge. Above the zone of darkness are thick dark black clouds with frequent flashes of bright lightning. The winds near the cliff are very powerful, highly variable in direction, and are

Gehenna

Gehenna, continued

Traveling East...extremely loud (making it difficult to hear). Persons within 25 FT of the rim may be blown over the edge (avoid 1d20 GTET [46-Agility-Strength], checked every minute).

The cliff is difficult to climb; make a fall check every 100 FT (avoid 1d20 GTET [34-Agility-Level]). A climber descends at 2 FT/minute (16.5 hours to the bottom)



Travelling West (away from the Pit)

A party that turns right has a three-mile walk through rough, difficult, and broken terrain before exiting the Gualichu Ring and entering a dark desperate forest, the Wood of Errors. It takes 2 hours to get out of the Ring; each character suffers a 1d4 fall (avoid 1d20 GTET [28-Agility]). (continued on the following page...)

The *Wood of Errors* is a 20-mile wide ring on the flat sandy plain just outside the hills. The Wood is made up of tall leaf-less trees each between 50 and 80 FT tall with a floor covering of rotting brown leaves. There are no bushes or small ground plants. The trees are spaced in a wide irregular pattern. The tree's limbs are in constant motion, although there is no wind inside the wood. Each mortal is attacked by an animated tree every quarter-mile of travel, avoid 1d20 GTET [28-Agility], roll 1d12 for each party member with a result of 1 indicating the character is attacked by a **Wood of Errors Tree** (HD10, 1d6 arms, 1d10 constriction/arm).

After Adventurers have been in the Wood of Errors for 4 hours, they find a polished black 10 FT stone obelisk, each side 44 inches across at the base, on a black foun-

dition 6 FT by 6 FT by 1 foot thick, topped by a polished black skull with glowing green eyes. On the north side is engraved the word 'Deception,' on the east side the word 'Fear,' on the south side the word 'Despair,' and on the west side 'Avarice.' The obelisk has an aura of enchantment

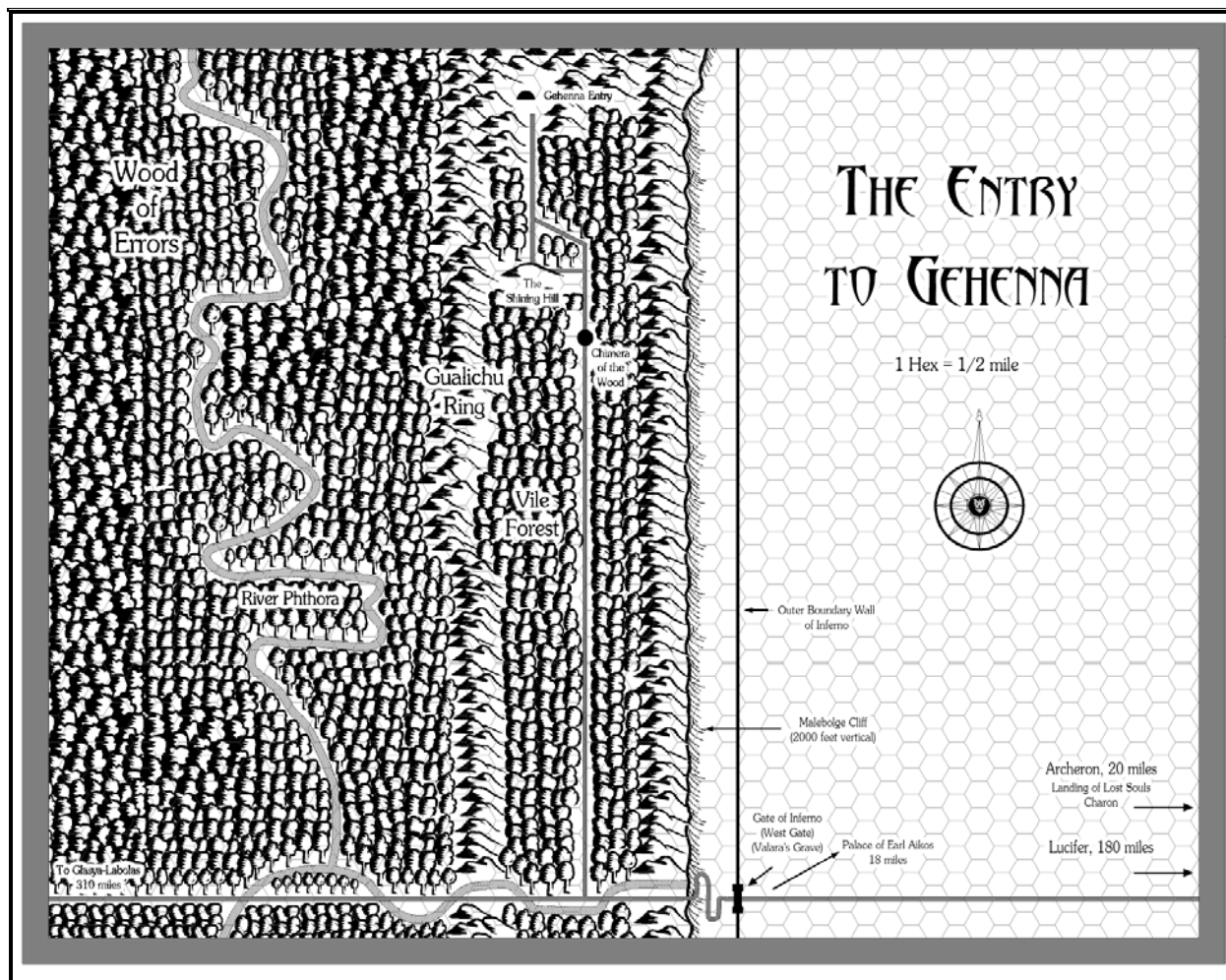
Adventurers come across the stream called '*Phthora*' after traveling four to five miles through the Wood of Errors. This a babbling brook in the woods flowing from north to south, 25 FT wide, between 3 and 6 FT deep, flowing over many small rocks with pools and rapids and small waterfalls. The water is very cold (near freezing) and when cupped in the hand has a black or black-grey color. A hard-packed earthen path on the east bank leads south towards the Glasya-Labolas Road. Mortals are compelled to drink from Phthora, range 50 FT, save 1d20 GTET [33-Will], checked at first encounter with Phthora, and once per hour thereafter.

Any drink from the stream causes the victim to immediately forget their life in the world and believe themselves to be a damned soul on the way to Minos to be judged. They '*know*' with unshakable faith this is their purpose and fate, and calmly accept the end. They cannot be dissuaded. Because of this belief they cast away all arms, armor, equipment, and baggage unnecessary. The victim interacts with all other persons around him but has little interest in them. One vial of Holy Water poured into Phthora negates the compulsion to drink for one hour. The compulsion is negated drinking two vials of Holy Water, or by a *Geas* or *Alter Realities* spell, two *Banish Confusion* prayers, or Break Curse or *Grand Crusade* prayers. If the effects have not been negated before the character passes over the River Archeron, they cannot be negated.

Traveling North:

Adventurers who turn north remain in the Gualichu Ring at least 2 days, moving 2 miles/hour, before the Ring turns to the northeast and they exit onto the Lemkinne Plains, an ashen plain filled with geysers and foul pools of water, home of many spiny and thorny poisonous plants. If they continue northward, they reach the Wailing Mountains after another 150 miles. If the party remains in the broken terrain of the Ring, they reach the eastern Road after about 550 miles of travel. Make an encounter check every 4 hours as long as the mortals remain outside of Inferno, using the Gehenna Encounter Table.

Gehenna



Gehenna, continued

Travelling South:

At the bottom of the ridge, 200 yards away, is a thick forest, know as the '*Vile Forest*.' The Vile Forest stretches 15 miles across and is 14 miles long, ending just to the north of the Glasya-Labolas Road. The woods are dense and dark, with twisted trees set closely together so that their branches intertwine. The tree bark is a smooth ashen dusty grey color, and long vertical lines, whirls, and knots. The bark festers on many trees, and oozes, strips of bark are falling off. The branches have long thorns and dark green leaves like fern fronds. Small humped bushes with tiny purple-and-green leaves are on the ground between the trees, the leaving having hard, jagged, pointed tips that tears at mortals. The bark and leaves are poisonous to (immediate breathing difficulties, 1d8 hours, save 1d20 GTET [32-Stamina], Dwarves

apply a +6 modifier, Elves and Half-Elves are immune {bitter and distasteful}). Tough green vines run everywhere in the forest, moving to trip up each person. The forest air is dank and stifling, with no breezes. Mortals hear the far-away baying of mournful hounds, and the sounds of vultures. They see no animals and find no tracks. There are swarms of biting gnats (no damage).

The trees are impervious to iron/steel tools, adamantite or enchanted tools or weapons are required. Wood takes three times longer to ignite, and produces a dense yellow smoke. The smoke has a terrible odor (nausea and vomiting 1d20 minutes, save 1d20 GTET [32-Stamina]), stings the eyes (watery eyes and degraded vision 1d100 minutes, save 1d20 GTET [30-Stamina]), and sticks to a character's clothes.

A single trail or path about 8 FT wide winds in a general southerly direction, marked by a simple wood sign

Gehenna

Gehenna, continued

Traveling South... nailed to a tree, reading *'The Road.'* If Adventurers try to push through the forest, off the path, they move at 10 FT/minute.

A mile-and-a-half into the forest the path forks, one path leading diagonally off to the left, and one path continuing straight to the south. An arrow on a wooden sign pointing to the left is marked *'Malebolge,'* the arrow pointed south is marked *'Hill.'* If Adventurers continue straight/south they head toward the Shining Hill they saw from the top of the ridge, reaching it after about another mile of travel. If they take the left/southeast path they bypass the Shining Hill by one-half mile and continue on towards the Malebolge Road, another 12 miles away.

Path to the Shining Hill

If Adventurers travel the path to the Shining Hill, they hear a soft female voice saying, *'Go Back, Go Back, Go Back before its too late'* after they have gone about 50 yards down the path, the voice has a musical, purring quality. They encounter the **Great Leopard** 150 yards down the path.

The Leopard initially talks to the party from the forest (effectively invisible), trying to convince them to turn back, and go away from the Shining Hill. She tells the party that way out of Hell is closed, and they cannot leave that way, and that the hill is sacred and mortals touching it are cursed. If the Adventurers do not turn back or ignore the Leopard, she attacks by leaping out of the brush (attack with surprise) over a person, attacking with all of its claws, trying for an eye strike with its tail. It attacks Priests first, then Crusaders, Wizards, and lastly Warriors. The thick forest does not allow fighting two abreast, only in single file. If mortals kill the Leopard, its body dissipates in an orange smoke and reforms in three days.

After encountering the Leopard, the mortals hear a deep male voice speaking from the forest, *'Go back, Go back before it's too late.'* If they do not turn back, after 300 yards they encounter the **Great Lion**. He leaps out of the forest and stands in the path 20 yards in front of the party, blocking the way forward. He talks to the party, telling them the way out on the Hill is closed and they should go back before they defile the only sacred location in Gehenna. The Lion will not step aside to allow

the party to pass, and will not yield ground.

The Lion keeps them talking as long as possible, but if they offer battle he calls down a 2d12+2hp *God's Strike* on Wizards, and attacks the first mortal in line (always gains first strike). If he can leap or knock down the lead Adventurer, the Lion prefers to attack Wizards first, then bowmen, then Priests, and finally Warriors. If mortals kill the Great Lion, its body dissipates in a tan smoke then reforms in three days.

After killing the Lion, the Adventurers hear a raspy female voice speaking from the forest, *'Go back, Go back before it's too late.'* If they do not turn back, they encounter the **Great She-Wolf** after another 500 yards. The Wolf waits for mortals in a wider area 12 FT across by about 20 FT. She sits on her haunches in a position to prevent anyone from continuing down the path behind her. She speaks to the Adventurers and tries to convince them to turn around and bypass the Shining Hill, telling them that the door to the Sacred Realms is closed and they are not the ones destined to open it. As long as mortals are willing to talk the Wolf does not threaten or attack them. If threatened or attacked, She uses a *triple-speed spell*, casts *blindness* (1d12 hours, save 1d20 GTET [32-Will]) at Wizards, Priests and Crusaders, and attacks, always gaining first strike. The Wolf attacks Wizards first when possible, then Priests, Crusaders, Warlocks, Warriors, and lastly, Rascals. If mortals kill the Great She-Wolf, her body immediately disappears in a light grey smoke and reforms in five days.

The Shining Hill is a quarter-mile south from where the She-Wolf was encountered. The hill has a well-defined oval base 900 FT across on its long axis and 500 FT on its cross section, standing 250 FT tall. A 150 FT space around the base is filled by knee-high waving green grass. The path connects with a 6 FT wide paved walkway of gold bricks that crosses the grassy glen and circles up the hill [no amount of force can remove a single brick from the walkway]. At the top of the hill is a round one story white marble building built in the Grecian style with many thick fluted columns holding up a porch around the building, a small rounded dome, and a single set of double-doors which appear to be of gold. The entire area is bathed in a strong yellow light that originates from something on top of the building dome. A shimmering yellow *Wall of Force* (30 FT tall and at least 10 FT into the ground) surrounds the entire base of the hill.

Gehenna

Path to the Shining Hill, continued

Evil persons can enter the clearing after succeeding on 1d20 GTET [36-Will], checked every five minutes, neutral persons on 1d20 GETT [30-Will]. Evil persons suffer hp1 damage (no save) every 5 minutes spent in the clearing, neutral persons hp1 every 10 minutes. All mortals apply a -4 TH modifier while in the clearing because of the blinding effect of the light.

A 10 FT stone road surrounds the base of the hill with a low stone wall (about 3 FT high by 10 inches thick) on the inside, with an arch where the gold pathway crosses. A forest path exits the clearing to the west.

The Wall of Force is impenetrable to any weapon or solid object. Any animal trying to fly over it (e.g. avian familiar) experiences severe vertigo and flutters back to the ground in a very dazed state (persists 1d100 minutes). (continued on the following page...)

A mortal pushing their way through the Wall of Force is pushed out with an equal force plus suffers 1d12 electrical damage (save 1d20 GTET [32-Stamina]). It takes *Banish Spells* prayers or *Disperse Magic* spells cast by a total of 100 Levels of Priests or Wizards to make a 15 minute hole in the Wall of Force; an individual can perform multiple prayers or spells toward the 100 Level threshold, but all must be performed within a 5 minute (30 round) period, or the effort fails.

NOTE: The building at the top of the Hill contains a Portal that leads directly to the Divine Plane (Paradiso), but which is now closed and inoperative. Only a fully Divine Creature aligned with Good can reopen or use this Portal. The Games Master should not allow mortals to enter the building or use the Portal.

If mortals remain in the clearing GTET ten minutes, four **Male Angels** teleport into the clearing, appearing in mid-air. The Angels order mortals to immediately leave the clearing. If every mortal in the party is aligned with good, and they agree to immediately depart, the Angels give the Adventurers a scroll that summons 1d4 **Male Angels** who remain 15 minutes.

If mortals comply with minimal protest, the Angels let them go unmolested. If they makes a substantial protest, engage in excessive delay, or refuse to leave, the Angels attack, remaining airborne and using flails (paralysis, 1d100 minutes, save 1d20 GTET [34-Stamina]) to drive



the mortals toward one of the exits; the Angels prefer to disarm the mortals and drive them away, rather than kill them. The Angels pick up each paralyzed persons and fly them to the forest path which leads toward the Road. As a last result, the Angels remain airborne and perform prayers to immobilize mortals. If any Angel is reduced to 0 hp, two **Female Angels** appear to replace them.

If the mortals exit the clearing on the path which leads to the west, it continues a one-half mile and connects with the path headed southeast from the first fork. Turning left/north returns them to the entry at the north end of the Vile Forest. Turning right/south heads them toward the Glasya-Labolas Road, 13 miles away. Roll two encounter checks on the Gehenna Encounter Table, one at a quarter mile from the Shining Hill, the other at the path junction.

The Path to the Glasya-Labolas Road

If the Adventurers take the southeastern Vile Woods path, the one marked 'Road,' it twists and turns in the twilight under the trees. The footing is slippery and occasional small branches or partial tree trunks are found fallen across the path. Roll encounter checks at when one-quarter mile and three-quarters mile down the path: in each case, if an encounter is indicated, roll a 1d6: a result of 1 indicates an encounter with the **Great Leopard**, results 2-6 indicates an encounter from the Gehenna Encounter Table. If the Leopard appears, she avoids combat and warns mortals not to take the east path towards the Hill.

After traveling a mile from the initial fork, another path coming in from the right (or west). A wooden sign at the junction has an arrow pointed right labeled 'Hill,' and

Gehenna

The Path to the Glasya-Labolas Road, continued

an arrow pointing ahead (straight) labeled '*Malebolge*.' If the **Great Leopard** has not been killed, the Adventurers meet him 100 yards down the path. They meet the **Great Lion** 250 yards further along, and the **Great She-Wolf** another 250 yards further along. Apply the great creature information found on page 28. Adventurers arrive at the Shining Hill 200 yards after meeting the She-Wolf, with same encounter described on pages 28-29.

If the Adventurers continues south on the path, bypassing the Hill, roll encounter checks at each subsequent-mile until the eighth mile (e.g. 7 encounter checks); if an encounter is indicated, roll 1d6 with a result of 1 being the **Great Leopard** [if not already killed] or the **Great Lion** [if the Leopard has been killed but the Lion remains alive], and 2-6 resulting in a roll on the Gehenna Encounter Table. If both the Leopard and the Lion have been met and killed, then roll 1d18 with a result of 1 being an encounter with the **Great She-Wolf**.

Chimera of the Wood

The Adventurers enter an oblong clearing eight miles south of the second junction, 30 FT across and 80 FT long; the forest closes together again at the south end. The huge **Chimera of the Wood** is present, devouring the remains of two humanoids and a large dog. Apply a -5 modifier to any mortal attempts to sneak past the Chimera. It always attacks immediately after detecting mortals, going after the person closest to them. It tries to position itself so that its ram and dragon heads attack one person, its eagle head and front claws attack a second person, and its snake tail attacks a third person.

The bodies are those of *Rathcleff of Minnoso* and *Fillialus*. Rathcleff and Fillialus have been dead for 6 hours. If the characters have the ability to summon and talk to their shades, the Crusader and Priestess tell the party (1) they were on their way to the Noble Castle in the First Circle to consult with the well known physicians Galen and Hippocrates about a plague sweeping through their country, (2) they were set upon by a large group of ram-headed devils and killed, and, (3) a plant, *Gawisstem*, known to grow on the Second and Third Circles, may be effective in combating this disease.

Rathcleff's body is dressed in a white long-sleeve shirt,

dark blue woolen pants on suspenders, dark blue leather shoes with pointed upturned toes, steel breastplate and backplate, a full helm with visor and a blue plume, metal gauntlets, and a Holy Symbol on a silver chain is around his neck. Fillialus' body is dressed in a white linen blouse, dark blue woolen knee-length skirt, dark blue leather slippers, light blue hooded cloak, leather gloves, with a silver Holy Symbol on a chain around her neck. The clothes and armor on the bodies are badly damaged. In the clearing are found the broken pieces of a metal shield, a spear with a four-lobed bronze head, broken sword, 2 daggers, broken staff, knobbed mace, and a leather backpack. The shield pieces, spear, sword pieces, daggers, staff, and mace all have the aura of strong blessing upon them. The spear is +2 TH, (Damage+1d8 against demons and devils, glows like a torch). The daggers are each +1 TH and +2 TD when thrown. The mace is +3 TH (double damage against demons and devils, +2 TD against evil creatures, glows when evil creatures are within 200 FT, when held by a Priest heals 2d8 damage 3 times per day). The remnants of the shield and sword cannot be repaired with portable equipment and after a few days loses all extraordinary aura. In the backpack is 6 rations, 4 flasks water, 2 Potions of Cure Light Wounds, 2 pots of Salve of Cure Serious Wounds, 3 sticks of incense, a flint-and-steel kit, 2 empty small leather sacks, and a leather scroll case marked with a rune of protection (Scroll, *summons* 1d4 Male Angels).

The Glasya-Labolas Road

When the Adventurers continue south down the path to [after encountering the Chimera], roll an encounter check at each mile until they reach the end of the wood after an additional 5 miles (e.g. 5 encounter checks). If an encounter is indicated, roll 1d8 with a result of 1 being the **Great Leopard**, **Great Lion**, or **Great She-Wolf** [which ever are alive]. As the Adventurers reaches the end of the wood the trees begins to thin 200 yards before the end of the wood, the path becomes straighter and more level, with better footing, and the gloom lightens ahead.

The mortals emerge at the south end of the wood at the top of an east-west ridge line, facing south. The ground is rough and broken as far as can be seen with a dark line which appears to be road. The road is a mile away, and 150 FT lower than the ridge, taking an hour to get there over the rough terrain. The road runs through a sandy level space 200 FT across. The road is black stone, 25 FT across, running straight west-to-east as

Gehenna

The Glasya-Labolas Road, continued

far as the eye can see. A tributary of *Phthora* runs along the south side of the road, 15 FT across, 5 FT deep (see the description on page 21).

If the players turn right (west) along the road, the road runs straight as far as the eye can see. A four-sided stone obelisk stand by the side of the road a mile to the west. The obelisk is polished black stone, 8 FT high, 28 inches to each side; on the front is engraved an arrow pointed east with the words 'To the Pit, 3' and an arrow pointed west with the words 'To Glasya -Labolas, 310'. The numbers are the distances in miles to Inferno to the east, and the infernal city Glasya-Labolas to the west. Similar obelisks are found 5 miles apart as Adventurers continue westward. The road enters the Wood of Errors after 3 miles (see page 26), and crosses the main branch of *Phthora* 10 miles further. The Lemkinne Plains are reached after 10 miles in the Wood. Roll three encounter checks per day (morning, afternoon, sleeping) about.

If the players turn left (east) on the road, it runs straight two miles to the western edge of the Pit. A black obelisk is located one-and-half miles east, just before the road drops into a narrow ravine. The obelisk is polished black stone, 8 FT high; on the front is engraved an arrow pointed downward at a 45 degree angle with the words 'The Pit.' The ravine is 25 FT across, 300 yards long, the sides and floor are paved in a smooth tan stone. *Phthoras* goes underground and disappears before the road enters the ravine. It drops 50 FT over the length of the ravine. At the end is a flat shelf, looking out over the Pit, and the road turns left and descends, clinging to the cliff wall. The shelf is 35 FT wide by 300 FT long,

paved in brown and tan cobblestones. The parts of the cliff that are visible are vertical but not smooth; there are no ledges, caves, or structures visible. Flickering flames are seen shooting from the walls (cliff fissures allow methane gas to escape, igniting in air).

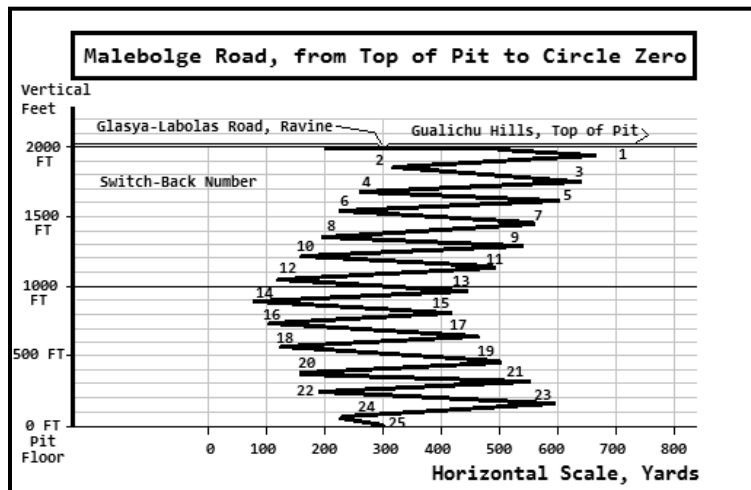
The bottom of the cliff is hidden in mists and fog (2000 FT depth). Looking outward an area of impenetrable intense blackness (zone of darkness) begins several hundred yards out from the cliff. Above the ledge are thick dark clouds, with lightning and thunder in the clouds. The winds on the ledge are strong and variable in direction; mortals on the ledge are blown off unless succeeding on 1d20 GTET [30-Strength], checked every 2 minutes. It is impossible to be heard at distances GTET 20 FT. Apply a -5 TH modifier when using any missile weapon while at the top of the Pit or along the Pit wall.

The road clings to the cliff wall, consisting of a series of 25 segments, each 300 to 350 yards long; see the diagram below. Each segment switches back on the previous segment and drops 70-80 vertical FT. Each switchback is into the cliff, providing some cover and partial relief from the wind. There are three miles of road to reach the bottom of the cliff, taking two hours. Make three encounter checks, on the fourth, fourteenth, and twenty-second road segments.

NOTE: An identical road runs into the Pit on the east side, from the city of Assuka on the Speravvi Sea.

Footpaths down the Cliff

Ten footpaths wind down the cliff, five spaced equidistantly on the north side between the Gates, and five on



Gehenna

Footpaths down the Cliff, continued

the south side. Each path is 5 FT wide (requires single file) and takes four hours to traverse. An Adventurer is blown off the path (e.g. falls to their death) unless succeeding on 1d20 GTET [40-Strength-Agility], checked every 30 minutes.

Encounters in Gehenna

Use the Table below to determine encounters in Gehenna, together with the Tables on pages 28 to 30..

Table 1, Group Selection			
1d8	Group	1d8	Group
1	Group 1, Fliers	5	Group 5, Mammal
2	Group 2, Insects	6	Group 6, Devils
3	Group 3, Reptiles	7	Group 7, Undead
4	Group 4, Humanoids	8	Group 8, Others

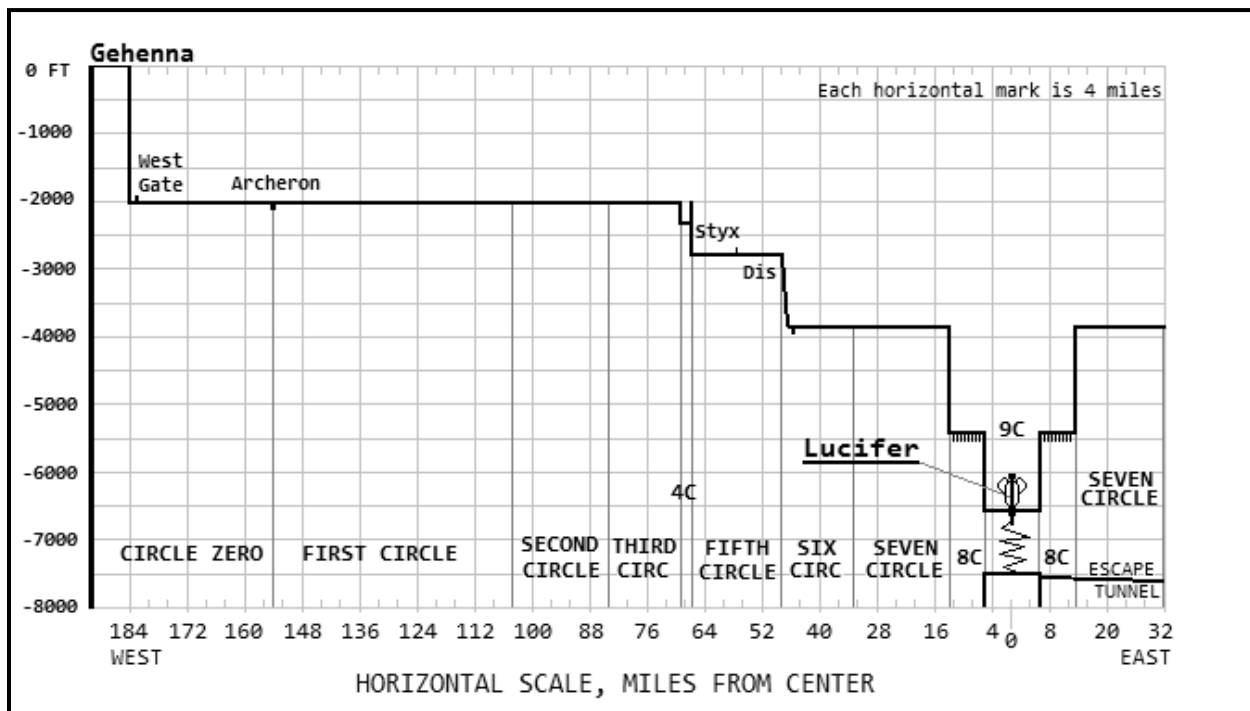
Layout of the Circles

The diagram below shows the ten Circles of Hell, num-

bered Zero through Nine, and their relative positions to one another. This view may be helpful to the Games Master, particularly in understanding the locations of the cliffs between Circles, and their heights.

Circle Zero

Diabolic Prince Shaitan
 Prince's Emblem Dark Green, 2 White Shields
 Diabolic Earls Aikos, Charon, Corsor, Dantalion
 Diabolic Generals Callahorius, Eagabat, Gamphar, Ixmu, Kelazzu, Moristrat, Ord-noreus, Quawtim
 Devils Common, Ordinary, Vackli, Sessin, Ulutu, Zoybim
 Sins and Punishment . Indecisive (Neither Good nor Evil), Darkness, Stinging Insects
 Environment Arid
 Physical Challenges... Outer Cliff (up), Darkness, Gates of Hell, River Archeron
 Size Torus, Outer Circumference 1200 miles, Inner Circumference 950 miles, Outer Radius 186 miles, Inner Radius 156 miles, Width 30



Gehenna

Table 1, Fliers (1d8 select row, 1d4 select column)				
1d8 Roll	1d4 = 1	1d4 = 2	1d4 = 3	1d4 = 4
1	Vampire Bats	Vampire Bats	Vampire Bats	Vampire Bats
2	Stinger Birds	Spitting Birds	Club-Tailed Birds	Spectral Bats
3	Winged Snakes	Winged Snakes	Great Vultures	Firebird
4	Harpies	Harpies	Harazon	Harazon
5	Gargoyles	Gargoyles	Boobrie	Boobrie
6	Manticores	Dragon Lizards	Petradons	Wyverns
7	Blue Dragon	Brown Dragon	Orange Dragon	White Dragon
8	Yellow Dragon	Red Dragon	Chudo Dragon	Faerie Dragon

Table 2, Insects (1d8 select row, 1d4 select column)				
1d8 Roll	1d4 = 1	1d4 = 2	1d4 = 3	1d4 = 4
1	Greater Bees	Huge Bees	Greater Wasps	Huge Wasps
2	Giant Ticks	Ambush Bugs	Assassin Bugs	Blood Sucking Bugs
3	Carrion Beetles	Fungus Beetles	Musk Beetles	Metallic Beetles
4	Stag Beetles	Rhino Beetles	Golden Beetles	Death Beetles
5	Giant Dragonflies	Giant Dragonflies	Flesh Flies	Scorpion Flies
6	Fire Flies	Snake Flies	Ghost Moths	Hornets
7	Huge Scorpions	Disease Scorpions	Preying Mantises	Huge Spiders
8	Jumping Spiders	Poison Spiders	Incorporeal Spiders	Widow Spiders

Table 3, Reptiles (1d8 select row, 1d4 select column)				
1d8 Roll	1d4 = 1	1d4 = 2	1d4 = 3	1d4 = 4
1	Copperheads	Rat Snakes	Coral Snakes	Mud Snakes
2	Rattlesnakes	Whip Snakes	Giant Rattlesnakes	Giant Rattlesnakes
3	Cottonmouths	Cobras	Spitting Cobras	Anacondas
4	Poison Iguanas	Poison Iguanas	Monitor Lizards	Monitor Lizards
5	Great Monitors	Great Monitors	Gila Monsters	Gila Monsters
6	Basilisk Lizards	Venom Serpents	Venom Serpent	3 Headed Hydra
7	Ladon Serpents	Ladon Serpents	Basilisk	Basilisk
8	6 Headed Hydra	6 Headed Hydra	Ancient Lizard	Plains Word

Gehenna

Table 4, Humanoids (1d6 select row, 1d4 select column)				
1d6 Roll	1d4 = 1	1d4 = 2	1d4 = 3	1d4 = 4
1	Evil Warriors	Evil Wizards	Evil Priests	Evil Priests
2	Evil Adventurers	Evil Adventurers	Evil Adventurers	Evil Adventurers
3	Sirens	Lycanthropes (Rat)	Lycanthropes (Boar)	Minotaurs
4	Medusae	Trolls	Mountain Trolls	Ogres
5	Hill Giants	Ettins	Cyclops	Frost Giants
6	Fire Giants	Stone Giants	Cloud Giants	Storm Giants

Table 5, Mammals (1d6 select row, 1d4 select column)				
1d6 Roll	1d4 = 1	1d4 = 2	1d4 = 3	1d4 = 4
1	Wild Canines	Rabid Canines	Jackals	Hyenas
2	Wolves	Timber Wolves	Greater Wolves	Greater Wolves
3	Hell Rats	Hell Cattle	Hell Rams	Hell Skunks
4	Hell Boars	Hell Hounds	Hell Horses	Hell Rhinos
5	Panthers	Griffins	Chimeras	Garms
6	Gorgons	Nemean Lions	Lamia	Sphinxes

Table 6, Devils (1d8 select row, 1d4 select column)				
1d8 Roll	1d4 = 1	1d4 = 2	1d4 = 3	1d4 = 4
1	Ordinary Devils	Ordinary Devils	Ordinary Devils	Ordinary Devils
2	Ordinary Devils	Ordinary Devils	Common Devils	Common Devils
3	Common Devils	Zoybim	Zoybim	Zoybim
4	Werdu	Werdu	Werdu	Werdu
5	Yiblim	Yiblim	Yiblim	Yiblim
6	Type 1A Devils	Type 1A Devils	Type 1A Devils	Type 1B Devils
7	Type 1B Devils	Type 1B Devils	Ulutus	Ulutus
8	Ulutus	Ulutus	Sessins	Sessins

Gehenna Encounter Tables, continued from page 28

Gehenna

Table 7, Undead (1d8 select row, 1d4 select column)				
1d8 Roll	1d4 = 1	1d4 = 2	1d4 = 3	1d4 = 4
1	Skeletons	Skeletons	Zombies	Zombies
2	Skeletal Warriors	Uber Skeletons	Skeleton Kings	Skeleton Kings
3	Wights	Wights	Ghouls	Ghouls
4	Ghouls	Ghouls	Elmo's Fire	Elmo's Fire
5	Ghosts	Spirits	Specters	Wraiths
6	Vampires	Vampire Lords	Vampire Lords	Banshee
7	Mummies	Mummy Lords	Dopplegangers	Lich and Minions
8	Auras	Arlez	Night Mares	Rotting Dragons

Table 8, Other (1d4 select row, 1d4 select column)				
1d4 Roll	1d4 = 1	1d4 = 2	1d4 = 3	1d4 = 4
1	White Fungus	Poison Mold	Purple Mold	White Mold
2	Yellow Mold	Black Pudding	White Pudding	Blue Slime
3	Green Slime	Red Slime	Ciuthachs	Mautherdoogs
4	Hell Salamanders	Siren Salamanders	Earth Elementals	Fire Elementals

Gehenna Encounter Tables, continued from page 29



Circle Zero

Circle Zero

Circle Zero is a flat region, the outer edge being the Walls of Hell and the Pit Wall up to Gehenna. The inner edge is the River Archeron. The Circle is covered in a fine smooth sand. The entire region is under a *zone of darkness* spell that reaches 1000 FT high; light sources are not extinguished (e.g. they continue to burn fuel) but their light cannot be seen. A *Banish Magic* prayer or *Disperse Magic* spell negates the darkness for Level*quarter-hours for a Level*5 FT radius. The Circle is at a constant 90 degrees. A loud background wailing is continually heard throughout, and the air is stale. Three encounter checks should be made per day, one for mid-morning, one for later afternoon, and one for night-sleeping; determine specific encounters using the Circle Zero Encounter Table.

The souls here are organized into troops of between 200 and 300, each troop perpetually running and following a glowing triangular flag. As they run, the souls are continually attacked by many large wasps and hornets, as well as by sharp-toothed worms burrowing up out of the ground.

Within one hour of entering this Circle, each individual develops an aura that can be plainly seen in darkness of Circle Zero but is pale and hard to see in lighted areas. The aura color is: green for good-aligned characters, yellow for neutral-aligned characters, red for evil-aligned characters. The aura brightness reflects the degree to which the character is faithful to their alignment.

The colors should reflect the Games Master's opinion of how the characters conduct themselves, which may differ from the character's announced alignment. It may also be affected by any alignment-based compulsions currently in place. The auras color may change over time, depending on character actions. If a Devil is forced to negotiate, they will always talk first to the mortal with the brightest green aura.

Navigation through the darkness to the River Archeron is difficult, with no light and no landmarks. The road surface is only slightly harder than the surrounding sand, making it difficult to feel. Adventurers can stay on the road if they move slowly and feel their way, three-quarters mile/hour (40 hours to the River), veering off the road (*lost*) unless succeeding on 1d20 rolls GTET [30-Intelligence], checked every mile. If Adventurers are off-road and in the sand, movement is at 2 miles per

hour. Roll an encounter check every 4 hours mortals are in Circle Zero, using the Circle Zero Encounter Table, page 38.

Another road crosses the road to the Landing of Lost Souls after 15 miles (midpoint). An 8 FT tall obelisk found at the intersection has an engraved arrow pointing north and another pointing south; the north arrow is marked 'Aikos, Tree, Dantalion, Shaitan,' and the south arrow 'Corsor, Shaitan, Dantalion, Tree.'

Since living mortals are rare inside the Gates of Inferno, any encountered **Devils** will be curious, usually stopping to interrogate them (1d20, 01-03 ignore, 04-18 interrogate, 19-20 attack on sight). The **Devils** will want to know why mortals are in Circle Zero, and which Diabolic Prince they swear allegiance to. If the mortals provide a coherent story in a forceful, believable, manner the devils will be satisfied and will leave the party in peace (e.g. a good bluff will work, or 1d20 GTET [30-Intelligence]). One acceptable reason is travel to the Noble Castle. The **Devils** do not report the mortal's presence to their superiors. If mortals initiate combat with the Devils fight until one is killed, then the rest flee, returning in 1d100 minutes with reinforcements (double the number). A **Devil** brought to LTET 8 health points flees, but does not inform their superiors for 1d6 days.

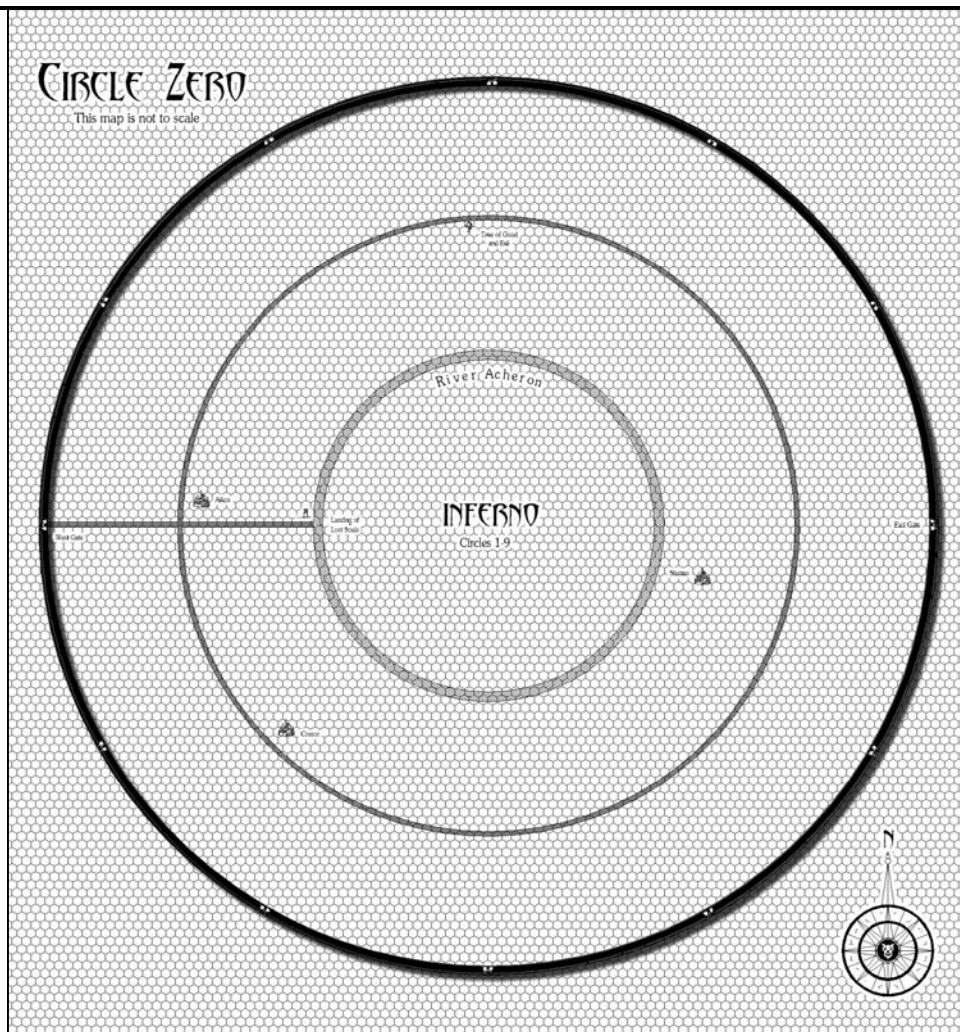
The Wall around Hell

The wall is 500 FT from the base of Gehenna cliff, and circles the entire perimeter of Hell, a length of roughly 1200 miles. It is made of a gritty blood-red sandstone, 25 FT high, 6 FT thick. Tongues of flame flicker every 3 FT along the top, becoming a solid wall of fire 6 FT high by 3 FT thick when a mortal climbs it (hp6d12 fire damage, half if 1d20 GTET [34-Stamina]). The wall is impervious to spells and prayers, and cannot be bypassed by enchanted means. The wall extends 25 FT below the surface, and cannot be tunneled under. There is a large gate on the west side, and another on the east side. Man man-sized metal doors through the wall are located at the bottom of each of the ten cliff paths.

West Gate

The West Gate is a 30 FT opening in the Wall, filled by a massive two part black metal gates, bridged by a red metal arch, opening outward. The Gates are made up of curled metal bars worked into the likenesses of many winged and horned humanoid figures, with horned four-

Circle Zero



West Gate, continued

legged animals; some of the humanoids resemble Common and Ordinary Devils (assuming mortals have seen these). Above the gate is a long rectangular piece 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.’

The gate is fully open (25 FT gap). A wall of utter blackness is 50 FT inside the gate, stretching as wide and high as can be seen, the road continuing through the Gate and straight into the dark region (the outer boundary of the Circle-blanketing *zone of darkness*). The Adventurers hear a loud mixture of sounds, curses, angry

shouts, weeping and wailing, cries of pain, and cries for help, all over an undercurrent of buzzing. The air is hot and humid, and the atmosphere gloomy and oppressive. A mortal cannot pass the Gate due to intense fear, until they succeed on a 1d20 roll GTET [28-Will], checked hourly. Mortals must walk through the Gate on their own; an impenetrable Wall of Force fills the open gap if an individual is made unconscious or they are controlled or compelled by another. There is no resistance to passing through the Gate, but as each one enters a single mournful bell note sounds from an unknown location. Once a mortal enters the Gate, they are not permitted to leave through it for at least 24 hours, their way back blocked with a *Wall of Force*.

In front of the Gates stand two very tall (150 FT) dead trees, one on each side of the road, 30 FT forward of the Gate. A grave of fresh-turned earth, 12 FT by 6 FT across, is 40 FT forward and left of the gate.

Circle Zero

West Gate, continued

Blood continually seeps out the earth pile. A single **Greater Vulture** (L6, disease carrying) sits watching on an upper limb of the left tree. If the mortals leave the vulture alone, she does likewise.

A 9 FT granite obelisk is at the head of the grave; on the near face is carved the word '*Valara*' and on the rear face is carved '*The First Dead*.' Any mortal who can summon and command **Valara's Shade** is given three prophecies pertaining to themselves or the Material Plane. She enjoys telling about personal doom and speaks in plain language. Valara is surly, sarcastic, flip-pant, and difficult to handle. Some of what she predicts may depend on the actions or inactions of others, depending on the Games Masters' campaign. Valara knows something of the organization of Inferno and can tell the about the Noble Castle, if she will.

A strongbox (locked, -4 open lock) buried in the grave contains a *Charm versus Power Diabolicus*, Prayer Beads, *Tonic of Blindness Reversal*, 2 potions of *Greater Healing*, a bottle of *Lethe Water*, Spectacles of *Night Vision*, and a *Wand versus Devils* (range 40 FT, 38 charges, 3d6).

East Gate

The East Gate is a 30 FT opening in the Wall, filled by a massive two part black metal gates, bridged by a red metal arch, opening outward. The Gate is made of curled black metal bars worked into the likenesses of many winged and horned humanoid figures, with horned four-legged animals; some of the humanoids resemble Common and Ordinary Devils. Above the gate is a long rectangular piece 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.'

The gate is fully open (25 FT gap). A wall of utter blackness is 50 FT inside the gate, stretching as wide and high as can be seen, the road continuing through the Gate and straight into the dark region (the outer boundary of the Circle-blanketing *zone of darkness*). The Adventurers hear a loud mixture of sounds, curses, angry shouts, weeping and wailing, cries of pain, and cries for

help, all over an undercurrent of buzzing.

The air is hot and humid, and the atmosphere gloomy and oppressive. A mortal cannot pass the Gate due to intense fear, until they succeed on a 1d20 roll GTET [28-Will], checked hourly. Mortals must walk through the Gate on their own; an impenetrable Wall of Force fills the open gap if an individual is made unconscious or they are controlled or compelled by another. There is no resistance to passing through the Gate, but as each one enters a single mournful bell note sounds from an unknown location. Once a mortal enters the Gate, they are not permitted to leave through it for at least 24 hours, their way back blocked with a *Wall of Force*.

To the right and 25 FT in front of the Gate is a dark wood gallows platform, 5 FT off the ground, with a 15 FT giblet. A 6'5" bearded human male hangs from the giblet, wearing a hooded black robe, a silver Unholy Symbol (1042 GP) and sandals. Mortals capable of summoning the shade learn he is **Jaspar**, the first murderer. Jaspar tells an evil person where to find a *Ring of Invisibility* hidden in the gallows.

Man-Sized Gates

There are ten man-sized Gates in the Wall, five along the northern perimeter, and five along the southern. Each gate is an arch 8 FT high by 6 FT at the base, with a double row of black stones around the opening, fitted with a solid black metal door. The doors have sculpted relief panels that depict Lucifer, and a black iron door knocker held in a lion's mouth. Above each door is a red metal plaque on which is written,

'Eternal I endure, leave all hope ye who enter.'

The doors are not secured with locks, they are held by spells. 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. A mortal must enter the door of their own volition, a *Wall of Force* prevents entry if a person is constrained, manacled, forced, compelled, or controlled.

Circle Zero

The Tree of Good and Evil

The *Tree of Good and Evil* is located south of the median road, just west of its northernmost point (can be relocated as needed by the Games Master). The Tree is a huge pomegranate tree, 130 FT tall, with a trunk 14 FT across, and branches 40 FT across. Low branches are loaded with ripe red-orange fruit, and there is a crisp, clean scent in the air. The tree is infused with a soft blue glow, allowing normal sight in a 100 FT radius.

The tree is guarded by three **King Snakes** (HD5, intelligent, evil, speak, paralyzing bite, save 1d20 GTET [34-Stamina]/bite), three **Winged Snakes** (HD4, flying, venom half speed, save 1d20 GTET [30-Stamina]/bite), and three **Widow Spiders** (HD3, fatal bite, save 1d20 GTET [32-Stamina]/bite).

Mortals are compelled to eat fruit from the tree (range 50 FT, save 1d20 GTET [34-Will]). Eating one fruit heals hp1d12 damage, cures any disease or poison, and increases effective AC by 4 points for 2 hours. Good persons are compelled to more extreme goodness for a period [40-Will] hours (save 1d20 GTET [34-Will]/fruit); they are unable to allow an evil creature to live (*berserk attack*, +3 TH, +1 damage, one extra attack every third round, opponents +2 TH). Evil persons are compelled to more extreme evil for [40-Will] hours (save 1d20 GTET [34-Will]/fruit), including not allowing neutral or good creatures to live (*berserk attack*). Neutral persons are compelled to choose between good and evil, and cannot remain neutral (permanent choice, save 1d20 GTET [36-Will]). A total of 1d20 fruits can be harvested.

The River Archeron and the Landing of Lost Souls

Adventurers traveling towards the River Archeron encounter earthquakes within 2000 FT of the outer bank. These occur every 1d12 minutes, knocking mortals to their feet (avoid 1d20 GTET [30-Agility]). Lightning strikes occur in the same area every 1d20*quarter minutes, doing 2d8 damage; avoid 1d20 GTET [30-Agility]. Each thunderclap deafens mortals for [30-Stamina] minutes, save 1d20 GTET [32-Stamina]. The area within 500 FT of the river bank is not as affected by the darkness, it is barely possible to see without light sources. Strong, cold, winds blow outward from the center of Malebolge, at 30-40 miles/hour.

Archeron receives water from the rivers Belequaca, Mantuan, and Sordello, and flows completely around the First Circle of Hell, forming its outer border. The river is chocolate brown, flows sluggishly in a counterclockwise direction, and is extremely cold (40 degrees). It is one mile wide, the inner bank obscured in mists and fog. The river is filled with flotsam and floating debris, including bloated bodies and skeletons (the bodies of drowning victims). The ripples of swimming creatures are easily visible in the river. There are no bridges over Archeron.

The river smells like a pungent sewer. Mortals are afflicted with strong nausea within 200 FT (lasts 50-Stamina minutes, save 1d20 GTET [30-Stamina]; affected persons apply -2 TH modifier and reduce effective Stamina by -2 points). The river is normal water, if very dirty and disgusting, *water breathing enchantments* function normally. Underwater visibility is 8 FT.

Swimming Archeron

Persons lacking cold protection go into systemic shock (paralysis followed by heart failure, see *Codicil of Maladies*) when trying to swim Archeron or travel underwater. 1d20 saving rolls are required every one-eighth mile, [30-Stamina] for the first, [31-Stamina] the second, [32-Stamina] the third, etc. Swimmers deviate from a straight path unless succeeding on 1d20 roll GTET [28-Intelligence], checked every tenth-mile travelled. A disoriented swimmer does not swim a straight path, adding 1d6*one-eighth miles to their swim/walk. Roll an encounter check every quarter-mile of travel, using the Archeron River Encounter Table (page 36).

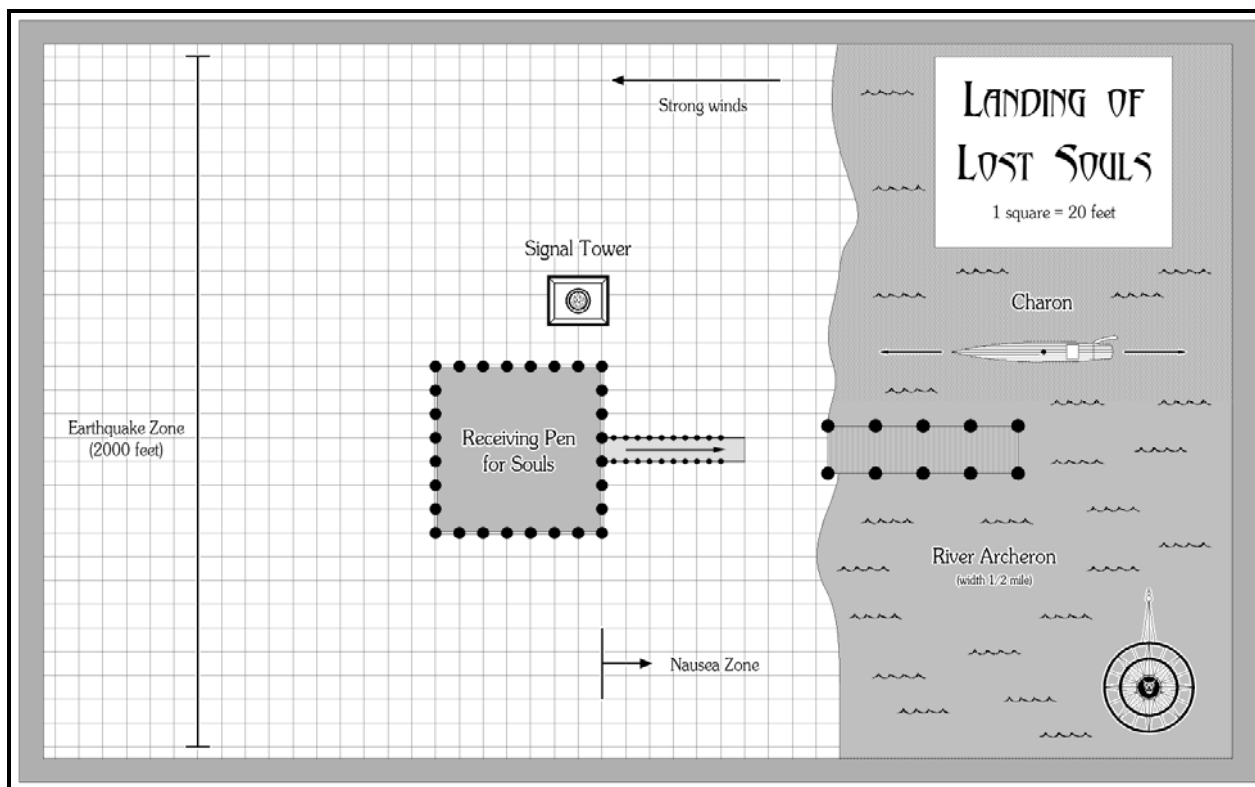
Flying above Archeron

Roll an encounter check every quarter-mile when mortals fly over Archeron, including any form of water-walking. Determine specific encounters from the River Archeron Flying Encounter Table (page 36).

Inner Bank of Archeron

If mortals successfully fly or swim across Archeron and reach the inner bank, they are prevented from entering the First Circle by a *Wall of Force*. A five minute hole in the Wall is created by a total of 40 levels of the Banish *Spells* prayer or 50 levels of the *Disperse Magic* spell (may be cast by the same person within a 3 minute span).

Circle Zero



Inner Bank of Archeron, continued

Note: The primary purpose of the airborne and water-borne encounters, and the *Wall of Force*, is to prevent Adventurers from bypassing the Landing of Lost Souls. If mortals cannot cross into the First Circle on their own, they will be forced to encounter **Charon**.

Landing of Lost Souls

The Landing consists of a 60 FT stone signal tower, a 200 FT open holding pen, and a 60 FT weathered stone pier (see diagram, page 40). The tower is made of dark grey stone with flecks of red and gold, it is 40 FT across at the base and narrows to 25 FT across at the top. A narrow open stone stairway spirals around the outside of the tower (fall unless succeeding on 1d20 GTET [28-Agility]); there are no interior rooms. In the center of the top of the tower is a narrow chimney from which spouts a thin vertical flame, another 50 FT tall. The tower's exterior stone walls are carved with horrific friezes depicting Devils torturing souls and in combat with Demons.

The pen is made of a black iron grill attached at 30 FT intervals to stone pillars, set 200 FT from the river with no entrances or exits on three sides, open at the top, an exit on the river side through a walkway bordered by iron fences. Every 5d100 seconds an **Ordinary Devil** appears flying in the air above the pen, always holding a newly-deceased soul (1d8 are always airborne above the pen); the Devils deposit their soul into the pen, then disappear again. The pen always holds 100 to 200 souls, with 25 to 50 in the line leading to the pier. Ten **Ordinary Devils** [4xHD6, 6xHD5] are in the pen, armed with pitchforks.

The fenced walkway stops 25 FT short of a worn old stone pier, which juts out into the river 60 FT and is 12 FT wide. Every 5 FT along the pier (on each side) is an iron pole holding a red-glazed oil lantern (which are never extinguished). At the end of the pier is a long and thin black boat in an ancient style, 25 FT long and 6 FT wide, with a curved prow topped carved with a demonic face, and a small raised platform on the stern with a carved seat. 30 to 50 souls are on the pier or sit in the boat, guarded by five **Ordinary Devils** [3xHD6, 2xHD4]; two Type **1C Devils** are at the ...(see page 37)

Circle Zero

River Archeron Swimming Encounter Table

1d12 Roll	1d12 to select row, 1d4 to select column			
	1 on 1d4	2 on 1d4	3 on 1d4	4 on 1d4
1	Giant Poison Kelp Bed	Piranha School	Water Elementals	Devil Fish School
2	Swordtail Fish	Piranha School	Water Elementals	Devil Fish School
3	Swordtail Fish	Piranha School	Bereginy	Devil Fish School
4	Swordtail Fish	Piranha School	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

River Archeron Flying Encounter Table

1d12 Roll	1d12 to select row, 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 of Hell	Wyverns	Violet Dragons
10	Greater Vultures	Harpies of Hell	Wyverns	Blue Dragons
11	Serpent Fly Swarm	Harpies of Hell	Wyverns	Green Dragons
12	Giant Dragonflies	Dragon Lizards	Air Elementals	Red Dragon

Zero and First Circles

Landing of Lost Souls, continued

Continued from page 35...end of the pier to pus souls into the boat. The Devils goad the souls along with whips and black pitchforks; souls can be heard loudly cursing themselves, God(s), their lives, the Devils, and death generally.

The boat is piloted by **Charon, Earl of Hell**. *Charon's Talisman* is stored in a secret compartment in the stern of his boat. The compartment is spelled with *illusion* (save 1d20 GTET [32-Will], requires *Disperse Magic* or *Banish Spells* by a Wizard/Priest GTET L15. When the protective spell is removed it is well hidden, -9 to find, -5 open lock. An *invisibility spell* hides the contents. Charon holds his *Oar*. Both the *Boat* and *Oar* are powerful evil artifacts that occasionally appear on the Material Plane (see *Inferno: Treasury* for details).

Crossing Archeron on Charon's Boat

Mortals are challenged by the **Ordinary Devils** on the pier when they approach but are not attacked unless they give insult or provocation; if the mortals remain calm they are permitted to approach **Charon** without incident. The first time Charon is asked for passage he says: 'You who are alive, depart from the dead;' the second time he is asked he says: 'By other ways and other ferries, not here, shall you pass over' (there are no other ferries), and the third time he is asked he says, 'Pay the ferryman's toll and vex me no more.' The ferry toll is 2 GP/person. If a Priest or Crusader of a good-aligned Deity asks for passage in the name of their deity, Charon immediately gives passage (although he won't be happy about it), but still charges the toll. No encounters occur while Adventurer's are in Charon's boat.



Note: Priests, Crusaders, and religiously affiliated persons may (1d20 roll GTET 17) be given a private warning from their Deity to not attack Charon.

If mortals fight or spell against any Devil at the Landing, all other Devils (excluding Charon, unless he was directly attacked) immediately attack, as well as 2d20 **Dammed Souls** from inside the pen. Once the initial 18 devils are reduced to 6 survivors, a call for reinforcements is made: 1d12 **Ordinary Devils** [all HD6], 1d10 **Common Devil** [6xHD7, 4xHD6,], and 1d6 **Type 1C Devils** [HD12] appear in 1d20 rounds. If mortals overcome these Devils, no additional Devils appear. If the Adventurers retreat from the Landing area, the Devils do not pursue, however the fee for passage does increase to 100 gold pieces/person.

If mortals take or steal Charon's ferry boat, one of them must have a Strength statistic GTET 20 otherwise the boat is pushed back to the pier after getting no more than 100 yards from shore. Any **Dammed Souls** still on the boat struggle to return it to Charon. It takes an hour to maneuver the boat across to the landing on the other side of the river. Roll three encounters using the Archeron River Encounter Table while crossing the river; any sufficiently powerful creature will attempt to capsize the boat.

First Circle

Diabolic Prince	Shaitan
Prince's Emblem	Dark Green, 2 White Shields
Diabolic Earls	Caym, Charon, Culs, Gresil, Lemegatton
Diabolic Generals	Callahorius, Eagabat, Gamphar, Ixmu, Kelazzu, Moristrat, Ordnoerus, Quawtim
Devils	Common, Ordinary, Vackli, Sessin, Ulutu, Zoybim, Types 1A through 1E
Other Notables.....	Tantallasus and Mona
Sins and Punishment .	Virtuous Pagans, Darkness
Environment	Arid
Physical Challenges...	Darkness, River Archeron, Broken Terrain
Size	Torus, Outer Circumference 950 miles, Inner Circumference 625 miles, Outer Radius 145 miles, Inner Radius 106 miles, Width 50 miles

First Circle

First Circle, continued

The outer border is the River Archeron, which flows completely around the Circle, without any bridges or crossings. Adventurers encounter earthquakes within 2000 FT of the inner bank, occurring every 1d12 minutes, knocking mortals to their feet (avoid 1d20 GTET [30-Agility]). Lightning strikes occur in the same area every 1d20*quarter minutes, doing 2d8 damage; avoid 1d20 GTET [30-Agility]. Each thunderclap deafens mortals for [30-Stamina] minutes, save 1d20 GTET [32-Stamina]. The area within 500 FT of the river bank is not as affected by the darkness, it is possible to see without artificial light sources. Strong, cold, winds blow

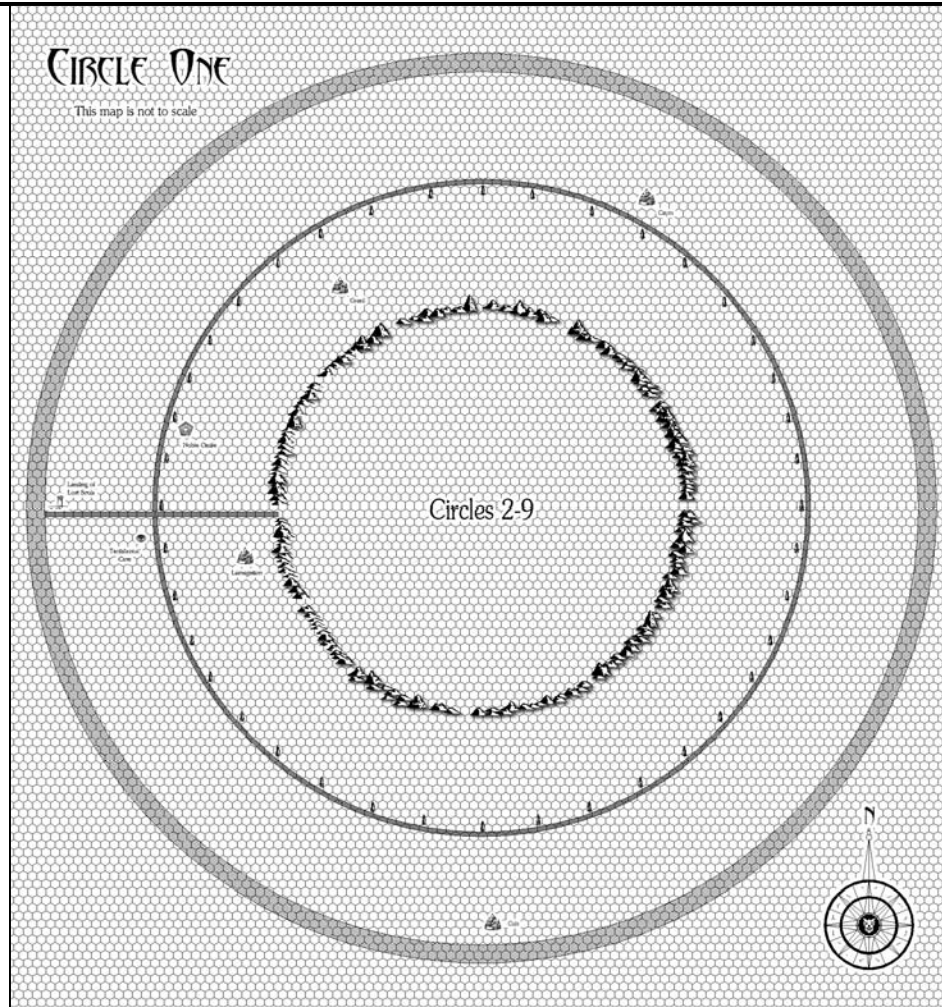
outward from the center of Malebolge, at 30-40 miles/hour.

The river is chocolate brown, flows sluggishly in a counterclockwise direction, and is extremely cold (40 degrees). It is one mile wide, the outer bank obscured in mists and fog. The river is filled with flotsam and floating debris, including bloated bodies and skeletons. The river smells like a pungent sewer; mortals are afflicted with strong nausea within 200 FT (lasts 50-Stamina minutes, save 1d20 GTET [30-Stamina]; affected persons apply -2 TH modifier and reduce effective Stamina by -2 points).

Circle Zero Encounter Table

1d20 Roll	1d4 to select columns, 1d20 to select rows			
	1 on 1d4	2 on 1d4	3 on 1d4	4 on 1d4
1	Warrior Ants	Glowing Hornets	Running Souls	Common Devils
2	Warrior Ants	Glowing Hornets	Running Souls	Common Devils
3	Warrior Ants	Glowing Wasps	Running Souls	Common Devils
4	Warrior Ants	Glowing Wasps	Running Souls	Type 1A Devils
5	Greater Bees	Glowing Wasps	Running Souls	Type 1A Devils
6	Greater Bees	Glowing Wasps	Running Souls	Type 1A Devils
7	Greater Bees	Glowing Wasps	Running Souls	Type 1A Devils
8	Greater Bees	Glowing Wasps	Running Souls	Type 1A Devils
9	Giant Biting Flies	Toothy Worms	Running Souls	Type 1B Devils
10	Giant Biting Flies	Toothy Worms	Running Souls	Type 1B Devils
11	Giant Biting Flies	Toothy Worms	Running Souls	Type 1B Devils
12	Giant Biting Flies	Toothy Worms	Ordinary Devils	Type 1B Devils
13	Giant Biting Flies	Toothy Worms	Ordinary Devils	Type 1B Devils
14	Giant Biting Flies	Toothy Worms	Ordinary Devils	Ulutus
15	Glowing Hornets	Toothy Worms	Ordinary Devils	Ulutus
16	Glowing Hornets	Toothy Worms	Ordinary Devils	Sessins
17	Glowing Hornets	Toothy Worms	Ordinary Devils	Sessins
18	Glowing Hornets	Assassin Bugs	Common Devils	Tablasyin
19	Glowing Hornets	Giant Dragonflies	Common Devils	Vacklis
20	Plains Worms	Plains Worms	Common Devils	Pruddin Squad

First Circle



First Circle, continued

The landscape of the First Circle is very flat and sandy and smooth, with light tan soil. The entire Circle is covered in thick perpetual darkness.

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 (counter-clockwise), with the names Diabolic Prince and Earls of this Circle (Gresil, Caym, Culs, Lemegatton), listed in order of nearest to farthest. On the west side of Malebolge the arrows also point towards the Noble Castle.

The obelisk at the intersection of the interior ring road has an additional crudely carved eye (when touched the eye speaks the name, *Tantalassus*).

The inner border is a mile-wide region of rocks, steep cliffs, ravines, and rock spires, some up to 1500 FT tall. Climbing through the rocky region takes four days. The rocks and cliffs are home to **Flying Medusae Monkeys**, **Gargoyles**, **Wyverns**, **Giant Vultures**, and other aggressive creatures. While Adventurers are actively climbing, roll a fall-check every two hours (safe 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. Make three encounter checks/day, one for mid-morning, one for late afternoon, and one for night/sleeping; determine the results from the First Circle Inner Border Encounter Table found on page 49.

First Circle

First Circle, continued

Twelve Passes cut through the inner border and allow movement between the First and Second Circles; they are spaced equally around the perimeter. There are no random encounters while in a Pass. The Passes have a stone wall halfway through, guarded by three **Beng** and two squads of **Pruddin**. Mortals with Second Circle passes will be permitted through the checkpoint without question (no more than one mortal in the group may lack the pass). Mortals not showing the proper pass successfully bluff their way past the checkpoint on 1d20 rolls GTET [40-Intelligence-Will], otherwise they are arrested and brought to **Earl Gresil** for punishment; no more than 3 mortals may attempt a bluff. A typical punishment is 1d10+5 years hard labor.

If GTET five Devils at the checkpoint are killed or incapacitated, a call is made for reinforcements; 1d4 additional **Pruddin** arrive on the subsequent fifth, tenth, fifteenth, and twentieth rounds; an additional **Beng** arrives on the subsequent tenth, fifteenth, and twentieth rounds. No additional Devil reinforcements arrive after the twentieth round. If the number of functional Devils are ever reduced to LTET 8, all remaining Devils flee; in that event, 5 **Beng** and 5 additional squads of **Pruddin** arrive 1d20+20 minutes later. Fleeing Devils do not inform their superiors for 1d100 hours.

Landing of Lost Souls, Inner Wharf

On the First Circle side of Archeron opposite the Landing of Lost Souls is a weathered, wet, slippery stone pier identical to the one on the outer bank. A second, identical Boat is tied at the wharf. A 5 FT tall by 1 FT stone column with slotted top stands on shore just beyond the wharf. Two **Type 1C Devils** [HD12] on the pier help land the boat, accompanied by four **Type 1A Devil** guards. Charon deposits his collected fares (gold coins) in the slotted column then launches the second boat, leaving the Devils to drive the lost souls down the pier.

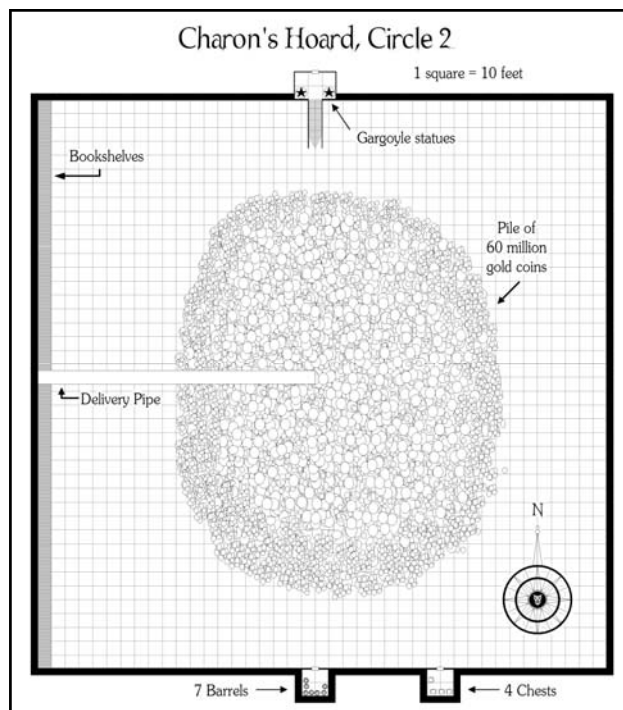
The Devils on the pier do not challenge mortals conveyed by Charon. If mortals initiate combat then an additional 1d8 **Type 1C Devils** appear in 1d10 rounds, and 1d12 more **Type 1A Devils** appear in 1d20 rounds. Captured mortals are taken to **Earl Culs** for punishment, typically 2d20+(number Devils slain) years chained naked to an exposed peak in the inner border cliffs. If the number of functional Devils is ever reduced to LTET 5 (after reinforcement) then all remaining Devils

flee. In that event, 1d10 **Type 1E Devils** plus 1d12 **Type 1D Devils** appear in 1d12+15 minutes.

A 20 FT wide black stone road, continues straight east from the east into darkness; as soon as they are unloaded from Charon's boat the dammed Souls hurry down the pier and follow the road until they disappear from sight.

A small dilapidated shack stands on the right side of the road, 75 FT past the pier; it is 15 FT by 12 FT deep, made of weathered grey wood with a slate roof, has no windows, and has a single wooden door with a key lock (the key is in Charon's pocket). The shack has an aura of enchantment. The shack (*Charon's Hoard*, see diagram below) is much more substantial than it seems; no amount of force, spells, or prayer is sufficient to break down the door, bash through walls or roof, transport through the walls, or burn the building. Apply a -12 modifier to open the adamantine keyhole lock.

If Adventurers gain entry, stairs lead down from the shack into a much larger room, 400 FT on a side by 35 FT high. Two full-sized **Gargoyle Statues** flank the stairs; the statues have an aura of enchantment. The statues do nothing unless Adventurers engage in combat with occupants of the larger room below, in which case they fly off to Charon and summon reinforcements.



First Circle

Charon's Hoard, continued

The large room below is filled with GTET 60 million gold coins, Charon's payments over the ages; after each ferry run more coins fall into the room from a ceiling pipe that runs out of the right wall as seen from the stairs (from the stone column at the wharf). Six **Gargoyles** [HD10] are in the lower room, counting coins and recording them in a large brown leather book (rows of books are in shelves along the right wall). On the south wall opposite the stairs are two large brown wooden doors; the door to the left (chests) has silver hinges and keyhole, while the door to the right (barrels) has gold hinges and keyhole. Each door is guarded by two **Type 1E Devils** [HD14]. The doors may be difficult to see from the stairs or the north end of the room, because of the height of the coin pile (1d20 rolls GTET 15).

The **Gargoyles** ignore mortals unless their work is obstructed, the mortals remove coins from the pile, or they are attacked by mortals. Reinforcements arrive in 1d20+6 rounds, consisting of 1d20 **Gargoyles** plus 1d8 **Type 1C Devils** [HD12]. The **Type 1E Devils** guarding the south doors do not engage mortals unless they approach within 15 FT of the guarded doors; the Devils give mortals one chance to move away before attacking. If engaged, the **Type 1E Devils** *summon snakes*, fly out of reach of direct combat, and use their bows and spells. Another 1d8 **Type 1E Devils** are summoned if the guards feel they are in trouble (only reinforcements).

Chest Room

Apply a -10 modifier to open the silver lock (key in Charon's pocket). The door requires GTET 10 hits by a mortal whose Strength is GTET 20 before it breaks. The room contains four large black metal chests, each with silver hinges and a complex eight-digit tumbler-style adamantine lock; each tumbler is made of ivory and is engraved with the letters A through L.

Marhina, Charon's Incorporeal Guard, appears 3d20 rounds after mortals enter this room, unless he has already been defeated. On the sixth round of combat 1d4+2 **Specters** (HD7) appear, on the twelfth round 1d4+2 **Wraiths** (HD10) appear.

Chest 1 has the combination LEGGADEB, and contains: 2 ordinary Long Swords with jeweled hilts (2601 GP, 4617 GP), a silver-bladed *Long Sword* +2, a cursed *Long Sword* -4 ('*Barnabog*', quested to slay evil crea-

tures, forces wielder into combat {save 1d20 GTET [30-Will]}), Intelligence 16, Will 18, sword of neck cleaving versus Human males {natural TH roll of 20}, +1d8 fire damage *Fire Blade* 3/day 20 rounds), a *Short Sword* +1 (Door Breaker, Protection AC+4), a *Babel Helm*, a *Helm of All-Seeing*, and a bronze *Shield* AC+8.

Chest 2 has the combination BACDAGED and contains: 2 armor repair kits, a *Short Sword* +1 (+1 TD, +6 TD versus Snakes), a double-bladed *War Axe* +3 (+5 TH versus skeletal creatures), a silver-bladed *Dirk* +2 *Undead Slayer* (disrupted unless roll LTET current hp on

1d100), 4 *War Arrows* +2 *Devil Slayer* (save 1d20 GTET [25-HD], General-Earl-Duke-Prince-King immune), a gold-plated *War Hammer* +1 (+1 TD, +3 TD versus goblins and related), chainmail *Armor of Constriction*, and *Bracers of Bludgeoning*.

Chest 3 has the combination ABDEHILA, and is protected by two runes on the inside cover: one of 2d8 exploding (range 6 FT, avoid 1d20 GTET [30-Agility]), one of paralysis (range 10 FT, save 1d20 GTET [30-Will], lasts 3d10 hours). It contains a platinum-ruby *Pendant of Hiding* (negates *detection* spells, silent movement, quarter-hour *Invisibility* 3/day, apply +5 modifier to being detected as stealthy), a *Cloak of Protection against Cold Magic* (immunity to cold attack spells), *Boots of Hell Walking*, *Cloak of the Vampire Lord*, a set of *Shadow Garb*, a *Siren's Necklace*, a *Ring of Dissent*, a *Deck of Wondrous Cards*, and a *Vessel of Endless Fog*.

Chest 4 has the combination CAGHAGID, has a poison needle trap (fatal to humans in 1d12 rounds, hp1d8+3 other races, save 1d20 GTET [32-Stamina]); a *Glyph of Insanity* on the inside lid affects Wizards, Shaman, and Warlocks (range 10 FT, 3d100 hours, save 1d20 GTET [32-Will], permanent on save roll of 1). Inside are *Gloves of Greater Damage* hp+2, a *Hood of the Hag*, a *Sash of Beneficence*, and a *Skunk Cloak*. Hidden under a false chest bottom (-8 to find, -3 open lock) is the artifact, the **Belt of Rol**.

Barrel Room

Apply a -14 modifier to open the gold lock (key in Charon's pocket). The door requires GTET 12 hits by a mortal whose Strength is GTET 20 before it breaks. The room is 25 FT by 25 FT by 15 FT.

First Circle

Charon's Hoard, continued

Marhina, Charon's Incorporeal Guard, appears 3d20 rounds after mortals enter this room, unless he has already been defeated. On the sixth round of combat 1d4+2 **Specters** (HD7) appear, on the twelfth round 1d4+2 **Wraiths** (HD10) appear.

The room contains three standard wooden barrels each holding 12,000 electrum coins (weighing 550 pounds), two wooden barrels each holding 14,000 platinum coins (weighing 500 pounds), a barrel holding 1200 diamonds (each valued at 500+15d100 GP), and a barrel holding 1800 rubies (each valued at 10+5d100 GP). When opened, each barrel appears hold water and several swimming piranha fish (*illusion*, save 1d20 GTET [35-Will]). There is no encounter in this room.

Travel across the First Circle

The air is still and humid, with a bitter and slightly salty taste and sour aroma. There is an unnerving continuous background sound of mournful and trembling sighs; mortals are unable to sleep unless succeeding on 1d20 rolls GTET [26-Will]; each character's SPM is reduced by 1 point (distraction) unless succeeding on 1d20 GTET [32-Will], checked once when the Circle is entered.

The Adventurers are caught in a strong storm unless succeeding on a 1d20 roll GTET 9, checked every 2 hours. The cold driving rain is always in the Adventurer's faces and lasts 3d20+15 minutes; on rolls of 1 a thunderstorm occurs, lasting 2d12+10 minutes. 1d12 lightning strikes occur near the Adventurers during a The Adventurers thunderstorm, each causes hp1d10/person, avoid 1d20 GTET [28-Agility]/strike.

The black road continues straight eastward from the wharf. Adventurers have the same difficulties as in Circle Zero in finding and keeping to the road (those with the sight can follow the steady line of dammed Souls). **Souls** ignore mortals as long as they are not interfered with.

Twenty five miles east of the wharf, the road intersects a cross road; an 8 FT grey obelisk is at the intersection. The Noble Castle is located 30 miles north of the intersection; Elves looking north toward the Castle sense a dim blue light on the horizon. Tantalassus' Cave is located 6 miles south of the intersection.

Noble Castle

Adventurers reach the *Noble Castle* after 9 hours of travel, going by road from the Landing of Lost Souls. The Castle sits in the center of a one-mile wide region of bright light (nearly full sunlight); a glow is detected at range of 10 miles and grows steadily brighter. The Castle's shape can be discerned from 5 miles away. The Castle is located one mile east of the circling (north-south) road, a 1.2 mile branch leads to the Castle from a Y fork a mile south (there is no sign at the fork).

A half-mile wide area of well-kept, luscious fruit orchards, beautiful flower gardens, and extensive vegetable gardens surround the Castle on all sides. Unlike food found in other parts of Malebolge/Inferno, all food found on the Castle grounds is wholesome, appetizing, and nourishing; the binding property of Malebolge is not invoked by food eaten in the area. Mortals can gather up to 10 wholesome meals/person from these gardens.

The Castle is separated from the gardens by a 50 FT wide moat, 20 FT deep, completely surrounding it. The water is a pretty shade of azure blue. The moat is crossed by three blue-and-tan stone bridges, one in the center of the south wall, one in the center of the northwest wall, and one in the center of the northeast wall. The outer walls of the Castle are pentagonal in shape, 25 FT tall, 6 FT thick, with five circular towers, each 15 FT diameter, 35 FT tall, located on each point (see diagram on page 49). The road approaches from the south, leading to a rectangular Gate, 18 FT wide by 12 FT tall; an adamantine portcullis is in the raised position. There are 6 rings of interior walls (for a total of 7), each 20 FT tall with circular towers at each point; each tower is 30 FT tall and 10 FT diameter. Each inner wall has an interior Gate with an open portcullis which aligns with the road. The Castle also has unlocked man-sized doors in each wall in the northwest and northeast directions. If the portcullises are lowered, they require a total Strength GTET 100 to raise; apply a -6 open lock modifier to unlatch the mechanisms. If the man-sized doors are locked, apply a -10 open lock modifier.

The spaces between the walls are thick with lush green grass, with stone paths, fragrant bushes, carved stone benches, and stone fountains carved in the shapes of angels. Inside the center walls is a two story rectangular stone building with doors on each wall and large open windows.

First Circle

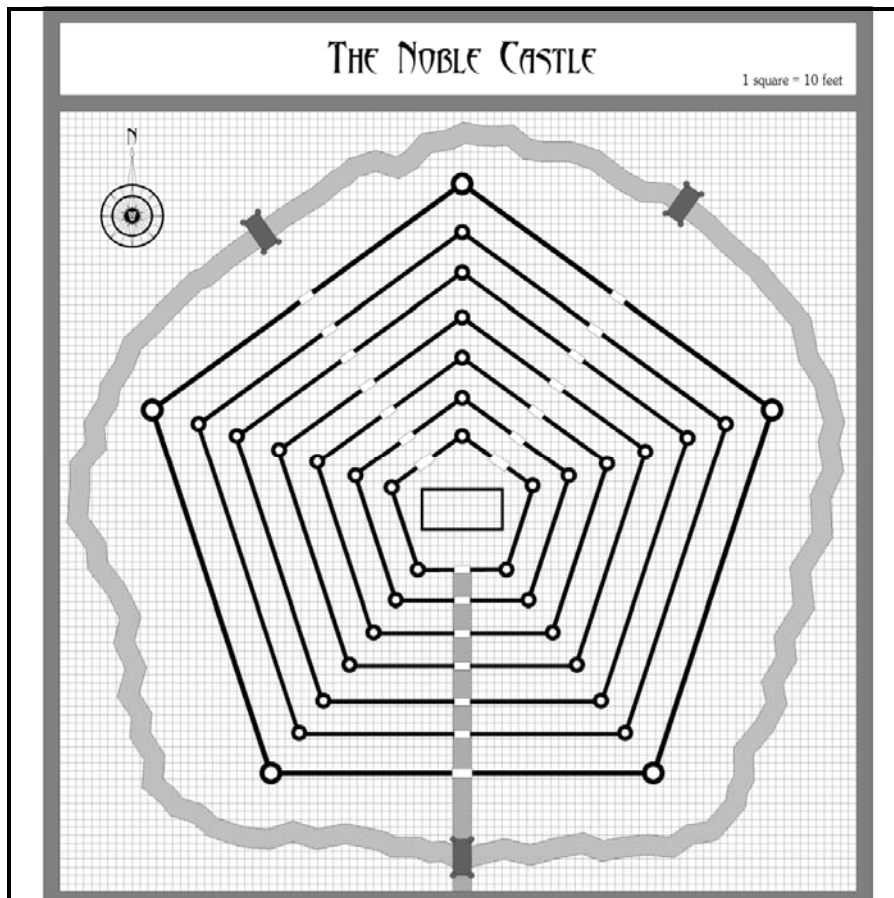
Noble Castle, continued

Approaching mortals are challenged at the [south] stone bridge by 2 **Castle Guards** (see *Inferno: Bestiary*), who ask by whose authority they seek to enter. Four additional **Castle Guards** stand at the open South Gate, 75 FT away. Each interior Gate along the south entrance is guarded by 2 **Castle Guards**. The man-sized doors are guarded by a **Castle Guard** each. The stone bridges to the northwest and northeast are each guarded by 2 **Castle Guards**. Each exterior tower is occupied by 3 **Castle Guards** and each interior tower by 2 **Castle Guards**; each tower is equipped with 6 javelins, 4 loaded crossbows (*Bolt* +1, paralysis/save 1d20 GTET [30-Stamina]), 4 smoke grenades, 6 explosive grenades {5 FT blast, 2d8, avoid 1d20 GTET [32-Agility]}, and boiling oil {1d12/round for 1d6 rounds}. If fighting occurs at any exterior bridge, 6 additional **Castle Guards** appear on the 1d6th round. Each **Castle Guard** is an experienced Warrior, their level varying with their location: Guards at the bridges are L5, Guards at the exterior Gate

are L7, and level increases by +1 for every interior wall (e.g. innermost Guards are L13). Each tower Guard is L10. The bridge Guards and those on walls one through three carry *Swords* +2, those on walls four to six carry *Swords* +3, and those on wall seven carry *Swords* +4. An additional 3d20 **Castle Guards** are available if needed.

Mortals whose answer to the entry challenge invokes any neutral or good deity, a good-aligned noble or king, or even in their own names are allowed to pass (essentially if they claim any non-evil association or connection). Evil persons are required to remain outside the moat but are permitted to remain in the castle gardens; they are not attacked unless they initiate combat. Neutral persons are permitted entry but may not pass the Seventh Wall into the center area. Good-aligned persons are permitted full access to the castle.

Any good-aligned Adventurers in need of healing are fully restored by the excellent physicians at the Noble



First Circle

Noble Castle, continued

Castle, including wounds, broken bones, diseases, venoms, poisons, blindness, and/or stoning. Neutral and evil persons must convince the occupants to provide healing, success on 1dd20 GTET [38-Will-Level] for neutrals, GTET [45-Will-Level] for evils. All mortals are provided good and safe food, and are safe from attack by Devils or evil creatures (no encounter checks, as a Sanctuary). The castle has excellent athletic facilities, a fine banquet hall and kitchens, fine musical instruments, and an extensive library of books and scrolls, including many documents which are otherwise only known in fragments or are completely lost and unknown. Good or neutral persons may each research, copy, or learn any 8 spells or prayers each in any primeval element. They may also confer about the history and background of many persons, places, or objects from the Material Plane (e.g. perform research on virtually any historical topic). Information acquired at the Castle has a high of reliability, it is accurate on 1d100 rolls GTET 10.

Inside the Castle Walls are found high-ranking and outstanding pagans from many lands and times. They are all rather melancholy and gaily-sad, being limited to this Circle. Both mortals and new companions are rare, so the inhabitants see mostly the same group of persons for all eternity. They are not prevented from leaving the Castle area. Almost all inhabitants occasionally wander about the Circle, but there are no other souls outside the Castle area with memory of their time in the world, and so they are driven back. Some prominent inhabitants include,

Alchemy: Stauffus, Brok Lebo

History: Klemo, Sulmorga, Yeyex

Magic: Capperfal, Ulddania, Razzorius, Vandakka

Mathematics: Euclind, Ptolameus, Holamar

Medicine: Galen, Hippocrates, Artemis, Philoman

Military Arts: Hector, Aeneas, Brutus the Tarquin, Salid

Music: Linus, Zeno, Waziel, Coragandes, Jacevis

Philosophy: Arisoll, Boyram, Norgallis, Firshar

Poetry: Orpheus, Alphelia, Tallorio, Macaleus

Smith: Halastus, Yona Belebus, Richlo, Daedalus

Typical statistics for **Castle inhabitants** are given in the *Denizens* book.

Mortals spending four hours in discussion with an inhabitant of the Noble Castle receive 5000 XP (limit 3/character). Mortals can find a prominent inhabitant hav-

ing essentially any Character Class, or expert in any desired subject or field of study; four hours of discussion about a specific specialty or field of study gives a character a skill level or point, temporary attribute bonus, or other benefit as determined by the Games Master (limit 3/character).

Souls at the Castle will give straight and fairly complete answers to questions about the geography and physical obstacles of Malebolge/Inferno, but only answer the exact question asked. They do not volunteer information about Hell, do not elaborate, and do not speculate. They do not have any information about any artifacts or objects of special interest or power in the hoards. They do not know specifics about the shape or powers of any particular Devil's talisman. The information they do know includes:

1. The general arrangement physical features of each Circle, including the sins punished, the punishments given, the names of the Diabolic Princes, Dukes, and Earls over each, and the general locations of their Castles
2. Each greater Devil has a personal talisman. Although use of a talisman is an evil act, they allow a mortal to command the Devil to whom it belongs for a limited time, and protect the bearer from most Devil attacks. The talisman is not required to be on the Devil's person but must be in their Circle.
3. Communication with the Divine Plane(s) is very restricted and difficult from Gehenna. Priest's and Crusader's have reduced SPM and greater chances that their prayers fail.
4. The specific limitations on spells and prayers in Gehenna.
5. The exit from Malebolge/Inferno is by climbing down the enormous body of Lucifer, trapped in the ice at the center.
6. The Castles and Palaces of the various Princes, Dukes, or Earls have permanent portals to the Material Plane, and some have portals to the Outer Planes. They do not know which personages actually have a current functioning portal.

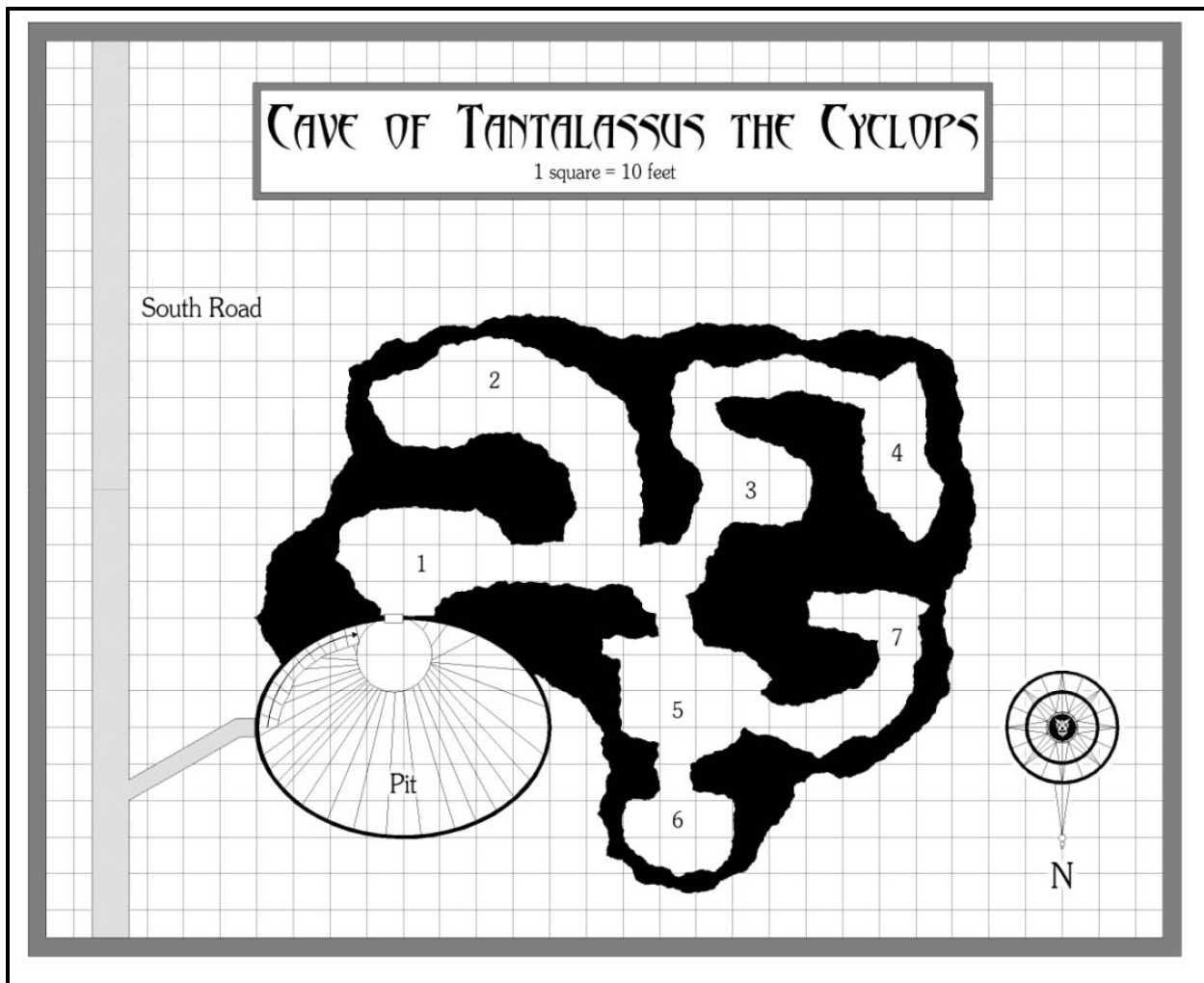
Mortals are permitted to remain on the Castle grounds for 6 days, after which they must leave. They can return

First Circle

Noble Castle, continued

to the Castle for a total of not more than 30 days [for a total of 36] per year as long as no single visit exceeds 6 days. Prior to leaving the Castle, a good person is offered two 2d8 *Healing Potions*, a scroll with a spell of *Devil Holding* (range 25 FT, 1d20 minutes, save [25-HD], Officers-General-Earl-Duke-Prince immune), and a *Cordial of Blindness Reversal*. Good persons whose Will is GTET 18 and Wisdom is GTET 18 are also offered two small vials of multi-colored powder; throwing the powder on the ground releases spell energy which has beneficial but unpredictable effects; determine the effect of each vial from 1d10: (1) 3 Devils within 30 FT are killed, (2) 5 Devils within 30 FT are paralyzed, (3) 3 Devils in 50 FT are turned to stone, (4) 5 Devils in 50

FT are blinded, (5) 3 Devils in 30 FT are prevented from using any special abilities, spells or prayers, (6) mortals are invisible to 5 Devils or Undead in 50 FT, (7) an 8d8 *Fireball* is cast, range 50 Ft, (8) an 8d10 *Lightning Bolt* is cast, (9) the mortal is advanced in time 24 hours at the same location, (10) the mortal is transported back to the Noble Castle. The powder affects only Devils of less than officer rank, there are no saving rolls. A neutral person is offered one 1d12 *Healing Potion*, and an *Armorskin Salve* (AC+10, 15 minutes). An evil person is given no special gear.



First Circle

Cave of Tantalassus the Cyclops

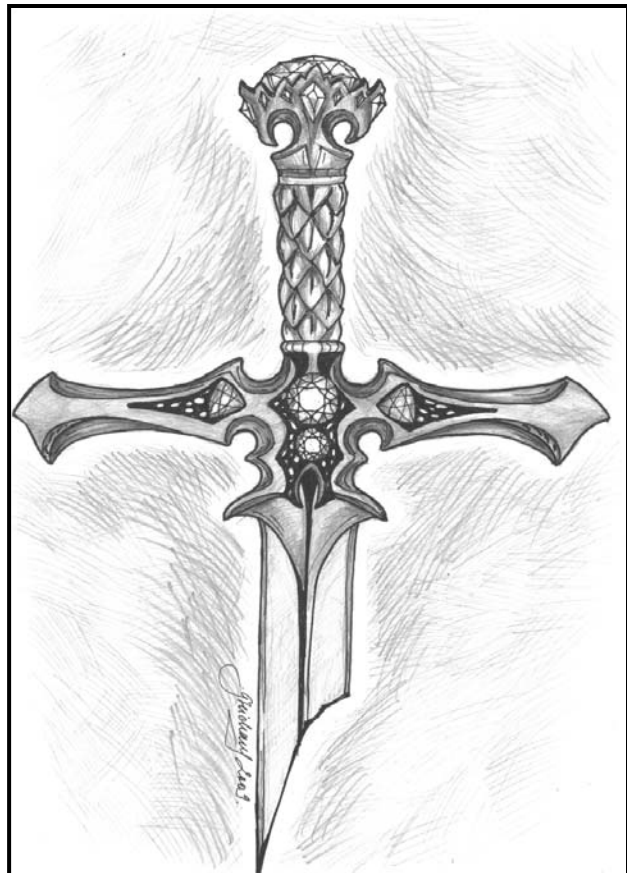
Six miles south of the Malebolge Road intersection in is a 40 FT wide pit, 30 FT deep, just off the right side of the road. Rough stone steps cling to one side going down toward the bottom, an area 15 FT wide with an 8 FT wide by 12 FT tall opening into a cave. The pit bottom is littered with bottles, unidentifiable bones and other refuse and garbage, nothing useful. These cave rooms are the home of the Cyclops, **Tantalassus**, and his Ogress wife, **Mona**. He is home on 1d20 rolls GTET 12, she is home on rolls GTET 7; determine their initial location(s) using 1d6. If Tantalassus is not home, he will arrive on 1d10 rolls of 10, checked when Adventurers enter each room. All furniture, weapons, clothing, and equipment in the cave are giant-sized (e.g. roughly triple normal size). See the diagram on page 45.

1. **Entry Room.** A rough cave room 30 FT high, with a sand floor. The room contains a sunken stone-lined fire pit with an iron tripod supporting a large iron kettle full of a bubbling soup, a 7 FT tall barrel of coal, a wooden table, two wooden chairs, an upright wood cabinet, a large wooden box with hinged cover, and a rough bench. Large iron hooks in the wall over the fire pit hold cooking pots of various large sizes. Two iron hooks in the ceiling hold oil lanterns. Two Spears hang on the wall to the left of the entrance. An old wooden barrel is near the fire pit (trash can). The cabinet contains a variety of wooden bowls and plates, steel forks and spoons, metal tankards, and ceramic mugs. The box contains a fire starter set, 10 glass jars of herbs (spices, average value 30 GP), a long metal spoon, 4 skewers, a copper ladle, and a battered old teapot. Mortals eating from the kettle become violently ill for 1d20 minutes (save 1d20 GTET [26-Stamina]). If the teapot is rubbed it summons a HD9 **Djinn** (Air Wizard, HP 65, AC20, remains 1 hour, 1 *Altered Realities* spell, cannot transport anywhere off the First Circle, does not disclose abilities unless asked). If **Tantalassus** is home his mattock is leaning against the wall.

2. **Bedroom.** A curved cave room 22 FT high, the floor is clean white sand. In the room is a brick fireplace with stone mantle, huge bed covered in leather pelts, 2 upright wooden armoires, a chest (Strength GTET 17 to open), 3 wooden candle holders, a barrel of water with a copper ladle, and an oversized wooden chair. Two 5-foot long Spiked Clubs lean against the wall next to a huge pair of boots. One armoire belongs to

Tantalassus and contains a linen shirt, 4 wool tunics, 3 trousers, a leather vest, 2 wool caps, a pair of leather gloves, a leather belt, a shaving kit, 2 pairs of leather shoes, and an empty leather bag. Mona's armoire contains 6 woolen dresses, 2 pairs of hose, 2 short-sleeve shirts, 3 long-sleeved shirts, a woolen tunic, a hooded cloak, 4 woolen vests with pockets, a leather belt, and a pair of red leather shoes. The chest contains 8 large tiger pelts, 4 wooden squares painted with the faces of Ogres, one wooden piece painted with the likeness of a female Cyclops, a two-handed sword, a wooden mallet, 4 empty leather sacks, 6 iron stakes, 2 wooden stakes, a 30 FT rope, and a rusty metal lantern. A **Pit Viper** (HD5, hp43, AC36, 75% chance inject poison {10 bites}, unconscious 1d12 hours/save 1d20 GTET [32-Stamina]/bite, Agility 19) is nesting in the pelts in the chest.

3. **Alculus Room.** A cave room 25 FT high with a tunnel exiting to the left rear, the floor is covered with dark sand, the room has a strong aroma of beer. In the room are 5 7 FT cylindrical wooden casks with taps, a rough wooden table, and two stools.



First Circle

Cave of Tantalassus , continued

3. **Alculus Room...**A large oil lantern is attached to an iron hook 8 FT off the floor. Two white ivory drinking horns (half-gallon capacity) on leather thongs hang over another iron hook. The lower part of a broken sword (*aura of enchantment*, *Alculus' Haft*, see *Inferno: Treasury*) is deeply stuck into the tabletop (Strength statistic GTET 19 to dislodge), impaling a *Cloak of Aging*. Mortals drinking from these casks find they contain excellent quality mead; they rapidly become drunk 3d100+60 minutes (save 1dd20 GTET [28-Stamina] first drink, [30-Stamina] second, [32-Stamina] third, etc.). The mead causes mortals to become loud, quarrelsome, and violent.
4. **Stores.** A rough rectangular cave room with a dark sand floor. The room contains 25 closed wooden boxes of raw vegetables (carrots, potatoes, onion, mushrooms, celery, turnips, broccoli) and five 50 pound burlap sacks of beans. A small round metal shield (+AC15) is turned upside down on one open box and is filled with cabbages. Inside box #3 are two *Orange Mushrooms of Addiction*, three *Green Mushrooms of Shrinking*, and two *Blue Mushrooms of Enlarging*. Two pouches of *Pipeweed of Delusion* are inside Box # 8, wrapped in oilskin.
5. **Loom.** A square cave room, 25 FT tall, with exits to the left and straight ahead. Several large area rugs are over a smooth white sand floor. Much of the walls are covered with tapestry sized pieces of cloth, including both exits. Mona's large loom is in the center of the room; the room also holds a large wooden table, a wooden rack with 30 skeins of yarn, two large wooden chairs, a wooden rack with finished cloth, and a round open cask with parts for the loom. Two lanterns are attached to the ceiling by iron hooks. Many wooden pegs are on the wall, holding various pieces of giant-sized clothing (including a *Hood of Facelessness*, *Cloak of Night*, and *Cloak of Scents*). On the table are sewing shears, a cushion with 10 large and 3 small needles, a tailor's tape measure, a small ivory box with ivory buttons (30 GP), a small wood box of straight pins, and 3 yards of light blue woolen cloth.
6. **Bric-Brac Room.** A rocky cave room littered with boxes, barrels, and miscellaneous junk. In 8 large leather sacks are 20,000 copper pieces, 16,100 silver pieces, and 2600 gold pieces. The top of an old barrel is filled with moldy potatoes - under the potatoes is a burlap sack holding 23 gems (3 ebony, 13 diamonds, 4 rubies, 3 sapphires; each 1d10+2*1000 GP) and 11 jewelry pieces (3 GP, 2 silver rings, 4 brooches, 2 pendants; each 1d12* 600 GP). Three wooden crates are stacked on top of one another; the top 2 crates contain 15 pounds of large [normal] mushrooms; the bottom crate holds a *Physic of Telepathy*, *Liquor of Heroism*, *Potion of Invisibility*, and a *Salve of Wakening*. In a battered old metal chest (unlocked) are a normal dwarf-sized chain-mail shirt, a normal open-faced helm, a broken mace, a pair of steel gauntlets in need of repair, a silver spear tip, and 2 dull daggers. Under the chest in a 2 FT deep hole in the cave floor is a *Magic Bag* which holds a *Ring of Armor* (wearer effective +AC40), a *Rod of Spell Protection* (range 75', 87 charge, one charge negates a Basic Spell, two charges a Lesser spell, four charges one Greater), a *Helm of Strangulation*, a *Manual of Wizard's Experience* (25,000 XP), a spell scroll (Earth, 2**Summon Giant*, *Paralyze*/save 1d20 GTET [30-Stamina]), a spell scroll (Fire, Reveal *Summon Salamander*, *Fire Attack*), and spell scroll (Cold, *Siren's Song*, *Cold Ray*, *Hail Blast*, *Increase Statistic*). On a 7'2" ledge at the back of the room is a *Trident +1*, *Short Bow +1*, and *Sword +1* (+1 damage, Flame Tongue, +2 damage versus Regenerating Creatures, +3 damage versus Cold-Based Creatures, Will 16, Intelligence 13, Wisdom 11, Empathic communication, finds Secret Doors at 10 FT, Detects number/kind of Gems at 20 FT).
7. **Kennel.** 50 FT of rocky cave tunnel separate this room from Location 5. The room is 15 FT tall, with a rusted iron grill across the passage with a gate on it. There is no lock but there is a swing-type latch on the gate door. Just outside the gate are 6 burlap sacks containing dried meat, and a large barrel of water with a copper ladle. Inside are 3 **Greater Wolves** [HD4]. If Adventurers do not open the gate, the wolves jump at it, the rusty latch breaks and the gate opens (outward)

First Circle Encounter Tables

As Adventurers move through the First Circle, they see numerous Souls sitting in one place or wandering aimlessly, 10 to 25/hour. These are the souls of essentially good persons who died before having a chance to know God/the true Gods. Only 1 in 20 retains knowledge of

First Circle

First Circle Encounters, continued

their mortal lives; those found outside the area of the Noble Castle were persons of lesser importance. They generally take no interest in mortals and offer no threat. Some may call out, ask for news, or just want to talk for a diversion.

Roll an encounter check every 6 hours the mortals spend in the First Circle [not applicable while in the Noble Castle], using the First Circle Encounter Table.

Since living mortals are rare in the First Circle, any Devils encountered by the Adventurers will be curious. The Devils stop and interrogate them but usually do not attack them on sight (1d20, 01-04 ignore, 05-18 interro-

gate, 19-20 attack on sight). The **Devils** will want to know why the mortals are in the First Circle, and which Devil Prince they swear allegiance to. They ask to see the Adventurer's Pass(es) for the Circle. If at least two-thirds of the group produce an appropriate Pass, they are allowed to pass without question.

If the mortals present a coherent story in a forceful manner the **Devils** will be satisfied and let them pass (e.g. good bluff succeeds on 1d20 rolls GTET [28-Intelligence]). Travel to the Noble Castle can be acceptable reason. The **Devils** will not report the presence of mortals they allow to pass on to their superiors for at least 2d20 hours.

First Circle Encounter Table

Roll 1d20	Select Column based on 1dd4, Select Row based on 1d20			
	1 on 1d4	2 on 1d4	3 on 1d4	4 on 1dd4
1	Glowing Hornets	Hell Hounds	Ulutus	Type 1C Devils
2	Glowing Hornets	Hell Hounds	Ulutus	Type 1C Devils
3	Glowing Hornets	Hell Hounds	Ulutus	Type 1C Devils
4	Glowing Wasps	Hell Hounds	Ulutus	Type 1C Devils
5	Glowing Wasps	Hell Horses	Sessims	Type 1C Devils
6	Glowing Wasps	Hell Horses	Sessims	Type 1D Devils
7	Toothy Worms	Night Mares	Vacklis	Type 1D Devils
8	Toothy Worms	Catoblepas	Vacklis	Type 1D Devils
9	Skeletons	Catoblepas	Pruddins	Type 1D Devils
10	Zombies	Catoblepas	Pruddins	Type 1D Devils
11	Wights	Manticores	Bengs	Type 1E Devils
12	Ghouls	Manticores	Gaityas	Type 1E Devils
13	Greater Vultures	Sphinxes	Type 1A Devils	Type 1E Devils
14	Greater Vultures	Sphinxes	Type 1A Devils	Type 1E Devils
15	Greater Vultures	Basilisks	Type 1A Devils	Type 2A Devils
16	Greater Wolves	Basilisks	Type 1B Devils	Type 2A Devils
17	Greater Wolves	Basilisks	Type 1B Devils	Type 2A Devils
18	Greater Wolves	Black Dragon	Type 1B Devils	Type 2B Devils
19	Greater Wolves	Green Dragon	Type 1B Devils	Type 2B Devils
20	Greater Wolves	Red Dragon	Type 1B Devils	Type 2C Devils

First and Second Circles

First Circle Encounters, continued

If mortals initiate combat with **Devils**, the **Devils** will fight until two **Devils** are killed then the rest will flee, returning in 1d100 minutes with double their previous number as reinforcements. A **Devil** brought to LTET hp10 will flee (*teleportation*) but will not inform any superiors for 2d100 hours.

When mortals are a mile from the inner border of the First Circle, they notice at first a slight breeze with winds gradually increasing until at the border the winds blow at a steady 25 mph out from the center.

Second Circle

Diabolic Prince	Gaap
Prince's Emblem	Blue Field with Black Dragon
Diabolic Earls	Lerajae, Minos, Sommilon, Vagago
Diabolic Generals	Izophum, Morfessus, Ophshot, Pavius, Tilchattio, Toor cay
Devils	Common, Ordinary, Gaityas, Beng, Pruddin, Zoybim, Types 2A through 2E
Sinners and Punish	Carnal Sinners; Darkness, Wind
Notable Creatures	Succubus
Environment	Darkness, Fierce Winds
Physical Challenges...	Winds, Darkness, Cliff Region
Size	Torus, Outer Circumference 625 miles, Inner Circumference 500 miles, Outer Radius 106 miles, Inner Radius 86 miles, Width 20

The Outer Border between the First and Second Circles consists of a mile-wide region filled with rocks and cliffs and valleys, some up to 1500 FT high (see map on page 50). The region is essentially impassable on foot except for 12 passes which cut through the rocks, spaced equally around the perimeter. Each pass is 500 FT across, narrowing to 250 FT in the center. Each pass has a stone wall with metal gate, located midway through. Each Gate is guarded by 3 **Beng** and two squads of **Pruddin**. Persons with mountain or rock climbing skills may attempt to climb individual rocks but it takes at least a week to climb through the region (assuming they can climb in the dark). Treat all parts of the region as being 'very difficult' to climb. There is no water in the region and little edible material (-6 to find). Perform 4 encounter checks/day while mortals are climbing through the rocky region, using the Second Circle Bor-

der Encounter Table, see page 65.

The Inner Border between the Second and Third Circles consists of a mile-wide region filled with rocks and cliffs and valleys, some up to 1500 FT high. The darkness and gloom gradually lessens beginning 500 yards away from the Inner Border, so the Inner Border region has normal light. The winds also lessen in intensity in the 500-yard region adjacent to the Inner Border, the winds in the Inner Border region are merely brisk, not gale-force. The region is essentially impassable on foot except for 12 passes which cut through the rocks, spaced equally around the perimeter. Each pass is 400 FT wide at the mouth, narrowing to 125 FT in the center, and has a stone wall with metal gate, located midway through. Each Gate is guarded by 3 **Beng** and two squads of **Pruddin**. The Inner Passes do not line up with the Outer Circle passes, being located halfway between. Persons with mountain or rock climbing skills may attempt to climb individual rocks but it takes at least four days to

climb through the region. Treat all parts of the region as being 'very difficult' to climb. There is no water and little edible material (-6 to find) in the region. Perform 4 encounter checks/day while mortals are climbing through the rocky region, using the Circle 2 Border Encounter Table, see page 66.

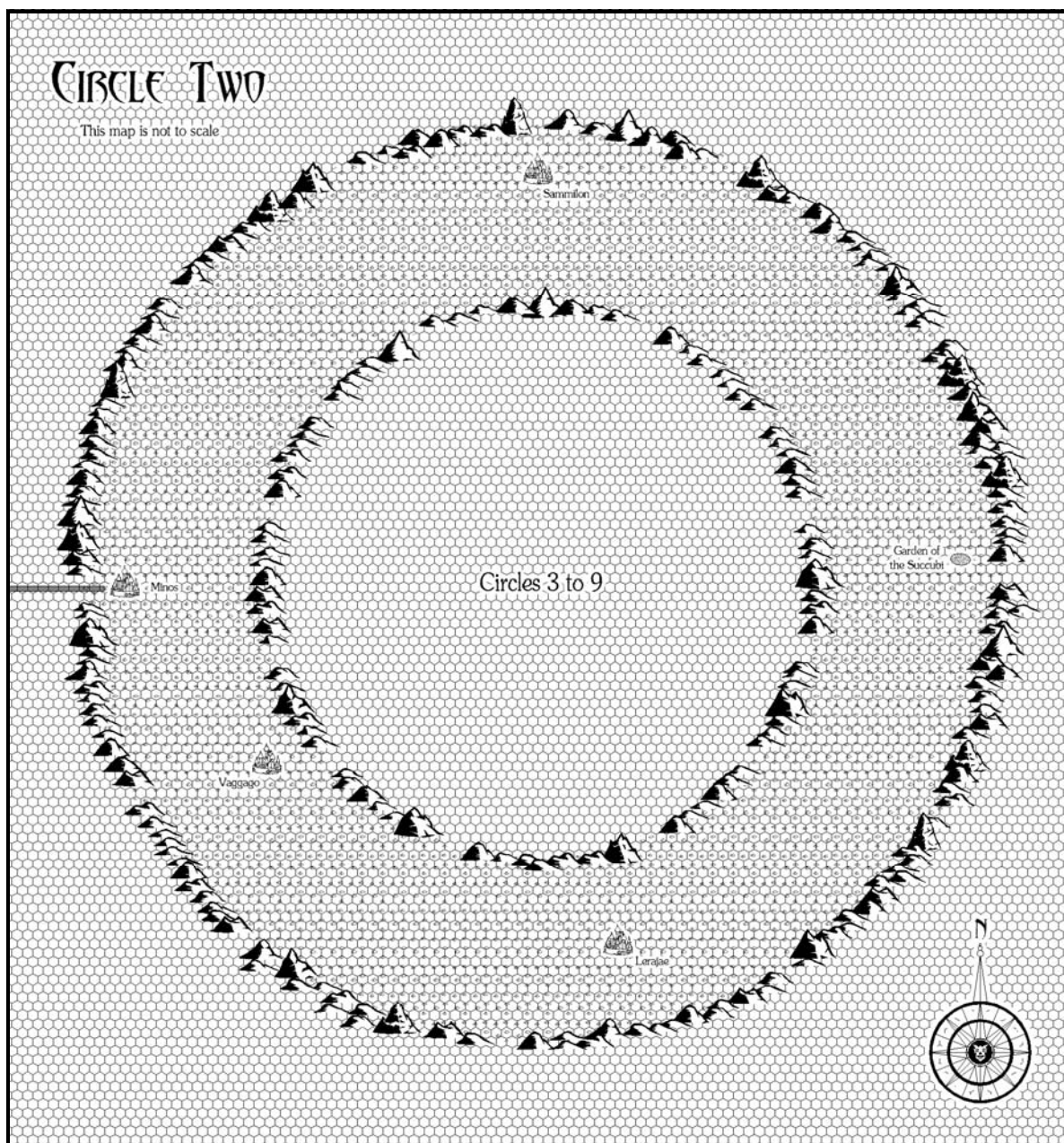
The landscape of the Second Circle is very flat and smooth, with a hard packed grey soil. The entire area is covered in perpetual darkness. The air is chill, 55 degrees, with a wet feel like a big storm is always imminent. Virtually all of the Circle is buffeted by strong and unpredictable winds, 20 to 50 miles/hour, with random whirlwinds and tornadoes. The winds make normal speech impossible (save 1d20 GTET [28-Stamina] within 10 FT, [32-Stamina] within 15 FT, [34-Stamina] within 20 FT, etc. Once an hour a particularly strong gust knocks mortals to the ground (avoid 1d20 GTET [30-Strength]). Roll a 1d20 weather check every 2 hours; a result of 01 indicates a severe thunderstorm accompanied by a tornado, 02-04 indicates a cold driving rain accompanied by lightning strikes, 05-08 indicates a driving rain against the Adventurer's faces. Tornadoes last 1d12 minutes and cause 6d12 damage/person (avoid 1d20 GTET [30-Agility]). Thunderstorms last 18+2d12 minutes and driving rains last 17+3d20 minutes. If the storms are accompanied by lightning, each Adventurer suffers 3d8 damage (avoid 1d20 GTET [28-Agility]). A sudden whirlwind appears out of the darkness on 1d20 rolls GTET 14, checked hourly;

Second Circle

Second Circle, continued

mortals picked up by a whirlwind are deposited 2d100+50 yards in a random direction, and receive 1d12+1d6 damage (avoid on 1d20 GTET [28-Agility]). The Games Master should roll four encounter checks/day, one for the morning, afternoon, evening, and 'night;' specific encounters can be determined from the Second Circle Encounter Table, page 65.

Once Adventurers exit (or bypass) Minos' Villa, there is no further road toward the center, only the dark empty sands and wailing winds of the Second Circle. Three hundred yards due east of Minos' Villa stands an 8 FT tall grey stone obelisk, sitting on a square grey stone base. On the front are engraved arrows pointing to the north and the south; the words "*Sammilon*" and '*Garden*' are written over the north arrow and the words "*Vag-gago, Lerajae, Garden*" are written above the south arrow. The castle of Sammilon (Earl of Hell) is 140 miles



Second Circle

Second Circle, continued

in the north (clockwise) direction, 6 miles from the outer boundary. The palace of Vaggago (Earl of Hell) is 60 miles to the south (counterclockwise), located 3 miles from the inner border. The palace of Lerajae (Earl of Hell) is 155 miles to the south (counter-clockwise), at the center of the Circle. The '*Garden of the Succubi*' is located along the east radius of Hell, 5 miles inward from the east Pass. Similar obelisks are found along the outer perimeter every 12 miles (52 obelisks; adjustments need to be made to the names and arrows depending on the position of the obelisk).

As mortals move through the Second Circle, they see 40-60 Dammed Souls (**Manes**)/hour, being blown about aimlessly by the wind like tumbleweeds. Any **Manes** within 25 FT of mortals attacks mindlessly (avoid 1d20 GTET [29-Agility]. Male **Manes** (80%) attack any female mortals first, trying to tear off their clothing, female **Manes** attack male mortals.

When Adventurers encounter **Devils** on the Second Circle they are challenged about what the mortals are doing. Adventurers who show at least four Second Circle Passes will be permitted to go on without further questions. A credible story involving Minos or searching for Minos is usually accepted (succeed 1d20 GTET [28-Intelligence], although the Devils provide an escort to Minos' Courtyard by the straightest pathway on 1d20 rolls GTET 12. This is not an offer, the Games Master should treat it as a command to the mortals; if the Adventurers actually had Minos' permission to depart his Villa, he strongly makes his displeasure known to the skeptical devil. Any other story succeeds on 1d20 rolls GTET [32-Intelligence], attempts by two Adventurers are permitted.

If Adventurers resist or fight **Devils**, reinforcements, double the number of the same Type(s), are summoned after 3 **Devils** are incapacitated, arriving in 1d12 rounds. A **Devil** reduced to LTET hp8 attempts to flee. If GTET 8 **Devils** are killed or incapacitated, all remaining Devils flee. A group of 1d4 **Beng**, 1d12 **Pruddin**, 1d20 **Type 2D** and 1d20 **Type 2E Devils** arrive in the same area 1d12+1d8 minutes after the initial group flees; this group will incapacitate if it can be done easily (for subsequent transport to Minos), but does not hesitate to kill mortals. Any **Devil** who flees reports the incident to higher authorities in 3d20 hours; any manhunt for which results is confined to the Second Circle (double the number of encounter checks, Devils are encountered

on 1d20 rolls GTET 8).

Minos' Villa

The road from the Landing of Lost Souls runs due east across the First Circle, towards the center of Inferno, traveled by all Dammed Souls. It enters a pass between the First and Second Circles aligned with the west radius. When the road exits the outer gap onto the Second Circle plain, it runs out between two rows of 24 large rectangular stones, each stone 15 FT high by 5 FT by 4 FT thick, spaced 20 FT apart (for a total distance of 600 FT). The stones are dark red with flecks of silver and gold and ragged scars of a black pitch-like material on their inner surfaces. Patrols of 20 **Pruddin** (left/north) and 20 **Type 2A Devils** (right/south) roam outside the standing stones, armed with *Flails* +2 (Evil) and *Pitchforks* +1 (Evil). The patrols are intended to encourage Dammed Souls to remain on the road. See the diagram on page 52.

As long as mortals remain on the road and between the stones, the Devil patrols do nothing. Any mortal leaving the road and exiting between the stones is confronted by a patrol after 1d20 rounds. Mortals who have Diabolic Passes for the Second Circle are allowed to leave the area out incident, those lacking a pass are turned back with 1d3 hits with a Flail.

If mortals fight a patrol, the **Devils** attempt to incapacitate (to deliver to Minos), only fighting to kill if forced to. If GTET 5 **Devils** are killed or incapacitated, they call for reinforcements; 1d12 **Type 2A Devils** and 1d10 **Type 2B Devils** arrive in 1d10 rounds. All **Devils** flee after total Devil casualties GTET 12, returning in 1d20 minutes in force with a combined force of 12 **Pruddin**, 12 **Type 2C Devils**, 12 **Type 2D Devils**, and 6 **Type 2E Devils**. Combat is reported to their Infernal superiors in 1d12 hours; any subsequent manhunt is confined to the Second Circle.

At the end of each row of standing stones is a rectangular tower, 80 FT on each side, 4 stories tall. The path continues through an arch between the towers, under a raised iron portcullis (when lowered, total Strength GTET 100 to lift, the lifting mechanism is inside the Towers), then exits through another arch; there are no doors into the Towers from the space between them. A steady stream of semi-corporeal Dammed Souls hurry down the road and toward the building beyond.

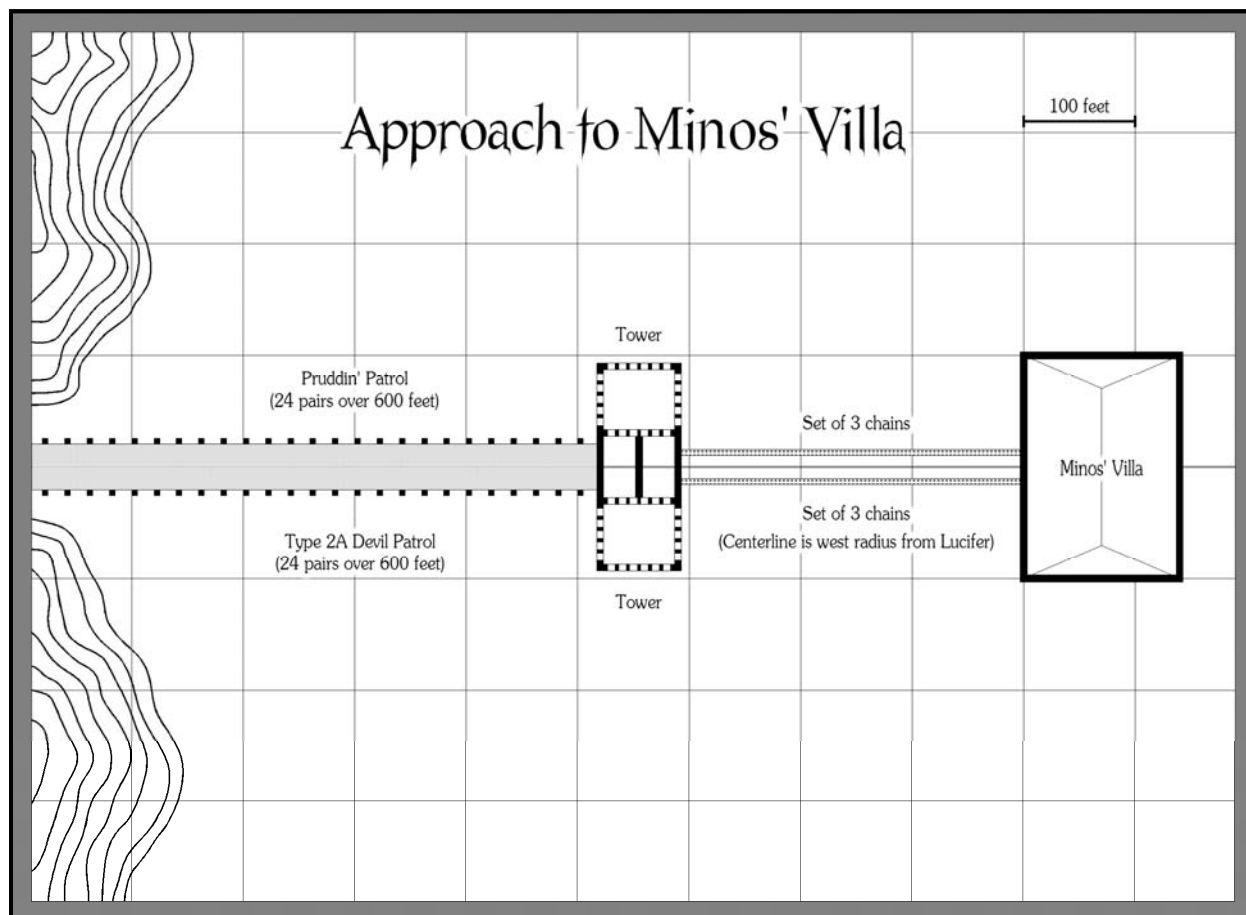
Second Circle

Minos' Villa, continued

Two sets of heavy iron chains (links 2 inches thick) stretch 100 yards from the Towers to the exterior columns of Minos' Villa. Three chains are to the left, three to the right, separated by 15 FT; each chain is straight with no sagging, one chain 20 inches off the ground, one at 48 inches, and one at 70 inches, attached to heavy iron rings on the side of the tower at one end and on the massive columns just outside Minos' door at the other. The chains are coated with a highly effective glue so that anyone touching them is stuck fast (4 seconds to set). Persons with Strength GTET 20 break away on 1d20 rolls GTET 13, checked every minutes (if skin is stuck, pulling away causes hp1d4 damage); the glue is readily dissolved by alcohol.

The Villa

Minos' Villa is a rectangular building 180 FT by 112 FT, the long axis oriented north-to-south, with arched entrances (doors) centered in the west and east wall, and no other exterior opening; see the map on page 54. It is a white marble one-story structure with 20 white columns parallel to each of the west and east walls that support an extended roof (covered porch). The roof is nearly flat with overlapping red clay tiles and dark red drain pipes. The center area of each exterior wall is painted in bright frescoes portraying the lines of Dammed Souls, the courtyard of Minos, souls in the clutches of various kinds of Devils, and landscape pictures of the Circles of Hell. The First and Second Circles are depicted on the west wall, Third and Fourth Circles on the south wall, Fifth through Seventh Circle on the east wall, and the Eight and Ninth Circles on the north wall. The throne of Minos is at the center of the building in a 50 FT by



Second Circle

Minos' Villa, continued

50 FT open courtyard. This is where all Dammed Souls are judged and their punishment decided.

All interior walls are made of highly polished multi-colored marble with a mirror-like reflective finish, and the floors are covered with hard red tiles creating a loud tapping or clacking sound (apply -3 modifier to being stealthy due to the difficulty of moving quietly). The walls reflect sounds, causing rooms act as echo chambers. Unless otherwise noted each room is 13 FT tall. The floors are continuously heated from below, and the interior air temperature is 100 degrees. The Villa is well lit with bright (smokeless) torches mounted in wall brackets every 15 FT.

Two **Typhonic Spirits** (see *Inferno: Bestiary*) stand guard at the west and east building entrances. The Spirits at the west door allow Dammed Souls to go past without question but challenge mortals who seek to enter. To enter, Adventurers must do one of, defeat the **Typhonic Spirits**, affirm to the guard they seek an audience with Earl Minos, or banish the Spirits (*reversal of summoning Air Elementals*). If the west (outer) Spirits are killed or banished, new guards are in place in 2d20 minutes. Adventurers exiting the Villa from the west door are not challenged and allowed to depart by the covered porch, if GTET 30 minutes has passed since they entered (assumes they entered by the west door). Adventurers exiting the east side are not challenged by the **Typhonic Spirits** on guard there.

1. **Entry Hall.** An ornate room the gold-leaf ceiling has a motif of intertwining leaves. The north and south exits are through solid gold doors (locked, -5 to open) cast with the emblem of Minos (scales on a heart), guarded by one **Type 2C Devil**. The east exit into the Courtyard is through a gold-lined arch. The west door to the exterior is locked from the inside (-2 open lock). Large portraits of Lucifer, Samael, and the Princes of Hell hang on the walls, each in a thick gold frame cast in a motif of crossed horns. A huge crystal chandelier hangs from the ceiling in the center of the room (GTET 300 pounds, 1000 GP/pound, glows with bright red enchanted light). The **Type 2C Devil** guards deny mortals entry through the gold doors (they do not support each other, reinforcements are not called).

2. **Flaying Room.** The floor is inlaid polished wood in a geometric pattern, the walls are a dark blue tile separated by thin silver lines, and the ceiling is jet night black with shining stars, moving planets, a glowing circling moon, and shooting stars. Large silver braziers attach to the wall in the northeast and southeast corners and in the center of the west wall; each brazier is studded with gems (2d20 recovered, 1d12*1000 GP each), with a cover sculpted as a skull with glowing eyes; They burn an aromatic wood (Wizards and Priests are unable to perform spells/prayers for 2d100 minutes, save 1d20 GTET [32-Stamina]). Each brazier binds a HD10 Fire **Elemental** which can be released with a single word. Two wood cabinets are attached to the east wall, containing silver pins, long needles, pincers, tweezers, forceps, scalpels, hammers and clamps of many sizes. Two sets of silver arm and foot manacles are attached to the north and south walls, each set binds a **Good Soul** (one is **Myarrathan**). Four **Type 2C Devils** are present, engaged in flaying the Good Souls; a black liquid oozes from the gashes and holes in their fabric of their bodies.

The door Location #3 does not have a physical lock but a password is required to open it (*Prince Gaap*). The Devils present know the password. The door can also be passed by someone wearing the *Ring of Kings* from Minos' hand, or by three *Open Lock* spells (Earth) cast within 10 minutes by a Wizard GTET L10.

3. **Office.** The room has a soft plush blue carpet, light wood paneled walls, bookcases covering the north wall, and a large silver mirror centered on the east wall embossed with scales and swords. Four large oil paintings on the south wall depict Prince Gaap, and Earls Minos, Charon, and Vaggago. The room is furnished with two finely upholstered leather chairs, a large four-drawer mahogany desk and a well-padded desk chair (accommodates a tail), a sideboard table holding silver statues of a dragon (4820 GP), minotaur (3718 GP), and a medusa (3241 GP), and a wooden two-drawer file cabinet. A fine porcelain vase decorated with red dragons is on a corner of the desk (7011 GP), filled with a blooming **Poison Oak** vine. Two gold chandeliers with glowing white crystals hang from the ceiling. The entire room is a *time-stop zone*; no matter how long in subjective time persons are in the room, zero time elapses outside it. The room is occupied by two **Type 2D Devils** on 1d20 rolls GTET 8;

Second Circle

Minos' Villa Interior, continued

3. **Office...** the entire desk immediately explosively burns (1d10+3 fire damage, range 6 FT, avoid 1d20 GTET [34-Agility], half damage 1d20 GTET [32-Stamina]). Immediately following a burn an identical desk appears in its place; the pattern can repeat four times. The upper right drawer has a keyhole (-8 open lock) is locked with a key-type lock; it contains office supplies including a vial of invisible ink and a silver seal (scales inside a heart, aura of enchantment and aura of evil). A silver quill pen on the desk animates on command, and scribes any 10 Basic or Lesser Air Magic spells into scrolls or spell books. The seal cannot be disposed of (1d20 GTET [36-Will], checked daily); all Type 2xDevils detect it at a range of 25 miles; the seal's bearer does not get a saving roll against Air or Fire magic, the bearer is compelled to betray their comrades in combat (save 1d20 GTET [32-Will], checked per combat). The lower right drawer is not locked and contains a magnetic compass, an *Ever-full Bottle of Poison* (paralysis, save 1d20 GTET [32-Stamina]), a *Mind-Numbing Tome*, and a *Fool's Deck of Cards*. The upper left drawer has a keyhole (-8 open lock); it contains 3 Roc feather quill pens, a brass cylinder 12 inches long by 1 inch diameter (hole on one end, small blue button in center, button causes a hot blue flame at the hole, 200 uses), an abacus with ivory beads, and a small silver box (4 inches by 2 inches by 2 inches deep) embossed on top with horned scales (contains a fine white powder: 30 doses snuff; one dose increases Intelligence, Stamina, Will each 1d4 for 1d4 hours; causes 1d8 hour unconscious seizure unless succeed 1d20 GTET [28-Stamina]).

The lower left drawer is not locked but does stick (Strength GTET 16 required). The drawer appears empty because of an *invisibility spell*. It contains a thick sheaf of parchments in an unknown language that cover a finely-carved teak box with silver clasp. The box is lined in padded blue satin and holds an elaborate silver-bladed *Soul Snatching Dirk* +3 (+2 TD, removes opponent soul on natural 20 roll, save 1d20 GTET [37-Will], keening sound and a flash of blue light on the blade, after snatch +6 TH for 1 hour, +4 TD, reflects Basic and Lesser spells; at all times wielder is immune to *mind control magic*).

4. **Cauldron Room.** The room has brown tiled walls, grey slate floor, and a simple black ceiling. The room

is hot and smells of burnt tar and oil. Silver doors embossed with scales on hearts are on the north wall leading to #6, south wall leading to #2, and the east wall leading to #5. The room contains four large cauldrons sitting on a metal grate in the center of the room over a shallow pit filled with glowing charcoal. Each cauldron is filled with thick bubbling and boiling pitch and holds three Good Souls bound with silver cords (two are **Frorgan** and **Ondiman**). Four HD7 **Minotaur** (long-handle war hammers, throwing daggers, +1 TH/+1 TD) tend the cauldrons. The **Minotaurs** know the password to #6, know that a black relic is kept in #5, and that the combination is a word.

The door to #5 has a tumbler lock (-8 open lock): 5 digits each numbered 1 to 8; the correct combination is 17824. The door has a sign in Infernal Cant reading, *Danger, Dangerous Object Inside*. The door has three 1d12+4 *Exploding Runes* (range 8 FT, avoid 1d20 GTET [28-Agility]; each rune requires a separate *Disperse Magic* by a Wizard GTET L12). There is a well-made mechanical trigger (avoid 1d20 GTET [35-Agility] if not detected, -8 disarm trap).

5. **Gauntlet Room.** The floor, walls, and ceiling are covered in a slick and oily grey slate. The room is cold (35 degrees) with a whistling biting wind circulating, has a permanent *Area Silence*, *Darkness Zone*, and *Fear the Reaper* spells (save 1d20 GTET [34-Will], and radiates an intense aura of evil (good persons must succeed on 1d20 GTET [30-Will] to enter and every 10 minutes thereafter). The silence and darkness spells can be negated by Wizards or Priests GTET L15, the fear requires GTET L18.

The northern (left) half of the room is separated from the southern by a *Wall of Force*. A black marble slab 6 FT long by 4 FT wide by 3 FT tall is visible inside; a pair of large black gloves and black riding crop are on the slab (*artifacts: Black Dragon Gauntlets and Black Dragon Crop*, see *Inferno: Treasury*). In the southern half is an 8 FT diameter red spot on the floor, surrounding a 4 FT tall blue stone pedestal; the pedestal has four silver levers with ebony tips in vertical slits in the top, each slit has 4 notches along the left side with a letter at each notch (looks like a manual gear shift mechanism); one red button is centered above the levers. Each lever is found in the top position on each slit; levers move easily as long as they are held by a living creature.

Second Circle

Minos' Villa Interior, continued

5. **Gauntlet Room...**The pattern of letters is:

M	E	T	L
E	A	N	E
H	I	I	S
D	V	L	H

Whenever an Adventurer stands in the red spot and touches a lever, an opaque *Wall of Force* forms around the perimeter of the spot, cutting them off from verbal communication (telepathy is unaffected). When an Adventurer presses the red button the result is determined by the word currently spelled out by the level positions,

Word	Effect
EVIL	Drops the Wall of Force
HELL	hp1d12+5 Fire Flash
DETH	Electric Current affects heart, fatal heart attack, save 1d20 GTET [33-Stamina]
MINS	Summons 1d6+2 Type 2C Devils
HATE	Creates compulsive hatred per 1d6, (1) Humans, (2) Elves, (3) Dwarves, (4) Gnomes, (5) Priests, (6) Wizards; save 1d20 GTET [32-Will]
All Others	1d6 Electrical Damage

Once the *Wall of Force* is dropped, the Adventurers can easily retrieve the *Black Dragon Gauntlets* and *Black Dragon Crop*.

6. **NW Guard Station.** The floor is oak, the walls covered in dark red velvet with a portrait of Minos on the west wall, and the ceiling is of beaten gold. The room contains a long wooden bench, well made wooden table, 4 padded wooden chairs, and 2 tall silver candlesticks (35 GP). Three **Type 2A Devils** are commanded by a **Type 2B Devil**. They are engaged in backgammon (ebony/ivory set, 622 GP) when Adventurers enter. The guards permit the mortals to pass if they know the password, Prince *Gaap*, otherwise they are refused entry. Reinforcements of

6 additional **Type 2A Devils** and two **Type 2B Devils** are summoned if any Devil is incapacitated, arriving in 1d8 rounds.

7. **North Hallway.** The hall has a polished white marble floor with two red oval rugs, brown wood-paneled walls, and a blue ceiling with hundreds of small diamonds set into it. The north and south walls each have six large mirrors (6 FT by 8 FT), mounted in gold frames and four large gold candle stands (836 GP) holding 7 (lit) red candles. A huge gold scimitar with a red leather handle, 10500 GP ruby in the hilt, hangs above each mirror. A large green tapestry showing Minos in his courtyard sitting hangs across the east end of the room, hiding the door (persons entering from the east see only the tapestry curtain). An *audible illusion* of an **Iron Golem** (sounds of clanking and rubbing metal) is immediate west (inside) of the tapestry; the illusory Golem chases mortals around the room to convince them to retreat.

Each pair of mirrors distorts reality in some way, when mortals pass between them perform a roll on the Mirror Effects Table, with the result permanently altering their body (save 1d20 GTET [20-Stamina]). Their original body is restored by an *Alter Reality* [wish] spell, *Banish Disease* or *Break Curse* or *Body Restoration* prayer performed by a Priest GTET L15 or Crusader GTET L17, or personal action by a Deity of Healing.

Mirror Effects Table

1d12	Effect	1d12	Effect
1	Remove 1 Limb	7	Add 1 Limb
2	Skeletal Body	8	Obese Body
3	Leperous Body	9	Warts & Boils
4	Animal Head	10	Cyclop's Eye
5	Remove Hand	11	Add 1d3 Finger
6	Very Aged Body	12	Skin Color

A strong windstorm occurs while Adventurers are in the room on 1d20 rolls GTET 8, pulling 1d12+4 diamonds from the ceiling. When a gem strikes the floor, determine the effect from 1d6: (1, 2) flash and blind 2d100 minutes, save 1d20 GTET [30-Stamina], (3, 4) loud explosion and deafen 2d100

Second Circle

Minos' Villa, continued

7. **North Hallway**...minutes, save 1d20 GTET [32-Stamina], (5, 6) 1d12+2 Fireball, avoid 1d20 GTET [32-Agility]. A caught gem is worth 8500 GP. The noise attracts 1d12 HD4 **Ghouls** through the west door, arriving in 1d8 rounds (surprise and first strike if Adventurers are incapacitated).
8. **NE Guard Station**. The floor is oak, the walls are covered in dark red velvet with a portrait of Minos on the east wall, and the ceiling is of beaten gold. The room contains a long wooden bench, well made wooden table, four padded wooden chairs, and two tall silver candlesticks (117 GP).

Three Type **2B Devils** are commanded by a **Type 2C Devil**. The Devils are engaged in a game of chess (jade/quartz board, 262 GP) when Adventurers enter. The mortals are permitted to pass if they know the password, *Dammed Judge*, otherwise are refused entry. Reinforcements of 6 additional **Type 2B Devils** and two **Type 2C Devils** are summoned if any Devil is incapacitated, arriving in 1d8 rounds.

9. **Whipping Room**. The floor is made of irregular grey stones with black grout, the walls and ceiling are covered in grey plaster. Five sets of silver hand/foot manacles are attached to the east wall, each of holding a **Good Soul** (one is **Haeldor**). Two stout wooden posts, 6 FT tall, 1 FT thick, with silver manacles stand in the middle of the room, also each holding a **Good Soul**. Four **Type 2D Devils** each have 1d8+2 Flails (wrap an opponent on natural roll GTET 18, immobilizes). The Devils know the password to #8.

The door to #10 has a keyhole (locked, -8 open lock). A very small (-5 to find) activator tab is hidden in the door frame crosspiece; if the door is opened without first pressing the tab, a *Symbol of Stunning* (see #10 details).

10. **Golem Room**. The walls are rough black stone blocks, and the floor is covered in green tile. Red tapestries on the north and south walls showing a variety of Type 2 Devils in battle against Demons, on a plain beneath a range of volcanoes. A *Symbol of Stunning* (range 6 FT, 2d100 rounds stunned, save 1d20 GTET [32-Will]) hidden under an *invisibility spell* is on the west wall (facing the door); if

the door is opened without pressing the tab on the door frame the *invisibility* is removed. A solid silver table, 5 FT long by 2 FT wide by 3 FT high, is centered against the west wall. A HD12 **Bronze Golem** in the shape of a short fat man with a round face, large cheeks, big rounded nose, large drooping ears, and large muscular arms, floats 2 FT off the floor in the center of the room. The Golem sits in the lotus position with folded legs. It holds a circular wooden bowl in its two hands with an ornate wooden cover carved into like a wolf's head; the bowl contains an evil artifact, the **Ring of Wend** (see *Inferno: Treasury*).

The **Golem** (AC70, hp100) delivers a 1d10 one-handed slap (+2 TH) to anyone removing the wooden bowl cover. Either arm (AC60, hp30 disable) can slap. The **Golem's** eyes glow red if mechanical means (rope, telekinesis, staff, etc.) are used to remove the cover, after a 6 round delay and every 6 rounds thereafter while mortal remain in the room, the **Golem** delivers an hp3d8 *Heat Ray* from its eyes (as TH by a Warrior L16). Once the **Golem** begins using heat rays, its body is heated so that unprotected physical contact causes hp1d6 damage/round [30 minutes to decay cool]. The heat ray function is disabled after it's head suffers hp20 damage. The *wolf head cover* bites at any hand touching it for hp1d3 after the Golem is disabled; avoid 1d20 GTET [26-Agility].

On the silver table at the back of the room are 12 silver goblets (each 47 GP) filled with clear water, 2 silver candelabra (114 GP, 138 GP) each with 5 unlit red candles, and a wide shallow silver bowl (204 GP). The bowl contains a large ivory brooch studded with jade and ruby (*Devil's Brooch*, see *Inferno: Treasury*), a *Ring of Contrariness*, a *Ring of Weakness*, and a *Ring of Amplification*.

11. **Stoning Room**. The floor is made up of squares of slate, the walls are green jade tile, and the ceiling is light blue with a painted large golden sun. The room holds four beds of 3000 very sharp spikes, each bed having an onyx sheet 10 inches thick with 6 inch adamantite spikes set into holes (if removed 1d20 spikes are *Darts* +2). A **Good Soul** is strapped to each bed (one is **Lora**) with black fabric straps [if all of the straps are sewn together they make a *Black Cloak*]. Eight **Harpies of Hell** are present, four with cockatrice-feather fans

Second Circle

Minos' Villa, continued

11. **Stoning Room...**(*stones* mortals, save 1d20 GTET [26-Stamina]); the feathers retain their stoning ability only on the Second Circle. The door to room #12 is masked by *invisibility*. It has two keyhole locks, upper is -6 to open, lower is -8 to open. When the door is opened, it releases a spring-driven peg sitting in a hole in the floor (-8 to find, -2 disarm trap); if the trap is not disarmed a 500 pound stone weight in the ceiling just inside the door drops after a ten-second delay.

12. **Minos' Talisman.** The floor and ceiling are covered in a checkerboard pattern of ruby and ivory tiles, the walls covered in beaten gold. The north and south walls have red satin and silk curtains hanging from gold rods. Two sets of crossed golden spears hang behind large shields blazoned with Minos' emblem on the west wall and one set is on the east wall. A long thin silver table is against the north wall and a similar gold table is against the south wall. In the middle of the room is a cedar wood riser on which sits an elaborate gold chair with purple velvet padding; a red velvet cushion sits on the chair supporting a 5-lobed golden crown (19,037 GP).

On the silver table are three silver statues of Minos, each 20 inches tall on a marble pedestal. The statue closest to the door is plain silver (920 GP); the middle statue has ruby eyes, a pearl crown, and ebony boots (2425 GP); the third statue has diamond eyes, a sapphire crown, ivory gloves and boots, an emerald belt (3200 GP); all statues have auras of evil and enchantment. Four tall lit candles are at the table corners. The plain silver statue is **Minos' Talisman** (see *Inferno: Treasury*). Touching any item on this table summons 1d4 **Type 2A Devils**, arriving in 1d6 minutes.

On the gold table are 3 gold statues of Minos, each 20 inches tall on a polished ebony base. The statue closest to the door is plain gold (1340 GP); the middle statue has amber eyes, an emerald crown, ruby gloves and shoes, a diamond belt (2620 GP), and the third statue has ebony eyes, a pearl crown, jade gloves and boots, and a ruby belt (3500 GP); all statues have an aura of enchantment and evil. A tall red candle burns at each table corner.

The gold crown has a wide gold circlet encrusted with pearls and rubies, red satin liner, 5 gold risers with large emeralds, and a round ebony ball at the top of the crown (24,350 GP).

Minos walks through the south wall accompanied by 1d10 **Type 2C Devils** on 1d20 rolls GTET 16, checked ever 5 minutes. Six **Screaming Souls** (see *Inferno: Bestiary*) float randomly about the room and ignore the Adventurers until they touch any of the treasures in the room.

13. **South Hall.** An arched opening in the west wall leads to Minos' Courtyard, solid silver doors on the north and south walls lead into the rest of Minos' Villa, and a solid gold door on the east wall leads outside to the Second Circle. Each door is cast with the emblem of a balance in a heat. The floors are mottled tan marble with a gold carpet down the middle, the north and south walls have fine teak paneling on the bottom third and silver leaf on the upper walls, the west and east walls have fine redwood paneling. Two silver chandeliers hang in the room, each with 100 ever-burning gold-colored candles. **Type 2B Devil** in front of the north and south doors, denying entry to mortals. Two **Type 2C Devils** stand to either side of the western arch; they do not challenge mortals exiting the courtyard but prevent mortals from entering the courtyard from this side, directing them to go around.

14. **Stalactite Room.** The floor is teak planks, the walls are a green stone tile, and the ceiling is covered with many dark brown and tan stalactites. A green tapestry across the north wall depicts Minos standing on a hill looking down over a crowd of damned souls. The door to #15 is behind the tapestry with an illusion making it appear to be part of the green wall (disbelieve 1d20 GTET [32-Will]). A stalactite drops from the ceiling onto an Adventurer every 10 rounds (1d6+3, avoid 1d20 GTET [25-Agility]).

The room contains a plain wooden table, two wooden benches, and a wooden cask of beer. On the table are two gold pitchers (115 GP, 132 GP), 5 pewter mugs, a pewter candlestick, and a silver dagger. The room is occupied by 1d4 **Type 2B Devils** and 1d4 **Type 2D Devils**. If necessary, the guards call reinforcements of 1d8 **Type 2C Devils** and 1d4 more **Type 2D Devils**.

Second Circle

Minos' Villa , continued

14. **Stalactite Room...**The guards will refuse admission to mortals unless they know the password, *Gehenna*. The Devils know the password for #18. The door to #15 has a tumbler lock (-6 open lock), five digits each numbered 1 through 9; the correct code is 42651. The door is extremely heavy, requires Strength GTET 20.
15. **Boar and Javelin Room.** The floor is made up of irregular grey slate stones, the walls are shaded black and grey brick, and the ceiling is salmon-pink. A very large HD12 **Boar** (*Branddalistod*, see *Inferno: Bestiary*) lays on its side on a large pile of rough straw in the middle of the room; its side is pierced by a Javelin (*Jyxertfash*, see *Inferno: Treasury*) with glowing gold runes along the shaft, glowing with a soft green light. If the javelin is removed the boar is immediately wakens to attack the nearest party member(s). **Branddalistod** can be immobilized again by reinserting *Jyxertfash* (to succeed, an Adventurer must state they are attempting to insert the javelin, have a Strength GTET 19, and roll 1d20 GTET 17).
16. **Coffer Room.** The floor is made of a cloudy white quartz, the walls have fine rosewood paneling, and the ceiling is made up of a sheet of flickering flames. The south door, to the Southeast Guard Station, has a tumbler lock with 5 digits, numbered 1 through 8; the correct code is 31648. Behind the paneling and flooring is a half-inch-thick sheet of lead. The room contains 7 marble coffers with lids topped by sculpted Medusae heads, a stone chest with a copper snake head with ivory fangs surrounding the keyhole, and an open gold coffer. The room also contains 15 tall copper urns (each 20 GP), 12 gold vases (each 250 GP), a set of 6 crystal goblets (together 550 GP), four gilded and gem-encrusted ceremonial swords (each 1d8*1d00+1200 GP), 8 bolts of silk (each 50 GP), 16 platinum bowls (each 200 GP), and a 3 pound ozmadine gemstone tray (18,820 GP).

The coffer lids are sealed with wax and *Glyphs of Warding* (prevents opening without password, *Minos*). Forcing a lid without negating its *Glyph* causes a 4d10 *Fireball* (range 10 FT, half damage on 1d20 GTET [32-Stamina]). Each stone line requires Strength GTET 34 to lift. Five coffers to-

gether contain 8180 SP, 3660 GP, and 2750 electrum pieces. One coffer holds 55 gems (diamonds, rubies, emeralds, sapphire, amber, jade, aquamarine, and pearls), each worth 20*1d100+100 GP.

One sealed coffer contains a *Bow of Illusionary Arrows*, *Flail +1*, a set of *Herakle's Armor* sized for a dwarf, *Martial Artist Gloves*, a *Girdle of Foolish Courage*, a *Tunic of Weakness*, and a small teakwood box. The wood box contains a *Ring of Invisibility* (49 charges), a *Ring of Nether Living*, and a *Ring of Prayer Storing*. The Ring of Prayer Storing contains: *Cure Light Wounds* (10), *Detect Poisons* (3), *1d6+SPM God's Fist* (2, *SPM rounds*), *Immunity to Disease* (3), *Minor Escape*, *Banish Confusion* (2), *2d12+SPM God's Strike* (4), *Minor Regeneration*, *Aura of Heroism*, *Break Curse* (6), *Cure Serious Wounds* (7), *4d8+SPM God's Brimstone* (2, 25x25 FT area), *2d10+SPM Mass Heal*, *Raise the Dead* (2), *Walk on Air* (4).

If the correct key is inserted into the stone chest's lock after speaking the password, *Pass Eve's Bane*, the chest opens. If the password is not spoken the snake's head bites (avoid 1d20 GTET [30-Agility], hp1d6, poison/1d20 GTET [32-Stamina]: 24 hour fever then 2d12 hour paralysis, 4 hours convulsions; fatal unless 1d20 GTET [26-Stamina], poison survivors permanently lose 1d4 hp points and 1 Stamina). The poison can only be cured within one hour of onset. Apply a -10 modifier to disarm the trap. The snake always strikes when attempting to pick the lock. The chest holds 6220 GP, a silver-bladed *Scimitar +2* (Healer, 1d10, 3/day), a *Heavy Mace +3* (Undead Disruption, save 24-HD), 1d12+6 *Greater Healing Potion*, *Salve Against Paralysis*, a *Seer's Potion*, *Leather Armor* (AC+12, Nycroth's Armor), and *Boots of Spider Walking* sized for a Gnome.

The open gold coffer has a label in *Infernal Cant* which translates as '*Hell Cakes*.' The coffer holds 20 circular honey cakes, each 6 inches across and 2 inches thick, carefully wrapped in fine gold foil; these are usable on the Third Circle.

The door to #17 is hidden behind paneling; it is not detectable by searching for hidden doors, or *Detection* magic until the paneling is removed. Once it is revealed, the door has a gold keyhole (-8 open lock). A hp1d6 electric shock is delivered on any failed open lock attempt.

Second Circle

Minos' Villa, continued

17. **Armoire Room.** The floor, ceiling, and walls are covered in a glossy slick deep black marble. The room has a permanent *Aura of Fear* (save 1d20 GTET [28-Will], checked every 10 minutes, affected persons flee the room). The room is at 40 degrees, and absorbs sounds, making it difficult to hear (sounds are flat and quiet). There are no lanterns, torches, or other sources of light. A fine two-door wooden armoire stands in the center next to a small teakwood table. The armoire is held closed by a thick gold chain (2017 GP) wound about it three times, shut with a two-tumbler lock (aura of enchantment, -12 open lock), each tumbler numbered 1 to 6. A 7 FT clear humanoid (HD10 **Crystal Golem**) statue stands in each corner of the room; the **Golems** are not visible under low-light conditions (see on 1d20 rolls GTET 14). An open felt-lined box holding two large ivory 6-sided dice (1d12+4 GP) is on the teakwood table. The lock opens when the dice are rolled and the lock set to the same digits showing from the roll. One **Crystal Golem** is animated following each die roll totaling 7 or 11. Each dice roll resets the required combination. Each time a lock is set to a value not showing on a current roll, the Adventurer suffers hp1 energy damage.

Inside the armoire are five small wooden shelves: on the top shelf is a thick red leather belt with platinum clasp (*Girdle of Myarrathen*, artifact, see *Inferno: Treasury*), on the second shelf is a green leather belt with silver clasp (*Belt of Tripping*), on the third shelf is an orange leather belt with gold clasp (*Belt of Strangulation*), on the fourth shelf is a black leather belt with an ivory clasp (*Belt of Weakness*), and on the bottom shelf is a blue leather belt with a bronze clasp (*Belt of the Storm Giants*).

18. **Southeast Guard Room.** The floor is oak, the walls are covered in dark red velvet with a portrait of Minos on the east wall, and the ceiling is of beaten gold leaf. Each exit has a silver door embossed with a scale surrounded a heart; the door to the north into the Coffin Room (#16) has a tumbler lock with 5 digits numbered 1 through 8; the correct code is 31648. The room contains a long wooden bench, well made wooden table, four padded wooden chairs, and two tall silver candlesticks (24 GP). Three **Type 2C Devils** are present, commanded by a **Type 2D Devil**; the Devils are engaged in a

game of bridge when the Adventurers enter. Adventurers are permitted to pass if they know the password, *Hell Hound*, otherwise they are refused entry. If necessary, reinforcements of 1d10 **Type 2C Devils** and 2 **Type 2E Devils** are called, arriving in 1d8 rounds.

19. **South Hall.** The room has a polished flecked tan marble floor, with redwood paneled walls, each bearing Minos' Emblem in relief. A single nine-tier crystal chandelier hangs in the center of the hall under a vaulted arch. A blue-colored tapestry depicting Devils kneeling in homage to Minos takes up the entire east end of the hall and covers the door (persons entered from the east only see the tapestry). Three paired sets of crossed spears are hang on the north and south walls, with golden tips and a bright red feather. As mortals advance down the hall, each group of four Spears animate and fight. The first set fights as a Warriors L10, doing 1d8 (hp20, AC25); the second as Warriors 12, doing 1d12 (hp20, AC25); the third as Warriors L14, doing 1d12+1d62 (hp30, AC36). A natural roll of 20 snaps a Spear shaft (deactivates). One of these Spears taken outside the building are 3 TH and -2 TD.

20. **Southwest Guard Station.** The floor is oak, the walls are covered in dark red velvet with a portrait of Minos on the west wall, and the ceiling are of beaten gold leaf. Each exit has a silver door embossed with a scale surrounded by a heart. The room contains a long wooden bench, well made wooden table, four padded wooden chairs, and two tall silver candlesticks (62 GP). Three **Type 2D Devils** are commanded by a **Type 2E Devil**; the Devils are engaged in a game of dice when the mortals enter. Adventurers who know the password, 'River Archeron,' are permitted to pass through, otherwise they are refused entry. If necessary, reinforcements of six **Type 2E Devils** arrive in four rounds.

21. **Room of Torture Racks.** The floor is made of hexagonal red tiles with black grout between them, the walls are a plain grey stucco material, and the ceiling is decorated with a fresco showing Souls being burned at the stake while Type 2A Devils feed the fires. Each wall has an iron bracket holding an oil lantern with a red glass top. The door to Room #22 has a gold keyhole (-10 open lock); the door has a permanent *Aversion* spell cast

Second Circle

Minos Villa, continued

21. **Room of Torture Racks...**(must succeed on 1d20 GTET [34-Wil] to touch or pass through once it is open). The room holds three large wooden torture racks, each 12 FT long by 5 FT, holding a **Good Soul** stretched to twice their normal height (one is **Lila Hammerfall**). The racks are held together with gold spikes (60 GP), with silver metal joints and leather-covered drums. A charcoal-fired brazier is near each rack each holding two red-hot metal poker. Each rack is attended by a **Type 2C Devil** armed with a Short Sword (Priest Bane) and a Mace, +3 (+1 damage), and an **Gaityas** armed with a 1d12 Long Sword +2 (+1 damage versus humans, paralysis blade\save 1d20 GTET [30-Stamina]). The Devils are alternately beating the **Good Souls** with the maces and the red-hot metal rods. The Devils know the password to #20.

If the racks are disassembled they produce 50 FT of a lightweight *enchanted rope* which climbs walls on command, knots itself at the top and bottom, wraps around a creature or object on command, and can support up to 2000 pounds weight before breaking. Each of the four wheels in a rack can be assembled to form a *Grim's Spinning Wheel*.

22. **First Room of the Books of Fate.** The room has thick brown wood paneled walls, a black ceiling, thick soft dark red carpet, and four silver braziers mounted on 3 FT high, four-legged silver stands. The room contains a mahogany desk, four wooden chairs with purple velvet cushions, and a large wood book stand. The east wall is completely taken up by massive dark wood bookshelves, containing the first 800 volumes of the *Book of Fate*. Sitting at the desk is a **Type 2E Devil**. 1d6 additional Devils are present on a 1d20 roll GTET 14; determine the specific Devil from 1d8: (1) **Type 1B**, (2) **Type 2C**, (3) **Type 3A**, (4) **Type 4D**, (5) **Type 5B**, (6) **Type 6C**, (7) **Type 7A**, (8) **Type 8C**. The caretaker Devil does not bother the Adventurers unless they attempt to remove a book; all other Devils initiate combat on 1d20 rolls GTET 15, checked per Devil
23. **Acid Cauldron Room.** Each exit has a silver door embossed with a scale surrounded a heart. The floor is made of a grey-and-white mottled marble, the walls are covered in long thin vertical strips of brick-red ceramic tile, and the ceiling is concealed

in a thin layer of roiling thick black clouds (1 FT thick), continually in motion, with frequent miniature horizontal bolts of lightning. A blazing torch is mounted in an iron bracket in each corner of the room. The door to Room #24 has a gold keyhole (-10 open lock), with a permanent *Aversion* spell (must succeed on 1d20 GTET [34-Wil] to touch or pass through once it is open). An Adventurer entering has their eyes water and tear from the fumes and odor, suffering 1d4 lung damage (apply a -1 TH modifier, save 1d20 GTET [34-Stamina]); if a saving roll of 1 is made, the affected person loses 1 point Stamina for 1d8+2 weeks).

Three large silver cauldrons are along the north and south walls [for a total of 6 cauldrons], each set into a circular depression. A cauldron holds three **Good Souls**, immobilized with silver cords. On the east wall are four sets of silver arm and foot shackles, each holding a **Good Soul** (one is **Samograff**). The torso and head of a **Gargoyle** is mounted on the wall above each cauldron, a deep green-colored bubbling acid flows from their mouths, with wispy tendrils of vapor drifting through the air. The acid overflows each cauldrons and is collected by a drain underneath. Each cauldron is attended by a **Beng** and **Pruddin**; the **Pruddin** has a silver *Flail* +2 (disarms opponent on natural rolls of 20).

24. **Second Room of the Books of Fate.** The room has thick brown wood paneled walls, a black ceiling, thick soft dark red carpet, and four silver braziers mounted on 3 FT four-legged silver stands. The room contains a mahogany desk, four wooden chairs with purple velvet cushions, and a large wood book stand. The east wall is completely taken up by massive dark wood bookshelves, containing the *Book of Fate*, volumes 801 to 1487, plus 13 empty [unused] *Books*. There is empty shelf space for an additional 140 books. Sitting at the desk is a **Type 2E Devil**; 1d6 other Devils are present on 1d20 rolls GTET 7. Determine each Devil type from 1d8: (1) **Type 1B**, (2) **Type 2C**, (3) **Type 3A**, (4) **Type 4D**, (5) **Type 5B**, (6) **Type 6C**, (7) **Type 7A**, (8) **Type 8C**. The **Type 2E Devil** does not bother Adventurers unless they attempt to remove a book; all other **Devils** attack unless they roll 1d20 GTET 8, checked for each Devil.

Second Circle

Minos' Villa, continued

Minos' Courtyard

The center of the Villa is an open-air courtyard 50 FT to a side, with exits to the west (into #1) and east (into #13) through rounded arches. An oval dais with three bright white stone steps, 5 FT high, is located two-thirds of the way across the space. An ornate carved wooden Throne sits atop the dais, carved in mystical and magical runes and symbols. The *Throne* deflects all Basic and Lesser Magic, and Greater Magic on 1d20 rolls GTET 5, all Devotions and Mystery prayers, and Majesties on 1d20 rolls GTET 8; mortals sitting on the *Throne* suffer hp1d12 fire damage/round, and are permanently transformed into **Zoybim** (save 1d20 GTET [34-Will]). Next to the *Throne* is a five-legged gold stand supporting an adamantine balance with silver bowls, silver pointer, and a silver-ruby scale reading 1 through 9. **Diabolic Earl Minos** (see *Inferno: Bestiary*) is found sitting on the Throne, his long tail wrapped around it, his **Hound** (see *Inferno: Bestiary*) beside him (he is not present on 1d100 rolls GTET 97; arrives in 1d100 rounds).

4d12+8 **Dammed Souls** stand in line for judgment. Behind Minos stands one each of **Type 1C**, **Type 2A**, **Type 3D**, **Type 4A**, **Type 5A**, **Type 6A**, **Type 7C**, **Type 8A**, and **Type 9B** Devils, present to take judged Souls to their proper Circle of torment. As soon as one **Devil** teleports out with a Soul one of an identical Type teleports in to take their place. Two **Typhonic Spirits** flank the east exit. Behind and to Minos' right stands **Sanisoodon** (**Type 2F Devil**), holding a *Book of Fates*.



As each **Dammed Soul** steps up to the Judge, **Sanisoodon** reads their name from the *Book of Fates*; a complete list of all of their sins and crimes appears in the book as their name is called. **Minos** questions the Soul briefly about the nature of their sins, reaches through and into their body, and pulls their heart out. The heart is put onto the adamantine scale which points to the Circle in which the Soul belongs. The Soul is immediately taken away by the waiting Devil assigned to their destined Circle. The heart is given to **Minos' Hound**.

All **Devils**, including Minos, ignore mortals when they enter the Courtyard, as long as they do not interfere with the judging, start fighting, or attempt to leave. If Adventurers get into the judgment line they wait for 10d12 souls before reaching **Minos**. **Minos** will be interested, asking their names as well as additional questions (profession, birth place, age, major accomplishments, major sins), because living persons are not yet in the *Book of Fates*. A mortal cannot leave the Courtyard without **Minos'** permission.

Minos is a suave, urbane, and sophisticated Devil with a formidable mind. He can discuss fine music, history, philosophy, and ethics with authority and knowledge. He uses an extensive vocabulary with ornate phrases and impressive language. He enjoys making and hearing puns, and likes complicated verbal debate and jousting. He verbally toys with mortals and taunts them in a back-handed way. He is always interested in hearing new and unique threats and insults and offers of bribes. He may consider a sufficiently new and unique offer (succeed on 1d100 rolls GTET 97). He carries **Minos' Rod** (see *Inferno: Treasury*), and wears an *Alchemist Ring*, *Ring of Kings*, and *Pendant of the Philosopher*.

Mortals may ask for permission to depart and travel through the Second Circle as a group or as individuals; if they individually ask permission then the result is applied to only that individual (e.g. provided a Second Circle pass). Minos is willing to make a deal if there is significant apparent advantage to Himself, or some advantage to Devils generally; any deal made with Minos by persons of good orientation is a very evil act. One requirement of any deal is the mortal(s) swearing perpetual allegiance to Minos as their master. Minos' initial reaction to mortals can be determined from the Reaction Table on page 63.

Second Circle

Minos' Reaction Table to Mortals

1d20 Roll	Description	1d20 Roll	Description
1	All are killed (general melee)	11	Duel 10 Devils for passage
2	250 years hard labor	12	Permission, owes three souls, half-year
3	100 years hard labor	13	Permission, owes one other soul, 1 year
4	50 years hard labor	14	Permission for all of Adventurer's soul
5	20 years hard labor	15	Permission for half their mortal soul
6	Permission, 1 Adventurer is sacrificed	16	Permission for 2 enchanted items/person
7	Permission, one limb/person sacrificed	17	Permission for all goods and treasure
8	Permission requires blood sacrifices	18	Permission if swear allegiance
9	Permission if evil quest assigned Minos	19	Permission if swear allegiance
10	Duel 20 Devils for passage	20	Permission, no conditions

Garden of the Succubi

The Garden of the Succubi is a walled oval compound, 900 FT long by 575 FT across, with guard buildings at the east and west ends, each staffed by three **Type 2B Devils**. The guard's equipment includes 4 loaded crossbows (one with *Bolt +1*, one with *Bolt +2*), 6 grenades at 1d12 (radius 4 FT, avoid 1d20 GTET [32-Agility]), three *War Axes* (+3 versus Good, +2 damage versus Good), and three Spears. The wall is 30 FT high by 8 FT thick, made of alternating red and tan stone (moderate climbing difficulty), with iron gates at each end (when closed required total Strength GTET 38 to open, -3 open lock). The Garden is filled with soft fragrant green grass, stone planters of flowers, small bushes of sweet berries, and vines on trellises. Two ponds are on the west end. A paved path meanders through the Garden. The Garden is not exempted from the general darkness of the Circle, lighted lampposts are spaced along each path. The walls do protect the interior from the fierce exterior winds. See the diagram on page 64.

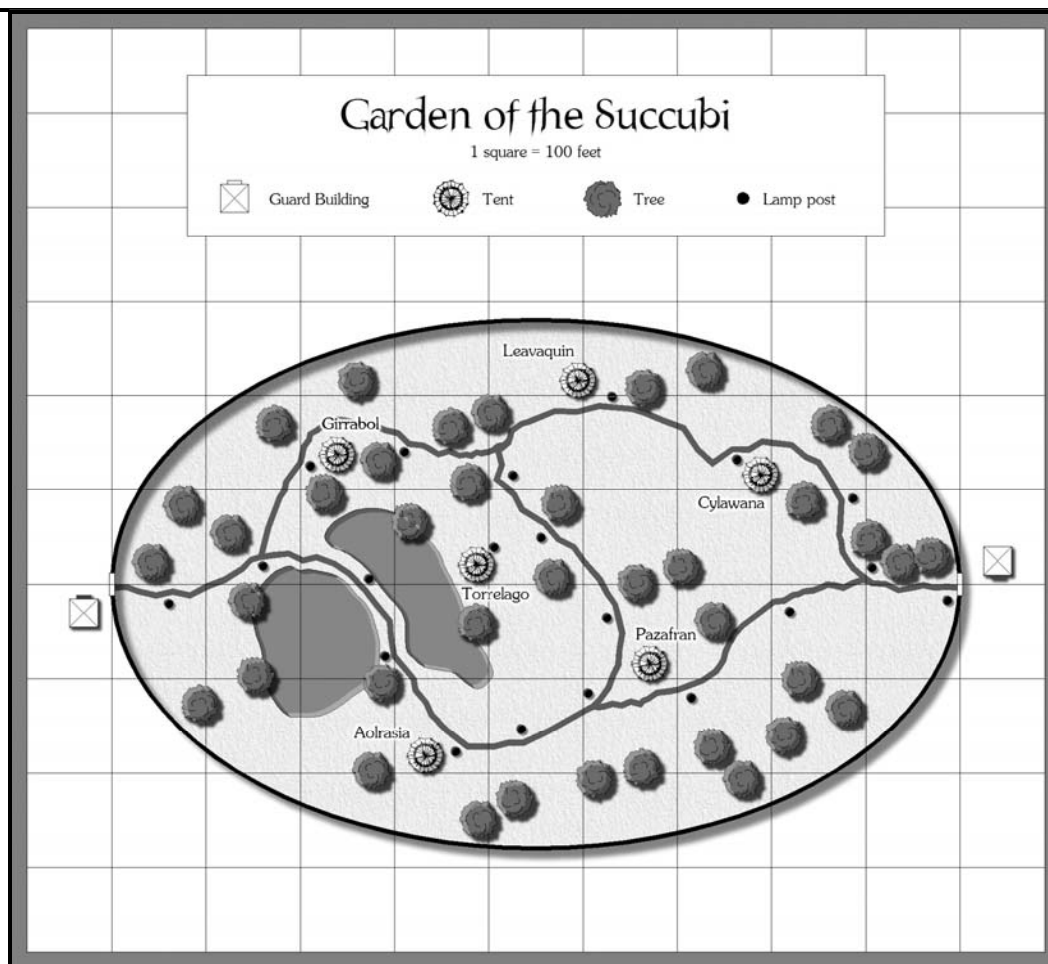
The Garden is occupied by six Succubus: **Aolrasia**, **Cylawana**, **Girrabol**, **Leavaquin**, **Pazafran**, and **Torel-lago**. Each Succubus occupies her own tent, with a bodyguard. She insists on inviting a male Adventurer into her tent for 1d12 hours of carnal passion on 1d20 rolls GTET 14, he can resist on 1d20 rolls GTET [34-Will]. A male who spends GTET 7 hours with her becomes enamored (save 1d20 GTET [30-Will]) and willingly follows her commands for 1d100 days. Each pavilion is a 50 FT *Invulnerable Tent*, with four interior

rooms: one room is the Succubus' bed chamber, one room is the servant's bed chamber, one room is an opulent parlor with divans and pillows, and one room is a dining chamber set with a wide assortments of fruits, cold cut meats, fine breads, and cheeses, along with excellent quality beer, wine, mead, and ales.

Each Succubus' bed chamber has a large circular bed, divan, bathing tub filled with hot water, and an elaborate armoire (keyhole, locked, -4 open lock) filled with expensive clothing suitable for an expensive courtesan; the servant's bed chamber has an armoire with good quality clothing suitable for the Gentry. The Succubus each have 1d20 bottles of perfume, 1d12*1d8*1d6 GP each, 1d20 pots of cosmetics, 1d12*1d6 GP each, and 1d20 ordinary pieces of jewelry, 1d20*500 GP each. The servants each have 1d6 pots of cosmetics, 1d6*1d3 GP each, and 1d8 ordinary pieces of jewelry, 1d10*200 GP each. Each Succubus has a *silver whistle* (aura of enchantment), which summons 2d12 **Type 2B Devils** and 1d8 **Type 2C Devils**; these **Devils** can call upon reinforcements of 1d12 **Type 2C Devils** and 1d6 **Type 2D Devils**.

Aolrasia's servant is **Tomasinne**. **Aolrasia's Armoire Charm** holds 927 SP, 402 GP, 5 diamonds (1d12*1000 GP each), 2 rubies (8736 GP, 10,181 GP), three bottles exquisite brandy (363 GP, 597 GP, 814 GP), six very rare books (1d12*1d6*250 GP each), a *Dimensional Book*, an *Armorer's Book*, an open-face *Helm of Confusion*, *Blanket of Heat*, and **Aolrasia...** red leather *Gloves of Agility* (+1). Tomassine has 96 SP, 37 GP, 1588 GP Ruby, 9142 GP silver/jade Locket

Second Circle



Garden of the Succubi, continued

and a white gold *Inaegor's Pendant* (cursed, prevents spells and enchanted items).

Cylawana's servant is **Sabigotho**. **Cylawana** has an *invisible* copper chest (keyhole, locked, -4 open lock) holds 639 CP, 521 SP, 84 GP, 6 platinum pieces, 14,740 GP silver/diamond Tiara, 16,037 GP legendary quality Guitar {328 years old}, two rare books (973 GP, 2632 GP), gold *Amulet of Luck* (+15%), a *Flaming Scabbard* for a short sword, a *Leather Armor* (AC+10, lightning protecting), and an *Endless Bag of Shot*. Sabigotho has 116 SP, 46 GP, 629 GP Opal, 4200 GP white Pearl, 8831 GP black Pearl, and an *Antidote Tonic*.

Girrabol's servant is **Nefyn**. **Girrabol** has a *Magic Bag* folded in a teakwood box (-2 open lock); the *Bag* holds 202 SP, 57 GP, eight pieces of amber (each 1d100*1d12 GP), ten pieces of jade (each 1d12*250 GP), four pieces

of raw ivory (each 1d12*100 GP), a 3608 GP scrimshaw piece, *Hero's Bracers* +2, 2x *Salve against Sleep*, 2x *Salve against Paralysis*. Nefyn has 309 SP, 26 GP, 2 platinum pieces, 9073 GP electrum/ruby Pin, a *Book of Undeath*, and a gold *Chain of Insanity*.

Leavaquin's servant is **Liusaidh**. **Leavaquin** has an 8 inch red leather clasp purse that acts as a *Magic Bag*, hidden inside a pillow in the parlor room (-6 to find); the *purse* holds 114 SP, 63 GP, three gold rings (326 GP, 554 GP, 782 GP), a rolled 18" Master's painting (tube) valued at 17,429 GP, three vials Unholy Water, an Unholy religious icon (Lucifer, 1592 GP), a silver *Ring of Mounts*, and a *Telekinesis Wand* (163). Liusaidh has 98 SP, 15 GP, a 2217 GP Emerald, a 917 GP piece of red Jade, a *Fire Parting Wand*, and a *Gnome's Death Potion*.

Pazafran's servant is **Helandine**. A hidden compartment in the floor under an armoire (-7 to find) in **Pazafran's**

Second Circle

Second Circle Encounter Table

1d20 Roll	1d4 to Select Column, 1d20 to Select Row		
	1 or 2 on 1d4	3 on 1d4	4 on 1d4
1	1d3 Elmo's Fires	1d6 Spirits	1d8 Ulutus
2	1d4 Elmo's Fires	1d6 Spirits	1d6 Sessins
3	1d3 Banshees	1d8 Spirits	1d4 Vacklis
4	1d4 Banshees	1d8 Spirits	1d4 Type 1B Devils
5	1d3 Ghosts	1d6 Specters	1d4 Type 1D Devils
6	1d4 Ghosts	1d10 Specters	1d6 Pruddin
7	1d6 Ghosts	1d6 Wraiths	1d6 Pruddin
8	1d8 Ghosts	1d8 Wraiths	1d6 Pruddin
9	3d8 Hell Rats	1d10 Wraiths	1d3 Beng
10	2d20 Hell Rats	1d12 Infernal Locusts	1d3 Beng
11	2d20 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 Devils
14	1d12 Gargoyles	1d10 Common Devils	1d8 Type 2A Devils
15	1d6 Hell Horses	1d6 Ordinary Devils	1d4 Type 2B Devils
16	1d4 Air Elementals	1d8 Ordinary Devils	1d8 Type 2B Devils
17	1d4 Djinn	1d10 Ordinary Devils	1d4 Type 2C Devils
18	1d8 Evil Crusaders	1d12 Ordinary Devils	1d6 Type 2C Devils
19	1d6 Evil Wizards	1d8 Zoybim	1d6 Type 2D Devils
20	1d10 Evil Priests	1d12 Zoybim	1d6 Type 2E Devils



Second and Third Circles

Garden of the Succubi, continued

(from page 64)...bed chamber holds 110 SP, 126 GP, fifteen pink Pearls (1d100*50 GP each), a 13,802 GP antique dueling sword of historical interest, five original Master's musical scores (1d20*1500 each, 500 to 600 years old), an excellent quality Clarinet (582 GP), a *Dic-tatum's Pencil*, and a pair of *Linked Tarot Cards*. He-landine has 247 SP, 77 GP, a 2018 GP piece of tur-quoise, an antique Master carver's wood carving of two running stallions (4104 GP), and a *Serpent Wand* (29).

Torellago's servant is **Constenna**. An *enchanted rope* found in a secret compartment of **Torellago's** armoire (-6 to find) pulls an *extra-dimensional chest* from another Plane (empty on 1d100 roll of 100); the chest holds 528 SP, 109 GP, a Master jeweler's silver/diamond/sapphire pendant (15,208 GP, 361 years old), a folded 822 GP Tapestry, a pair of black leather *Thief's Gloves* sized for Dwarfs, a silver/ruby *Bracelet of Tirelessness*, and a *Mosho's Mask*. Torellago has a black cat **Familiar**, **Ruonbilla**. Constenna has 183 SP, 50 GP, *Short Sword +1*, *Arrow of Paralysis* (save 1d20 GTET [32-Stamina], and an *Endless Feedbag*.

Third Circle of Hell

Diabolic Prince Gaap
 Prince's Emblem Blue Field, Black Dragon Profile
 Diabolic Earls Abrizxus, Sidragasum, Verrim
 Diabolic Generals Izophum, Morfessus, Ophshot, Pavius, Tilchattio, Toorcay
 Devils Common, Ordinary, Gaityas, Beng, Pruddin, Zoybim, Types 3A through 3E
 Other Notable Cerberus, Caladiedra, Recko
 Sinners, Punishments... Gluttony and Avarice, Snow, Dogs, Devils with Flails
 Environment Snowy Fen
 Physical Challenges..... Outer Cliffs, Cold, Snow
 Size Torus, Outer Circumference 500 miles, Inner Circumference 430 miles, Outer Radius 86 miles, Inner Radius 71 miles, Width 15

The Outer Border between the Second and Third Circles is a mile-wide region filled with rocks and cliffs and valleys, some up to 1500 FT high (see map on page 73). The region is essentially impassable on foot except for 12 passes which cut through the rocks, spaced equally around the perimeter. Each pass is 500 FT across, nar-rowing to 250 FT in the center.

Second Circle Borders Encounter Table

1d12 Roll	Select Columns with 1d6, Select Rows with 1d12					
	1 on 1d6	2 on 1d6	3 on 1d6	4 on 1d6	5 on 1d6	6 on 1d6
1	Giant Bats	Killer Bees	Armorpeckers	Banshees	Type 1A Devil	Chimeras
2	Giant Bats	Killer Bees	Armorpeckers	Ghosts	Type 1B Devil	Cockatrices
3	Giant Bats	Killer Bees	Gtr. Condors	Specters	Type 2A Devil	Griffins
4	Vampire Bats	Lightning Bug	Harazons	Wraiths	Type 2B Devil	Hippogriffs
5	Vampire Bats	Lightning Bug	Giant Owls	Black Annis	Type 3A Devil	Manticores
6	Vampire Bats	Dragonflies	Pegasus	Giant Snakes	Type 3B Devil	Blue Dragon
7	Spectral Bats	Dragonflies	Perytons	Rot Dragon	Gargoyles	Brown Dragon
8	Spectral Bats	Basilisk Flies	Harpies Hell	Simorg	Gargoyles	Green Dragon
9	Spectral Bats	Scorpion Flies	Thunder Birds	Senmurus	Gargoyles	Red Dragons
10	Flying Monkey	Snake Flies	Firebirds	Komodo Drgn	Gargoyles	White Dragon
11	Flying Monkey	Giant Wasps	Firebirds	3Head Hydra	Gargoyles	Aitvaras
12	Flying Monkey	Spider Wasps	Firebirds	Gila Monsters	Gargoyes	Aitvaras

Second / Third Circles

Third Circle of Hell, continued

The passes have stone walls with metal gate, located midway through. Each Gate is guarded by 3 **Beng** and two squads of **Pruddin**. Guards at the checkpoint stop and question all mortals, wanting to know where in Hell they started, their destination, and to which Diabolic Lord they owe allegiance. Adventurers showing at least four Third Circle Passes are allowed to pass the checkpoint without question. Adventurers may persuade the Sergeants (**Beng**) to allow them to pass with a well-crafted story or bluff; they succeed on 1d20 rolls GTET [34-Intelligence]. Two mortals are permitted to attempt persuasion at the same checkpoint within 24 hours. When Devils permit mortals to pass into the Third Circle, they provide an escort of 1d6 **Pruddin** on 1d20 rolls GTET 14; this is not optional for the mortals. If GTET 5 Devils are incapacitated, reinforcements of 2 **Gaityas**, 2 **Beng**, and 20 additional **Pruddin** arrive in 1d10 rounds.

Persons with mountain or rock climbing skills may attempt to climb individual rocks but it takes at least a week to climb through the region. Treat all parts of the region as being 'very difficult' to climb. The outer half of the region is climbed in the dark. There is no water in the region and little edible material (-6 to find). Perform 4 encounter checks/day while mortals are climbing through the rocky region, using the Second Circle Borders Encounter Table, see page **.

The fierce winds of the Second Circle begin to diminish at the outer edge of the rough broken region, decreasing in intensity so there is a light breeze at the checkpoint and no breeze at the inner edge. The darkness begins to lessen after passing the checkpoint, brightening over one half mile to the light of a very cloudy day at the inner edge of the area.

The inner border of the Circle is an earthen dike, 50 FT across at its base, 20 FT tall at the top, with a flat 8-FT stone walkway along the top. Fifty feet inward from the dike is a 300 FT drop to the flat black sand plain of the Fourth Circle. The snow diminishes and thins starting a quarter mile from the dike; there is only the thinnest coating of ice at the dike on the Third Circle side. The temperature begins to rapidly increase a quarter mile from the dike, at 10 degrees per hundred yards (to about 70 degrees on top of the dike).

The Third Circle is a cold, wet, flat, and wretched place, consisting of soft spongy ground with a layer of cold

water up to 8 inches thick under 2 to 3 FT of dirty snow

with occasional snowdrifts. An irritating black gritty substance is mixed with the eternal rain and snow. Pools of a foul oily black or grey liquid lay on the surface between drifts. The air has an irritating odor and the grit in the air continually burns at mortal eyes; apply a -1 TH modifier everywhere on this Circle (save 1d20 GTET [36-Stamina], check once upon entry).

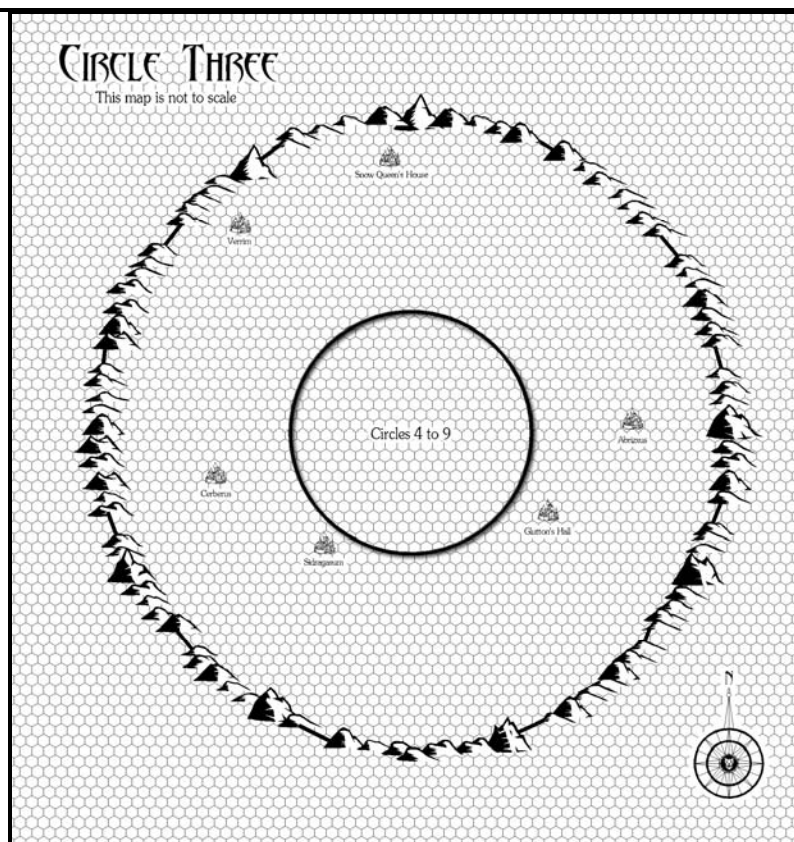
The souls in this Circle are punished for Gluttony and Avarice. They sit or lie prone in the snow, beaten down by Devils carrying whips and flails of iron if they rise. The souls whimper, bark, and howl like dogs, muffled barking or baying sounds are heard everywhere in the Circle. Dogs of many sizes and species roam across the Circle, tearing at the Souls and defecating on them. Adventurers frequently (every 1d20 minutes) come across 3 to 16 inch paw prints in the snow; no result comes from tracking or following any particular set of prints.

There are no roads across the mire. Mortals slog through the Third Circle at three-quarters mile/hour. Mortals lacking protective winter clothing, magic, or prayers, reduce their effective Stamina statistic 1 point for every 2 hours of exposure to cold, and their effective Will statistic 1 point every 4 hours, until their body temperature is returned to normal. When either statistic is reduced to LTET 4 the person falls to the ground (snow) and refuses to move (e.g. gives up, save 1d20 GTET [34-Will], checked every quarter-hour); an effected person becomes unconscious in 1d20 additional minutes (save 1d20 GTET [30-Stamina], checked every subsequent quarter hour). An unprotected mortal develops **frostbite** (see *Codicil of Maladies*) after 8 hours of continuous exposure to the cold (save 1d20 GTET [24-Stamina]); additional checks are made every subsequent hour the individual lacks protection, increasing the critical value by one with each check, e.g. 24 to 25, 25 to 26, etc.). Treat an Adventurer who has failed 4 frostbite checks as having an effective Stamina of 4, as above.

An Adventurer whose Will or Stamina statistic is reduced to zero *dies of exposure to cold*, save 1d20 GTET 17, checked every half hour until their body temperature is returned to normal; this also applies to an Adventurers who have failed GTET five frostbite checks.

The foul water and air may cause a mortal to collapse for 2d100 minutes (save 1d20 GTET [34-Stamina], checked every 2 miles of travel, first check only at +3).

Third Circle



Third Circle of Hell, continued

Reduce an Adventurer's effective Stamina 1 point for the 10 hours following a seizure; include any incapacitated time in determining frostbite.

The constant fog, rain, and snow reduces visibility on the Circle to one-tenth mile (170 yards). Denser patches of fog reduces visibility to 1d100+100 FT, occurring on 1d20 rolls GTET 13, checked every hour, persisting 1d100 minutes. Movement is slowed to half-speed in dense fog. Apply a -6 roll modifier to checks for avoiding becoming lost when Adventurers are in dense fog. Adventurers who keep moving in dense fog become separated from one another by 3d100 FT, save 1d20 GTET [34-Intelligence]; separation is in a random directions given by 1d8 (1 equal to north, 2 equal to north-east, 3 equal to east, etc.).

Severe weather occurs on 1d20 rolls GTET 16, checked every 2 hours; the severe weather is a blizzard on 1d20 rolls GTET 7, otherwise it is a hailstorm. Adventurers caught in a blizzard experience strong fierce winds (e.g. additional wind chill) and white-out (visibility 1d20 FT)

conditions for 1d100+30 minutes, suffer hp1d10 from exposure (save 1d20 GTET [36-Stamina]; an incapacitated person caught in a blizzard dies (save 1d20 GTET [38-Stamina]). Adventurers who are not together in a physical shelter (e.g. tent, igloo, etc.) become separated from each other in a blizzard by 5d100 FT in random directions (save 1d20 GTET [34-Intelligence]). The separation distance is greater than visibility and greater than can be heard over the wind).

Persons caught in a hailstorm experience heavy hail for 3d20 minutes; each unprotected person suffers hp1 damage for every 3 minutes of exposure to the hail.

One-hundred yards from the outer border of the Third Circle Adventurers find a black marble obelisk, 10 FT tall, sitting on a rectangular granite platform 8 FT across, raised 2 FT above the snow line, with steps on the south side. The west side of the obelisk is engraved with an arrow pointing north above an arrow pointing south. The arrow pointing north is labeled 'Verrim, Caladriedra, Abrizxus' and the arrow pointing south is labeled 'Cerebrii, Sidragasum, Gluttons, Abrizxus.' A similar obelisk is found every 10 miles around the outer

Third Circle

Third Circle, continued

perimeter of the Circle; Games Masters will need to adjust the names associated with the arrows depending on the position of a particular obelisk along the perimeter.

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

Adventurers moving through the Circle encounter HD3 **Manes** every 1d12 minutes, approaching within 1d100 FT; a **Manes** will mindlessly attack if a mortal comes within 25 FT.

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

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

Encounter with Cerberus

Regardless of where Adventurers enter the Third Circle

along its perimeter, and regardless of encounter checks, **Cerberus** finds the Adventurers after 1d6+8 hours (preferably while they are at rest). The ever-present mist and snows deepens into a thick fog over 4d12 minutes, having a maximum visibility of 25 FT, with appropriate checks to determine whether group members become separated or lost. The background sounds of dogs become both louder and nearer-sounding, although party without specific direction. **Cerberus** appears out of the fog after an additional 4d6 minutes, ambushing one Adventurer; surprise is achieved unless they succeed on 1d20 GTET [36-Intelligence]. **Cerberus** prefers to attack [in order] Priests, Wizards, Warlocks, Crusaders, Warriors, and Rascals; it prefers humans to other races, then elves, gnomes, and dwarves. If Adventurers are separated, the affected person's companions hear the attack on 1d20 rolls GTET [34-Stamina], but may not be in a position to give effective aid; if they are not immediately aware of the attack, the companions do not realize that an Adventurer has been taken for 2d20*quarter minutes.

Cerberus attacks to *subdue and not to kill*, a successful hit indicates the affected mortal is taken in its center mouth; it retains the ability to bite or spell with its left and right heads. The individual is shaken so their equipment and weapons are cast off, suffering hp1d6 and becoming unconscious 3d12 minutes (save 1d20 GTET [32-Stamina]). Thereafter, a mortal held in Cerberus' mouth suffer no additional damage.

A person who remains conscious after shaking is overcome by Cerberus' breath, sleeping 3d10*quarter hours, save 1d20 GTET [30-Stamina], checked every 5 minutes. A conscious person can struggle to break **Cerberus'** grip, succeeding on 1d20 GTET [34-Strength], one opportunity per minute; if the affected person is carrying Hell Cakes (see Minos' Villa, Second Circle of Hell) they may retrieve the cakes on a successful Strength roll instead of breaking free. If 2 or more Hell Cakes are made available, **Cerberus** will grab and devour them rather than attempt to snatch a mortal (delay of 1d6 rounds); if a mortal is already held he does not have to release his captive to devour the cakes. **Cerberus** falls into a deep 1d20 hour sleep for after consuming 10 Hell Cakes (1d12 rounds to take effect); if attacked while asleep it wakes on 1d100 rolls LTET the total damage suffered, checked each round. If a mortal is held when Cerberus succumbs to sleep, they suffer 1d12+1d6 falling damage. Once it has captured a mortal, **Cerberus** moves off at 12 mph directly towards its lair.

Third Circle

Encounter with Cerberus, continued

The extraordinary fog abruptly lifts when it is a half-mile away (about 2 minutes). **Cerberus** leaves a readily evident trail that is easily followed, consisting of a straight line of large paw prints in the snow and frequent impressions of its large body as it pushes through snow banks. Depending on where on the Circle the ambush occurred, it may take 10 to 12 hours for Cerberus to reach his lair (Barn). Once at its lair, Cerberus uses the captured mortal to create a **Garm** (monster canine, see *Inferno: Bestiary*); the transformation does not occur until (1d20+6)×quarter hours after arrival.

Game Masters should determine the amount of time necessary for **Cerberus** to make the trip from the ambush site to his Barn, and return to the remaining Adventurers; if the captured mortal's companions do not reach Cerberus' Barn within the time of a round-trip plus 8 hours, the pattern repeats, with Cerberus capturing a second mortal using the same fog and ambush technique. If the remaining companions do not reach the Barn within a second round trip plus 10 hours, the pattern repeats a third time. Once **Cerberus** has captured three mortals within a span of 3 days, he does not return again. **Cerberus** does not follow if mortals exit the Third Circle, however the pattern begins again if they reenter.

Mortals are not completely assimilated into a **Garm's** personality for 36 hours after the transformation. If the Garm of which the *first person captured* is a part is 'killed' within 36 hours the two personalities within return to their own individual bodies, reviving as naked individuals with hp1d6. The other member of the first **Garm** is **Natthad Giantslayer**. The second and third mortals captured are used to create a second **Garm**. A mortal subsumed into a Garm may resist attacking their previous companions in the 36 hours following their transformation on 1d20 rolls GTET [30-Will].

Cerberus' Barn (Lair)

Cerberus lairs in a rectangular barn-like building, 100 FT long by 60 FT wide, 30 FT tall on the ends and 50 feet FT in the center (see diagram on page 72), oriented along a radius pointing towards Lucifer at the center of Hell. The building is made of a pale white stone visible at a distance of a quarter-mile through the storm; it can be detected as an infrared glow at a range of one mile. Cerberus is present at the Barn when Adventurers arrive

on 1d20 rolls GTET 13; if it is present, it is asleep on 1d20 rolls GTET 14. If **Cerberus** is not initially present, it arrives on 1d20 rolls GTET 15, checked once for every room Adventurers enter (add +x when Adventurers enter the treasure room on the Second Floor, #xx); he is found in the central room, #1, when Adventurers next enter it.

If 2 or more Hell Cakes (see Minos' Villa, Second Circle of Hell) are thrown to **Cerberus**, it grabs and devours the cakes and takes no other action for 1d6 rounds. **Cerberus** falls into a deep 1d20 hour sleep for after consuming 10 Hell Cakes (1d12 rounds to take effect); if attacked while asleep it wakes on 1d100 rolls LTET the total damage suffered, checked each round. If **Cerberus** is killed, he reappears at his Barn in 96 hours. **Earl Verrim** appears to investigate **Cerberus'** death after 1d20+20 minutes, with a retinue of 2 **Gaiityas**, 6 **Beng**, 12 **Pruddin**, and 12 **Common Devils**. Any resulting manhunt is confined to the Third Circle (double the number of encounter checks, **Devils** are met on 1d20 rolls GTET 8).

1. **Central Room, Ground Floor.** On the west and east ends are openings 15 FT wide by 20 FT tall,



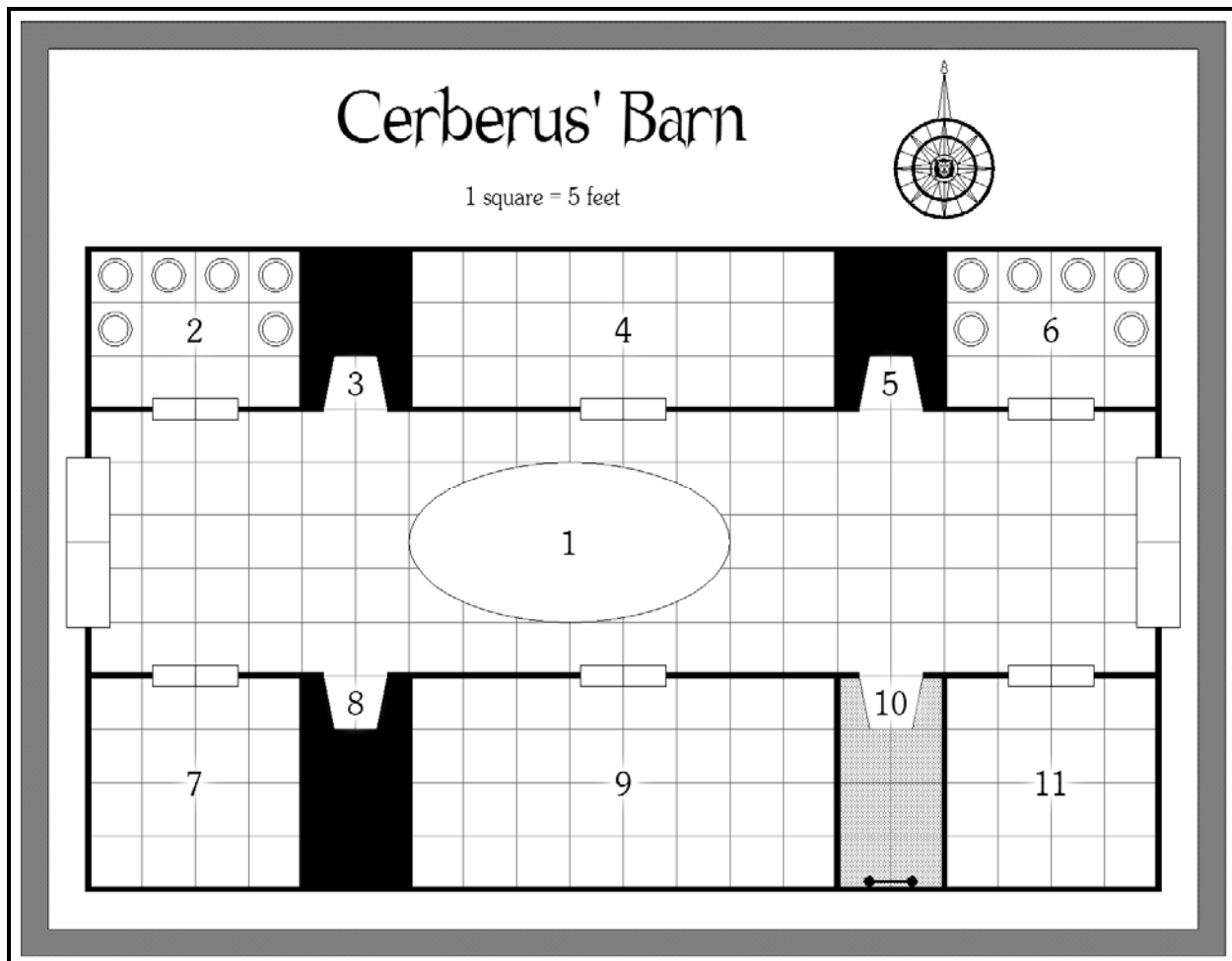
Third Circle

Cerberus' Barn, continued

1. **Central Room.** ...without doors. The floor and walls are a smooth white stone. An oval depression 25 FT by 15 FT by 3 FT deep is in the center of the room is, made of a soft and warm material; if **Cerberus** is present he is curled up in this depression. The room has four large roaring fireplaces, two on the north side and two on the south side, providing heat of 85 degrees. The room has 6 arched openings (no doors), each about 8 FT wide by 12 FT tall, three along the north wall and three on the south wall. The key to the door at #12 (Second Floor Landing) is hidden under a false floor stone in the northwest corner (-10 to find); one **Type 3A Devil** (rooms #2 or #6) knows of this key. If fighting with Cerberus occurs here: the **Garm** in rooms #4, #7, #9, and #11 join after 1d8 rounds and the **Type 3A Devils** join after 1d6+4 rounds. Once two **Type 3A Devils** or GTET six **Garm** are disabled, reinforcements of a **Beng**, a squad of **Pruddin**, 3 **Type 3D Devils**, and ten additional **Type 3A Devils** are summoned, arriving in 1d20 rounds.
2. **Northwest Feeding Room.** A rectangular room with red tile floors and wall painted dark red. The room holds six large open vats of fresh meat (wholesome, but subject to the Inferno binding effect). Three **Type 3A Devils** are present on 1d20 rolls GTET 9, otherwise they are found in location #6.
3. **Northwest Fireplace.** A fireplace 10 FT across by 8 FT tall by 7 FT deep, with a roaring hot fire.
4. **North Garm Kennel.** A rectangular room with a black stone floor and grey stone wall, filled with piles of straw and dog droppings. 1d8 **Garm** are in the room, 1d4 are initially asleep; they immediately attack any mortals entering the room. If combat occurs in room #1 they join in after 1d8 rounds.
5. **Northeast Fireplace.** A fireplace 10 FT across by 8 FT tall by 7 FT deep, with a roaring hot fire.
6. **Northeast Feeding Room.** The room holds six large open vats of raw red meat (wholesome, but subject to the Inferno binding effect). Three **Type 3A Devils** are here if they are not in room #2 (1d20 rolls GTET 11). If the **Devils** are here, and fighting occurs in the central room (#1), they join in 1d6+3 rounds.
7. **Southwest Garm Kennel.** The floor is a dark grey slate and the walls are grey tile to 4 FT, white stone above that. The floor is covered with piles of straw and dog droppings. Zero to 2 (1d3-1) **Garm** are present in this room; each Garm is initially asleep on 1d20 rolls GTET 8. They attack any mortals entering the room. They join any combat in location #1 after 1d8 rounds.
8. **Southwest Fireplace.** A fireplace 10 FT across by 8 FT tall by 7 FT deep, with a roaring hot fire.
9. **South Garm Kennel.** The room has a black stone floor and grey stone wall, filled with piles of straw and dog droppings. 1d6 **Garm** are in the room, 1d4 are initially asleep. They immediately attack any mortals entering the room. If combat occurs in room #1 they join in after 1d8 combat rounds. The ***Garm** which holds the first transformed Adventurer is in this room, initially asleep.*
10. **False Fireplace.** An fireplace 10 FT across by 8 FT tall by 7 FT deep, with the *illusion* of a roaring hot fire, including an enchantment causing the feeling of heat (disbelieve 1d20 GTET [34-Will]). An invisible (detect 1d20 GTET [45-Intelligence-Level] metal ladder is fixed to the south wall. The ladder breaks (falling damage) on 1d20 rolls GTET 17.
11. **Southeast Garm Kennel.** The floor is a dark grey slate and the walls are grey tile to 4 FT and white stone above that. The floor is covered with piles of straw and dog droppings. Zero to 2 (1d3-1) **Garm** are present; each one initially asleep on 1d10 rolls GTET 12. They attack any mortals entering the room. *If **Cerberus** has captured a second and third*



Third Circle



Cerberus' Barn, continued

11. **Southeast Kennel...***mortal, the created Garm is in this room, found asleep.*

12. **Landing at the top of the Ladder** (see diagram, page 79). A wood landing with a hole in the floor, the ladder gives access from the First Floor, location #10 (False Fireplace). The ceiling is 8 FT tall, with white-painted walls and a door on the north side. The door is reinforced steel with adamantine hinges, handle, and keyhole (-10 open lock. The probe, lock pick, or key used in any unsuccessful attempt to open or pick the lock is sheared by an interior blade; avoid on 1d20 GTET [24-Agility] first attempt, [28-Agility] second attempt, [32-Agility] third attempt, etc. The correct key is hidden under a floor stone in the northwest corner of room

#1 (known to one **Type 3A Devil**).

13. **Treasury Room.** The room is entered through a locked door on the south wall, and has a secret door on the north wall (-6 to find, -4 open lock). The room has a wood floor, white-painted walls, and is 14 FT high. The room contains four open brass coffers, four small open silver coffers, four small open gold coffers, an polished ebony coffer with a lid carved with a dog's head, and a large marble sarcophagus with a lid carved with six mummy figures. A 65 inch tall column of polished black obsidian in the center of the room supports a 65,000 GP, 2 pound, heart-shaped ruby; a spiral of quarter-inch holes wraps around the pedestal from floor to top (notice 1d20 GTET [30-Intelligence] or a difficult search check). The room also holds six humanoid manikins each wearing a suit of armor with associated weapons.

Third Circle

Cerberus' Barn, continued

13. **Treasure Room**...Each brass coffer holds 2500 GP, the silver coffer each hold 1200 electrum pieces, and the gold coffer each hold 800 platinum pieces. The ebony coffer holds 150 diamonds (each 1d6*1000) GP, 100 pearls (each 1d12*200 GP), 60 sapphires (each 1d4*1250 GP), and 75 emeralds (each 1d20*1000 GP). One sapphire is a *Load-Stone*. The lid of the marble sarcophagus is sealed with tin, the lid requires a total Strength GTET 32 to push off. It holds three tightly wrapped tents (one is a *Tent of Marvels*, one is a *Constricting Tent*), an *Ever-full Ration Backpack*, *Gorgosh's Dragon Bridle*, a *Wondrous Rope Bridge*, *Dwarven Great Mallet*, and a *Horn of Heroism*. Lifting the large red ruby from the pedestal starts a 15 second timer, if it is not replaced before the timer drops out then tongues of fire shoot out from all of the holes in the pedestal. The pedestal fires 10 series of flame, each 20 seconds long, with 10 seconds between them. Each series does hp1d12+4 at a range of 10 FT. The ruby is tapered so it sits into a depression and holds down the timer stud - replacing the ruby with a weight that does not depress the timer stud does not disarm the trap.

Manikin 1 is the size of a large man, holds a *Helm of Iron Will*, *Gloves of Missiles*, full plate mail AC+35, steel foot protectors AC+10, *Club* +3 (+2 TD), and a silver-bladed *Cutlass* +3.

Manikin 2 is the size of an average man, holds a chain mail hood AC+15, chain mail Armor of the *Protector*, metal gauntlets AC+15, a chain mail waist skirt AC+15, a *Battle Staff*, and a *Mace of the Sun*.

Manikin 3 is the size of a dwarf, holds an open helm with silver visor AC+10, gold washed chain mail AC+40 (double value), steel arm protectors AC+15, *Water Gauntlets*, gold washed metal leg protectors AC+25, *High Jump Boots*, *Cloak of the Black Sky*, a *Double-Bladed War Axe* +4 (+1 TD, +1d8 damage against Orcs and Goblins), and a *Sniper Crossbow* with a quiver of 25 bolts (4 *Bolts of Devil Slaying*, save 1d20 GTET [24-HD]).

Manikin 4 is the size of a small man, holds a metal cap AC+10 (as a *Helm of All-Seeing*), full leather armor AC+30 (*Ghost Armor*), *Gloves of Melee*,

Throwing Knife +2 (Wizard's Bane), a *Short Sword* +2, and a *Whip of Thorns*.

Manikin 5 is the size of a Gnome, holds an open steel helm with nose protection and a spiked top AC+15, scale mail *Lightning Armor*, leather gauntlets AC+15, scale mail leg protectors AC+20, *Boots of Silent Speed*, *Cloak of Weightlessness*, a *Gnome's Pick*, and a *Claw of Slaying*.

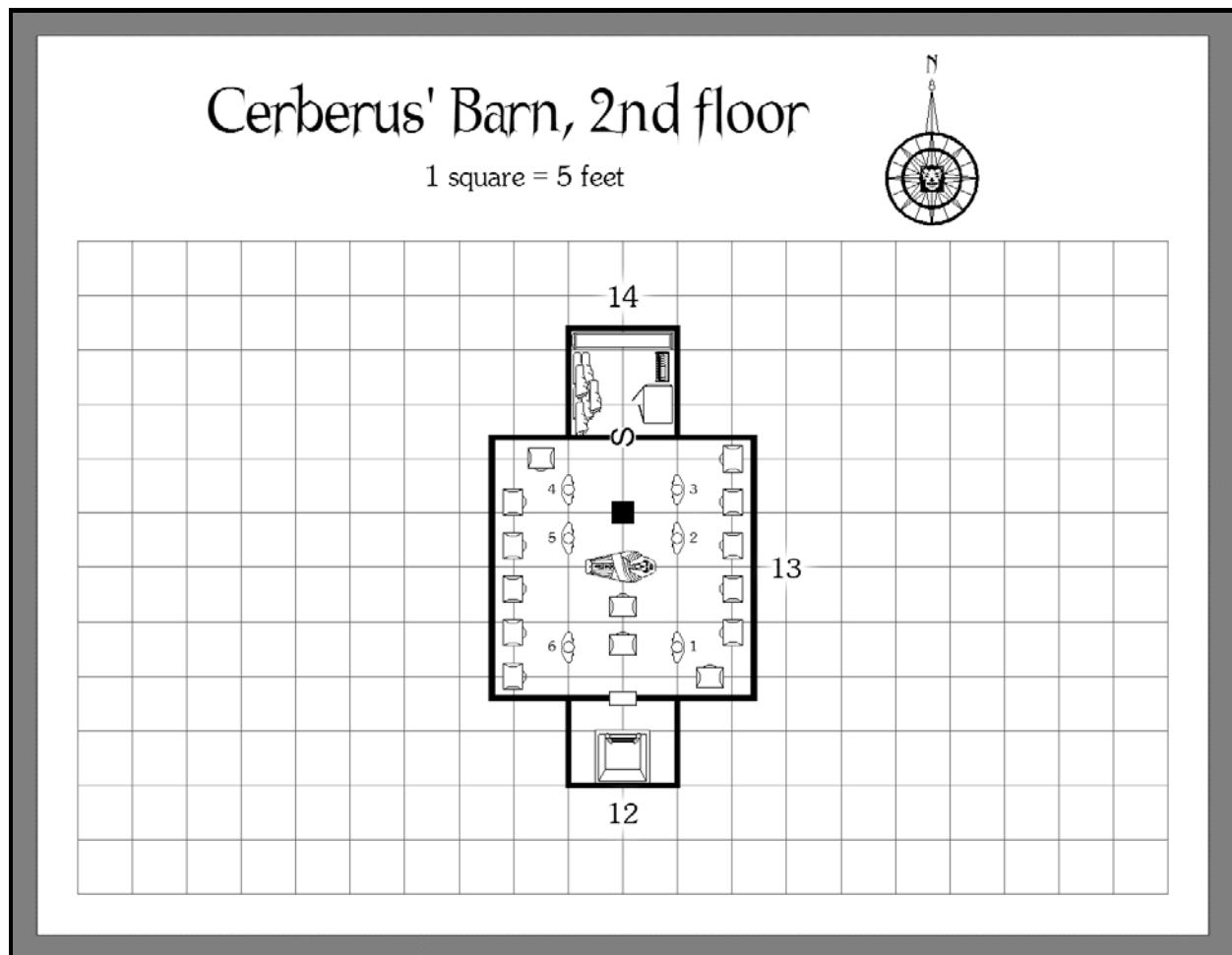
Manikin 6 is the size of an Elf, holds an open metal helm AC+15, leather armor AC+20, scale mail arm protectors AC+10, a pair of scale mail gauntlets AC+10, leather leg protectors AC+10, *Boots of Spider Walking*, a *Long Bow* +3 with a quiver of 20 war arrows, and an *Elven Dagger*.

14. **Hidden Treasure Room**. When the door is opened, a *Glyph of Blindness* (avoid sight 1d20 GTET [34-Agility], save 1d20 GTET [32-Stamina], 2d100 minutes, also affects Infrared and Ultraviolet vision, permanent on save roll of 1). The room has a plain wood floor and white-painted walls, and contains a large upright wood cabinet, a large rack of scrolls, a rack of 14 rare rolled carpets, and a set of 6 wall shelves attached to the north wall.

Inside the wood cabinet are 4 shelves containing 30 books of epic poetry (each 1d4*250 GP), 6 books of maps (each 1d3*150 GP), 10 folios of original composer's scores of musical masterpieces (each 1d4*400 GP), 20 lost books of literature or myth (each 1d4*250 GP), 8 Alchemical Grimoires (each 1d6*500 GP), 4 ancient books on the military arts (each 1d6*400 GP), and 24 ancient volumes concerning magical theory (each 1d20*500 GP). Also in the cabinet are an *Annal of Identification*, *Babel Tome*, *Fool's Tome*, *Handbook of Life's Experiences* (XP+35,000), *Mind-Numbing Tome*, *Manual of Priestly Experience* (XP+20,000), a copy of *Pelk's Bestiary*, *Tome of Amnesia*, *Tome of Indecision*, and a *Tome of the Numbered Years*.

On the scroll rack are 30 scrolls which depict buildings around the world (invoking a scroll on the Prime Material Plane immediately transports the invoking person plus all within 10 FT to the pictured location; not usable in Hell, *specific locations as determined by the Games Master*), 18 musical scores (each 1d3*200 GP), 10 scrolls which depict castles of various sizes (invoking a scroll on the

Third Circle



Cerberus' Barn, continued

14. **Hidden Treasure Room...**Prime Material Pane immediately sets 500 elemental workers to building the castle pictured with construction completed in 30 days), 15 scrolls which each teach the person reading them a (random) new language, 30 scrolls of magic spells (randomly determine content), 30 scrolls of priestly prayers (randomly determine content), 12 scrolls of 1d10 *Cure Light Wounds* (2 per scroll), 4 scrolls of 2d10 *Cure Serious Wounds* (2 per scroll), and one scroll of *Raise the Dead*. On the shelves are 14 carved ivory figures of different kinds of Devils (each 1 pound, 1d4*350 GP), a *Deck of Wondrous Cards*, a silver *Forever Flask of Elven Wine*, an ebony *Idol of Deluge*, and a *Vessel of Endless Fog*. The rolled carpets are of extraordinary quality: 8 are shades of blue, 2 are white, 1 is dark red with gold figures, 1 is dark green with a

silver border, and 2 are violet with yellow geometric shapes (each 1d12*750 GP). The dark red carpet is a *Flying Carpet* (900 pounds, 15 mph).

Caladierdra, the Snow Queen

Caladierdra, her husband, **Recko**, and son **Youma**, train Infernal Hounds and other canines for Prince Gaap. Their complex consists of a large three-story house surrounded by six pens, a barn, and a training corral. **Caladierdra** is present when Adventurers arrive on 1d20 rolls GTET 5; her initial location is determined from 1d20: (1) Pen B, (2) Pen D, (3) Barn, (4) Training Corral, (5) House Porch, (6) Other outdoor location within 4d100 FT, (7) House #1, (8) House #2, (9) House #6, (10) House #8, (11) House #9, (12) House #10, (13) House #13, (14) House #14, (15) House #16, (16) House #22, (17) House #24, (18) House #25, (19) House #27, (20) House #29. If **Caladierdra** is not home, she arrives

Third Circle

Caladierdra's House, continued

at the door to House #1 on 1d20 rolls GTET 18, checked when a room is entered. **Recko** is present when Adventurers arrive on 1d20 rolls GTET 8; his initial location is determined from 1d12: (1) Barn, (2) Training Corral, (3) Pen C, (4) Pen F, (5) House #2, (6) House #10, (7) House #13, (8) House #18, (9) House #22, (10) House #24, (11) House #25, (12) House #27. If **Recko** is not home, he arrives at the door to House #7 on 1d20 rolls GTET 16, checked when a room is entered. **Youma** is present when Adventurers arrive on 1d20 rolls GTET 3; his initial location is determined from 1d12: (1) Pen C, (2) Pen D, (3) Barn, (4) Training Corral, (5) House #3, (6) House #5, (7) House #8, (8) House #10, (9) House #13, (10) House #16, (11) House #21, (12) House #24. If **Youma** is not home, he arrives at the door to House #7 on 1d20 rolls GTET 13, checked on every third room entry.

Canine Pens

Each pen is an open square corral, 50 FT to a side, with a solid 15 FT high stone wall and latched metal door (requires total Strength GTET 21 to open, latch is 7 FT off ground). Several metal-barred windows are in each wall, 8 horizontal FT by 3 vertical FT, 9 FT off the ground. Persons walking near the pens hear canine barking, yipping, and growling coming from within; the pen area has the general sour aroma of unwashed canines and ripe meat. Inside each pen are three large open vats of meat.

Pen A holds nine **Infernal Hounds**, six HD5 **Giant Arctic Wolves**, and six Infernal Hound pups.

Pen B holds eleven **Infernal Hounds**, five HD6 **Mautherdoogs**,

Pen C holds eight **Infernal Hounds** and twenty Infernal Hound pups.

Pen D holds sixteen HD4 **Giant Wolves**, three HD5 **Giant Arctic Wolves**, and four Giant Wolf pups.

Pen E is empty and being mucked out by five **Ordinary Devils**.

Pen F holds four HD16 **Fenris Wolves**, and a Fenris pup.

Barn

The barn is a six-sided three-story white wood structure, 50 FT across. It has a green tile roof, two 16 FT by 12 FT sliding doors on the north and south sides, and a man-sized door in the southeast wall. The ground floor consists of a large open room (60 degree temperature) holding, and a refrigerated (25 degree temperature) room. The open area holds forty-two barrels of canine chow, fourteen barrels of puppy chow, eight-four bales of hay, six 500 gallon tanks of wholesome water, and bins of training gear (whistles, bells, muzzles, collars, leashes, whips, padded sticks, etc.). Two six-person sleighs are parked in the room, and there are stalls for eight Giant Stags. The refrigerated area holds twenty-eight Bison carcasses, twelve Giant Boar carcasses, and five Hell Cattle carcasses. A wood stair leads to the middle elevation. Three winches are attached to the ceiling (each 1200 pound capacity). A HD6 **Ice Beetle** has crawled into the barn on 1d20 rolls GTET 17.

The middle elevation covers about two-thirds of the ground floor, with a rough plank floor and waist-high rails around the outside. Another forty-five bales of hay are stored here, along with thirty-three barrels of canine chow and ten barrels of puppy chow. A battered copper whistle hangs from a peg at the back of the elevation (high frequency, 1d6 *Hound Summoning* (38), HD3 **Canine**, hp24, AC26, bite 1d6, 2x paws 1d4, trample 1d12, 15 minutes). A wood stair leads up to the upper elevation.

The upper elevation is a bunk room for sixteen **Ordinary Devils**; 1d12 are present at any time. Furnishing consist of three rough wood tables, six benches, five wood chairs, 16 field cots, 16 wood chests (brass key-hole, found locked on 1d20 rolls GTET 7, -3 open lock), a dart board mounted to a wall, three barrels of stout beer, and an upright armoire. The following is found: 284 CP, 106 SP, 36 GP, nine diamonds (each LTET 100 GP), fourteen white pearls (100-800 GP), twenty pewter steins, two copper Unholy Symbols, a 82 GP silver dog charm, four books written in Infernal Cant, seven Dirks, a Cudgel, a *Rapier +1* (evil), a 1d10 *Healing Potion*, a 2d8 *Healing Potion*, a vial of *Unholy Water*, and a *Potion of Vision*.

Training Corral

A sandy area 50 FT across, surrounded by a hexagonal wall 9 FT tall, topped with a roll of razor wire. A metal door (Strength GTET 19 to open) is in the west side

Third Circle

Caladierdra's House, continued

with a latch 7 FT off the ground. When **Caladierdra**, **Recko**, and/or **Youma** are in the corral they are training 1d6 **Infernal Hounds** and 1d10 Infernal Hound pups. If they are not present, the corral is occupied by 1d6 **Ordinary Devils** on 1d20 rolls GTET 13, working with 1d10 **Giant Wolves** (empty on rolls LTET 12).

House

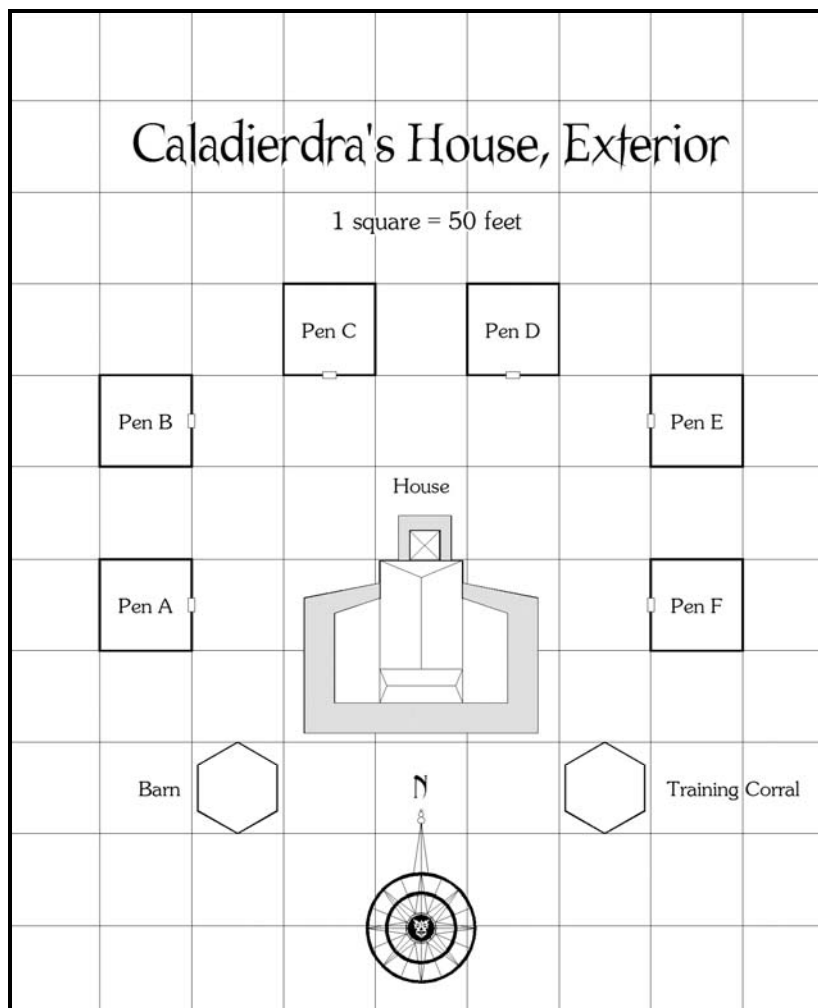
The Great House is a three story stone structure with slate roof, surrounded by two covered wood porches (a small one on the north, a large one on the west, south, and east sides); see the map on page 84. Exterior doors are on the north side into the Office (#1), on the west and east sides into the Ballroom (#2), and on the south side into the central Hall (#7). The interior walls are made of wood, the floors are dark hardwood, and the

ceilings are covered with red tile; each room is 16 FT high. The doors are 12 FT high and made of solid wood (total Strength GTET 24 to move); apply an additional -2 modifier to opening locks because they are 6 FT from the ground. All furniture is sized for Giants.

Porch

[North] A covered wood porch wraps around the north end of the house with stairs down 6 FT, and a locked door to the Office (Location #1; -6 open lock). An **Ordinary Devil** is found here on 1d20 rolls GTET 16.

[South] A covered wood porch wraps around the south end of the house, from the west end of the ballroom to the east end; stairs down 9 FT are on the southwest and southeast corners. Heavy wood chairs are found on the west and east sides of the porch. The ballroom (Location #2) and hall (Location #7) doors are unlocked. 1d6 **Ordinary Devils** are found on the south side. When an



Third Circle

Caladierdra's House, continued,

event is going on in the Ballroom, three **Etvaras** guard each exterior door to the Ballroom.

Basement

27. **General Food Storage.** A large open area with ten columns that support the house above; the house falls in on 1d20 rolls GTET 20-{number damaged columns}. The room holds forty crates of vegetables, fifteen crates of dried meat, twenty-seven barrels of dried fruit, a crate of candies, thirty-two barrels of fresh meat, sixteen barrels of flour, nine barrels of sugar, two barrels of salt, seven barrels of beer, three barrels of mead, nine barrels of wine, three barrels of pickles, nineteen wheels of cheese, and sixty jars of preserves (all wholesome, not affected by the Inferno binding). A locked cabinet holds 12 pounds of various spices, at 12 GP per pound. The kennel (Location #28) door is made of sturdy wood reinforced with iron bands, latched but not locked. The treasury (Location #29) door is metal with two padlocks (each -6 open lock). 1d4 **Ordinary Devils** are here on 1d20 rolls GTET 12.
28. **Wolf Cub Kennel.** The room has carpeted walls and a stone floor covered in straw, with a half-barrel of raw meat, and a trough of fresh water. The kennel is occupied by five female **Giant Wolves** and one female **Arctic Wolf**, seventeen Giant Wolf cubs, and two Arctic Wolf cubs.
29. **Treasury.** The walls are red brick with a layer of lead, the floor is black ceramic tile over a lead layer, and the ceiling is white stucco over a layer of lead. Two ordinary oil lanterns provide light. The door has two padlocks (each -6 open lock); black tripwires are a 7 FT and 5 FT off the floor (easily recognized and avoided), and at a half foot (-8 to find). All trip wires are -4 to disarm; setting them off releases a 1d12 jet of flaming oil (1d6 for 1d4 rounds; avoid 1d20 GTET [32-Agility]). The room holds six chests, each with a locked padlock (-6 open lock). One chest holds 13,042 GP. One chest holds 15,028 SP and 3021 CP. One chest holds 4108 diamonds (each 2d100 GP). One chest holds 26 antique porcelain dancer figurines (each 12,837 GP). One chest holds 410 pieces of carved jade (each 1d100*1d12*1d6 GP) and 152 pieces of carved ivory (each 1d100*1d20*1d8 GP). One

chest holds 184 ancient colored glass flowers (each 1d100*1d100*1d8 GP).

Ground Floor

1. **Office.** The walls are covered in red-silver-brown wallpaper, the floors are a dark hardwood, and the ceiling is painted with a mural depicting Geryon flying over the Eighth Circle. The room is furnished with a finely-crafted dark wood desk (8 drawers), a divan, three leather chairs, an upright bookcase, and two three-drawer file cabinets (locked, -2 open lock). An overhead chandelier provides light. The desk contains an assortment of office supplies plus 46 SP, 15 GP, a silver-bladed poisoned (save 1d20 GTET [30-Stamina]) *Dirk* +2, a 742 GP silver Unholy Symbol, three vials of *Unholy Water*, and a Shaman scroll (*Confuse Weapons* -3, *Dominate Person* {save [30-Will]}, *Levitation*, *Minor Sleep* {save [30-Will]}). The bookcase has 46 volumes written in Infernal Cant, 25 written in Giantish, and 10 in Dwarvish; a +2 *Manual of Intellect* {intelligence} is found on 1d20 rolls of 20, (limit one. The file cabinets hold business records, primarily the buying and selling of trained canines; all records are in Giantish. When Caladierdra, Recko, or Youma are present, 1d4 **Ordinary Devils** are with them; a customer is present on 1d20 rolls GTET 15 (1d4: **Fire Giant**, **Minotaur**, **Medusae**, **Feu'er Troll**). When Caladierdra, Recko, or Youma are not present, the room is guarded by two **Type 3A Devils**; they can summon 1d12 **Ordinary Devils** as reinforcements. Both doors are locked (-6 open lock).
2. **Ballroom.** The walls are painted light yellow, the flooring is light hardwood, the ceiling is painted with a mural of a flying Lucifer surrounded by Type 3 Devils. Two elaborate crystal chandeliers give light. The north wall is decorated with oil paintings of mountain landscapes in winter, the south wall is decorated with oil paintings of ice floes on arctic seas, and polar bears. A 3 FT orchestra dais is in the northeast corner. Twenty-four ornate chairs are against the walls. The north door (Location #1) is locked (-6 open lock); the doors to the west (Porch), east (Porch), and south (Location #3, Bar; Location #5, Reading Room) are all unlocked.

An *event* is in progress on 1d20 rolls GTET 19 (an event may be here or in the Dining Room, not both.

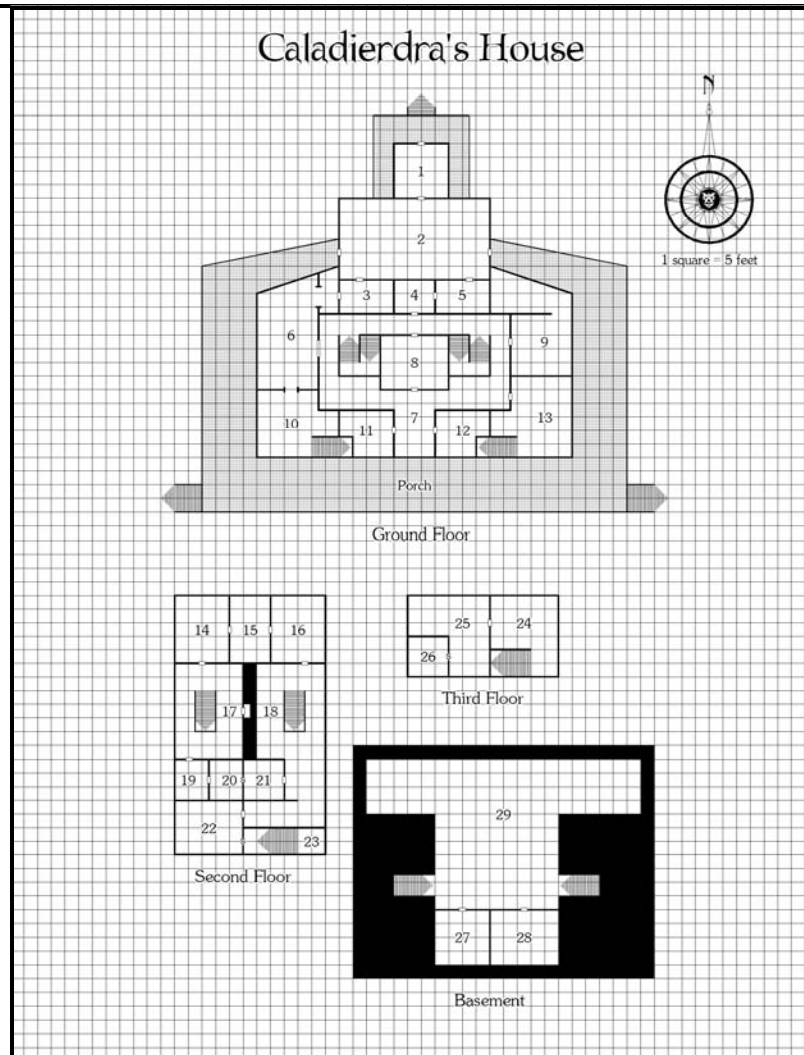
Third Circle

Caladierdra's House, continued

2. **Ballroom...** An event will have eight **Type 3B Devil** musicians on the dais, **Recko**, **Caladierdra**, and **Youma**, six **Ordinary Devil** servers, 1d6 each **Nimidyas**, **Assura**, **Types 3E-D-C**, and **Type 4A Devils**, and 1d10 additional guests (1d12/guest: **Lycanthrope**, **Doppelganger**, **Vampire**, **Minotaur**, **Medusae**, **Harpy of Hell**, **Centaur of Hell**, **Type 2E Devil**, **Type 2D Devil**, **Type 4B Devil**, **Type 4C Devil**, **Diabolic General**).
3. **Wet Bar.** The room is painted light purple, the floor is dark hardwood, the ceiling is tan with a brown border. Ornate dark wood cabinets are built into the east wall, holding thirty crystal decanters (each 1d20+90 GP) of outstanding quality wines and liquors (1d12+20 GP); on a 1d20 roll of 20, a decanter holds two volumes of *Seer's Potion*, limit one. The cabinet also has twenty each: crystal wine goblets, brandy sniffers, highball glasses, and shot glasses, and various bar implements. The room is furnished with eight high-backed tall bar stools and a tall circular table (5 FT across). A large oil painting of a vineyard hangs on the south wall. The north (Location #2, Ballroom) and west (Location #6, Dining Room) doors are unlocked. The room is occupied by two **Ordinary Devils** on 1d20 rolls GTET 16.
4. **Stuffed Hound.** The room has yellow wallpaper, hardwood floors, three wolf-shaped oil lamps, an ornate sideboard table, and three velvet-covered chairs. A 12 FT-long stuffed Giant Wolfhound stands on a large wooden block in the center of the room. Oil paintings of wolf packs hang on the north and west walls. The south and east doors are unlocked.
5. **Reading Room.** The room has green-gold wallpaper, a red brick fireplace in the center of the south wall with a large crackling fire; built-in book cases flank the fireplace. The room is furnished with six stuffed chairs covered in velvet, a coffee table, and two footrests. An oil painting of a mountain landscape in winter hangs on the north(west) wall. Eight oil lamps shaped like open books are attached to the walls. There are 620 books on the shelves, one third written in Infernal Cant, one third in Giantish, one-sixth in Dwarvish, and one-sixth in Common. An *enchanted book* is selected on 1d20 rolls of 20 (in order: *Codicil of Mages* {8500 XP to Wizards only}, *Key of Knowledge* {small boat handling}, *Armorer's Book* {permanent AC+20}, *Book of Undeath* {**Wraith** after death}, *Dimensional* [Chest] *Book*, *Book of Immortality* {+500 yrs life span}; limit 6). On 1d100 rolls of 100, a *false book* is selected that holds a 38,228 GP ruby. Two **Ordinary Devils** are found here. The door in the west wall to the Hound Room (Location #4) and the door in the north wall to the Ballroom (Location #2) are unlocked, the door in the east wall to the Conference Room (Location #9) is locked.
6. **Dining Room.** The walls are covered in salmon-colored wallpaper, the floors are a light hardwood, the ceiling is bright yellow. Three chandeliers provide light. The west wall has a mural of the Styx Swamp on the Fifth Circle of Hell; several boat models are on wall shelves. The room has two large dark wood tables, each with ten ornate wood chairs with velvet cushions. The northeast door (Location #3, Wet Bar) and the east double doors (Location #7, Hall) are unlocked; an arched opening in the south wall leads to the Kitchen (Location #10).

An event is in progress on 1d20 rolls GTET 16 (an event may be here or at the Ballroom, not both). When an event is going on, **Caladierdra**, **Recko**, and **Youma** are present, with 1d12+6 guests (1d12/guest: **Lycanthrope**, **Doppelganger**, **Vampire**, **Minotaur**, **Medusae**, **Harpy of Hell**, **Centaur of Hell**, **Type 2E Devil**, **Type 2D Devil**, **Type 4B Devil**, **Type 4C Devil**, **Diabolic General**). They are served by six **Ordinary Devils**.
7. **First Floor Hall.** The walls are cream-colored, the floor is dark hardwood, the ceiling is covered in copper plates; ten oil lamps are shaped like wolves. Two mirrors (aura of enchantment, no effect) hang on the north wall, flanking the door. Four oil paintings of Malebolge landscapes hang on the south wall (Minos Palace, Cliff over the Styx, River of Blood, Desert of Fire). Sturdy doors (unlocked) to the Shrine (Location #8) are located on the north and south sides of the central area. The doors to the Dining Room (Location #6), Stuffed Hound Room (Location #4), and the Canine Food Preparation Area (Location #13) are unlocked. The doors to the Armory (Location #11), the Gaming Room (Location #12), and the Conference Room (Location #9) are found locked (Armory -8 open lock). Two stairs flank the temple, one leads to the West Hall (Second Floor, Location #17), the other

Third Circle



Caladierdra's House, continued

7. **Main Hall...** to the East Hall (Location #18). Three **Type 3A Devils** are on the east side of the circle. When an event is going on in the Dining Room, three **Etvaras** are on guard by the Dining Room door.
8. **Shrine dedicated to Lucifer.** The room is painted black with black tile and dark green tiles on the ceiling. A silver Unholy Symbol hangs on the east wall, over a small table with six red candles. 5 FT red metal statues of Lucifer are in each corner (aura of evil), two burning copper braziers are in room's center, a 10 FT tall oil painting of Lucifer is on the west wall (aura of evil). Good persons are *compelled* to bow to the painting, save 1d20 GTET [40-Level-Will]. Two small (3000 GP) rubies that are found (+2 to find) on the underside of the table act as *homing beacons* (50% chance of 1d12 **Type (Circle #-)A Devils** are met on any encounter roll throughout Hell).
9. **Conference Room.** The room is separated by a partial wall into a northern section and larger southern section. The walls are covered in red foil wallpaper, the floors are dark hardwood, and the ceiling is painted with a mural of Cerberus. A painting of Amayon hangs on the north wall of the northern section; a cityscape painting of Glasya-Labololas hangs on the north wall of the southern section, and five antique jeweled swords hang on the eastern wall (1932, 2759, 2944, 3207, 3563 GP). The furnishings include a large dark wood table, eight leather chairs, two small end tables, and a thin

Third Circle

Caladierdra's House, continued

9. **Conference Room**...sideboard against the east wall. An 6207 GP ivory carving of a Manticore is on a side table. The northeast door into the Reading Room (Location #5) and the sturdy door in the south wall leading to the Dog Food Preparation Area (Location #13) are unlocked; the door in the west wall leading to the Hall (Location #7) is unlocked from inside but locked from the outside. On 1d20 rolls GTET 14 the room is occupied by two **Ordinary Devils** and two **Type 3B Devils**.

10. **Kitchen**. The walls are red brick, the floor is dark blue ceramic tile, the ceiling is a cream-colored stucco. The room has several ovens, a large griddle, a metal grate for pots, and three large wood tables. Pots and implements hang from iron hooks on the wall. A wood cabinet on the east wall holds bins of flour, sugar, salt, lard, and other staples, with 10 pounds of spices (1d12+80 GP/pound). An arched opening leads to the Dining Room (Location #6); a stair in the southeast corner leads down to the Basement (Location #27). The room is occupied by **Ramobava** (Minotaur Cook) and six **Ordinary Devils**.

11. **Armory**. The walls are red brick, the ceiling is red ceramic tile, the ceiling is white stucco; two ordinary oil lamps give light. The metal door is found locked (-8 open lock). The room holds twenty Rapiers (3x +1, 2x +2, 1x *Mortal Bane*), twelve Long Swords (1x +2 *Plate Mail Ripper*), eight double-bladed War Axes (1x *Dwarf Cleaver* +1, 1x *Wound Bleeder* +2), thirty Dirks, nine Spears (3x +1, 1x *Paralysis* +1), fourteen Heavy Maces (2x +1, 2x +2, 1x *Shield Breaker* +1), six large War Hammers, fifteen smoke grenades, and seven 1d12 explosive grenades.

12. **Gaming Room**. The room has silver wallpaper with blue stars, the floor is covered in plush blue carpet, the ceiling is painted light purple. The room is furnished with a well-crafted octagonal card table and eight ornate leather-padded chairs. An oil painting on the south wall depicts a group of Common Devils playing poker. A chalkboard is attached to the north wall. A cabinet against the east wall contains several decks of card, tally sheets, an ivory set of gaming chips (1042 GP), a wood box of d12 gaming dice (429 GP), a roulette wheel, and a green mat for craps. The door to the Hall (Location #7) is unlocked. If **Recko** or **Youma** are not present, a

group of 1d4+3 **Ordinary Devils** are found here (210 CP, 108 SP, 68 GP).

13. **Food Preparation for Dogs**. The walls are light tan, the floor is light-colored hardwood with a layer of sawdust, and the ceiling is a dark brown tile. The room has three large wood tables, and eight open barrels of fresh meat, along with five large carrying baskets. Six **Ordinary Devils** armed with meat cleavers are cutting fresh meat and filling the baskets (to be taken out of the pens). A stair in the southwest corner leads to the basement (Location #27). The doors to the Conference Room (Location #9) and the Hall (Location #7) are unlocked.

Second Floor

14. **Spare Bedroom**. A tasteful room with ornate furniture that includes an oval rug, canopy bed, two armoires, a chest of bedding, an empty footlocker, and two small tables. Purple wallpaper with blue-yellow flowers is on the wall, with two lion-shaped oil lamps. A silver-bladed Cutlass is under the bed. A prayer scroll (2x *Armorskin* AC+24, *Create Minor Food*, *Immunity to Disease*, *Minor Escape*) is found hidden (-7 to find) under the lining of the bedding chest. The door to the Bathing Room (Location #15) is unlocked.

15. **Bathing Room**. This is a blue-tiled room with a Giant-sized soaking tub, a wooden table with tortoise-shell wash basin, a large wall mirror, and armoire with towels and shaving gear. An 8 FT metal tank heats water for the tub (piercing the tank releases a hp1d6 stream of scalding water; avoid 1d20 GTET [28-Agility]). A bowl of fruit is on the table. The door to the spare Bedroom (Location #14) is unlocked, the door to Youma's room (Location #16) is locked (-3 open lock).

16. **Youma's Room**. The walls are paneled in light hardwood, the ceiling is copper, the floor is dark hardwood with an expensive oval red rug. An oil painting of a crew of Devils sailing the *Spervavii* Sea hangs on the north wall, a small portrait of Caladierdra hangs on the west wall. The room is furnished with a huge canopied bed, night stand, ornate armoire (-3 open lock), and linen chest. A wall shelf has ten volumes in Giantish. The armoire has a selection of excellent quality giant-sized clothing; a secret panel in the interior floor (-6 to find, -2 open lock) hides a 18,502 GP diamond, 14,342 GP pearl, leather

Third Circle

Caladierdra's House, continued

16. **Youma's Room...** bag with 311 GP, 2d8 *Healing Potion*, a silver *Locket of [Item] Calling*, a pair of tortoise shell *Spectacles of Kent*, and a pair of snake-skin *Spectacles of Medusae* (stoning, save 1d20 GTET [34-Stamina]). A giant-sized Rapier +1 (+2 damage) hangs from an exterior hook. A scroll (*Disperse Magic*, *Ice Encasement*, *Shield versus Lightning*) is on the back of the sailing painting. The doors to the south (Location #18, East Hall, -5 open lock) and west (Location #15, Bathing Room, -3 open lock) are locked. The room is empty if **Youma** is not present.
17. **West Hall.** The hall has red-gold striped wallpaper, hardwood floors, and two red rugs. A sturdy door in the north wall leads to the spare bedroom (Location #14). A sturdy door (unlocked) on the south wall leads to the Record Room (Location #19). Oil paintings of Geryon and Asmodai hang on the east wall (aura of evil; good persons suffer hp1d3 damage from touch). A wall panel hidden (-5 to find, -5 open lock) behind Geryon's portrait covers a 5 FT by 4 FT niche, 3 FT deep; the niche holds two vials of Bang Powder, two vials *Unholy Water*, a 1d12+2 *Healing Potion*, a *Chain of Invisibility* (10 minutes, 19 charges), and a prayer scroll (2x *Minor Escape*, 25 FT). An **Ordinary Devil** is here on 1d20 rolls GTET 8.
18. **East Hall.** The hall has green walls, hardwood floors, and two green rugs. Oil paintings of Lucifer and Samael hang on the west wall (aura of evil, good persons suffer hp1d4 from touch). A crystal chandelier hangs over the stair. A sturdy door (unlocked) on the west wall leads to the Puzzle Room (Location #21), a sturdy locked (-5 open lock) door in the north wall leads to Youma's room (Location #16), a sturdy locked (-8 open lock) door off the south side leads to Caladierdra and Recko's room (Location #22; this door is invisible on 1d20 rolls GTET 12). Two **Ordinary Devils** are found here.
19. **Record Room One.** The room holds ten metal filing cabinets of breeding records of animals trained over the past 200 years (in Infernal Cant). A 349 GP bottle of excellent brandy is found in the bottom drawer of the seventh cabinet. An *extinguish* spell douses any open flames brought into the room.
20. **Record Room Two.** The room holds fifteen metal filing cabinets of breeding records of animals trained from 200 to 800 years ago (in Infernal Cant). An *extinguish* spell douses any open flames brought into the room. A hidden (-4 to find) door in the east wall leads to the Puzzle Room (Location #21). An **Ordinary Devil** is found here on 1d20 rolls GTET 16.
21. **Puzzle Room.** A carpeted room with a large octagonal table and six plush chairs; a partially-complete jigsaw puzzle is on the table, with a flagon of good-quality wine and two glass tumblers. A shelf on the north wall has the boxes of fifteen jigsaw puzzles (four easy, eight moderate, three very challenging; one of the challenging puzzles forms a *one-way Gate* to the Elemental Plane of Fire), and nine geometrical puzzles. A hidden (-4 to find) door in the west wall leads to Record Room Two (Location #20).
22. **Caladierdra and Recko's Room.** The walls are covered in green satin wallpaper, the floors are white hardwood with two circular grey rugs, the ceiling is light green stucco. Three pewter oil lamps shaped like Harpies give light. The room is furnished with a very large canopied bed, two ornate armoires (-6, -8 open lock), two night stands, a smaller circular table with a vase of flowers, and a linen chest. The armoires hold a selection of very fine giant-sized men's clothing and woman's clothing; a splendid white dress hangs from an exterior hook of one armoire, a giant-sized *Heavy Mace* +2 (Armor Crushing) hangs from the other armoire. The northwest spindle supporting the bed canopy twists out (-4 to find) to reveal a silver *Gibbering (Idiot) Ring* and a platinum-amber *Ring of the Invisible* (Seeing). The door to the Hall is locked (-8 open lock); a door to the Third Floor stair (Location #23) is hidden (-7 to find, -5 open lock) on the east wall. The room is empty when the occupants are out.
23. **Hidden Stair.** The stair leads up to the Third Floor (Locations #24-26), covered in plush red carpet. An antique oil painting of Paimon (8205 GP, aura of evil) hangs on the wall.

Third Floor

24. **Mask Room.** The walls are covered in light blue wallpaper with white snake symbols, the floors are tan ceramic tile with a large dark brown area rug, and the ceiling is covered in redwood tiles. Four oil

Third Circle

Caladierdra's House, continued

24. **Mask Room.**...lamps shaped like Polynesian figures provide light. The room is furnished with a divan, two stuffed chairs, a small circular table with a bowl of fruit, and a padded footrest. Twelve grotesque wooden masks hang on the walls, three have auras of enchantment (*Mask of Juvenos*, *Frightful Mask*, *Medusae Mask*). A stair down to Caladierdra and Recko's room (Location #22) is on the south side, the door to the west to the Trophy Room (Location #25) is locked (-4 open lock). If Caladierdra or Recko are not present, two **Ordinary Devils** are here on 1d20 rolls GTET 17.



25. **Trophy Room.** The walls are painted tan, the floor is light hardwood, the ceiling is burnished copper. Thirty-two mounted animal heads hang on the walls (hunting trophies) in upper and lower rows, each labeled in Infernal Cant. They include an Ancient Silverback (ape), Barbary Sheep, Giant Elk, Giant

Weasel, Huge Warthog, Unicorn, Saber-Tooth Tiger, Tasmanian Devil, Simorg, Giant King Snake, Woolly Rhino, Peryton, Huge Mountain Lion, Praying Mantis, and Nemean Lion. Other trophies come from unfamiliar places in the Celestial Spheres. A **Type 3B Devil** is always found here; it calls for 1d6 additional **Type 3B Devils** which arrive in 1d6 rounds. The door to (Location #24) is locked (-4 open lock); a secret door to the Jewelry Room (Location #26, -10 to find, -10 open lock) is in the east wall. The secret door has a tripwire (-9 to find, avoid 1d20 GTET [36-Agility] not found, avoid 1d20 GTET [28-Agility] if found) that releases a *paralyzing gas* (effect in 1d8 rounds, 3d100 minutes, save 1d20 GTET [34-Stamina]) and rings an alarm bell (**Caladierdra** or **Recko** arrive with 1d10 **Ordinary Devils** in 2d20 rounds); apply a -5 modifier to disarm the bell. A good person touching the Unicorn's horn is healed hp1d10 (3/day, 1/person); a good Wizard touching the horn also becomes *invisible* to Devils LTET 12 hit die for 24 hours). A neutral or evil person touching the Saber-Tooth's fangs is *healed* hp1d6 (3/day, 1/person).

26. **Jewelry Room.** The walls are red brick with a thin coating of lead, the floors are black ceramic tile over a layer of lead, the ceiling is copper plates over a layer of lead. Six oil lamps shaped like Centaurs provide light. The room has six glass cases holding, a 18,065 GP pearl, a 20,507 GP platinum bracelet with turquoise/sapphire/bluestone, a 21,682 GP ruby, a 26,229 GP gold-platinum tiara with diamonds/jade/amber/lapis lazuli, a 28,748 GP bloodstone, and a 32,073 GP platinum chalice with pearls/diamonds/jade/moonstones/cat's eye. Breaking any case causes release of a sleeping gas (effect 1d4 rounds, 1d12+6 hours, persists 3d20 rounds, save 1d20 GTET [28-Stamina] checked per round); -8 find trap, -6 disarm trap. Hidden in the tiara's pedestal (-10 to find) is a platinum *Talisman of Life*. Hidden in the pearl's pedestal (-10 to find) is a gold-jade *Bracelet of Faces*.

Aminosttra (Glutton's Hall)

A single story wood building built into the snow, so the roof appears as an A-frame. The building is aligned along a radius so the front door faces 'outward' and the back is 'inward'. The exterior is made up of thick vertical redwood logs. A 25 FT wide wood stair descends down to a 15 FT wide stone patio in front of the building. Three bronze double-doors allow entrance to the

Third Circle

Aminosttra, continued

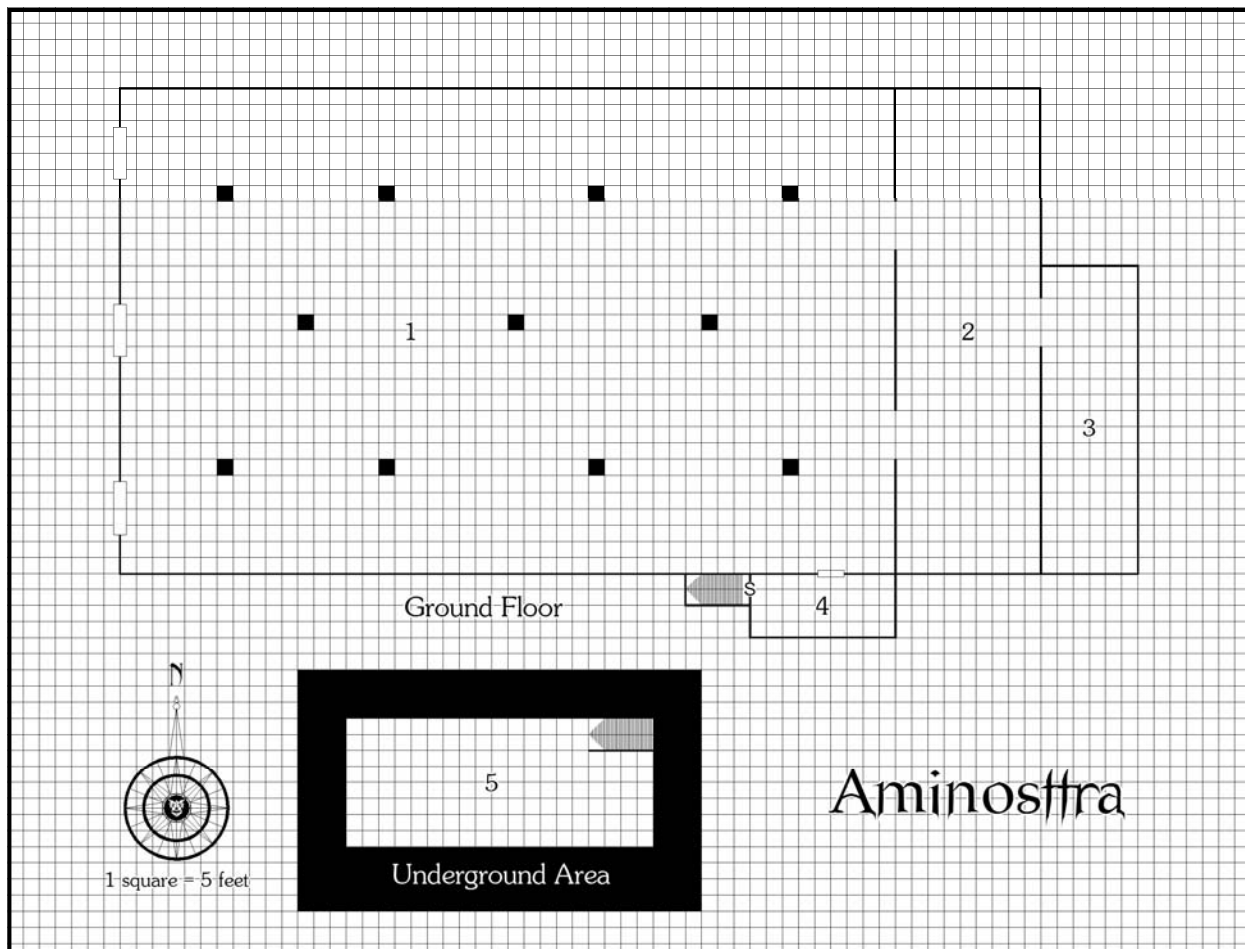
Dining Hall (unlocked); the doors have images of various foods on them (see the diagram below).

Ground Floor

1. **Dining Hall.** A 240 FT by 150 FT dining hall furnished with long trestle tables and bench seats. The walls are burnished with gold leaf, the floor is a light hardwood with a light layer of sawdust (apply -1 to Agility), the ceiling is covered in copper plate; thick dark wood beams support the ceiling. Several thick columns support the roof. Light is provided by sixteen iron rings suspended from the ceiling, each with eight oil lanterns. 1d100+2d20+200 mortals are sitting in the hall (75% male; 65% Human, 15% Dwarf, 10% Gnome, 5% Elf, 5% other mortal races), being

fed large platters of food by 30 **Common Devils** shapechanged into buxom serving wenches; the Hall is overseen by Casmankuko (**Nimidoryas**) shapechanged into a 7'2" bouncer. The mortals found here are *gluttons*, concerned only about the food and drink they can consume. About 1 in 20 of the gluttons is found insensible with their head on the table, sleeping 2d6 hours. Barrels of good quality beer, ale, stout, mead, wine, and cider are in each corner (subject to the binding effect), with a stack of pewter mugs. If necessary, 2d20 **Type 3C Devils** can be called as reinforcements, arriving in 1d12 rounds.

When a mortal goes insensitive for the second time they grow short thick hair on their arms, legs, and neck (save 1d20 GTET [33-Stamina]); when they go insensitive the third time their feet constrict to hooves, their ears elongate, and small ivory tips jut



Third and Fourth Circles

Aminosttra, continued

1. **Dining Hall**...from their cheeks (save 1d20 GTET [35-Stamina]), 1d12 hours after going insensitive the fourth time they [permanently] transform into **Boar** (save 1d20 GTET [38-Stamina]). Four **Common Devils** shapechanged into 6'5" men chase the Boars and haul them through the secret door in the Jakes (Location #4) and down to the underground Pens (Location #5). A newly-arrived mortal can leave the hall on a 1d100 GTET [40-Will+{number hours in the hall}].
2. **Kitchen**. The walls are red brick, the floor is red ceramic tile, and the ceiling is painted black. Twenty-five ordinary oil lamps provide light. The room is filled with brick ovens, pots hung over coals, griddles, tables, and cooking paraphernalia. The northern end of the room has sinks and tubs and vats of hot water and dirty dishes. The Chief Cook is Gonstrobang (**Minotaur**), assisted by ten **Common Devils** shapechanged into blonde-haired women, twelve **Ordinary Devils** shapechanged into tall slender human men, four **Centaur of Hell**, and two **Minotaur**.
3. **Storeroom**. The walls are red brick, the floor is ceramic tile, and the ceiling is painted black. Ten ordinary oil lamps provide light. The room is filled with barrels, wood crates, boxes, bins, jars, clay pots, and metal tins, all with a wide variety of food. Adventurers can find as many rations as they can carry here; each meal is subject to the binding effect on 1d20 rolls GTET 16. New food arrives every 1d20 minutes. At any moment the room is occupied by 1d8 **Type 3A Devils** and 1d12 **Common Devils**.
4. **Jakes**. The walls are light hardwood paneling over red brick, the floor is black ceramic tile, and the ceiling is painted red-gold. Eight copper oil lamps shaped like stallions provide light. The jakes have several individual wood stalls, serving both men and women. A stair down to the Pens (Location #5) is hidden in the west wall (-4 to find). At any time there are 1d6 persons in the stalls and 1d6-2 standing waiting. A **Common Devil** shapechanged into a older bearded man is in here on 1dd20 rolls GTET 6.

Underground

5. **Pens**. The walls are made of a tan stone, the floor is dark brown tile, and the ceiling is made of thick

logs. Ten ordinary oil lamps provide light. A stairway in the northeast corner leads up to the jakes (Location #4). The room has an old worn wooden table and twenty-five large metal cages. **Boars** are in fifteen cages. The room is occupied by an **Etvaras** and six **Type 5C Devils** (two have **Boar** on sturdy leashes). Every 1d12 minutes, a **Type 5D Devil** arrives to transport a Boar to Kwaddur Post on the Sixth Circle of Hell (see *Gazetteer of Hell, Blood and Mire*, Southwest Map, #58); the Boars are set free there to roam the Wood of Suicides

Third Circle Encounter Tables

Make an encounter check after every three miles of travel or after every two hours stopped. When an encounter is indicated determine the result using the Third Circle Encounter Table (see page 85).

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

Fourth Circle of Hell

Diabolic PrinceGaap
 Prince's Emblem..Blue Field, Black Dragon
 Diabolic EarlsBerith, Dagon, Procell
 Diabolic Generals Izophum, Morfessus, Oph-
 shot, Pavius, Tichattio,
 Toor cay
 DevilsCommon, Ordinary, Gait-
 yas, Beng, Pruddin, Types
 4A to 4E, Zoybim
 Notable.....Estraius (Shade)
 Sins and Punish....Prodigal and Avaricious,
 push huge lead boulders
 Environment.....Arid

Fourth Circle

Fourth Circle, continued

Challenges..... Outer Cliff, Inner Cliff
Size..... Torus, Outer Circumference 430 miles, Inner Circumference 410 miles, Outer Radius 71 miles, Inner Radius 68 miles, Width 3 miles

The outer border is an earthen dike, 50 FT across at its base, 20 FT tall, with a flat 8-FT stone walkway along the top. The inner border is a 950 FT vertical cliff; ten narrow and winding paths through the cliff allows pas-

sage between the Fourth and Fifth Circles. These paths are spaced forty miles apart along the outer perimeter.

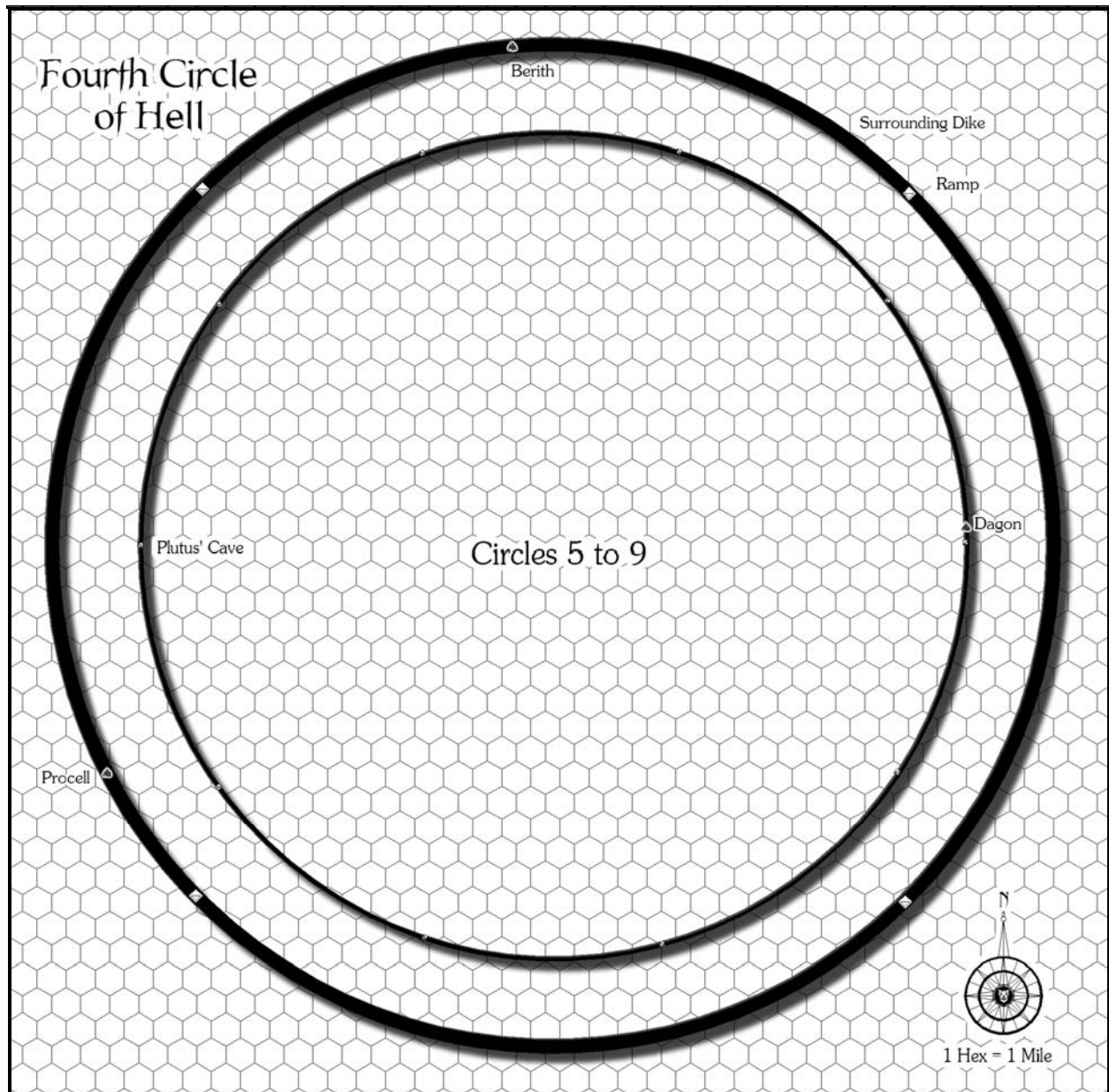
Fifty FT inward from the dike is a 300 FT drop to a three mile wide flat black sand plain dotted with standing pools of grey water. Another rocky 450 FT high cliff forms the inner circumference of the Circle; the cliff is 500 yards wide at the top. See the maps on pages 86, 87, and 88.

Looking down from the outer rim, thousands of lines parallel the pit rim, which run together and are lost in the haze, which blankets the entire area. An uncountably number of large black dots move along the lines and

Third Circle Encounter Table

Select Row Using 1d20	Select Column using 1d4			
	1 on 1d4	2 on 1d4	3 on 1d4	4 on 1d4
1	1d10 Wild Dogs	1d8 Frost Spiders	1d6 Evil Crusaders	1d6 Pruddin
2	1d10 Wild Dogs	1d8 Frost Spiders	1d6 Evil Crusaders	1d6 Pruddin
3	1d10 Wild Dogs	1d8 Frost Spiders	1d6 Evil Wizards	1d6 Pruddin
4	1d12 Rabid Dogs	1d8 Frost Spiders	1d6 Evil Wizards	1d4 Beng
5	1d12 Rabin Dogs	1d4 Ghosts	1d6 Evil Priests	1d4 Beng
6	1d10 Wolves	1d4 Ghosts	1d6 Evil Priests	1d4 Beng
7	1d8 Greater Wolves	1d4 Ghosts	1d10 Gargoyles	1d3 Gaityas
8	1d8 Greater Wolves	1d3 Wraiths	1d10 Gargoyles	1d3 Gaityas
9	1d3 Garm	1d3 Wraiths	1d4 Hippogriffs	1d8 Type 3A Devils
10	1d100 Infernal Locusts	1d3 Specters	1d4 Hippogriffs	1d8 Type 3A Devils
11	1d100 Infernal Locusts	1d3 Specters	1d4 Manticores	1d8 Type 3B Devils
12	1d100 Infernal Locusts	Banshee	1d4 Manticores	1d8 Type 3B Devils
13	2d20 Hell Rats	1d6 Ice Toads	1d3 Chimera	1d8 Type 3B Devils
14	2d20 Hell Rats	1d8 Ice Mantis	White Dragon	1d6 Type 3C Devils
15	2d20 Hell Rats	1d4 Ice Worms	1d8 Common Devils	1d6 Type 3C Devils
16	2d20 Hell Rats	White Pudding	1d8 Common Devils	1d4 Type 3D Devils
17	1d10 Hell Hounds	1d4 Ice Giants	1d8 Common Devils	1d4 Type 3D Devils
18	1d10 Hell Hounds	1d3 Cloud Giants	1d8 Ordinary Devils	1d4 Type 3E Devils
19	1d6 Hell Horses	1d3 Frost Giants	1d8 Ordinary Devils	1d4 Type 3E Devils
20	1d6 Hell Horses	1d3 Storm Giants	1d8 Ordinary Devils	Diabolic General

Fourth Circle



Fourth Circle, continued

multitudes of indistinct shapes swarm around the dots. Vague cries, commands and tormented shrieks drift upward out of the pit. From the rim of the inner pit there is no evident path down (except in the vicinity of the ramps described below). Wherever mortals find themselves along the inner dike, large numbers of flying **Gargoyles** are visible, apparently flying from nearby caves (their nests or lairs) located along the inner cliff; if

the Adventurers attempt to climb down the inner cliff they are attacked by 10d10 **Gargoyles**; if Adventurers move at least 2 miles to either the north or south of the Gargoyle nests they can climb down without attack (may still have random encounters).

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

Fourth Circle

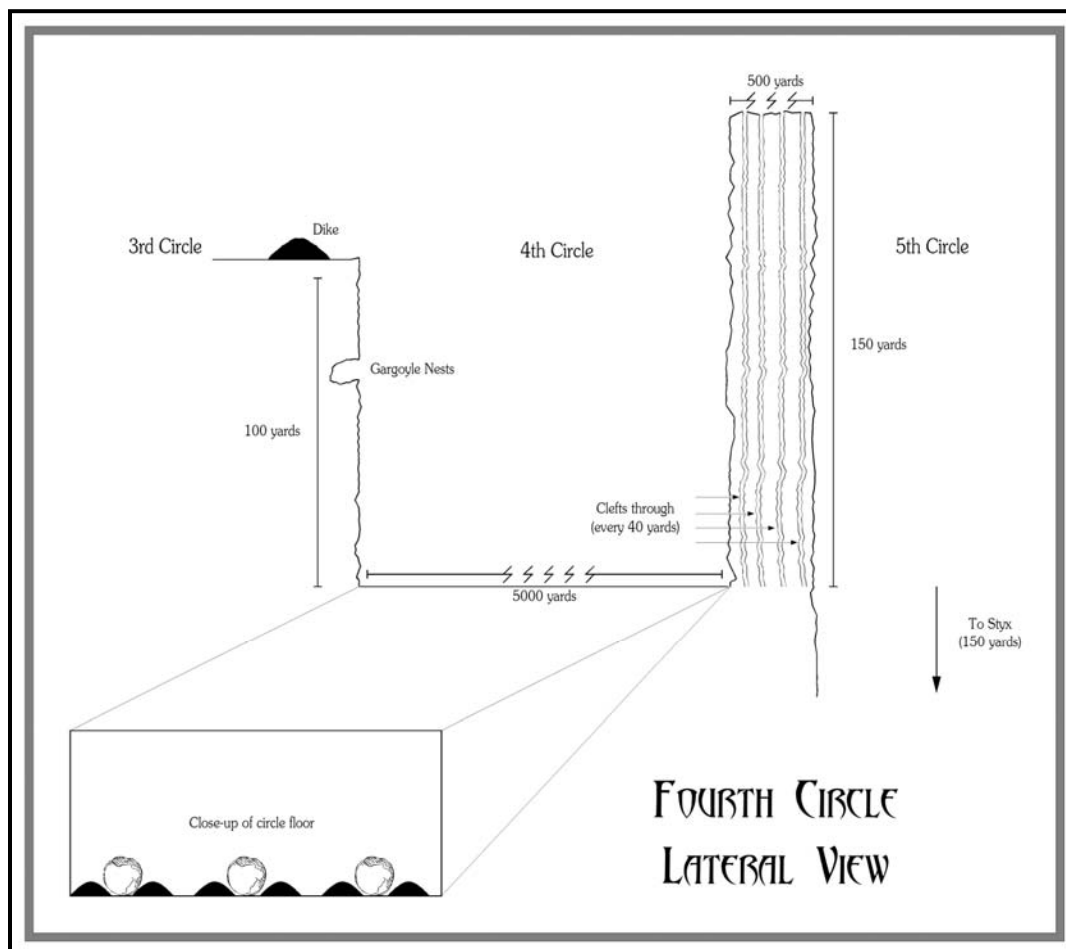
Fourth Circle, continued

Diabolic Princes and Earls (Berith, Dagon, Plutii, Procell, Dagon).

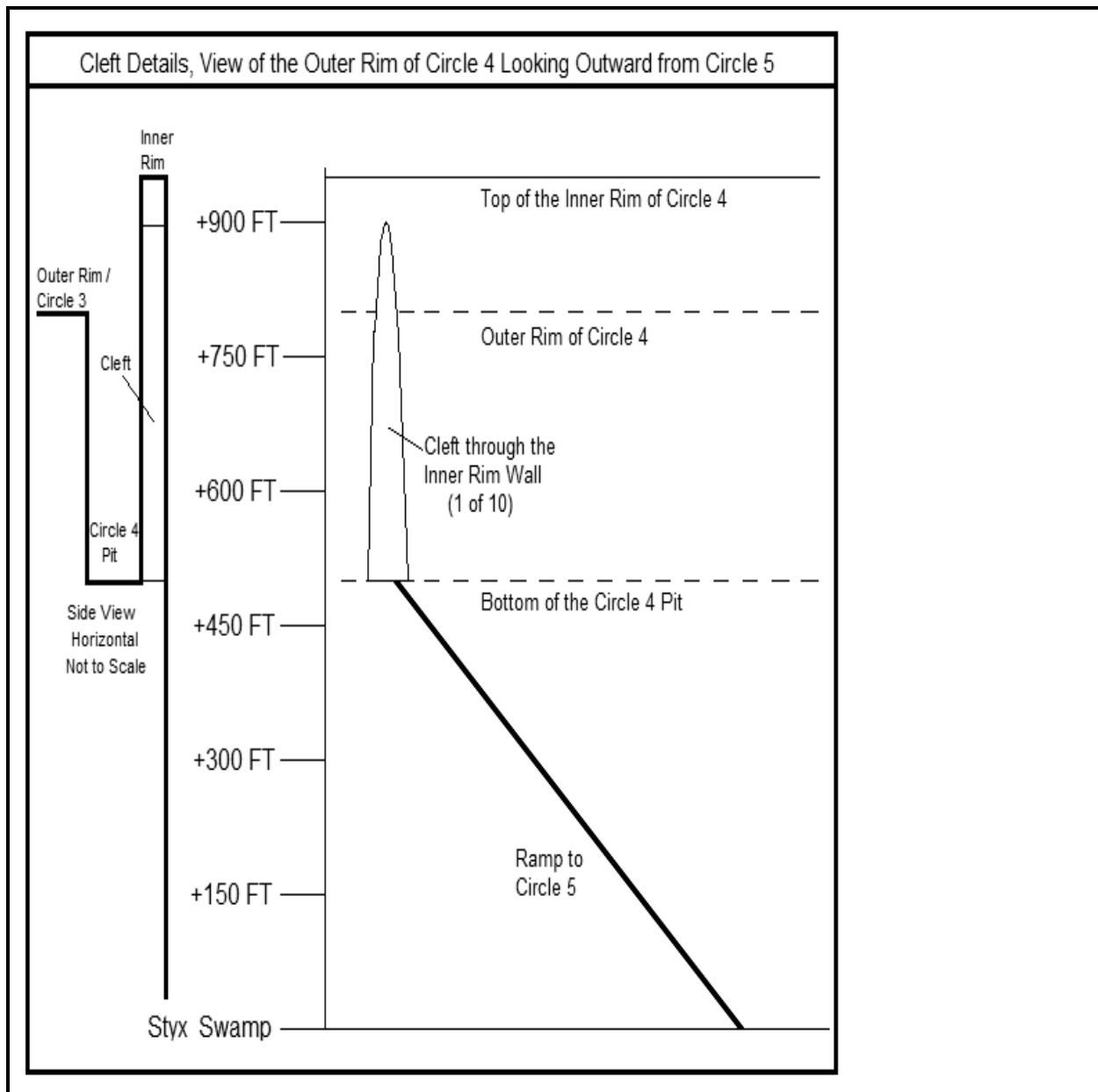
Four stone ramps at the northwest, northeast, southeast, and southwest compass points connect the outer dike and the floor of the black plain (see map on page 92). Each ramp is smooth black stone, 30 FT wide and 650 FT long, guarded by a **Gaiyas** officer, **Beng**, and a squad of nine **Pruddin**.

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

As Adventurers descend into the enormous pit of the Fourth Circle, the scene below becomes more distinct. The parallel lines on the black plain are seen to be large furrows of tightly packed earth in which rest large boulders [12 FT diameter, made of lead] to which damned souls are chained in iron neck collars. These are the Prodigal and Avaricious and it is their task to push their boulder along the furrow in which it sits, in some cases two or three Souls are working on the same boulder. It can be plainly seen that in many cases two or more boulders are in the same groove moving in opposite directions so that the boulders push together and cannot pass. If the Adventurers talk to **Plutus**, he tells them that to be freed from this Circle a soul must merely push their boulder one complete circuit along the groove in any one direction. *Confusion* spells (save 1d20 GTET [32-Will]) are cast so that no two spirits can coordinate and push in the same direction; the neck chains also discourage this and **Devils** with Flails continually flog any spirits who might try such a stunt. Each furrow is 7 FT wide



Fourth Circle



Fourth Circle, continued

and 2½ FT deep, with approximately 3 FT between them. Ten narrow and steep clefts or crevices cut through the inner cliff to the Fifth Circle through narrow paths which can only be negotiated single-file; these crevices are evenly spaced around the inner perimeter at about every 40 miles. One crevice is aligned along the west-to-east axis of Inferno. Each crevice goes straight

inward through the cliff for 500 yards (on the flat) then turns to the left and drops to the Fifth Circle along the cliff side at a 45 degree angle (each ramp about 900 FT long).

Mortals must have the permission of Prince Gaap or one of the Fourth Circle Earls of Hell (Berith, Dagon, or Procell) to freely travel across the Circle, otherwise they must be escorted by at least an equal number of **Prud-din**. Mortals given permission to travel wear a badge

Fourth Circle

Fourth Circle of Hell, continued

shaped like a red shield bearing the profile of a black dragon.

Adventurers moving through the Circle encounter HD3 **Manes** every 1d12 rounds, however, the Manes are chained to their boulders and are not normally a threat..

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

hesitate to kill if necessary. Any **Devil** who flees reports the incident to higher authorities in 3d12 hours; any manhunt for which results is confined to the Fourth Circle (double the number of encounter checks, Devils are encountered on 1d20 rolls GTET 8).

Encounter with Plutus

When Adventurers first climb the dike that separates the Third and Fourth Circles, an immediate encounter with **Diabolic Earl Plutus** occurs on 1d10 rolls of 10 (e.g. he is within one mile north or south of their initial position, and moving toward them); subsequently, **Plutus** appears on 1d20 rolls GTET [17-{number of checks}], checked every 5 minutes. If mortals attempt to climb down the outer cliff to the black plain, **Plutus** appears on 1d20 rolls GTET 13 before they start the climb. Once mortals reach the plains floor **Plutus** appears on 1d20 rolls GTET [3*half miles travelled], checked per half-mile. If **Plutus** has not been encountered by the time mortals reach the inner cliff, he is encountered on 1d20 rolls GTET 11 per mile traveled.

Plutus is carried in a litter by four **Drones**, accompanied by four **Type 4A Devils** carrying trumpets and javelins, two **Gaityas**, two **Beng**, eight **Pruddin**, and four **Type 4C Devils**. The furnishings of his litter are as lavish as possible, with expensive silks, satins, and plush pillows, and curtains sewn with colorful jewels. Jeweled and crystal goblets sit in an open teakwood coffer. **Plutus**

Plutus' Reaction Table

1d20 Result	Description	1d20 Result	Description
1	5 years in the Furrows	11	Oath of allegiance to Plutus
2	20 years in the Furrows	12	Pay 25,000 GP/person to pass
3	50 years in the Furrows	13	Pay 50,000 GP/person to pass
4	Transform into a Drone	14	Pay 75,000 GP/person to pass
5	Transform into a Type 4A Devil	15	Pay 3 enchanted items/person to pass
6	Transform into a Type 4B Devil	16	Pay all enchanted items to pass
7	Oath for 1 future service to Plutus	17	Transform mortal to gold
8	Oath for 1 future service to Plutus	18	Transform mortal to gold
9	Oath for 2 future services to Plutus	19	Transform mortal to gold
10	Oath of allegiance to Plutus	20	Allow to pass, no conditions

Fourth Circle

Encounter with Plutus, continued

has his *talisman* (see *Inferno: Treasury*) inside his litter. **Plutus** initially converses with the party from inside the litter, without moving if he can. He demands to know what mortals are doing on his Circle, especially if they do not already have a Fourth Circle pass; he is highly unlikely to permit them to depart in peace. His initial reaction can be determined from the reaction table on page 89. **Plutus** tends to react better to Dwarves, because of their shared love of gold, and react worse towards Elves because of their less interest in wealth.

The Shade of Estraius

1d20 minutes after Adventurers reach the Dike, **Estraius** appears about 600 FT north of the mortals and slowly moves in their direction (does not appear if **Plutus** is in the vicinity). If there are no good-aligned persons among the companions **Estraius** completely ignores them, passes through their group without any interaction, and disappears from sight about 200 FT to the south. If at least one good person is among the mortals **Estraius** approaches and telepathically communicates with that person(s), describing the location of a small cave at the cliff bottom, 1 mile to the north (clockwise) of their present position.

A blessed object in the cave assists in crossing the next [Fifth] Circle (e.g. the *Lord's Trumpet*). The mortal(s) is warned not to use the object for minor encounters and to save it for when it is truly needed.

The cave is a single oval room about 50 FT long by 25 FT wide at its widest point, with a 3 FT by 3 FT entrance hidden (-5 to find) under a jutting ledge. Inside is a stone coffin, 7½ FT long by 3 FT wide by 2½ FT high, with a stone lid carved with the images of 12 angels carrying trumpets and flaming swords; removing the lid requires a total Strength GTET 40. The coffin is under an *illusion* to look like a large outcropping of rough stone (disbelieve 1d20 GTET [33-Will]). Inside the coffin are the *Trumpet of the Lord*, a *Long Sword* +3 TH (+1 TD, flames when held by a good-aligned character, protects the wielder against cold, reflects spells or prayers based on cold back to their caster, protects the wielder against fire-based breath weapons, and 3 times per day does 9+3d10 damage), a *Staff of Light*, and a *Pike* +2 (4d8 damage against Giants).

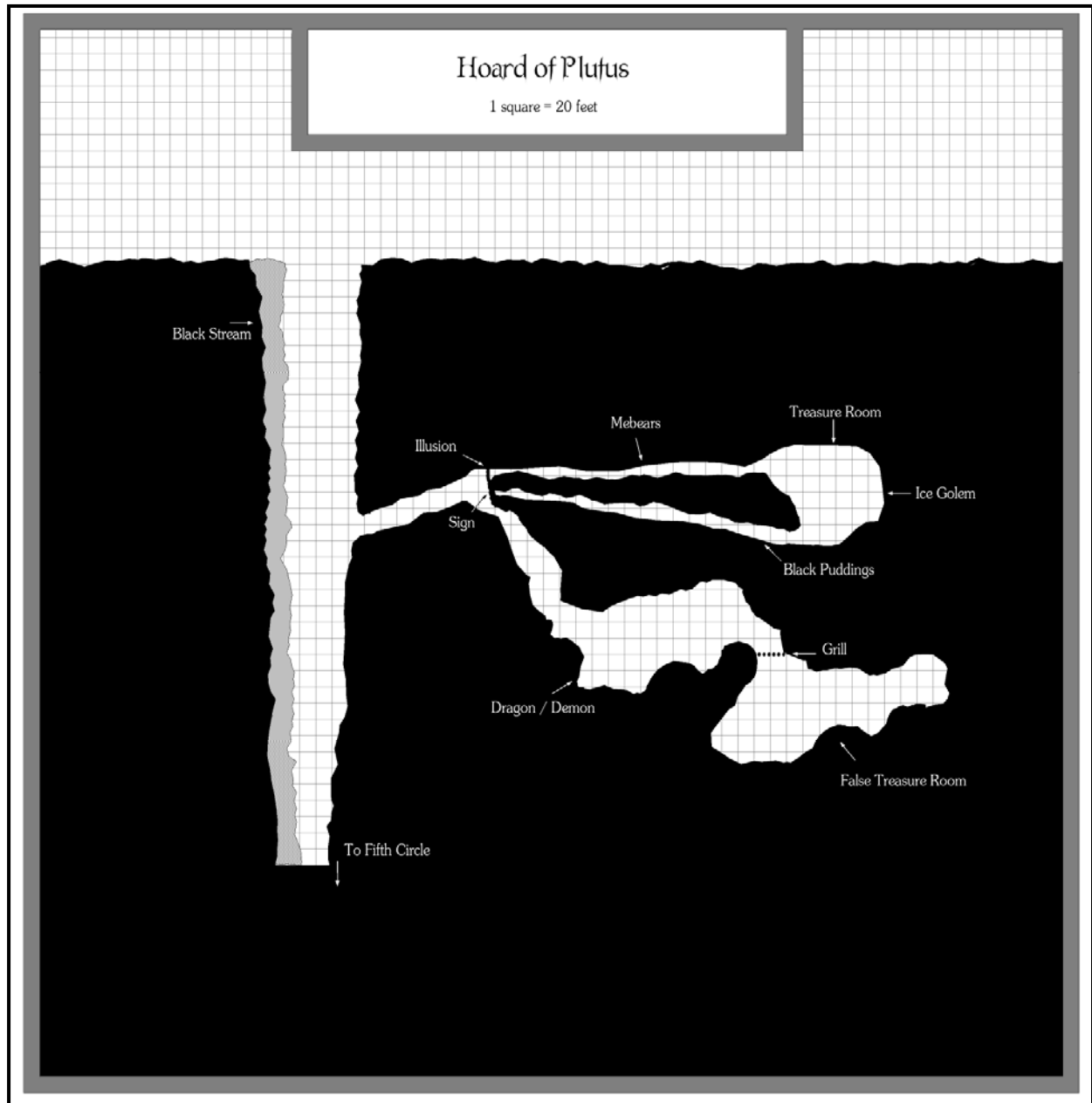
The Treasure Caves of Plutus

The inner cliff is 500 yards wide, or 1500 FT. The ten Clefts which go through the inner cliff are 25 FT wide on the Fourth Circle side, narrow to only 5 FT wide by 300 FT inside, then gradually widen so they are 50 FT wide at the outer cliff. A stream of cold, thick, black water gurgles up from the ground at the the entrance and it fills the passage to at least 6 inches deep by 100 FT into the cleft. The cleft located along the west radius of Hell has a side cleft which intersects from the left side (or north) about 450 FT into the cliff (see the diagram on page 91).

The side cleft is guarded by 4 **Type 4B** Devils with pikes and darts (+2 TH, poison tips, save 1d20 GTET [32-Stamina]). Each guard has two *2d8 Healing Potions* and a silver *Ring of Protection* +2; one **Devil** also wears a *Ring of Speed* and moves at double-speed (two attacks/round). The guards allow mortals to continue through (eastward) towards the Fifth Circle but do not allow them into the side cleft, fighting to the death if provoked or attacked; reinforcements of 1d8 **Type 4B** and 1d4 **Type 4C Devils** can be called and arrive 1d8 rounds later. The guards can be bribed but mortals must make the offer (the **Devils** do not ask or volunteer); bribery rates are GTET 15,000 GP plus two valuable *enchanted* objects per Devil [the **Devils** are intelligent and knowledgeable about magic; four minor *enchanted* objects can be substituted for one major object]. Any attempt to cheat by mortals results in attack by a **Beng** and 1d8+5 **Pruddin** within 10 minutes. If the guards are bribed AND the mortals subsequently find the passage to the True Treasure Trove, the bribed guards gather another 1d20 **Type 4B Devils**, become *invisible*, and ambush the mortals from behind (first strike).

The side cleft is 15 FT wide, and at 30 inches off the floor of the main crevice it is dry. It goes straight north for 40 FT then widens to 25 FT before bending to the right and continuing 150 FT to a cave opening; this cave contains the **False Treasure Trove**. At the bend a message in Infernal Cant is written in glowing red letters on the west wall; it translates as, 'Go Back Mortals, Ahead are the Cursed.' The section of wall where the message is written is an *illusion* (disbelieve 1d20 GTET [34-Will]) covering a hidden (-10 to find, -12 open lock) 10 FT wide passage leading to the northwest and then eastward into another cave which contains the **True Treasure Trove**. Objects and spells to detect or reveal hidden passages or illusions succeed on 1d20 rolls GTET 16. A secret door on the left side of the side passage halfway

Fourth Circle



The Treasure Caves of Plutus, continued

between the fiery letters and the False Treasure Trove is the far end of a one-way exit from the True Treasure Trove, opening outward. Objects and spells to detect or reveal hidden doors succeed on 1d20 rolls GTET 18; any attempt to break down this door brings a **Gaityas**, 3 **Beng**, and 15 **Pruddin**, arriving in 1d20+2 rounds.

The False Treasure

The entrance to the False Treasure Trove is barred by a closed bronze portcullis (total Strength GTET 52 to lift) with 6-inch holes, made of rods 4 inches thick. A large 1500 pound bronze bell (total Strength GTET 25 to lift) whose open end has a 24 inch diameter is welded to the portcullis. A black curtain hangs 20 inches beyond the gate so that nothing of the cave interior can be seen.

Fourth Circle

The False Treasure, continued

The bell is silent unless mortals intentionally or accidentally ring it, the portcullis is lifted, or magic is used in its vicinity. The bell is disabled by a *Silence Object* spell or prayer, or by a *Disperse Magic* spell cast by a Wizard GTET L14; apply a -14 modifier to disarm the bell. **Bellamennon** (Ancient White Dragon, *shape-changed* to appear as a **Type 4B Devil**) stands in front of the False Trove portcullis; he gives mortals one minute to return they way the entered before being killed. **Bellamennon** attempts to reach and ring the portcullis bell before engaging in combat, and casts spells before resuming its natural shape and using breath weapons.

The bell fills the canyon with a loud reverberating sound, which summons 6 **Gaiytas** (arrives in 2d20 rounds) PLUS a **Keres** to lead them (1d12 rounds after the Gaiytas arrive). On 1d20 rolls GTET 16 **Plutus** arrives in an additional 1d12 rounds, if he is alive. Each **Gaiytas** has an additional piece of equipment on 1d20 rolls GTET 13, checked per devil; determine the special item using 1d8: (1) *Surrender Rod*, (2) *Wand of Spiderwebs*, (3) *Frost Staff*, (4) *Stoning Wand*, (5) *Lightning Staff*, (6) *Knock Out Shot* {with sling}, (7) *Spear* +3 1d12 damage, (8) *Crossbow* +3 with a 6 bolt magazine [4 magazines, poison is tipped, save 1d20 GTET [30-Stamina]. These **Devils** fight to their death. They can summon 1d20 **Type 4A Devils** as reinforcements (once). Any mortal who is incapacitated or offers surrender will be chained to the Fourth Circle boulders for 250 years then returned to the Prime Material Plane alone and naked, at a location of **Plutus**' choosing.

The cave behind the portcullis is 30 FT across, 20 FT deep, and 22 FT high, containing 12 open polished ebony coffers, each 5 FT long by 2½ FT wide by 2 FT wide, and a locked metal chest (-8 open lock, no trap). If the black curtain is removed and laid on the ground a stone hearth appears in its center; any fire built in the hearth cannot be seen beyond its boundary; the cloth itself is self-cleaning and impervious to rain and snow and mud. Nine coffers each contain 6700 pieces of tin enchanted with an *illusion* looking like the purest gold (disbelieve 1d10 GTET [33-Will]). Three coffers each contain 500 gems (mixed types); each gem is badly flawed [actual values one-quarter GP each] enchanted with an *illusion* of being of the highest quality (an appraiser sets their value at GTET 10,000 GP each; disbelieve 1d20 GTET [33-Will]). One extremely large gem, appraised at GTET 25,000 GP, is a *Scarab of Death*.

The locked chest is 3 FT wide, 2 FT deep, 3 FT tall, made of a polished glossy hard black material, with silver trimming, handles, bolts, and fixtures. The chest contains a *Wand of Calamatus* (weakness), a 64 charge 2d8 *Wand of Lightning Bolts* (attacks are against the user or their companion on 1d12 rolls GTET 7, per use of the wand), a pair of red leather *Jig Dancing Boots*, an ancient orange leather book *Book of Forgetting* (1d20 years, save 1d20 GTET [36-Will]), a folded red cloak (*Cloak of Demons*, evil artifact, see *Inferno: Treasury*), and a small oak jewelry box holding a black metal ring (*Ring of Plagues*, evil artifact, see *Inferno: Treasury*).

The True Treasure (Approach and Cave)

The hidden 10-FT wide passage narrows to 3 FT within 25 FT and continues north (to the right on the map, page 97) for 350 FT before opening into a rectangular cave area 250 FT long by 125 FT wide. The temperature at the south end is 90 degrees and drops to 30 degrees at the cave. Halfway between the side cleft and the True Treasure Trove, mortals encounter four trained **Black Bears** aligned in single file in the passage.

The room is colder than the access passage, at 20 degrees. All ordinary fires are *extinguished* upon entry; only fire or temperature-related spells/prayers by Wizards or Priests GTET L15 function. Mortals contract pneumonia in the treasure cave (save 1d20 GTET [34-Stamina]). A person not dressed in full winter clothing (or using equivalent enchantments or prayers) become numb (save 1d20 GTET [34+{number 5 minute segments}-Stamina], checked every 5 minutes.

Two humanoid ice statues 12 feet tall (**Ice Golems**, armed with morning stars) stand in front of a pile of twelve million loose gold coins, 175 FT by 75 FT by 5 FT tall. The Golems do nothing unless a mortal attempts to remove the gold (or other items on the pile); when a **Golem's** Morning Star hits, the chain wraps itself around the victim on 1d20 rolls GTET 13; the hit location and additional damage determined by 1d100: (01-40) Legs {+1d8 damage, crush one leg 1d20 rolls GTET 12}, (41 - 70) Torso {+1d10 damage, 1d6 cracked ribs on 1d20 rolls GTET 5; collapsed lung on 1d20 GTET 17}, (71-75) Hand {+1d4 damage, the hand is crushed and useless}, (76-85) Head {+1d8 damage; concussion; immediate death on 1d20 GTET 19; 1d100 minutes unconsciousness on 1d20 GTET 11}, (86-100) Neck {+1d12 damage, immediate death on 1d20 GTET 17, permanent partial paralysis on 1d20 GTET 14}.

Fourth Circle

The True Treasure, continued

Twenty white metal chests (each 3 FT wide by 2 FT deep by 22 FT tall) sit on the pile, along with 2 plain unlocked wood chests, and a large leather sack. Ten of the metal chests have keyhole locks (-6 open lock) while the others are unlocked. Several expensive-looking musical instruments sit on a plain wooden table against the east wall. Chests 1 and 2 are not locked and each contains 14,500 SP. Chests 3 through 7 are not locked and each contains 95,000 Electrum pieces. Chests 8, 9, 10 are not locked and each contains 15,000 GP. Chests 11 through 17 are each locked with a normal lock and contain 4500 GP. Chest 18 (-8 open lock) contains 54 gems each worth 1d100*1d20*200 GP [diamonds, pearls, amber, jade, sapphires, zircons, and rubies], and 70 pieces of jewelry each worth 2d20*350 GP [gold rings with diamonds, silver-ivory brooches, gold belt buckles, jade-and-onyx pendants, silver rings with a pearl, gold-pearl necklaces, polished obsidian charms, silver-ivory locket, gold circlets, gold pendants, gold scarabs, silver neck chains, and gold-ruby earrings]. Among the jewelry pieces are a *Pendant of Hypnosis*, a *Pendant of the Philosopher*, a *Traitor's Charm*, a *Locket of Magus Energy* (Lesser Magic), a *Locket of Calling*, a *Locket of Truthfulness*, a gold *Charm versus Air Magic*, a *Ring of Influence*, a *Ring of Invisibility* (30 minutes, 48 charges), a silver *Antidote Ring*, and a *Ring of Learning*.

Chest 19 (-11 open lock) contains a *Rod of Absorption*, a set of man-sized *Leather Armor AC+50*, a *Cutlass +1* (+3 TH versus Vampires; acts against Vampires as does a Priest 10), 3x 1d8 *Potions of Cure Light Wounds*, 2x 2d8 *Potions of Healing*, 2 *Potions of Displacement*, a *Liqueur of Haste*, a *Balm Against Stoning*, 2 packets of *Pipeweed of Calm*, and a *Potion of Ogre's Strength*.

Chest 20 (-11 open lock) contains 130 cloth bags each sewn shut with silver thread. Each bag is 9 inches long by 4 inches wide by 3 inches thick and contains 3 pounds of finely ground gold dust (100 GP value/bag).

In the large leather sack are five oaken boxes; four are 10 inches long by 6 inches wide by 6 inches deep, and the fifth is 18 inches long by 8 inches wide by 6 inches deep. The first box contains enough Bitter Root to make three *Detoxify Poison* potions; the second box contains enough Cumin Seed to prepare three *stimulant potions* {go without sleep 4*Stamina hours, then need 24 hours uninterrupted sleep or permanently lose one Stamina point}; the third box contains two sprigs of Mistletoe cut

under the full moon on Midsummer's Eve by a full Druid with a scythe of Gold and allowed to fall into a golden bowl; the fourth box contains enough Madweed to prepare four *Cure Rabies Potions*. The fifth box is a Healer's Kit with: 6 vials of PH5 acids, 2 vials of Blade Venom (save 1d20 GTET [30-Stamina]), a vial of salt, 3 vials of sugar, 3 vials of tea leaves, 3 needles and suture thread, 3 triangular bandages, 3 cravat-type bandages, a well-made snakebite venom kit, 4 razor blades, tweezers, forceps, 2 vials of *Holy Water*, and 3 sprigs of garlic. There are also four Bandages/Compresses treated with a healing-promoting agent {one third time, +2 to disease saving rolls}.

The first unlocked wooden chest contains fifteen finely made priestly vestments of unknown origin (each valued 1d100*1d20*100 GP). Vestment #3 increases SPM+1, Vestments #4 and #9 double the range of prayers, Vestment #12 confers two extra hand-on healings/day, and Vestment #15 confers a +2 roll modifier against Undead. The second chest holds two golden chalices (2842GP, 3653 GP), four incense candles, a metal box with wax seals of 20 light brown wafers (*aura of good*), two bronze hand-bells, a silver hand-mirror, a 4820 GP silver incense burner, three pictures of holy men painted on wood, and two gold Holy Symbols (3301 GP, 5208 GP). One chalice makes a *healing potion* when filled with wine (limit 3/day); the other chalice turns water into *Holy Water* (limit 20 vials/day).

On the wooden table are a Lute in a battered leather case, an unstrung Harp in a leather cover (the strings are in a small leather bag), 3 flared wooden horns each 3 feet long with silver mouthpieces and several silver bands, and 2 silver cases each 40 inches long by 12 inches wide by 10 inches thick. One of the silver cases has a blazon consisting of a blue shield with crossed silver keys; the other case has a blazon consisting of the red shield with crossed gold keys under a gold crown (the emblems are recognized on 1d20 rolls GTET [48-Intelligence-Level]). The case with the blue shield is lined in fine blue velvet and contains the *Horn of Drardethen* (good artifact, see *Inferno: Treasury*). The case with the red shield is lined in fine red velvet and contains the *Sythannian Flute* (good artifact, see *Inferno: Treasury*).

A 240 FT tunnel exits the cave from the southeast corner, returning to the hidden one-way door, varying from 18 FT to 4 FT across. The 3-FT exit tunnel goes straight without bending or turning to the one-way secret

Fourth Circle

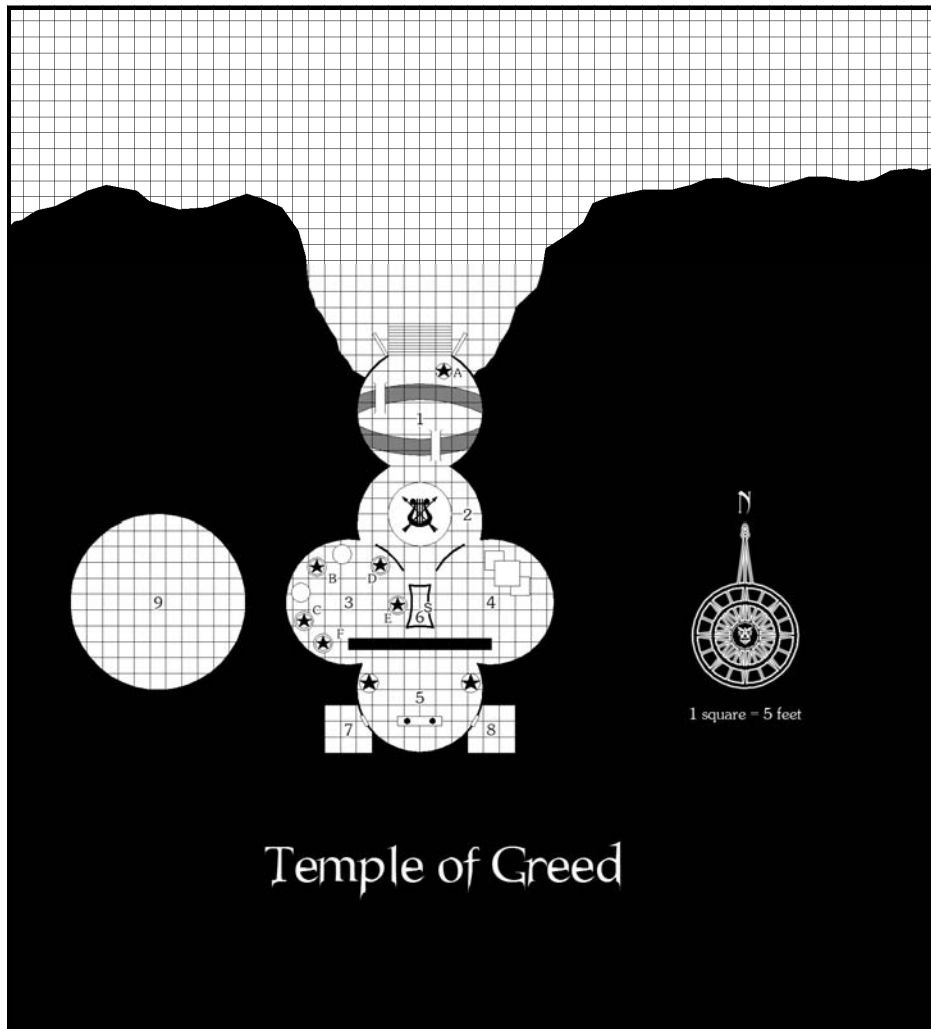
The True Treasure, continued,

door located in the cleft between the fiery sign and the False Treasure Trove. At the far end of the tunnel is a rectangular room 15 FT long by 8 FT wide by 8 FT high which contains the one-way exit and a wooden cart 8 feet long by 30 inches wide by 6 inches from the floor which has a carrying capacity of 1500 pounds. Located in the tunnel in niches one-third and two-thirds of the way along its length are large **Black Puddings** (hp50, immune Air, Fire, and Water magic; invisible to Infrared vision). The tunnel has a temperature of 33°F.

Refer to the *Codicil of Maladies* for information about frostbite, pneumonia, heart failure, and concussions.

The Temple of Greed

The Temple of Greed is built into the outer cliff face along the south radius. The entrance is 10 FT above the pit floor, reached by stairs of polished green marble. The opening is 18 FT high, with a brass door frame flecked with pieces of turquoise and blue jade; the two bronze doors (total Strength GTET 32 to open) are always found open, unless the mortals are being hunted. A 15 FT adamantine Unholy Symbol hangs above the temple entrance, inlaid with pieces of ivory, amber, pearl, coral, shell, and green jade. Good persons are repulsed from entering (save 1d20 GTET [30-Will], checked every 5 minutes). **Callisia** is found in her room (Location #7) on 1d20 rolls GTET 12; otherwise she is in the Sanctuary (Location #5). **Quovallaph's** initial location is determined by 1d20: (1-10) his room {Location #8},



Fourth Circle

Temple of Greed, continued

(11-16) Sanctuary {Location #5}, (17-20) Lower Level {Location #9}. A patrol consisting of a **Gaityas**, a **Beng**, and eight **Pruddin** arrives at the Temple 1d100 minutes after the Adventurers.

1. **Antechamber.** A 20 FT marble statue of Plutus inlaid with gold stands to the left of the door (labeled A; aura of evil); persons touching the statue are afflicted with an overpowering hunger for gold, only acquiring/carrying gold coins or gold items during the subsequent [45-Will] hours (will not acquire food, drink, enchanted items, other valuables, etc.; save 1d20 GTET [33-Will]/touch). The circular walls are covered in silver foil, inlaid with flecks of ruby (left side) and emerald (right side) and the floor is covered in teak wood panels. The ceiling is domed and painted depicting Plutus surrounded by rings of Type 4A Devils and humanoid figures of gold. Light is provided by a central chandelier and eight golden oil lamps (each 900 GP) shaped like Killer Hares. Two semi-circular troughs are filled with mercury (breathing causes 2d8 hours *confusion*, save 1d20 GTET [28-Stamina], Dwarfs apply +4 modifier). A *Lucky Coin* is found here on 1d20 rolls GTET 17.

2. **Seal Chamber.** The circular walls are covered in gold foil, inlaid with flecks of sapphire (left side) and diamond (right side), the floor is grey marble with streaks of green and blue. A huge circular seal of Plutus (gold Harp over crossed black arrows, on a yellow background) is inlaid in the floor, made of high quality stained glass; the seal takes up most of the floor. Light is provided by a central chandelier and eight golden oil lamps (each 1500 GP) shaped like Shark's heads; the fourth lamp *summons* a HD9 **Efreet** when rubbed (5 charges). The ceiling is domed and painted depicting Type 4B Devils smelting gold ingots. A good person walking over the Seal has all of the gold on their person transported to location 9, the Lower Level; this effect extends to gold stored in inter-dimensional enchanted items such as *Magic Bags* and *Armoire Charms*, with the bag or charm being transported; a gold-bladed/headed weapon is unaffected on 1d20 rolls GTET 14. An evil person walking across the Seal has a duplicate appear to any gold item they have on their person; the additional weight becomes immediately obvious; the effect includes inter-dimensional enchanted items such as *Magic Bags* and *Armoire Charms* – if the additional gold that appears

exceeds the carrying capacity of a backpack, sack, *Magic Bag*, etc. the item immediately suffers the appropriate damage.

3. **Hall of the Avaricious.** The circular walls are covered in adamantine foil, inlaid with flecks of polished petrified wood, the floor is white marble with streaks of rose and purple. The ceiling is domed and painted depicting a man in antique robes in a counting room full of gold, weighing coins. Light is provided by a central chandelier, and seven gold candles in 5 FT upright gold candle stands (each 3300 GP).



Fourth Circle

Temple of Greed, continued

3. **Hall of the Avaricious...**The room has seven circular black marble stands, two are empty, four have white marble statues of men (labeled B, C, D, E) and one has a blue marble statue of a woman (labeled F). These are statues of the most greedy and avaricious persons to have lived in the last 2,000 years. Statue B is labeled Petraleus Tarbellisu of {insert ancient realm from Game Master's campaign}, dated eighteen centuries ago. Statue C is labeled Bladhdan, Prince of Somagloss, dated fifteen centuries ago, known for an extraordinary degree of bribery and corruption. Statue D is labeled Zoenhard (the location is illegible), dated nine centuries ago. Statue E is labeled Cedifor Kyleed, dated four centuries ago, known for ownership of a lucrative gold mine whose location has never been found. Statue F is labeled Soffavalena, Mistress of Thelany, dated ten centuries ago, known for poisoning a series of very wealthy husbands. The Hall is occupied by three **Type 4C Devils**.

Persons touching Petraleus' statue are *overcome by a desire for gems*, particularly rubies, to the point of becoming violent if refused ownership (effect [300-3*Will] hours, save 1d20 GTET [32-Will]). Persons touching Cedifor's statue become *secretive and suspicious*, expecting their companions will try to rob them of their precious items (effect [500-5*Will] hours, save 1d20 GTET [33-Will]), hiding all of their possessions when possible. Persons touching Soffavalena's statue are *overcome with a murderous appetite* for valuables, including a poisoner's knowledge; they attempt to poison their companions for the subsequent [800-5*Will] hours, securing their most valuable goods, save 1d20 GTET [34-Will].

4. **Hall of Cubes.** The circular walls are covered in blue, green, and azure glass tiles; the floor consists of gold coins embedded in a hard clear resin material. The ceiling is domed and painted with a mural depicting overlapping ingots of gold and silver. Light is provided by ten golden oil lamps shaped like goat's heads. The northeast area of the Hall is filled by a cube of solid gold 8 FT on a side, sitting on a 6 FT cube of solid copper and 6 FT cube of solid silver. A hidden door in the west wall leads to the access to the lower level (-10 to find, -10 open lock); the door resists *detection* magic. A good person entering the Hall causes it to fill with thick fog (-3 to hit) which does not disperse until they leave. The Hall is occupied by

three **Type 4C Devils**.

Mortals climbing on the copper or silver cubes sink into the tops, as into thick molasses, and become stuck at their knees (avoid 1d20 GTET [32-Agility], escape 1d20 GTET [34-Strength], checked every minute). A Dwarf climbing on top of the gold cube is transported inside into an apparent 15 FT by 15 FT room with gold wallpaper, white floor and ceiling, with a gold anvil, a 6 FT brazier of hot coals, and a 6 FT vat of cold water. A double-bladed *War Axe +2 (Dwarf cleaver, save 1d20 GTET [28-Agility], touch turns 1 pound of copper to gold/day)* of gold is on the anvil, a gold-bladed *Long Sword +1 (+4 damage versus Incorporeal, the blade glows within 50 FT of a gem worth GTET 10,000 GP)* in the coals. The water is poisonous to Humans and Elves (save 1d20 GTET [30-Stamina]). The room is exited by jumping into the vat (appears on the floor beneath, completely dry).

5. **Sanctuary of Greed.** The circular walls are covered in gold velvet wallpaper, the floor has tiles of gold and silver, the ceiling is yellow with a mural depicting Plutus standing on ore nuggets with gold and silver mining picks in each hand. A 15 FT gold statue of Plutus is against the west wall (labeled G), a 20 FT gold statue of Lucifer is against the east wall (labeled H). A 4 FT marble stand in front of the altar supports a 3 gallon bowl of *Unholy Water*. The altar is a solid rectangle of jade, 5 FT high (4800 pounds). An 10 FT tall platinum Unholy Symbol inlaid with ivory and sapphires hangs on the south wall, a 12 FT tall silver Unholy Symbol inlaid with ebony hangs on the north wall. The semicircular southern wall has a line of fire 12 FT off the floor, 4 FT tall. The straight northern wall has a horizontal line of fire 16 FT off the floor, 3 FT tall. The southwest door (Location #7, Priestess' Room) has a bronze keyhole (locked, -9 open lock). The southeast door (Location #8, Priest's Room) has an adamantite keyhole (locked, -12 open lock).

A tool or weapon wielded by a good person explodes when touched to the altar (hp2d8, range 15 FT, avoid 1d20 GTET [30-Agility], half damage 1d20 GTET [30-Stamina]). Good or neutral persons touching Lucifer's statue are paralyzed 3d100 minutes, save 1d20 GTET [32-Will]). Good or neutral persons touching Plutus' statue are covered in repulsive boils for 2d100 days, save 1d20 GTET [32-Stamina]. If either **Callisia** or **Quovallaph** are in the Sanctuary, they are leading five **Common Devils**, two **Ordinary**

Fourth Circle

Temple of Greed, continued

5. Sanctuary of Greed...Devils, and two Type 4B

Devils in an unholy prayer service; each individual has a copy of *Lucifer's Hymnal*. Four gold unholy candles, a shallow gold crater (aura of evil, 627 GP) of Mistletoe, a gold-bladed *Scythe +1 (bloodletting versus Good, hp1d4 for 1d10 rounds per wound)*, and two glass jars of gold pigment (133 GP, 167 GP) are found on the altar. If neither the priest nor priestess is in the Sanctuary, it is occupied by three **Ordinary Devils**.

6. Secret Room, access to the Lower Level. The walls, floor and ceiling are of rough stone with a coating of whitewash. Light is provided by one ordinary oil lamp. A sturdy wood ladder (breaks on 1d20 rolls of 1, checked per person) sticks out of a 7 FT diameter hole in the floor, leading to the Lower Level (Location #9).

7. Priestess Room; Callisia may be found here. The walls are paneled in teak, the floor is blue ceramic tile, and the ceiling is painted black with a mural of the stars as seen on Midsummer's Night. A fire crackles in a fireplace on the south wall. The room is furnished with a futon (blankets, pillows), sturdy table with two wood chairs, stuffed recliner, two upright bookcases (120 volumes, 154 volumes), an armoire (locked, -3 open lock), and two metal chests. An oil portrait of Plutus is on the west wall (12,639 GP). A fine meal on china is on the table. The armoire has a selection of good-quality woman's clothing, primarily prim dresses, and several sets of unholy vestments. The books are written in Infernal Cant (on 1d20 rolls of 20 select a *Manual of Determination* {Will+2}, *Body Wasting Tome* {Stamina-3}, *Tome of Spiritual Power* {SPM+2, learn 2 Devotion, 2 Mystery}; limit 3). The following is found in the room: 317 GP, two vials *Unholy Water*, two carved narwhale tusks (1158 GP, 3053 GP), two gold-diamond rings (5156 GP, 6632 GP), a Fourth Circle pass, a *Heavy Mace +2*, a silver-bladed *Dirk +1* (poisoned, save 1d20 GTET [31-Stamina]), two *1d12 Healing Potions*, *Estavan's Cordial* {Agility+4}, *Sleeping Draught*, one dose *Human Death Flower* (save 1d20 GTET [34-Stamina]), studded leather *Hero's Bracers* (AC+8, +2), and a *Hood of Facelessness*.

8. Priest's Room. Quovallaph may be found here.

The walls are covered in red velvet wallpaper, the floor is salmon ceramic tile, and the ceiling is painted black with a mural of the stars as seen on Midwinter's Night. A fire crackles in a fireplace on the south wall. The room is furnished with a small canopied bed, sturdy table with two wood chairs, stuffed recliner, two upright bookcases (138 volumes, 182 volumes), an armoire (unlocked), and two metal chests. An oil portrait of Samael is on the east wall (16,202 GP). Two open books are on the table along with parchment and quill pens. The armoire has a selection of good-quality men's clothing, in the recent fashion, and several sets of unholy vestments. The books are written in Infernal Cant (on 1d20 rolls of 20 select a *Manual of Youth* {regress to age 12}, *Good Book* {permanent hp+3, AC+4, save+2}; limit 2). The following is found in the room: 528 GP, four vials *Unholy Water*, silver Unholy Symbol (723 GP), gold Unholy Symbol (2108 GP), a platinum-jade-pearl brooch (15,317 GP), an *enchanted* gold-diamond ring (AC+6, saving +1), a 14 inch abstract colored glass sculpture (8276 GP), *Rapier +2* (Good Paralyzing, 1d100 minutes, save 1d20 GTET [32-Will]), *Dart of Human Slaying* (save 1d20 GTET [33-Will]), *Cordial of Endurance* (Stamina+4), two doses of *Giant Insect Repelling Powder*, an *Antidote Potion*, an Arrow Proof Cloak, a silver *Choker of Tongues*, a *Getter's Ingredient Pouch*, a *Magic Hole*, and a platinum *Telekinesis Ring*.

9. Lower Level. The circular walls are covered in black and red ceramic tile, the floor is covered in copper strips, and the ceiling is painted green with a mural depicting three richly dressed bearded men standing at the stern of a ship looking at a map. A sturdy wood ladder extends from the floor center up through a 7 FT diameter hole in the ceiling center, leading to the Secret Room (Location #6). The center part of the room, surrounding the ladder, is occupied by a pile of one million SP (18 FT by 14 FT by 3 FT deep). Twenty large black metal chests are along the wall (each adamantine keyhole, locked, -10 open lock). Each chest holds 3d100 golden items (not enchanted; pins, brooches, rings, armbands, locket, buckles, circlets, small boxes, thimbles, Holy and Unholy Symbols, clasp, key, knife blade, seal, signet, vial stopper, spectacle rim, monocle, button, cuff link, chain, choker, earring, body piercing, hat pin, etc.); the contents of each chest weights 3d20+150 pounds and is valued at 5d100+5000 GP.

Fourth Circle

Temple of Greed, continued

9. **Lower Level**, continued from the previous page.... If gold items were removed from Adventurers crossing the Seal in Location #2, they are found in the fourth chest. A panel is hidden in the floor under the seventh chest (must be moved; -6 to find, -8 open lock); under the panel is a strongbox holding 100 platinum pieces, a gold *Ring of Parkellus* (regenerate hp2/round), a gold *Spell Eating Ring* (nullifies Lesser magic against wearer), and a gold *Ring of Shapechanging* (Giant Eagle, 30 minutes/day).

Three ornate upright sarcophagi are fastened to the wall, one in the northwest, one at the northeast, one at the south. They each contain a HD 8 **Mummy Lord** (rotting touch, leprosy, Earth Wizard L8, Basic: 1d6+5 (Acid), *Bog Down* 20x20 FT, *Hole*, +1d6+5 AC *Rockskin*, *Slippery Surfaces* 25x25 FT, 1d4+4 *Steam Vent* {ground}, *Telekinesis* (FREE 8); Lesser: 2d6+5 *Attack* (Acid), 1d6+5 *Attack* (Cold, Fire, Electricity), hp2d6 *Body of Stone*, *Create Quicksand* 25x25 FT, *Hold in Place*, *Paralyzing Hand* *Summon Giant* (FREE 6); Greater: 2d6+5 *Attack* (Cold, Fire, Electricity), *Gaze of Stone*, 4d12 *Meteor Cluster* 50x50 FT, *Earth Elemental* (FREE 2)). They are armed with double-bladed *War Axes* +2 (+4 damage, aura of evil; cleaves necks on 1d20

roll 20, save 1d20 GTET [33-Agility]). Each **Mummy Lord** wears one of the *Three Rings of Ayen* (evil artifact, see *Inferno: Treasury*), and wears a *Spell-Storing Ring* (*Confuse Weapons*, 2x *Dominate Person*, *Horga's Mage Block*, 3x *Cloud the Mind*, 3x *Disperse Magic*, *Fear the Reaper*, *Gregor's Mage Drain*, 3x *Blindness*, 3x 2d8 *Fireball*, 3x 2d10 *Lightning Bolt*). Each sarcophagus holds 1d3 *alchemical concoctions*, a *piece of enchanted jewelry*, and an *item of miscellaneous magic*.

Fourth Circle Encounters

The outer cliff is considered difficult to climb, with a pace of 1 vertical FT/minute (6 rounds). The inner pit wall is considered very difficult to climb, with a pace of 1 vertical FT every 2 minutes (12 rounds). The longer pit wall separating the Fourth and Fifth Circles is considered very difficult to climb, with a pace of 1 vertical FT every 150 seconds (15 rounds). An Adventurer falls unless succeeding on a 1d20 roll GTET [33-Agility], checked after every 25 FT of vertical movement; apply a +8 modifier if belayed or otherwise using equipment to prevent falls. A fall is fatal unless succeeding on a 1d20 roll GTET [24+{falling distance/8}-Stamina].

While mortals remain on the dike above the Fourth Circle, make an encounter check every three-quarters mile,

Fourth Circle Encounter Table

Select Row using 1d12	Select Column using 1d4			
	1 on 1d4	2 on 1d4	3 on 1d4	4 on 1d4
1	1d6 Giant Vultures	1d4 Ordinary Devils	1d4 Common Devils	1d6 Type 4A Devils
2	1d6 Giant Vultures	1d6 Ordinary Devils	1d6 Common Devils	1d4 Type 4B Devils
3	1d10 Giant Crows	1d8 Ordinary Devils	1d8 Common Devils	1d6 Type 4B Devils
4	1d12 Hell Wasps	1d8 Ordinary Devils	1d8 Common Devils	1d4 Type 4C Devils
5	1d20 Giant Hornets	1d8 Ordinary Devils	1d10 Common Devils	1d6 Type 4C Devils
6	1d8 Carrion Beetles	1d20 Giant Wild Dog	1d6 Zoybim	1d4 Type 4D Devils
7	1d8 Golden Beetles	1d20 Rabid Dogs	1d10 Zoybim	1d6 Type 4D Devils
8	1d8 Manes	1d10 Timber Wolves	1d6 Type 3A Devils	1d3 Etvaras
9	1d10 Manes	1d12 Timber Wolves	1d6 Type 3B Devils	1d3 Type 5A Devils
10	1d12 Manes	1d20 Timber Wolves	1d6 Type 3C Devils	1d3 Type 5B Devils
11	1d12 Manes	1d4 Garm	1d6 Type 3D Devils	1d3 Type 5C Devils
12	1d20 Manes	1d8 Garm	1d4 Type 4A Devils	1d3 Assura

Fourth and Fifth Circles

Fourth Circle Encounters, continued

or after every hour stopped in one place; use the Fourth Circle Encounter Table (located on page 98) to determine specific encounters. These encounters are independent from determining an encounter with **Plutus**, and may occur after meeting the Diabolic Earl. If Adventurers climb down the outer pit wall (e.g. do not find or use the ramps), make an encounter check at 75 vertical FT, 150 vertical FT, and 225 vertical FT. While mortals are crossing the black plain in the Pit below the outer dike, make an encounter check every one-third mile of travel (e.g. 8 checks before reaching the inner cliffs). Checks are also made every half-hour while mortals are stopped in place. If Adventurers climb up the inner pit wall (e.g. do not find or use the through-wall clefts), make an encounter check at 75 vertical FT, 150 FT, 225 FT, 300 FT, and 400 FT. If mortals are on top of the inner wall (e.g. on the 500 FT wide inner toroid ring), make an encounter check every half-mile of travel, and after every hour stopped in place. If Adventurers climb down the wall to the Fifth Circle (e.g. do not find or use the through-wall clefts, and climb down the longer inner wall), make an encounter check after 50 vertical FT, 150 FT, 250 FT, 350 FT, and 450 FT.

When mortals encounter groups of **Devils** on the Fourth Circle, they are challenged about their presence unless they are wearing the appropriate Circle badge. Any credible or coherent story is accepted on 1d20 rolls GTET [34-Intelligence]; however, on 1d20 rolls GTET 9 the **Devils** question mortals separately (*out of each other=s hearing*) to establish how coherent their story is. Even when the story is accepted, **Devils** accompany the mortals to their stated destination on 1d20 rolls GTET 12, allowing the mortals to direct progress; if the mortals do not proceed towards their stated objective, appear unsure of its location, or become lost, the accompanying **Devils** become very suspicious and accuse the mortals of lying on 1d20 rolls GTET 6. If combat occurs, **Devils** call for 1d12 **Type 4C Devils** as reinforcements if they are losing, and then for 1d12 **Type 4D Devils**. **Devils** who retreat report to higher authorities in 3d12 hours on 1d20 rolls GTET 12; any subsequent manhunt is confined to the Third and Fourth Circles.

Regardless of which cleft mortals travel from the Fourth to the Fifth Circle, a single HD10 **Manticore** is encountered halfway through the Inner Rim passage.

The Fifth Circle: the Styx and Dis

Diabolic PrincePaimon
 Prince's Emblem..Red Castle on Grey Field
 Diabolic Generals Dobriham, Irricia, Kamdro, Lalullium, Quah Vodar, Xuwia
 DevilsCommon, Ordinary, Nimi-doryas, Assura, Etvaras, Zoybim, Types 5A-5E
 NotablesThe Furies, Erichtho, Myrodgar, Odozor
 Sins and Punish....**Wrathful** (Styx, tearing at one another); **Heretics** (Dis, the City of Burning Tombs)
 Environment.....Fetid Swamp, Burning City (smokes and vapors)
 Challenges.....Inner and Outer Cliffs, Wading and Muck (Swamp), Diseases, Charydis Whirlpool, Stoning (the Furies), Massive Walls (Dis)
 Size.....Torus, Outer Circumference 410 miles, Walls of Dis Circumference 350 miles, Inner Circumference 290 miles, Outer Radius 68 miles, Walls of Dis Radius 57 miles, Inner Radius 48 miles, Width 20 miles (Styx 11 miles, City of Burning Tombs 9 miles)

The outer border is a 500 FT vertical cliff; ten narrow and winding paths allow passage between the Fourth and Fifth Circles, spaced 40 miles apart along the perimeter. The inner border is a 1500 FT cliff down to the Sixth Circle; twelve steep gullies allow movement between the Fifth and Sixth Circles, they are spaced every twenty-four miles along the inner perimeter. An **Infernal Minotaur** guards each path between the Fifth and Sixth Circles.

The Circle is divided into two zones, the outer zone is

Fifth Circle

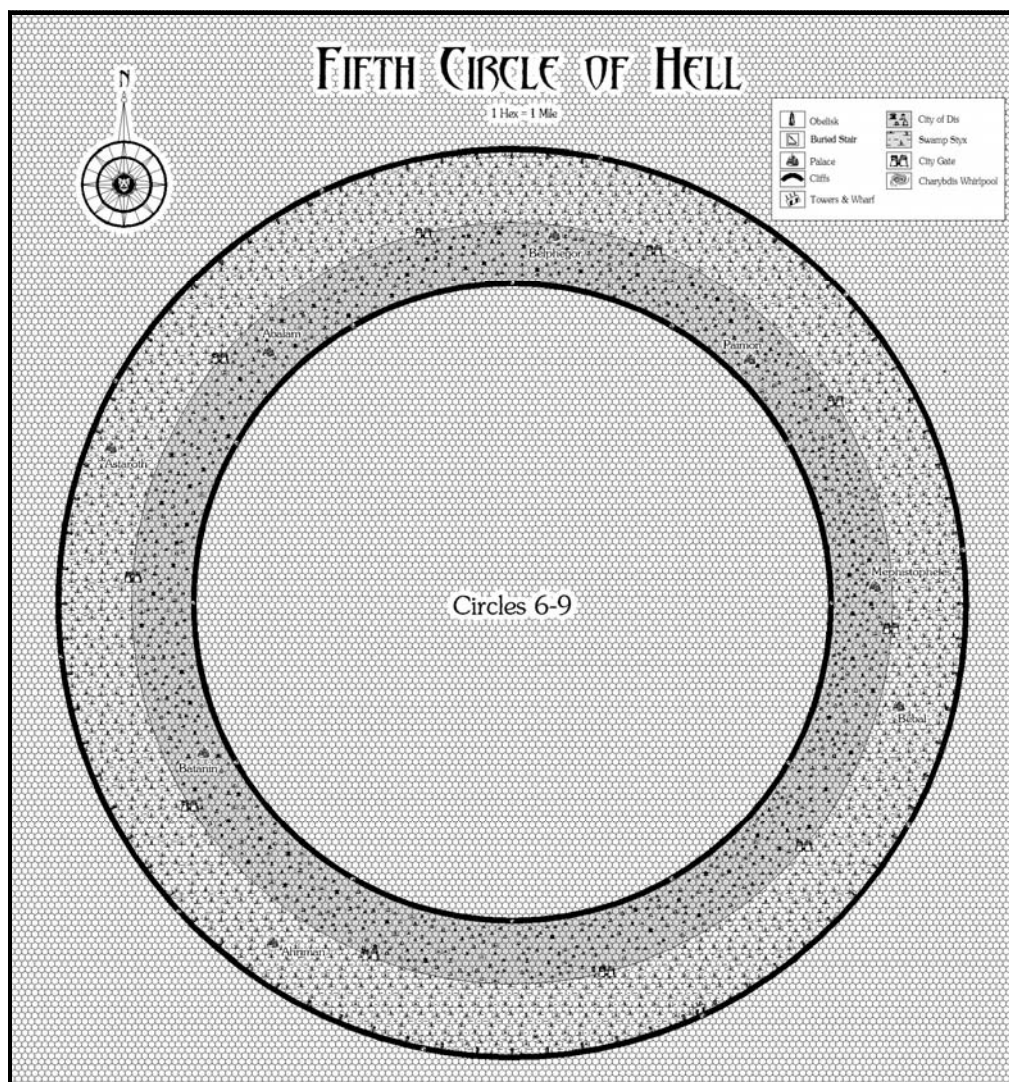
Fifth Circle of Hell, continued

the Styx Marsh and the inner zone is Dis, City of Burning Tombs. The Styx is eleven miles across, with water depths from 4 FT to 20 FT. Dis is nine miles across. The Walls of Dis are in the quarter mile ring between the fetid swamp and the city. See the maps below and on page 101.

Mortals must have the permission of Prince Paimon or one of the Fifth Circle Diabolic Earls (Astaroth, Ahri-man, Bebal, Belphegor, Mephistoteles, Abalam, or Batinin) to travel across the Circle freely, otherwise they must be escorted by at least an equal number of **Etvaras**. Mortals given permission to travel must wear a badge shaped like a yellow shield bearing the profile of

a grey castle.

When Adventurers encounter **Devils** on the Fifth Circle the mortals are challenged about what they are doing there. Adventurers who show at least four Fifth Circle Passes are permitted to go on without further questions. Mortals may also try to bluff **Devils** with a story that explains their prescence, although **Devils** are likely to be skeptical; success requires a 1d20 roll GTET [33-Intelligence]. Even if Devils believe the mortal's story, they provide an escort to the Adventurer's stated destination on 1d20 rolls GTET 11. This is not an offer, the Games Master should treat it as a command to the mortals; if the Adventurers actually have the permission of a **Diabolic Earl**, he strongly makes his displeasure known to the skeptical Devil(s). If Adventurers resist or fight

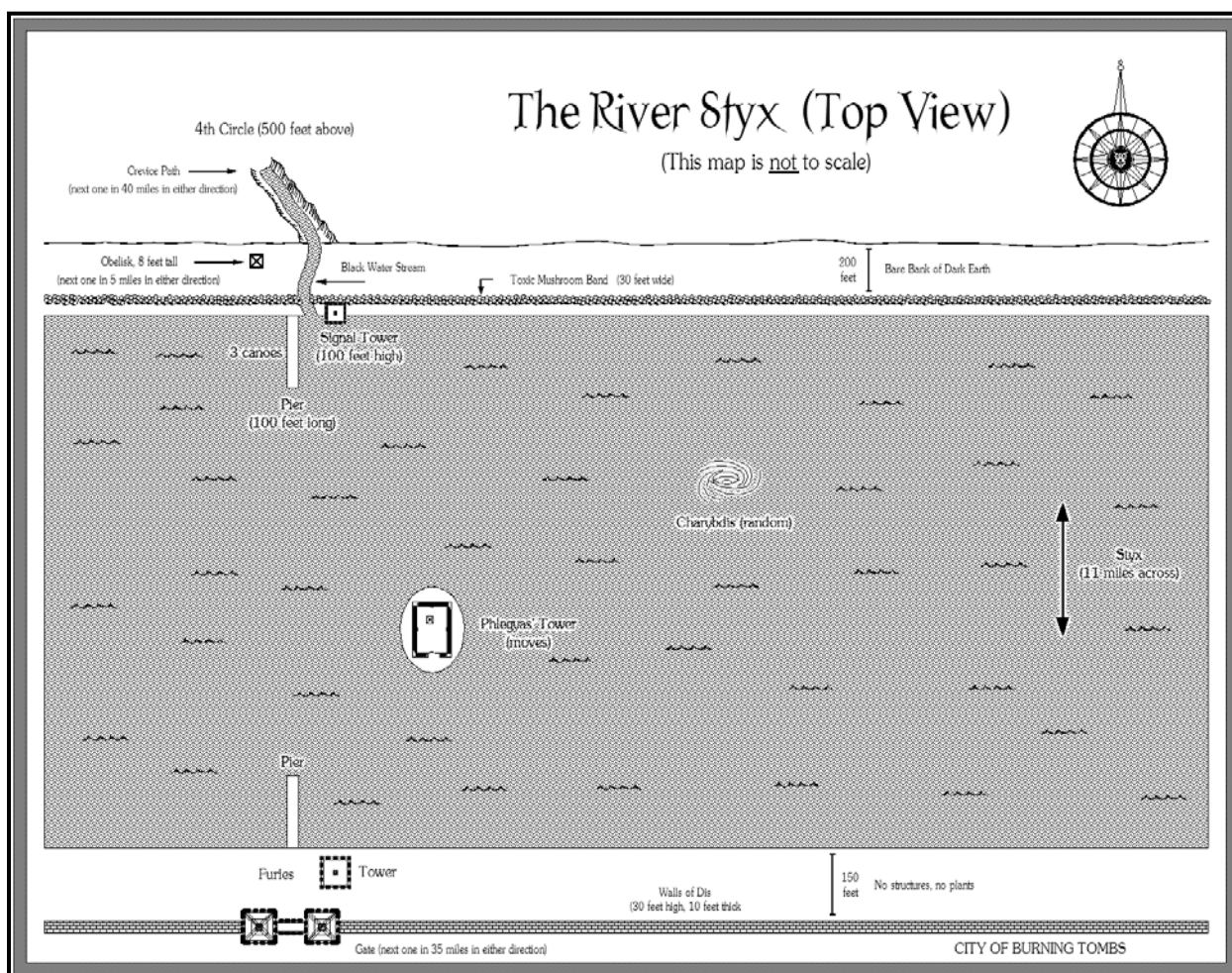


Fifth Circle

Fifth Circle of Hell, continued

the **Devils**, reinforcements, double the number of the same Type(s), are summoned after 3 **Devils** are incapacitated, arriving in 1d10 rounds. A **Devil** reduced to LTET hp8 attempts to flee. If GTET 8 **Devils** are killed or incapacitated, all remaining **Devils** flee. A group of 1d6 **Assura**, 1d12 **Etvaras**, 1d12 **Type 5A** and 1d12 **Type 5C Devils** arrive in the same area 1d12+1d8 minutes after the initial group flees; this group will incapacitate the mortals if it can be done easily but does not hesitate to kill if necessary. Any **Devil** who flees reports the incident to higher authorities in 3d10 hours; any manhunt which results occurs on the Fourth Circle, Fifth Circle, and around the River of Blood on the Sixth Circle (double the number of encounter checks, **Devils** are encountered on all 1d20 rolls GTET 8).

Spaced at intervals of 5 miles along the outer shore of Styx are black stone obelisks, each standing 8 FT tall with 10 inch square sides, sitting on a black stone pedestal 2 FT square and 6 inches thick. The west side of each obelisk is engraved with arrows pointing to the north and to the south. The north arrow is labeled 'Astraroth' and the south arrow is labeled 'Ahriman, Bebal' [adjust as needed for movement around the Circle; the description is for an obelisk found at the west radius]. The palace of Astraroth (Earl of Hell) is located on an island about 25 miles to the north (clockwise) of the west radius, 2 miles into Styx. The palace of Ahriman (Earl of Hell) is located on an island about 75 miles to the south (counterclockwise) of the west radius, 5 miles into Styx. The palace of Bebal (Earl of Hell) is located on an island 150 miles to the south (counterclockwise) of the west radius, 8 miles into Styx.



Fifth Circle

Weather and Effects

The sky over Styx is hazy with light winds of variable direction, very high humidity, and an air temperature of 93-96 degrees. it has a musty odor that makes breathing difficult: reduce an affected mortal's Stamina by 1d4 points for 1d100 hours (save 1d20 rolls GTET [33-Stamina]). Sudden violent downpours lasting 1d20 minutes occur hourly over Styx; a storm is severe on 1d12 rolls GTET 8, each severe storm lasts 3d100 minutes at a rate of 2 inches of water/hour. A severe storm will create 1d20 lightning bolts at hp2d8/bolt, avoid 1d20 GTET [30-Agility], half damage 1d20 GTET [34-Stamina].

The marsh Styx is filled with dirty black-colored water slowly circulating in the counterclockwise direction, with numerous thick flat red double-heart-shaped leaves floating in it. The water is a constant 80 degrees. Styx has an oily feel to it, an acidic taste, and smells like rotten eggs. A mortal contracts one of (select 1d3) diphtheria, whooping cough, or malaria after every drink of untreated swamp water, or after every hour of exposure to swamp water (save 1d20 GTET [32-Stamina]). Adventurers become lost in Styx unless succeeding on 1d20 rolls GTET [28-Intelligence], checked every quarter hour (movement is at 1¼ miles/hour, apply the check to the leading Adventurer).

Adventurers wading through Styx acquire 1d20 slugs or *leeches* on their skin (save 1d20 GTET [14+{number of half-hour segments spent wading}]). Each *leech* inflicts

hp1 damage every half-hour, killing an attached leech inflicts an additional hp1d4 to the person it is attached to. Leeches carry the disease, 'elephantitis,' (save 1d20 rolls GTET [32-Stamina],

See *Codicil of Maladies* for details about diphtheria, whooping cough, malaria, and elephantitis.

Styx Landing

Adventurers exit the Fourth Circle through narrow crevices filled with bone-chilling cold black water, the water cascades onto a 200 FT wide strip of dark packed earth before flowing into the Styx. A 30 FT wide band of multicolored mushrooms grow between the outer cliff wall and Styx's shore. The mushrooms appear in a multitude of shades of brown, orange, gold, grey, and white; they grow 40 to 70 inches tall with heads 30 inches across, stems 18 to 24 inches thick. After 10 minutes exposure, a mortal within 50 FT is overcome with a ravenous need to eat a mushroom (save 1d0 GTET [28+{time in minutes/10}-Will]). The mushrooms are safe for consumption, although they have no nutritive value for Elves. See the Mushroom Effects Table.

Pushing through the band releases a cloud of green spores that irritates the eyes (-2 TH for 1d100 minutes, save 1d20 GTET [30-Stamina]) and lungs (hp1d3 damage, save 1d10 GTET [32-Stamina], cannot be healed by divine prayer). A small insect parasite transfers from the mushroom to the Adventurer's body on 1d20 rolls

Styx Mushroom Effects Tables

1d20 Roll	Description	1d20 Roll	Description
1	Heal hp1d8	11	No Effect
2	Heal hp1d6	12	No Effect
3	Cures all active diseases	13	1d100 hours Paralysis
4	Cures all active poisons	14	1d100 hours Blindness
5	1d20 hours SPM+2	15	1d100 hours Confusion
6	1d100 hours Strength+2	16	1d20 hours Hallucinations
7	1d100 hours immune to Poisons	17	1d20 hours Weakness
8	1d100 hours immune to Diseases	18	1d100 hours Spell/Prayer Block
9	No Effect	19	Suffer hp1d8 damage
10	No Effect	20	Suffer hp 2d8 damage

Fifth Circle

Styx Landing, continued

GTET 16; the parasite is difficult to see (-8 to find) and loves thick hair. Persons carrying the parasite experience joint pains (-1 Agility), fever, and difficulty sleep (reduce natural healing and spell/prayer recovery). Removing the parasite requires two *Banish Disease* prayers or potions.

At the foot of each of the ten crevices from the Fourth Level are large red stone towers sitting next to a 100 FT long by 15 FT wide stone wharf jutting out into Styx. The towers are solid stone (no doors, entries or rooms) 100 FT tall with 15 FT sides, a worn wooden ladder attached to the south side. On the top is an 8-FT wide copper cauldron containing perpetually-burning coals. A thick red rope hangs from a carved wooden arm on the south side of the tower, at eye-height. Every pull of the rope produces a 3-round bright flare, 40 FT tall. Any person on top of the tower when the column of fire forms suffers 4d12 fire damage (half damage 1d20 GTET [30-Stamina]), and 2d20 hours blindness (save 1d20 GTET [32-Stamina]). An answering flare is seen on the horizon 1d12 rounds after the signal flare ceases.

Phlegyas the Ferryman appears alone at the wharf with his boat 2d20+20 minutes after the answering signal (see page 104). Tied to the wharf are three large canoes, each 26 FT long by 54 inches wide, equipped with four paddles. Each canoe has a total weight capacity (riders and cargo) of 1250 pounds. Games Masters should require that players describe the location of items placed in a canoe, including whether they are tied; this will help in determining whether items are lost when the canoe capsizes.

A canoe tip every half mile unless the LEAST Agile occupant succeeds on a 1d20 roll GTET [30-Agility]; a canoe always tips on a natural roll of 1. The canoe tips when mortals are fighting from it unless the least Agile occupant succeeds on a 1d20 roll GTET [32-Agility],

checked every round. An overloaded canoe always tips after traveling 1d20*100 yards. When mortals transport themselves across Styx in canoes, they see **Phlegyas** and his barge on 1d20 rolls GTET 9, checked every 5 minutes (assumes they paddle a relatively straight course and do not become lost). Mortals using canoes always pass within 200 yards of Phlegyas' Island after traveling $(1d20 * 1/10th) + 2$ miles.

If Adventurers using canoes encounter Charydis, their



boat avoids being pulled into the whirlpool on a 1d100 roll GTET $[100 - \{\text{sum of Strength plus Agility statistics of all paddlers in the boat}\}]$, subject to a limit of 95. A boat pulled into Charydis avoids capsizing on a 1d100 roll GTET $[125 - \{\text{sum of all paddler's Strength and Agility}\}]$, limit of 95. A boat occupant is ejected into the whirlpool unless succeeding on a 1d20 roll GTET, even if the boat does not capsize (see Waders, below).

If mortals elect to wade through Styx, they move at $1\frac{1}{4}$ miles/hour, requiring at least $8\frac{3}{4}$ to transit the swamp (assuming a straight path without become lost). Wading persons encounter 1d6 wrathful **Manes** on 1d20 rolls GTET 3, checked every 10 minutes. Wrathful **Manes** immediately attack as if they are *berserk* and do not retreat or break away.

If waders encounter the Charydis whirlpool, they become entrapped unless succeeding on a 1d20 roll GTET $[42 - \text{Strength-Agility}]$, remaining trapped for 2d100 rounds. Trapped persons are pulled underwater unless succeeding on a 1d20 roll GTET $[40 - \text{Strength-Agility}]$, checked every third round; they regain the surface on a 1d20 roll GTET $[44 + \{\text{number rounds already underwater}\} - \text{Strength-Agility}]$, checked per round. Dwarves and Gnomes apply a -2 modifier to rolls for going underwater. An Adventurer pulled underwater drowns unless they regain the surface in a number of rounds equal to their stamina. Objects on a wader's person when they are trapped by the whirlpool are dropped unless succeeding on 1d20 GTET $[32 - \text{Strength}]$, checked per item; this includes backpacks, scabbards, pouches, head gear, cloaks, etc.; a dropped item is permanently gone on 1d20 rolls GTET 5. Waders pass within 200 yards of Phlegyas' Island after travelling $(1d20 * 1/10th) + 2$ miles.

Fifth Circle, Styx

Phlegyas, Boatman of the Styx

When **Phlegyas** arrives at the outer wharf, he demands to know who summoned him. He offers passage on his boat in exchange for (1) the right arm of each passenger [removed immediately at the shoulder, without pain and with the wound healed; permanently reduce the health points of any such character by -4 health points; an arm removed by Phlegyas cannot be regenerated], (2) 10 pearls of high quality [value GTET 1000 GP] per passenger, or (3) 25 years from the lifespan of each passenger [any passenger within 25 years of their natural death lives until they reach the other side of Styx]. He also transport persons who have valid [written] orders from any Prince, Duke, or Earl of Hell. If mortals do not have (or will not provide) an exchange, he willingly provides passage only on a roll of 20 on 1d20. Persons transported by **Phlegyas** reach the inner side of Styx in about an hour without any encounters or incidents. The boat passes within a quarter-mile of his island; mortals can request to be dropped there instead of at the City of Dis; a second fee is required for transport from the island to Dis (he refuses to transport any persons to Dis after they enter his Tower without invitation).

Charydis

A whirlpool 25 FT across, quickly circulating in the clockwise direction. While the Styx is usually no more than 6 feet in depth, the depth surrounding Charydis is always 35 feet to a radius 100 FT from its center. The whirlpool randomly moves across the swamp at 2 miles per hour. Phlegyas can control the movements of Charydis and summon it (arrives in 1d20 rounds). A *water-spout* spell breaks Charydis up, but it reforms after 3d100 rounds at a random location in Styx.

Phlegyas' Tower

Regardless of the means used to cross Styx, or the location at which the crossing is attempted, Adventurers pass within a quarter mile of the Island of Phlegyas. Although it does not float, the island has no fixed location, periodically moves about, and can be moved and summoned by **Phlegyas** at any time. The island is always oriented along a radius line of Hell, and is shaped as a 500 FT oval extended to points on the ends, 120 FT wide. The top is always 4 FT about the Styx waterline. It has a 30 FT long by 8 FT wide stone wharf on each end (no boats present). The island is covered in well-maintained green grass and has 7 large Weeping Willow

Trees (1 on the north side, 2 on the east side, 2 on the south side, and 2 on the west side next to the wharf) along with several colorful bushes. A rectangular four-story sandstone tower (see diagram on page 105) in the center of the island, colored in a variety of shades of brown, tan, and beige, 50 FT deep by 40 FT wide (with the exterior stair, its dimensions are 62 FT deep by 52 FT wide), each story 12 FT high, with a crenellated roof. The tower has a single rounded door in the center of the south side of the ground floor. An external stone stair, 6 FT wide, winds around the outside of the tower; all access to the upper floors is from the tower exterior. The second floor has a single door centered on the west side, the third floor has a single door centered on the north side, the fourth floor has a single door centered on the east side, and the stair continues upward to roof access on the south side. Four **Type 5B Devils** patrol the island; they check the second and fourth floors every 30 minutes, entering the third floor only when the door is open.

Determine the initial locations of the following inhabitants using 1d100:

Behomond

(01-20) #8, (11-55) #12, (56-100) #21

Cobreigen

(01-30) #8, (31-43) #9, (44-74) #16, (75-100) #21

Ellisiffe

(01-10) #8, (11-25) #15, (11-95) #16, (96-100) #21

Gwennelma

(01-15) #8, (16-30) #10, (31-90) #16, (91-100) #21

Laoghair

(01-50) #8, (51-75) #9, (76-80) #16, (81-100) #21

Meurvin

(01-22) #8, (23-69) #10, (70-77) #16, (78-100) #21

Thadurros

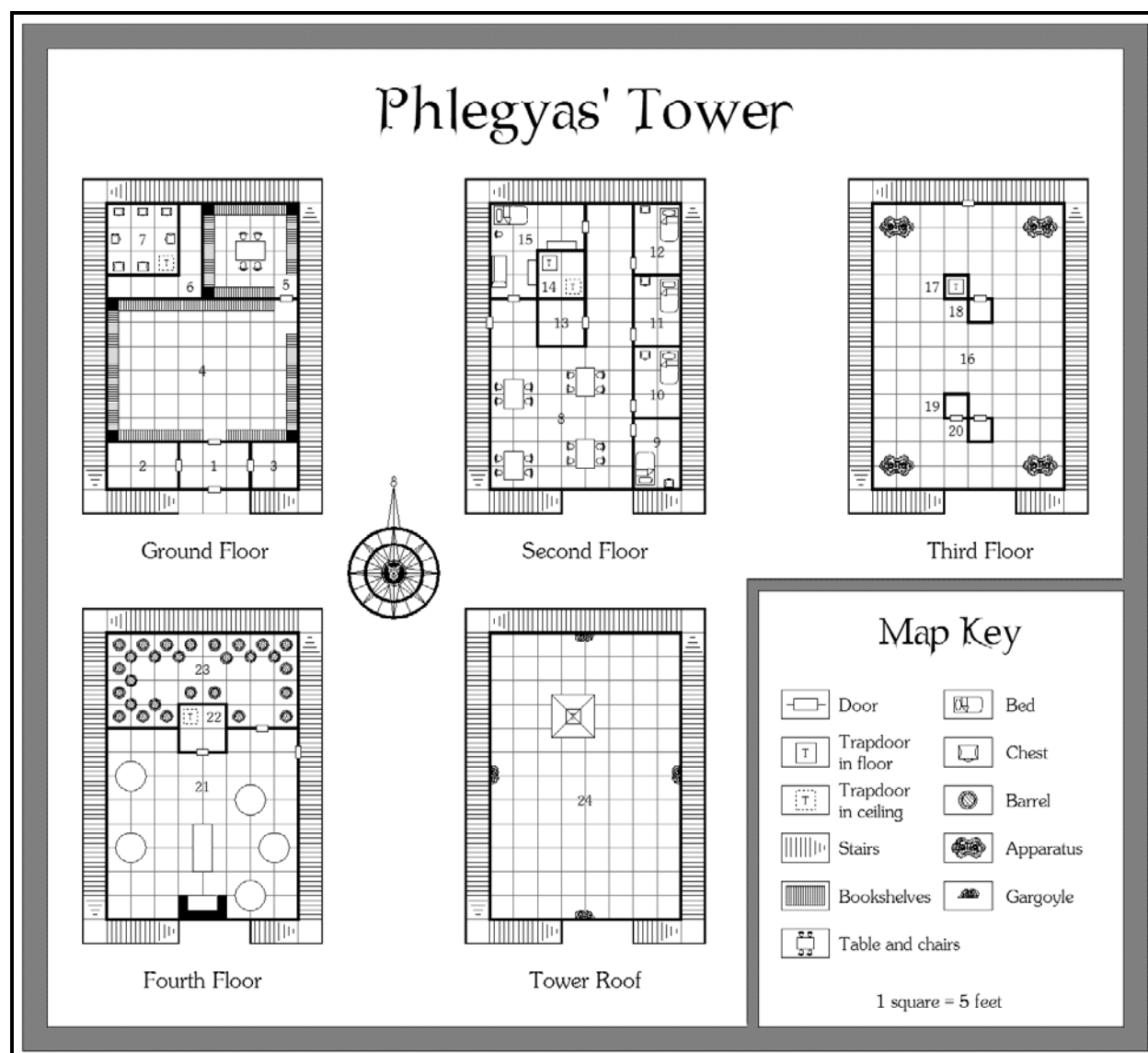
(01-30) #8, (31-60) #12, (61-100) #21

Unless otherwise specified, the interior walls are dark grey stones with occasional brown or tan blocks, the floors are light hardwood, and the ceilings are white-washed.

Fifth Circle, Styx

Phlegyas' Tower, continued

1. **Antechamber.** The exterior door is fine teak wood with a cutout 24 inches wide by 8 inches high; a carving shows a boat full of hideous winged devils with pitchforks. The hinges, doorknob, and lock plate are adamantine. The door is found locked (-14 open lock); the key is usually carried by Phlegyas. An Adventurer looking through the cutout see a *Symbol of Stunning* (hp1d8, stun 1d100 minutes, save 1d20 GTET [32-Will], reduce Will 1d4 for 1d100 hours, save 1d20 GTET [32-Will]) floating in the air just behind the door (unless dispelled, the door opens through the symbol which remains visible and in place). There are sturdy wood locked doors on the west (-6 open lock, Office), north (-14 open lock, Library), and east (-6 open lock, Dragons) walls.
2. **Office.** The walls are covered in a thin shell laminate except for the west wall which is completely taken up by a mural depicting a fleet of ships; the floor is polished red-orange coral. The room is furnished with a large rectangular aqua-colored carpet, a wide desk with a wheeled padded leather chair, a thin upright bookcase, an oval teak coffee table with a golden globe of the seas on it, two stuffed chairs,



Fifth Circle, Styx

Phlegyas' Tower, continued

2. **Office**...a nautical trunk, (locked, -8 open lock) and a copper trash can. Two hurricane oil lanterns are mounted on wooden wall brackets on the south wall, and 2 are mounted on the north wall.

The desk has a selection of office supplies, a map to the wreck of the 'Mighty Albatross,' a brass 10x collapsing telescope, a curved dirk, 20 gold doubloons, a Table of Tides for the northern seas (foreign language), and an 8 GP Walrus Tusk.

On the upright bookcase is a 700 GP ivory scale model of a sailing ship, a 12,000 GP gold Dwarven-made Captain's chronometer, a 5740 GP silver As-troblade, and a 2300 GP gold Dwarven-made nautical compass. The books include two *Manuals of the Captain's Skill*, a *Libram of Nautical Languages*, *Geas-Breaking Codicil*, a *Codicil of Spell Storing* (Water magic), three *Codices of Transformation* (whale, dolphin, albatross), a *Manual of Endurance* (Stamina), Pelk's *Bestiary of the Sea*, a *Sailor's Handbook of Weather*, and a *Shipwright's Handbook*. The following spells are found in the *Codicil of Spell Storing*: *Create Fog*, *Create Water*, *Instant Dry*, *Protect from Cold* [Basic spells], *Control Rain*, *Decrease Will*, *Ice Ray* [Lesser Magic], and *Create Whirlpool*, *Hail Blast*, and *Ice Road* [Greater Magic].

The nautical trunk has an obvious (+3 to find) poison needle trap (complete muscular paralysis in 1d12 minutes, persists 1d8 hours, save 1d20 GTET [28-Stamina]). A poison gas cylinder is fitted inside so it discharges when the lid is raised (-7 to find, -3 disarm trap, death 4d10 rounds, save 1d20 GTET [32-Stamina]). The chest contains a leather sack with 220 gold doubloons, a silk bag with 48 large pink pearls (each 1d20+40 GP), two *Potions of Water Breathing*, a *Potion of Transformation* (Giant King Crab), a Water magic scroll (*Chain Lightning*, *2x Ice Road*, *Summon Water Elemental*), an oilskin wrapping a large 300 GP piece of ivory plus three small carving knives, a 450 GP 20 square-FT royal-blue bolt of silk, a silver-bladed naval *Cutlass* +2 (+10 damage versus Sea Dragons, Sea Snakes) and silver scabbard, a pistol-crossbow of Dwarven manufacture with 30 pistol bolts (each +1), an elven blue-green *Cloak of Protection against Storms*, and a green *Cloak of Water Breathing*. Hidden underneath the

poison gas cylinder in the lid of the trunk is a Ring of *Spell Storing* with 30 1d12+2 *Lightning Bolt* spells.

3. **Dragon Room**. The room is filled with straw, a shallow metal dish of water, a shallow metal dish of raw meat, and three HD6 **Komodo Dragons**.
4. **Library**. The floor is covered in a thick deep blue carpet. The perimeter of the room is completely lined by large thick wooden bookcases, which are mostly full of books. A single locked metal door (-12 open lock) to the Map Room (Location #5) on the north side, northeast corner. The center of the room has four light-colored wooden tables with six chairs to a table. A lit green orb is attached every 10 FT around the room's perimeter; the orb brightens as living creatures approach it and dims as they walk away. The room is a *Zones of No Magic*, *No Prayer*, and *No Flame*; a Wizard or Priest must succeed on a 1d20 roll GTET [38-Will-Level] to use a spell or prayer in this room.

Phlegyas collects non-enchanted books about the sea and the sea trades. Books along the north wall are about sea trades such as shipbuilding, sail-making, net-making and fishing, salt making, rope making, etc. Books along the east wall are about the skills of the sailor, such as navigation, books along the south wall are books of fiction with nautical themes, and books along the west wall are about the mythology of the sea. There are books here in forty languages (a selected book is readable by an Adventurer on 1d20 rolls GTET 17); some books are 2500 years old (1d12*1000+5000 GP each); on 1d100 rolls GTET 96 a truly valuable book is selected, 1d20*1000+12500 GP.

Phlegyas appears (teleport) on 1d20 rolls GTET 11, checked every 5 minutes, demanding that mortals the immediately and permanently vacate his building. He also demands restitution for breaking and entering into his Tower; examples of acceptable restitution include 25,000 GP per person, two enchanted items per person (no potions or scrolls), at least 3 years of service on the Fifth Circle, or 1d6 favors to be repaid to **Phlegyas** without question at any time for the rest of their lives. If **Phlegyas** appears, he brings with him 1d6 each **Types 5A, 5B, and 5C Devils**. The Death Zone (Location #6) wall is breached on 1d20 rolls GTET 15 if *lightning bolts*, *fireballs*, or other *spells or prayers* causing GTET hp15 damage are cast in the room.

Fifth Circle, Styx

Phlgyas' Tower, continued

5. **Map Room.** The room has a dark blue carpet and a black ceiling with a replica of the clear night sky. The room is lined in bookshelves, with a large wooden table and four wooden chairs, an oversized wooded reading stand, and several stands of maps or scrolls. A lit green orb is attached every 10 FT around the room's perimeter; the orb brightens as living creatures approach it and dims as they walk away. To protect its contents the room has *Zones of No Magic*, *No Prayers*, and *No Flame*; a Wizard or Priest must succeed on a 1d20 roll GTET [38-Will-Level] to use a spell or prayer in this room. Water Wizards immediately gain a **one-time** 2500 experience point bonus when they enter.

Map folio's and chart books are along the west wall, research material related to the primeval element of water are on the north wall, books related to the underwater races are on the east wall, and on the south wall are maps, compendiums, and related material about the Elemental Plane of Water. The books are written in forty languages, some more than 3000 years old. Books are valued at $(1d100*1d100)+12,000$ GP, individual maps are $(1d20*1d100)+5000$ GP; the value of a map folio is determined by multiplying an individual map value by a factor computed by 2.0 plus $(1d12*one-tenth)$. A selected book or map is in a language the Adventurer reads on 1d20 rolls GTET 19.

Phlegyas appears (teleports) in the room on 1d20 rolls GTET 13, checked every 3 minutes, demanding that the uninvited mortals immediately and permanently vacate his building. He demands restitution for their breaking and entering (see the Library description). **Phlegyas** is accompanied by 1d8 each **Types 5A, 5B, and 5C Devils**. The Death Zone (Location #6) wall is breached on 1d20 rolls GTET 15 if *lightning bolts*, *fireballs*, or other *spells or prayers* causing GTET hp15 damage are cast in the room.

6. **Death Zone.** This area has no entrances or exits. The walls are lined with one-half inch of lead. The volume is filled with chlorine gas at a sufficient concentration to remain lethal if released into the Library (Location #4), the Map Room (Location #5) or the Treasury (Location #7). A mortal breathing chlorine gas is overcome in Stamina-9 rounds, and dies 3 rounds later (save 1d20 GTET [35-Stamina], checked per round). The gas also reduces visibility to LTET 10 FT. Any

spell or prayer cast in the Library (Location #4), Map Room (Location #5), or Treasury (Location #7) that causes GTET hp15 damage breaches the wall and releases the gas on 1d20 rolls GTET 15.

7. **Treasury.** There are no doors or openings in this room to the ground floor, the only entry is through the trap door in the southeast corner of the ceiling (from the Hidden Room on the second floor, Location #14). The floor is polished red-orange coral with the design of a *sailing ship* (aura of enchantment) in the north-west corner worked in silver; a person stepping onto the ship design is immediately transported 8 FT to the north, just outside the tower wall (save 1d20 GTET [36-Will], avoid 1d20 GTET [29-Agility]). Each wall has one torch mounted in a gargoyle-shaped black metal bracket, the torches light themselves 1 minute after the room is entered then burn continuously for 1 hour. Each wall is lined constructed with one-half inch of lead. The room contains three open rectangular coffers made from large fan-shaped sea shells, three large sea bags, and four rectangular sea-lockers. When Adventurers enter they see four HD7 **Flying Skulls** hovering near the ceiling.

The first shell coffer holds 20,000 gold doubloons, in the second are 20,000 pieces-of-eight (SP), and in the third are 1200 large white to pink-colored pearls each valued at $(1d4*1000)+(1d12*250)$ GP. The first sea bag holds a set of studded leather *Landlubber's Armor* sized for a small human, a set of leather *Weighted Armor* sized for a Gnome or Dwarf, a steel *Helm of Drunkenness*, a silver-ebony Scabbard of *Breaking*, a pair of black *Jig-Dancing Boots*, and *Deck Shoes of Slipperiness*. The second sea bag holds three complete sets of leather armor sized for a human, dwarf, and gnome (each set AC+40). The third sea bag holds an adamantine *Morning Star* (+2 damage), two War Hammers +2 (+1 damage, 3d10 versus Spiders and Beetles), two ordinary Long Swords with scabbards (aura of enchantment), a gold-headed Spiked Mace, a cursed Mace of *Betrayal*, two *Darts of Giant Slaying* (save 1d20 GTET [32-Will]), and a *Short Bow +1* (doubles all ranges).

Each sea locker is found locked (-5 open lock). The first sea locker contains a set of black *spider-silk sails* (one-tenth weight, twice as strong, resists fire, acid, and missile fire, +25% speed, 1/month *invisibility* 1d10 hours). The second sea locker contains a clear very hard bubble-shaped *Helm of All-Breathing*, a body-suit (covers wrists to neck to ankles) made of a

Fifth Circle, Styx

Phelgyas' Tower, continued

7. **Treasury**...soft rubbery substance covered on the outside with many small shimmering multi-colored fish scales (AC60, *protection from cold, protection from pressure* to 800 FT, resists puncture by sharks or stingers), scale mail Gauntlets of *Underwater Missiles*, and purple skin *Baengan's Sandals* (swimming).

The third sea locker contains a lightweight golden-colored cigar-shaped sac made from the woven fibers of the very rare gheruvan plant. The sac is 9 FT long by 3½ FT diameter; an adamantine mechanical device with a clutch mechanism and circular dial is attached to the sac; when the dial is rotated in the clockwise direction the sac inflates itself with a lighter-than-air [non-flammable] gas; when the dial is rotated clockwise the sac deflates itself (30 minutes to fully inflate/deflate). A fully-inflated sac can lift 4000 pounds to an altitude of 5000 FT above sea level.

The fourth sea locker contains a black clay bottle stoppered with a cork, a silver *Rapier* +2 (+5 versus Flying Creatures), a wooden *Cask of Endless Grog*, two *Endlessly Burning Lanterns* (red and green), a leather *Collar of Unchanging*, a *Charm versus Efreeti*, *Sandals of Cloud Walking*, and a pair of *Houdini's Bracers*. When the cork is removed from the black bottle a puff of smoke emerges which coalesces into a wooden raft 10 feet by 12 feet, capable of holding 4500 pounds (the raft returns to its bottle when the cork is opened again).

Second Floor

8. **Common Room**. The room is furnished with two thick oval green rugs, four plain square wooden tables each with four upright wooden chairs, a rectangular table on the south wall is a serving area. Two smokeless long-burning torches are set into iron wall brackets on the west and south walls, one is on the common wall with the Bathing Room (Location #13). **Cobreigen, Ellisiffe, Behomond, Thadurros, Gwennelma, Meurvin, and Laoghaire** may be found here; these persons are not usually armored or armed in the Tower. If Adventurers enter the room dressed for combat, the residents will try to get their rooms to arm themselves. **Cobreigen** and **Laoghaire's Room** is in the southeast corner

(locked, -6 open lock; Location #9). **Gwennelma** and **Meurvin's** room is along the southeast wall (locked, -8 open lock; Location #10). An empty room (unlocked) is to the east. **Behomond** and **Thadurros' Room** is to the northeast (locked, -8 open lock; Location #12). **Ellisiffe's** room is to the north (locked, -10 open lock; Location #15).

9. **Cobreigen and Laoghaire's Room**. The room contains bunk beds on the north wall, two wooden chests (padlocks, -5 open lock), two upright armoires on the south wall, a round wooden table with two wooden chairs, a metal weapon stand holding a *Gnome's Short Spear* and a small wood-and-leather shield, and four iron wall hooks on the east wall.

Cobreigen's chest holds two books of word puzzles, two pewter flasks of fine distilled spirits (1d20+50 GP), two First-Aid kits, three sketch books depicting mountain scenes, a large drawing kit, a codicil describing herbal tonics, a small silver *Enchanted Drying Oven* for samples, *Getter's Ingredient Pouch*, a *Rope of Tripping*, a *Manual of Skill in Alchemy*, a *Codicil of Transformation (Giant Ferret)*, a *Stone of Undead Warning*, and an ivory-and-gold *Locket of Truthfulness*.

Cobreigen's armoire holds an assortment of undergarments, shirts, pants and trousers, a pair of knee-high black boots, a winter cape, two knitted caps, a pair of elbow-length sheer rubber gloves, a rubberized black knee-length apron, an iron-shod Staff, and a silver-bladed Long Sword. Laoghaire's armoire holds an assortment of undergarments, toiletries, shirts, knickers and pants, shoes, a fur-lined bearskin vest, knit cap, dark blue wide-brimmed hat, a pair of scale mail Gauntlets, a green-and-brown camouflage hooded cloak, a two finely-made fly-fishing poles (58 GP, 74 GP). Laoghaire's chest holds a wrapped bedroll, three 25 FT ropes, a lock picking kit, a leather pouch (4x white chalk, 10 vials each of colorful powders), an animal first-aid kit, a blue leather satchel (flat rectangular box with 50 assorted fishing lures, filleting knife, hand scale, measuring cord), four card decks (one marked), a leather pouch holding 35 GP & 49 SP & 84 CP, a chain mail Neck Guard, scale mail shirt (AC+22), scale mail arm covers, silvered *Cutlass* +2, three throwing knives, 3x 1d12+6 *Healing Potions*, 2x *Patur's Tonic* (banish disease), *Boots of Spider Walking*, and a stag-shaped silver *Talisman of Leaping*.

Fifth Circle, Styx

Phlegyas' Tower, continued

- 10 **Gwennelma and Meurvin's Room.** The room contains bunk beds on the north wall, two wooden chests (padlocks, -6 open lock), two upright armoires on the south wall, and a round wooden table with two wooden chairs. Gwennelma's *Rod of Earth Parting* (33 charges) and Meurvin's *2d8 Staff of Striking* (35 charges) are in the southeast corner.

Gwennelma's chest holds a bedroll, cloth bag (6 knitting needles, 8 rolls of yarn), two books on mining geology, three gourmet cookbooks, two books of poetry [all books in a foreign language], a fire kit, a field cooking kit, a geologist's hammer and three chisels, a *Wand of Minor Levitation* (20 charges), a *Dwarven Tunneling Maul*, a *Sky Hook*, a packet of *Ahab's Storm Dust*, an *Everfull Ration Backpack*, and a *Rat-Making Wand* (19 charges, save 1d20 GTET [32-Will]). Gwennelma's armoire holds an assortment of undergarments, tunics-dresses-gown-skirts, and blouses, three many-pocket leather vests, a wide-brimmed straw hat, and a leather riding cloak.

Meurvin's chest holds the Three Sacred Volumes of Lushko Kirkik (sacred writings), a folding travel altar of wood, ten pieces incense (each 1d20+25 GP), a *Fire-Tipped Stick*, a surgeon's kit (Blessed *Surgeon's Needles*), a set of eight travel hand chimes, an open steel helm, steel breastplate and backplate (both AC +10), scale mail leggings, and leather-and-scale Gloves (AC+12), a *Wand of Spiderwebs* (60), a *Ring of the Thief's Lament*, 4x *1d12 Potions of Healing*, 2x *2d8+2 Healing Potions*, two *Balms of Stoning Reversal*, and *Sallon's Circlet* (Priest AC+20, SPM+5, +3 save versus prayer, +5 hands on/day). Meurvin's armoire holds an assortment of undergarments, shirts, sweaters, trousers and shorts, a hooded travel cloak, a multicolored sleeveless woolen poncho, a knit cap, two pairs lightweight brown leather gloves, four sets of vestments, a flat silver Holy Symbol talisman attached to a silver neck chain, a *Priest's Crozier +1* (hp1d12, 3/day blindness 1d12 hours, save 1d20 GTET [30-Stamina]), *Daggers of Romany*, *Serpent's Bane Flail*, a *Cloak of Delusion*, *Heavy Mace +3* (1d100 minutes slumber versus Good, save 1d20 GTET [33-Will]), and a pair of *Gloves of Chaining*.

11. **Empty Bedroom.** The room contains bunk beds on the north wall, two wooden chests [no locks], two

upright armoires on the south wall, a round wooden table with two wooden chairs, a large red oval rug depicting various kinds of Devils, and an oil painting on the south wall depicting Phlegyas in his boat. Red-tinted oil lanterns are attached to the east and west walls. The room is currently unused, the beds are made, and the chests and armoires are empty. On the wall behind the painting is a Symbol of Blindness (1d100+25 hours blindness, save 1d20 GTET [32-Stamina], permanent on save 1, avoid 1d20 GTET [34-Will]). Behind the oil painting are 2 spell scrolls: *Summon Boat* and *Plague Water*. Under the second chest is found 20 GP.

Summon Boat, Water, Lesser Magic, summons a wooden sailboat of capacity SPM+2 human-sized persons, disappears after SPM+Level+2 hours; a sailor's skill is required (e.g. does not sail itself).

Plague Water, Water, Greater Magic, causes a volume of water 100 FT³*Level*SPM to be polluted with disease causing bacteria for Level*SPM hours; any person drinking the water contracts a potentially-fatal disease (save versus disease 1d20 GTET [30-Stamina], save versus death 1d20 GTET [26-Stamina]).

12. **Behomond and Thaddurros' Room.** The room contains two bunk beds on the north wall, two wooden chests with padlocks (-5 open lock), two upright armoires on the south wall, a round wooden table with two wooden chairs, a large blue circular rug with a design of intertwined yellow pentagrams, and an oil painting of Prince Paimon on the south wall. Red-tinted oil lanterns are attached to the east and west walls. The room is assigned to the male Dwarves, **Behomond** and **Thaddurros**, who work in the Tower as cooks. While their story to other occupants is that they stole a sacred artifact (*The Maul of the Forefathers*) from their Clan, so they cannot return until the Clan ceases to exist, the Dwarves are actually *shape-changed Type 5D Devils*. If faced with obviously superior force **Behomond** and **Thaddurros** try to convince Adventurers that they were enslaved by Phlegyas and ask to be taken along; they subsequently *betray* the Adventurers at first opportunity, reverting to their natural forms and taking the attackers side.

Each armoire is unlocked, containing a selection of common Dwarven working clothes (tunics, shirts, vests, woolen pants, cloak, underclothes, leather belts, shoes and boots) of no particular value. Each wooden chest is locked (-5 open lock).

Fifth Circle, Styx

Phlegyas' Tower, continued

12. **Behomond and Thadurros' Room...**Behomond's chest contains 208 GP, 42 EP, a quart of lamp oil, a fire starting kit, a scroll with 75 ribald jokes, an Unholy Symbol of Samael, a sealed metal tin containing 4 pounds of nails, a *Cure Tome*, a *Belt of Chastity*, a *Chain of Paranoia*, *Kellern's Tonic* (Blindness Reversal), *Haeldan's Cordial* (Will), a *Potion of Vampiricism Immunity*, and an *Anchoring Rope*. Thadurros' chest contains 117 GP, an empty 50-pound capacity backpack, an armor repair kit, a treasure map [insert location in the Game Master's campaign, may be false], three vials of *Unholy Water*, a rubber mallet, a *Language Libram*, a *Cloak of Aging*, a *Flatterer's Chain*, 2x 1d12 *Potions of Healing*, a pot of *Dragon Death Balm* (Red, save 1d20 GTET 15), a *Physic of Lycanthropy* (Rat, save 1dd20 GTET [34-Stamina]), a pot of *Life Restoring Balm*, and a *Shapeshifting Potion* (Giant Eagle).



13. **Bathing Room.** The room is arranged for bathing and toiletries, with two metal tanks and two of cold water, a large claw-footed bath tub, two stone sinks, a large glass wall mirror, open metal rack containing ten large towels, painted wooden screen, and a row of wall hooks for clothing. Two large oval woolen rugs are on the floor. The room is empty.
14. **Second Floor Hidden Room.** A bare stone room with no openings to the second floor. A thick layer of undisturbed dust is on the floor and 1 unlit torch is in a metal bracket on the east wall. The wall interiors are lined with one-half inch of lead. The room

has a close-fitting trapdoor in the southeast corner ceiling which allows access to the Third Floor Hidden Room (Location #17), and a trapdoor in the northwest corner floor (-6 to find) which allows access to the Treasury (Location #7). Neither trapdoor is locked or trapped.

15. **Ellisiffe's Room.** An L-shaped stone room, the doors are metal with adamantine tumbler-style locks. Each lock is integral to the door, with 5 tumblers numbered 1 through 12 (-10 pick lock). The combination of the lock on the south door is 4-9-2-10-6; the combination of the lock on the east door is 1-2-5-8-12. Each door is fitted with a tripwire connected to a canister of sleeping gas (-3 to find, -4 disarm; save 1d20 GTET [30-Stamina] checked every 5 minutes, sleep 2d100 minutes); if a bottom left latch on the inside of the door is not moved, the gas is discharged after a 2 round delay (potent 30 minutes).

The room contains a queen-sized bed with thick pillows, fine blankets, an upholstered divan, padded recliner chair, two upright armoires, upright bookcase, small square night stand, small rectangular table with two padded wooded chairs, two large upright gold candlesticks, a large oval wicker basket with a thick black pillow [dog's bed], and two oval gold bowls (both on the floor, one filled with water, the other with dry pellets). Three fine oval rugs (2 brown, 1 green) are on the floor. On the walls hang a silver mirror, two oil paintings showing cities in caverns near a waterfall, and a wall shelf. The gold bowls are valued 30 GP each; the paintings are by Cercopean artists and are valued at 1d20*200+75 GP. The green floor rug is a *Flying Carpet* which carries 800 pounds; it is invoked by saying '*Float, Fly, Flee*,' in the Cercopean language.

The room is home to **Ellisiffe**, who has lived here for the past 68 years. If she feels threatened, **Ellisiffe** drinks an Invisibility potion she and invokes a scroll to transport her to the palace of Earl Bebal. Whenever Ellisiffe is in the Laboratory (Location #16), her **wolfhound** '*Lekka*' [(HD3, 12 HP, AC8, bite 1d4, high loyalty, high canine intelligence, inoculated against sleeping gas) is locked in this room, otherwise Lekka is always found with Ellisiffe. Lekka is cautious but does not attack unless threatened if found alone; if found with Ellisiffe,

Fifth Circle, Styx

Phlegyas' Tower, continued

15. **Ellisiffe's Room...Lekka** does not attack unless ordered. Lekka will not allow the room to be searched.

Armoire 1 is unlocked and contains a variety of undergarments, smocks, dresses, long pants, leather shoes, a pair of knee-high boots, silk handkerchiefs, and bonnets. Armoire 2 (locked, -3 open lock, key on Ellisiffe's person) contains woolen cloaks, waterproof knee-high yellow rubber boots, two umbrellas, a winter coat, a *Safe Breathing Mask*, a *Cheshire Cloak*, *Cloak of Healing*, *Cloak of Acid Protection*, and a *Short Sword* +2 (Elven Bane) in a worn and used scabbard. All of the clothing is sized for Cercopes.

The bookshelf contains 45 classic books on alchemical subjects, including: Csephaen's 'Blackworth Mushroom Physics,' Eyestinn's 'Essences of Distillation,' Amichal Norbarth's 'The Affinities of Metallic Salts,' Hansel Jazon's 'Methods of Blood Extractions,' Prosdoka's 'Transformative Potions,' Khovra One-Hand's 'Death by Alchemy,' Princess Elzbeta's 'Compounds of the Heart,' Abbaes' 'Sensitivities of the Dwarf,' Master Gulfrido's 'Potions affecting Reptilians,' Hoolokaen's 'Useful Dusts and Powders,' a *Babel Tome*, *Codicil of Transformation (Giant Spider)*, *Pelk's Bestiary*, a *Tome of Infirmities*, and a *Journal of Eyes*. Named books are valued at 1d20*350+300 GP. Unnamed books are valued at 1d12*1750+100 GP. *Prosdoka* and *Hoolokaen* are Cercopian-language authors completely unknown to the surface world; their books are valued at 1d12*1d6*800+2250 GP. A book labeled '*Mists and Fogs*,' is a false book with a compartment holding two packets of *flash powder* and two packets of a *smoke-making chemical*.

A drawer in the night stand has blank parchment, quill pens, charcoal sticks, black ink, an *Invisibility Potion*, and a leather pouch with a blowgun and 6 poisoned blowgun darts (paralysis, persists 2d100 minutes, save 1d20 GTET [32-Stamina]), and 2 vials of *Web Fluid*.

The wall shelf has three carvings of Cercopes soldiers made from the blue ivory tusk of the Dranggen Beast (each 3d100+1250 GP), a golden spring-

wound clock (628 GP), a fine crystal-silver 15 minute sand timer, a 1670 GP sculpture of an unknown species of bird carved in jade mounted on reflecting onyx, and a 1200 GP crystal decanter holding one-third gallon of high quality Cercopian Nissinberry Wine (425 GP).

Hidden (-6 to find) in the recliner are 3 vials of a pink Cercopian hallucinogenic powder (effect 1d6 rounds, persists 1d100 minutes, save 1d20 GTET [34-Stamina], +3 modifier for Elves; 500 GP/vial); the powder is addictive on a saving roll of 1.

Third Floor

16. **Alchemy Laboratory.** Most of the Third Floor is an open space given over to six alchemical work areas (northwest, northeast, west central, east central, southwest, and southeast), with a grey tile floor and light blue stone walls. Four 10 FT by 10 FT columns divide up the space; 3 (Locations #18, #19, #20) have locked (-2 open lock) closet-sized doors and are storage areas for the laboratory, while the fourth (Location #17) has no entry from this elevation. In each room corner stands a complex cylindrical copper contraption about 5 FT in diameter with many interconnecting and interlaced copper pipes, from which come 2 header pipes, one for Butane gas (fuel for burners) and one with distilled water. Permanently-glowing *light sticks* are fastened to the wall every 15 FT along the perimeter.

If combat occurs here, alchemical equipment is broken {direct weapon strike} on rolls LTET 3 on 1d10, checked/round. If equipment is broken determine the result from 1d6: (1) a small local fire starts of no immediate consequence, (2) a small local fire starts which grows after 1d6 rounds (3) a toxic atmosphere slowly forms over 3d12+20 rounds {maximum of 17 minutes, save 1d20 GTET [32-Stamina] checked per round}, (4) an explosive atmosphere slowly forms over 3d12+20 rounds then ignites explosively for 3d12, (5) an immediate toxic atmosphere forms {save 1d20 GTET [35-Stamina], checked per round}, (6) immediate explosive conflagration which delivers 2d12+16 damage to all persons on the floor. Toxic gasses spread throughout the floor in 1d8 rounds and kills in 1d4 combat rounds. If area-of-effect magic, oil and fire, or explosives are used in this room, alchemical equipment is broken on rolls LTET 17 on 1d20.

Fifth Circle, Styx

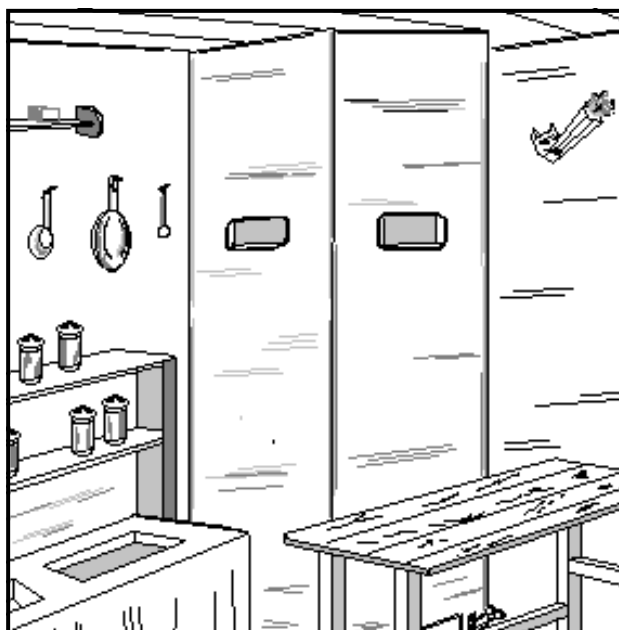
Phlegyas' Tower, continued

16. **Alchemy Laboratory...**Determine the effects from 1d6: (1) several small local fires start which are of only minor immediate concern, (2-3) several large fires start which becomes life threatening in 1d4 rounds, (4) a toxic atmosphere quickly forms which becomes life threatening in 1d4 rounds, (5) an immediate toxic atmosphere forms, (6) an immediate explosive atmosphere occurs and ignites.
17. **Third Floor Hidden Room.** A square stone chute, 5 foot to the side, with no door or access to the third floor. Metal rungs are fixed to the east wall at intervals of 18 inches. A trapdoor at the top of the chute allows access to the Cell (Location #22), and a trapdoor at the bottom of the chute allows access to the Second Floor Hidden Room (Location #14). The wall interiors are lined with one-half inch of lead.
18. **Storage One.** A small closet filled with wooden shelves for the storage of alchemical material and equipment. The door is metal (locked, -2 open lock). The shelves contain empty glass containers of different sizes and shapes, metal tools and implements, metal jars, 8 natural lodestones of various sizes, 10 pounds of saltpeter, 15 pounds of sulphur, a 5 pound jar of mercury, 10 gallons of vinegar, 7 pounds of quicklime, 3 pounds of Sal Ammoniac, 4 pounds of Yellow Auripigment, and 3 gallons of ammonia.
19. **Storage Two.** A small closet filled with wooden shelves for the storage of alchemical material and equipment. The door is metal (-2 open lock); the door is found open. The shelves contain empty glass containers of different sizes and shapes, metal tools and implements, metal jars, 4 square silver mirrors, 8 pounds of sulphur, 2 pounds of Tartar, 1 pound of Realgar (mineral form of arsenic; separate locked container), a gallon of sulfuric acid, a gallon of citric acid, a gallon of hydrochloric acid, 10 gallons of pure alcohol, one half-pound of Argent Vive (a highly explosive agent, also in a separate locked box), and 2 pounds of Spiritus Fumas (stannic chloride).
20. **Storage Three.** A small closet filled with wooden shelves for the storage of alchemical material and equipment. The door is metal (locked, -3 open lock). The shelves contain empty glass containers of differ-

ent sizes and shapes, metal tools and implements, metal jars, 10 pounds of pure iron, 10 pounds of pure bronze, 4 pounds of gold dust (45 GP/pound), 2 pounds of antimony, 3 pounds of Philosopher's Wool (zinc oxide), and 2 pounds of Cinnabar.

Fourth Floor

21. **Kitchen.** The room has three viewing cutouts into the Cell (Location #22). A large stone fireplace is centered on the south wall. Three torches on the west and east walls are held in the hands of metal brackets shaped like gargoyles located. The room contains 3 heavy blue woolen rugs, a heavy wooden table [6 loaves of bread are under a cloth to rise], five 6 FT diameter round tables, two leather-padded benches, and an upright wooden cabinet located immediately to the west of the fireplace. A metal rack on the south wall holds a variety of sizes of copper pots, iron skillets, and cooking utensils; a wooden block on the working table holds 8 very sharp knives and cleavers. The wooden cabinet has 40 clay jars holding: 8x wheat flour [an *illusion* makes the flour appear wormy, disbelieve 1d20 GTET [27-Will]], 2x corn flour, 3x sugar, brown sugar, molasses, honey, 3x oatmeal, 3x grits, 2x cinnamon, 4x black pepper, 2x cayenne pepper, parsley, sage, oregano, dill, paprika, 4x salt, and ground garlic. The cabinet also holds three quart jugs of vinegar. A 30 gallon barrel of clean water and 30 gallon barrel of red wine (burgundy) are in the southwestern corner of the



Fifth Circle, Styx

Phlegyas' Tower, continued

21. **Kitchen**...room. All of this food is wholesome.
22. **Siusainn's Cell**. A square stone cell with no doors or access to the fourth floor. The wall interiors are lined with one-half inch of lead. Viewing slits are 8 inches long by three-quarters inch tall, are centered on the west, south, and east walls 4 FT off the floor (all in room #21). A two-door chute mechanism is centered on the south wall, 14 inches wide by 8 inches, with two mechanical doors controlled from exterior (feeding). A single worn cot with blanket, and a chamber pot are provided and a small drain pipe (3 inch diameter with cover) is located in the north east corner of the room. The floor is covered by GTET 1 inch of sawdust and some straw. Room access is by an easily-visible square trap door set into an iron frame in the ceiling. A square trapdoor (4 FT each side) is located under the sawdust in the north-west corner which gives access to the Third Floor Hidden Room (Location #17). The room is occupied by **Siusainn**, a young adult female human (she cannot reach the ceiling and does not know about the trapdoor in the floor).
23. **Pantry**. An undressed rectangular stone room kept at 38 degree temperature. A door into the Kitchen (Location #21) is on the east end of the south wall. The room contains a 50 gallon barrel of flour, a 50 gallon barrel of white sugar, a 50 gallon barrel of corn meal, a 50 gallon barrel of oatmeal, two 50-gallon barrels of clean water, six 25-gallon casks of good beer, three 25-gallon casks of very good white wine, a 25 gallon cask of fine mead, two 25-gallon casks of apple cider, two 10-gallon kegs of vinegar, two 10-gallon kegs of cooking sherry, and three 10-gallon kegs of olive oil. here are open 20 gallon tubs containing potatoes and yams, onions, turnips, zucchini and cucumber, tomatoes, apples, oranges, and grapes. Hanging from large ceiling hooks are the carcasses of 4 pheasant, 8 chicken, and 2 quail, along with 10 dressed hams, and 8 slabs of ribs. All of this food is wholesome and has been in Malebolge 8 days.

Tower Roof

24. **Roof**. An open roof with a 3 FT tall crenellated wall around the perimeter; one gargoyle-shaped stone waterspout is located in the center of each wall to

drain the roof. A gap in the wall in the southwest corner gives access to the exterior stair which wraps around the building. A copper metal pyramid with a square base, 9 FT across on each leg of the base by 12 FT tall, covers a raised iron frame, 5 FT to each side and 24 inches tall, which contains the metal trapdoor into the Cell (Location #22). The pyramid has two wide metal handles on each side and requires a total Strength GTET 27 to lift (padlock, -3 open lock). The trapdoor area is always guarded by three **Type 5B Devils**; the **Devils** order any mortals entering the roof area back to the stair, giving 3 rounds to comply before attacking.

Caurus, The Petrified Grove

Caurus lies in the center of the Styx Swamp in the north-east quadrant. The grove consists of three concentric ovals of green-gold petrified Weeping Willow trees, each 70-90 FT tall with trunks 5-8 FT across (the crowns are 22 FT across), planted 35 FT apart. The innermost oval is 90 FT long by 60 FT wide. The ovals are separated by 45 FT and the trees offset from one another. Between each oval are 50 green metal torch stands, 6 FT high, with two torches fixed to the top. A waist-high rusting metal fence surrounds the outermost oval, with swing gates at the north, southwest and east-southeast sides. Scattered around the grove are the petrified forms of a Giant Frog, Type 5B Devil, Common Devil, Common Troll, Black Pudding, Flaming Cactus, Giant Swamp Cat, Hell Cattle, and a Giant Stag. One tree in each oval has a 1 FT wide silver metal band around the trunk, 5 FT off the ground (aura of enchantment). Mortals who find and touch each of the silver bands around the Willow trees in the ovals are immune from any mental attack/effect for the subsequent 48 hours (a half-hour time limit applies).

A green stone cube is at the center, 9 FT on a side but buried halfway, sitting next to a 120 FT petrified Willow. Ten petrified Infernal Hounds surround the cube in a circle, all facing outward with their jaws open. Each wears a 300 GP gold collar. An open gold metal scroll is on a solid silver stand on top of the cube, written in Infernal Cant; it translates as the story of an early human city-state king now lost in history, how his pride and anger over being insulted by the wife of another city king led to the first war. Mortals touching [skin contact] the green cube are overcome with wrath and begin fighting the nearest person(s) with *berserk fury*; the effect persists 2d100 minutes, save 1d20 GTET [30-Will].

Fifth Circle, Styx

Caurus, continued

The same effect occurs from touching the stand or scroll except skin contact is not necessary and the save roll is GTET [35-Will]. If the cube is excavated on the west side, an 18-inch golden statue of Paimon (aura of evil, enchantment) is found in a niche is 2 FT to 4 FT below ground. The person carrying the statue is always at their carrying weight limit, they move at one-third 'normal' speed, they are readily visible to any **Devil** within 300 FT (like a *beacon*), their SPM is reduced by 2 points, and they are affected by a -2 modifier on saving rolls against magic (-4 against Shaman).

An old worn satchel is concealed in the limbs of a tree in the middle oval (northwest side); the satchel contains a

1d12 Healing Potion (spoiled/ineffective on 1d20 rolls GTET 14), an *Antidote Cordial* (diseases and poisons, spoiled/ineffective on 1d20 rolls GTET 16), 2x oil flasks, 30 FT rope (weak, breaks on 1d20 rolls GTET 8), a lock pick, *Dirk +1*, small silver mirror, and a small personal journal (foreign language).

The Grove is tended by **Linamork** and **Sallasestia**, husband and wife **Centaur of Hell**; they can summon reinforcements of 1d12 **Ordinary Devils**, 1d10 **Common Devils**, and 1d6 **Type 5A Devils**. A patrol consisting of a **Nimidoryas**, an **Assura**, and seven **Etvaras** stops here every 1d6+6 hours.

Styx Swamp Encounter Table

Select Row using 1d20	Select Column using 1d10		
	1-4 on 1d10	5-8 on 1d10	9-10 on 1d10
1	1d6 Giant Alligators	1d4 Manes	1d12 Zoybim
2	1d8 Giant Alligators	1d6 Manes	1d8 Type 4C Devils
3	1d12 Giant Alligators	1d6 Manes	1d8 Type 4D Devils
4	1d8 Giant Dragonflies	1d8 Manes	1d10 Type 5A Devils
5	1d12 Giant Dragonflies	1d6 Harpies of Hell	1d10 Type 5A Devils
6	1d8 Giant Poison Frogs	1d8 Centaurs of Hell	1d8 Type 5B Devils
7	1d4 Three-Headed Hydra	1d12 Blood Sucking Bugs	1d8 Type 5B Devils
8	3d10 Giant Leeches	1d20 Lightning Bugs	1d8 Type 5C Devils
9	3d12 Giant Mosquitoes	1d10 Assassin Bugs	1d6 Type 5D Devils
10	5d12 Giant Rats	1d6 Blister Beetles	1d6 Type 5E Devils
11	1d12 Giant Ticks	1d3 Rot Beetles	1d8 Type 6A Devils
12	1d8 Giant Spitting Cobras	1d3 Golden Beetles	1d6 Etvaras
13	1d12 Giant Clams	1d6 Furry Death Beetles	Assura with 8 Etvaras
14	1d12 Scorpion Crabs	1d6 Basilisk Lizards	Assura with 8 Etvaras
15	1d6 Komodo Dragons	1d8 Ordinary Devils	Assura with 8 Etvaras
16	1d8 Giant Electric Eels	1d10 Ordinary Devils	Nimidoryas and Assura
17	1d20+4 Scorpion Fish	1d12 Ordinary Devils	Nimidoryas and Assura
18	1d20+4 Viper Fish	1d8 Common Devils	Nimidoryas and 1d3 Assura
19	1d3 Bereginy	1d10 Common Devils	Nimidoryas and 1d3 Assura
20	1d4 Catoblepas	1d12 Common Devils	Diabolic General

Fifth Circle, Styx

Encounters in the Styx

Flying over Styx

If Adventurers fly over the Styx, make an encounter check after every half-mile of travel, determining the specific encounter using 1d12: (1) 1d100 **Giant Mosquitoes**, (2) 1d100 **Hornets**, (3) 2d12 **Gargoyles**, (4) 2d12 **Giant Vultures**, (5) 2d12 **Giant Crows**, (6) 2d12 **Flying Serpents**, (7) 1d100 **Giant Flesh Flies**, (8) 1d20 **Spectral Bats**, (9) 1d3 **Wyverns**, (10) 1d8 **Type 5A Devils**, (11) 1d8 **Type 5B Devils**, (12) a **Green or Black Dragon**.

Boating on the Styx

If Adventurers use canoes, roll for encounters after every one-third-mile of travel, determining results from the Styx Encounter Table (see page 114). Roll after every half-mile of travel to determine whether characters in small boats or canoes encounter the wandering whirlpool **Charydis** with an encounter occurring on a roll of 1 on 1d12: (1) 1d12 **Armorpeckers**, (2) 1d8 **Basilisk Lizards**, (3) 1d8 **Rifle Beetles**, (4) 1d6 **Bereginy**, (5) 1d8 **Black Annis**, (6) 1d4 **Catoblepas**, (7) 1d8 **Giant Spitting Cobras**, (8) 1d12 **Scorpion Crabs**, (9) 1d12 **Giant Mummified Crocodiles**, (10) 1d6 **Giant Moray Eels**, (11) 1d12 **Flying Medusae Monkeys**, (12) 1d4 **Mold Golems**, (13) 1d20 **Hell Cattle**, (14) 1d3 **Rotting Dragons**, (15) 1d8 **Rusulkis**, (16) 1d12 **Type 5A Devils**, (17) 1d12 **Type 5B Devils**, (18) **Charydis**, (19) **Charydis**, (20) **Charydis**.

Wading through Styx

If Adventurers wade through the Styx, make an encounter check after every half-mile of travel, or after every 2 hours stopped in place. The encounter is with the Charydis whirlpool on 1d20 rolls GTET 16, otherwise determine the specific encounter using the Styx Encounter Table on page 114..

Diabolic Generals travel with 1d6 **Nimidoryas**, 1d12+4 **Assura**, 2 squads of **Etvaras**, 1d12 each **Common Devils** and **Ordinary Devils**, and 1d8+4 **Zoybim**. On 1d20 rolls GTET 7, there are 1d6 additional persons as determined using 1d8: (1) **Human Fire Wizard L9**, (2) **Gnome Warlock L11**, (3) **Dwarf Warrior L10**, (4) **Half-Elf Crusader L12**, (5) **Elf Shaman L13**, (6) **Human Priest L12**, (7) **Dwarf Earth Wizard L12**, (8) **Berg Troll**.



Inner Styx Wharf(s)

Phlegyas transports mortals to a wharf on the inner side of Styx identical in all respects to the wharf at which they boarded his boat. Between the inner boundary of Styx and the Walls of Dis is a 150 foot wide strip of bare, hard packed, red-brown clay without vegetation or structures. One of the Gates of Dis is directly behind the wharf. Adventurers may also arrive at a wharf by canoe or wading, although it would be a very difficult feat of orienteering across the featureless swamp.

Walls of Dis

Arrival between Gates

Adventurers arriving at the inner ring of the Styx find a 150 FT strip of bare, hard-packed, red-brown clay between the swamp and the walls. This area has no vegetation of structures. The Walls are 30 FT high, 10 FT thick, made of ancient red stones with black grout, crenellated along the top. They extend 25 FT into the ground (a deep tunnel is needed to go underneath). Torches and bronze cauldrons are located every 100 FT along the wall top, mounted on visible pivots. At least 3d12+10 **Devils** are visible along the Wall, including **Common**, **Ordinary**, **Nimidoryas**, **Assura**, **Etvaras**, **Types 5A**, **5B**, **5C** and **5D**, and **Zoybim**.

Adventurers are not challenged or attacked until/unless they approach the walls closer than 50 FT. They are continuously heckled by **Devils** on the wall, with obscene language and gestures, and other taunts. If mortals approach within 50 FT each individual Adventurer is attacked by 1d20 physical missile weapons/round.

Fifth Circle, Dis

Walls of Dis, continued

(e.g. rock, arrow, bolt), each missile lands 1d4 damage unless the Adventure succeeds on 1d20 rolls GTET [28-Agility], one roll per missile. Each Adventurer is targeted by ranged spells on 1d20 rolls GTET 14; when spells are cast they receive 1d3 spells, avoiding them on 1d20 rolls GTET [30-Agility], checked per spell. Determine the spells (or prayers) cast from an appropriate number of rolls of 1d20:

(1) 1d6+4 Electricity, (2) 1d6+4 Fire, (3) 1d6+4 Cold, (4) 2d6+4 Electricity, (5) 2d6+4 Fire, (6) 2d6+4 Cold, (7) 1d8+4 Sound Blast, (8) 3d6+4 Hailstorm, (9) Hold in Place, (10) Bog Down, (11) 4d12 Meteor Cluster, (12) 1d12 Magic Grenade, (13) Blinding Cloud, (14) Cloud the Mind, (15) Ice Encasement, (16) 1d10+2 God's Missile, (17) 2d8+1 God's Fire, (18) 4d8+4 God's Brimstone, (19) 2d8 Magic Timed Blast, (20) 2d8 Fire Trap.

If the Adventurers remain in one place, after 1d20+5 minutes the **Three Furies (Alecto, Megaera, Tisiphone)** appear from behind the wall on 1d100 rolls GTET 93.

There are no means that allow mortals to cross from the outer side of the Wall to the inner side without having cleared Devils from the wall's top. A Priest or Crusader may pray for divine intervention, succeeding on 1d100 rolls GTET [110-Level] for the Priest, [115-Level] for the Crusader. Any other religious believers succeed in invoking divine intervention of two successive 1d100 rolls of 100 (allow +3 modifier on second roll if using prayer beads or other religious articles). Adventurers invoking either the scroll obtained at Gehenna's Shining Hill or the scroll obtained after encountering the Chimera of the Wood summon a sufficient number of **Lesser Seraphim** to clear the wall for 1d10+7 minutes, the **Devils** leaving a gap of at least 500 FT at the top of the wall. Adventurers who obtained the *Trumpet of the Lord* from Estraius on the Fourth Circle can use it to clear the wall for 1d12+10 minutes, the **Devils** leaving a gap of at least 1000 FT along the wall.

Adventurers who attempt to clear the wall by combat have to destroy the initial 3d12 **Devils** found on the wall plus an additional 1d100 reinforcements summoned during the fight. If fighting commences, a **Diabolic General** appears after 2d20 rounds on 1d100 rolls GTET 93; a (nearest) **Diabolic Earl** appears after 4d20

rounds on a second 1d100 roll GTET 97. Adventurers who are unable to clear the wall are forced to try at one of the Gates (e.g. follow the wall to the left or right).

The wall is hardened so that ordinary spikes, pitons, and other mechanical devices cannot be driven into it to aid in climbing; *enchanted climbing gear* is successful only on 1d20 rolls GTET 14, checked per person, once per half hour. The walls are immune to magic and prayers and cannot be magically breached or passed through. They are very difficult to impossible to free climb (1d20 roll GTET [45-Agility-Level]). Apply a -10 modifier to throw a grapple over the crenulated parts of the wall; apply a -5 modifier to grapple the cauldron pivots (if successful, the cauldron empties on 1d20 rolls GTET 15, splashing climbing Adventurers with scalding oil (hp1d8 plus hp1d3 for 1d6 rounds). Adventurers who succeed in scaling the wall reach the top after 1d6+3 minutes, then need to devise a means to drop into the City of Burning Tombs on the other side, requiring an additional 1d6 minutes.

Adventurers who remain on top of the Dis wall when the **Devils** reoccupy it are assaulted from each direction (e.g. left wall top, right wall top) by 1d20 **Common Devils**, 1d12 **Type 5A Devils**, 1d12 **Type 5C Devils**, 1d8 **Etvaras**, and 1d6 **Assura**. An additional 1d20 each **Types 5A, 5B, and 5C Devils** can be summoned as reinforcements, arriving 1d10 rounds later. Surviving mortals can expect to spend at least the next 200 years in the Styx Swamp before being returned in a naked condition to a swampy location of Paimon's choosing on the Material Plane.

Devils on top of the wall ignore mortals on the ground on the City of Burning Tombs side.

The Ten Gates of Dis

Phlegyas transports mortals directly to a wharf on the inner side of Styx identical in all respects to the wharf at which they boarded his boat. Between the inner boundary of Styx and the Walls of Dis is a 150 FT wide strip of bare, hard packed, red-brown clay without vegetation or structures. Mortals could also reach the wharf and Gate by canoe or by wading a straight course.

The Walls of Dis are 30 FT high, 10 FT thick, made of ancient red stones, crenellated along the top; they form a circle 350 miles in circumference. The walls extend 25 FT below ground, making it difficult to tunnel beneath

Fifth Circle, Dis

The Ten Gates of Dis, continued

them. A torch and cauldron [intended for boiling oil] are located every 100 FT along the top, the cauldrons are over the outer edge, mounted on pivots. See the descriptions on pages 115 and 116.

The Wall has ten Gates, spaced 35 miles apart; one Gate is aligned with the west radius of Hell. Each gate is 15 FT wide by 12 FT tall, with an iron portcullis in front of silver rectangular double doors; each door is cast with a representation of a castle in the center surrounded by a circle of devil figures. The Gates are found with the portcullis raised halfway and the doors closed. Each individual door requires a cumulative Strength GTET 60 to push open. No locks or latches are evident. A Gate is barred on the inside on 1d20 rolls GTET 17, requiring a cumulative Strength GTET 140 to break open.

When mortals reach the Gates, 2d100+100 **Devils** are on top of the wall (a mixture of **Ordinary**, **Common**, **As-sura**, **Etvaras**, **Nimidoryas**, **Type 4's**, and **Type 5 Devils**). The **Devils** taunt mortals with both threats and obscene suggestions but for a while take no other action as long as mortals remain at least 50 FT from the wall; after 15 minutes, the **Three Furies** (**Alecto**, **Megaera**, **Tisiphone**) fly out from the walls, each carrying a **Medusae** head (save versus stoning).

When mortals approach within 50 FT of the walls, each individual Adventurer is attacked by 1d20 physical missile weapons/round (e.g. rock, arrow, bolt), each missile lands 1d4 damage unless the Adventure succeeds on 1d20 rolls GTET [28-Agility], one roll per missile. Each Adventurer is targeted by ranged spells on 1d20 rolls GTET 14; when spells are cast they receive 1d3 spells, avoiding them on 1d20 rolls GTET [30-Agility], checked per spell. Determine the spells (or prayers) cast from an appropriate number of rolls of 1d20:

1d6+4 *Electricity*, (2) 1d6+4 *Fire*, (3) 1d6+4 *Cold*, (4) 2d6+4 *Electricity*, (5) 2d6+4 *Fire*, (6) 2d6+4 *Cold*, (7) 1d8+4 *Sound Blast*, (8) 3d6+4 *Hailstorm*, (9) *Hold in Place*, (10) *Bog Down*, (11) 4d12 *Meteor Cluster*, (12) 1d12 *Magic Grenade*, (13) *Blinding Cloud*, (14) *Cloud the Mind*, (15) *Ice Encasement*, (16) 1d10+2 *God's Missile*, (17) 2d8+1 *God's Fire*, (18) 4d8+4 *God's Brimstone*, (19) 2d8 *Magic Timed Blast*, (20) 2d8 *Fire Trap*.

Adventurers who reach within 12 FT of the wall's base are protected from overhead missile and spell fire. **Dev-**

ils do not fire on Adventurers openly displaying a Fifth Circle pass.

When Adventurers arrive at the raised portcullis, a **Type 5D Devil** Gate Attendant appears. The Gate is opened from within for any mortal with a Fifth Circle pass and they are allowed to pass. The attendant allows mortal lacking such a pass to enter on 1d100 rolls GTET [110-Will]; the Games Master may allow a +1 roll modifier for every 5000 GP (or equivalent gem or item value) offered the attendant; the attendant never solicits a bribe. If mortals rush an opened Gate, it is defended by 2 **As-sura**, 12 **Etvaras**, and 10 **Type 5C Devils**; they summon an additional 2d12 **Etvaras**, and 2d12 each **Type 5B** and **5C Devils** as reinforcements, if needed.

There are no means that allow mortals to cross from the outer side of the Wall to the inner side without having cleared Devils from the wall's top. A Priest or Crusader may pray for divine intervention, succeeding on 1d100 rolls GTET [110-Level] for the Priest, [115-Level] for the Crusader. Any other religious believers succeed in invoking divine intervention of two successive 1d100 rolls of 100 (allow +3 modifier on second roll if using prayer beads or other religious articles). Adventurers invoking either the scroll obtained at Gehenna's Shining Hill or the scroll obtained after encountering the Chimera of the Wood summon a sufficient number of **Lesser Seraphim** to clear the wall for 1d10+7 minutes, the **Devils** leaving a gap of at least 500 FT at the top of the wall. Adventurers who obtained the *Trumpet of the Lord* from Estraius on the Fourth Circle can use it to clear the wall for 1d12+10 minutes, the **Devils** leaving a gap of at least 1000 FT along the wall. The **Devils** on the wall ignore any mortals on the ground on the City of Burning Tombs side of the wall.

Adventurers who attempt to clear the Gate by combat have to destroy an initial 5d12 **Devils** plus an additional 1d100+30 reinforcements summoned during the fight. If fighting commences at a Gate, a **Diabolic General** appears after 2d20 rounds on 1d100 rolls GTET 88; a (nearest) **Diabolic Earl** appears after 4d20 rounds on a second 1d100 roll GTET 93. Surviving mortals are likely to spend the subsequent 300 years in an open flaming pit in the City, then dumped naked on the slopes of a volcano of Paimon's choice.

The City of Burning Tombs

A 100 FT wide hard-packed strip of bare red clay lies

Fifth Circle, Dis

City of Burning Tombs, continued

between the inner Wall of Dis and the true edge of the City of Burning Tombs. An 8 FT tall black marble obelisk is located every 10 miles along the outer Dis perimeter, 30 FT from the wall; arrows pointing in the clockwise and counterclockwise directions are inscribed on the obelisks that provide the general directions of the Diabolic Prince and Earls. The obelisk inside the western Gate has the words, 'Abalam, Belphegor, Paimon, Mephisotoles' written above the clockwise arrow, and 'Batanin, Mephisotoles, Paimon' above the counterclockwise arrow; the names and order will be adjusted depending on where mortals cross the wall.

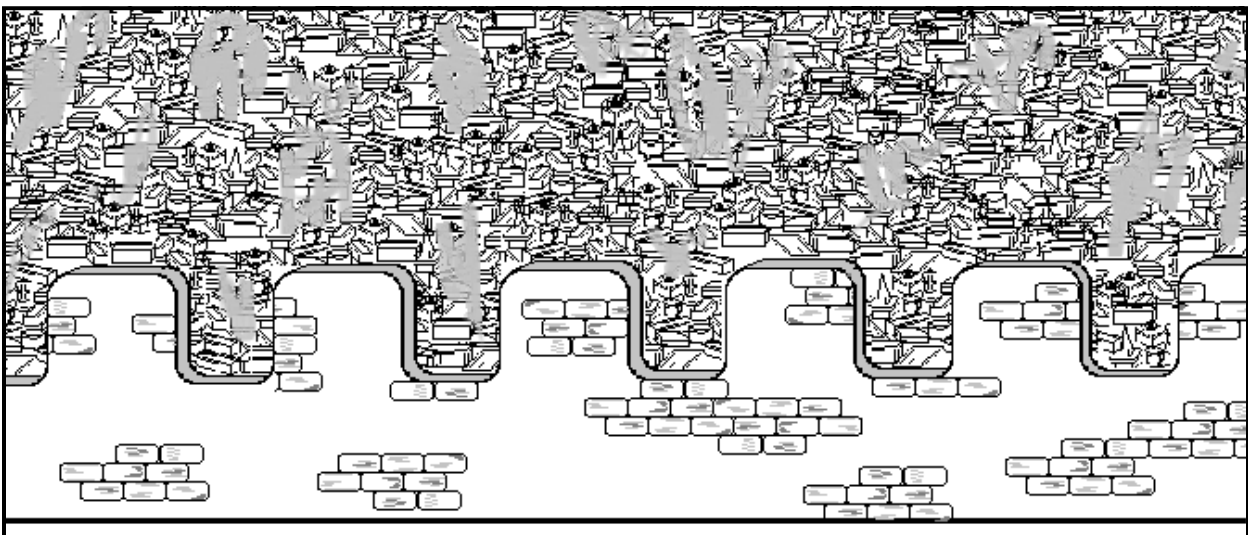
The palace of Abalam, Diabolic Hell, is located in the center of the City of Burning Tombs 50 miles north (clockwise) of the west radius line; the palace of Belphegor, Diabolic Earl, is located 2 miles into the City, 100 miles north (clockwise) of the west radius line; the palace of Paimon, Diabolic Prince, is located 7 miles into the City, 135 miles north (clockwise) of the west radius line; the palace of Mephisotoles, Diabolic Earl, is located near to the Wall of Dis, 170 miles to either the north (clockwise) or south (counterclockwise) along the east radius line; the palace of Batanin, Diabolic Earl, is located 30 miles south (counterclockwise) of the west radius line, 5 miles into the City.

The **City of Burning Tombs** takes up the nine-mile wide area between the Walls of Dis and the inner edge of the Fifth Circle. The city is made up of an uncountable number of open grave pits, marble sepulchers,

above-ground stone coffins, small mausoleums, and monuments of various heights. A grave is commonly 8 to 12 FT by 5 to 7 FT; above-ground tombs are 30 to 50 inches high. Monuments may be 6 to 10 FT tall.

A tomb's condition is determined by 1d20: (1) mostly destroyed, (2-5) partially destroyed, (6-10) decaying, (11-15) fairly sturdy, (16-18) complete, (19-20) excellent condition. If a tomb has/had a lid, its condition is given by 1d20: (1-5) missing, (6-9) mostly destroyed, (10-16) mostly intact, (17-20) fully intact. An intact lid is sealed on with a lead bead on 1d20 rolls GTET 13. An intact tomb lid requires a total Strength GTET 30 to move. The temperature of a tomb is given by 1d20: (1-3) nearly burning, hp1d4 damage, (4-8) very warm, hp1 damage, (9-16) uncomfortably warm, (17-20) somewhat warm. skin. The tombs are placed about 6 FT apart at all possible angles, so that there are no straight line paths anywhere in the City. Open tombs are lit from within with a flickering red light, open flames are visible on 1d20 rolls GTET 13. Flickers of flame roll and dart along the random spaces surrounding the tombs, with small jets of flame visible on the ground between every 1d6 tombs. Black sooty smoke coils upward out of every open tomb. About half of the tombs are occupied. *Heretics* are confined in the sarcophagi and mausoleums of the City of Burning Tombs.

Most occupied tombs hold 1-4 **Manes** each, who call out to, threaten, and taunt, passing mortals. A group of 1d6 **Manes** leaves their tomb(s) to attack on 1d20 rolls GTET 13, checked after every third-mile of actual travel. A **Manes** generally responds if directly ques



Fifth Circle, Dis

City of Burning Tombs, continued

tioned but have little information useful to mortals (they possess a language in common with the Adventurers on 1d20 rolls GTET 14). If Adventurers loot a tomb, any resident **Manes** resist to their full ability; on a roll of 1 on 1d8 an additional **1d20 Manes** from nearby tombs join in the fight. If fighting occurs between the Adventurers and resident Manes, a group of 1d20 Common **Devils** arrive after 2d20 rounds to join the fray.

An unoccupied tomb holds a lootable treasure on 1d12 roll of 12, the treasure determined by 1d6: (1) 1d20 GP, (2) 1d100 SP, (3) a normal weapon or ordinary piece of armor, (4) grave goods valued 3d100+100 GP, (5) a randomly-determined *alchemical concoction* {potion}, (6) a scroll with 1d3 Basic spells or Devotion prayers.

An occupied tomb holds treasure on a 1d8 roll of 8, the treasure determined by 1d10: (1) 3d100 SP, (2) 3d20 GP, (3) grave goods valued 4d100+200 GP, (4) a normal weapon or ordinary piece of armor, (5) 1d3 *alchemical concoctions* {potions}, (6) a +1 enchanted weapon, (7) an enchanted armor item AC+1d12+10, (8) a *scroll* with 1d6 spells or prayers, (9) an *enchanted clothing item*, (10) an item of *miscellaneous magic*. A scroll has spells on 1d20 rolls GTET 7, otherwise it holds prayers; determine the category of each spell/prayer using 1d20: (1-14) Basic Magic/Devotion prayer, (15-19) Lesser Magic/Mystery prayer, (20) Greater Magic/Majesty.

Navigating a straight course through the City of Burning Tombs requires traveling an additional 50% of the base-line distance (e.g. it takes 1½ actual miles to travel 1 mile 'as the crow flies'), and takes double the time. Mortals become lost in the City unless succeeding on 1d20 roll GTET [45-Intelligence-Level], checked every half mile of actual distance.

Weather and Effects

Heavy black clouds hang low over the City, reducing visibility to 120 FT. The air smells smoky, is at 92 degrees, and is very dry. The soot, mist, and vapors from the pervasive fires continually irritate the lungs and deposit on clothes/gear. A mortal is overcome by the bad air unless succeeding on a 1d20 roll GTET [28+ {number hours}-Stamina], checked immediately upon entering the City, then hourly. An affected person coughs frequently, has symptoms like a head cold, temporarily reduces their Stamina statistic 2 points, and

reduces their Strength 1 point; apply a -1 modifier to combat. Unaffected persons should make an additional check after major exertions, such as extended combat, applying a -4 modifier.

A cold, icy, rain occurs every 1d10*quarter hours, lasting 2d100 minutes. The weather becomes severe on 1d20 rolls GTET 17, with very strong winds, roiling clouds, and lightning. During severe weather each mortal is targeted by a 2d8 *lightning bolt* every 2d12 minutes, avoid 1d20 GTET [34-Agility], one-third damage on 1d20 rolls GTET [30-Stamina]. Each mortal is buffeted by a 1d12 whirlwind every 1d100 minutes, avoid 1d20 GTET [32-Agility].

Locations in Dis

Adventurers visit or find the following locations as they cross the City of Burning Tombs, these places of interest are found at distances of about three-quarters mile apart. The Games Master can use the locations in order they are listed, or use 1d10 to present them in a random order. These locations are *in addition* to any random encounter checks made by the Games Master.

1. **Flaming Skeletons**. Mortals approach a white marble sarcophagus carved with abstract geometric designs, broken lid pieces lay around it. The sounds of persons fighting come from inside the tomb. Two HD13 **Flaming Skeletons** are wrestling and punching at each other. The Skeletons resent stop fighting each other and attack the characters together on 1d20 rolls GTET 7. If Adventurers carefully examine (-5 find) the tomb floor, they find a 4 FT by 2 FT marble slab which lifts out to reveal a metal box containing: 2x 2d6+2 *Potions of Healing*, 2x *Potions of Protection from Fire*, a *Short Sword* +2 (Cold Blade), and a *Blanket of Heat*.
2. **Myrodgar the Madman**. When the Adventurers approach a red tomb with red marble top, they are accosted by a wild-looking human man (**Myrodgar**) who jumps out from behind the tomb, waving an iron mace in one hand and a large polished black bone in the other. He yells gibberish and gestures with the bone for them to go back the way they came. If the Adventurers advance on him, directly threaten him, or attack, he *summons* 2d8 **Ghoul**s, and retreats to a position where he can attack with *God's Smite*, *God's Strike*, *God's Hammer*, or *God's Missile Volley*. If the **Ghoul**s are destroyed, he is taken over

Fifth Circle, Dis

Locations in Dis, continued

2. **Myrodgar the Madman...** by **Odozor** who transforms into a HD11 **Fire Giant**.
3. **Tortured Souls.** The Adventurers approach two open tan sarcophagi standing side-by-side. Four **Type 5D Devils** are present sticking a rod or staff (*Spirit Stick*) into the tombs. Loud wailing and shrieks are heard from the tombs, with laughter from the Devils. The **Devils** ignore mortals if they are left alone, preferring to continue torturing the souls confined in the tombs. If the **Devils** are accosted or attacked, they summon 1d6 additional **Type 5D Devils** as support.
4. **Rats.** The Adventurers enter a hexagonal area 35 feet across, ringed by black marble sarcophagi. The sarcophagi on the left and right have heavy lids in place while the sarcophagi which form the north and south points of the hexagon are open with tongues of flame visible. Once the entire group is in the hexagonal area, what looks like an endless number of HD1 **Giant Rats** jump out of the open tombs (and some immediately beyond) to attack the Adventurers. A total of **250 Giant Rats** quickly surround the party [HD0, HP7, AC4, Bite 1d4]. Twenty-five additional HD1 **Rats** (disease-carrier, *hepatitis* - see *Codicil of Maladies*, save 1d20 GTET [32-Stamina]) appear on the third round of fighting. If mortals search the four open sarcophagi: #1 is empty, #2 holds 7500 GP and 2200 SP, #3 holds a *Fire-Tipped Spear* +1, chain mail *Armor of Attraction* sized for a dwarf, steel *Gauntlets* AC+30, and a *Long Sword* +3 (Elven-Bane); #4 is empty.
5. **Three Tombs.** Adventurers approach three dark brown tombs with their lids intact, oriented so that the heads of the tombs come together at a single point. Two misty-silver HD6 **Banshee** (death wail, range 40 FT, save 1d20 GTET [34-Will]) float up through the stone lids of two tombs and attack the mortals. The two Banshee tombs also contain a HD3 **Ghoul**, the tomb holding a HD5 **Skeleton King** with a hand-and-half *Sword* +2. Inside **Tomb #1** is 300 SP, a closed steel helm, a round bronze shield, a silver-bladed Cutlass, a blue hooded cape with gold clasp (82 GP) shaped like a stallion, an *Armorskin Cordial*(AC+50), a *Choking Draught*, a *Liqueur of Heroism* (Level+3), and a pouch of *Pipeweed of Delusion*. Inside **Tomb #2** are four golden bowls with diamond-studded rims (920, 1524, 1921, 2307 GP), two pewter goblets, a pewter pitcher, a 35 GP silver hand mirror set in gold handle, two gold chalices with rubies-emeralds (1322, 1878 GP), a golden spiral Dirk, a 1010 GP gold Unholy Symbol, and a *pewter platter* (aura of enchantment, aura good; food placed on the platter for 5 minutes is made free of diseases and poison). Inside **Tomb #3** are a human-sized chain mail shirt, a *Scimitar Shield*, spiked Heavy Mace, four throwing stars, a *Short Bow* +2, a quiver with 25 war Arrows, four flasks of oil, two packages of smoke powder (1d12 minutes dense black smoke), a vial of *Itching Powder* (1d100 minutes, save 1d20 GTET [28-Stamina], temporarily reduce Agility by 2), a *1d12+2Healing Potion* (ineffective when taken by Elves), a *Physic of Ghouldom*, and a pouch with 6 *Spell-Holding Marbles* (*Magic Missile Volley*, *Hold Person*, *Foul Wings*, *Shock Arrow*, *Chain Lightning*, *Fire Attack*).
6. **Cursed Gems.** Adventurers approach an oversized white marble tomb with rubies embedded around the lid (twenty-five rubies can be pried off, each 1d12*1d10*200 GP); a 4 FT long gold figure (950 pounds) of a sitting lion is on the center of the lid with a 20,000 GP diamond between its paws. The gems have the aura of evil. A bead of lead seals the lid. Mortals carrying rubies are *cursed* (save 1d20 GTET [34-Will], checked each combat); apply a negative to-hit modifier of (# gems - 2). The mortal carrying the diamond is *cursed* by continuous *confusion* (save 1d20 GTET [35-Will]). Any person carrying GTET half-pound of gold removed from the statute is affected by a *compulsion to fight Devils* with berserk fury (save 1d20 GTET [32-Will], checked per encounter). The lid requires a total strength GTET 32 to remove; opening the lid allows poisonous air to escape (2 minutes to exhaust, 1d20 minutes paralysis, save 1d20 GTET [30-Stamina]). Three HD1 **Skeletons** are inside, one wears a *Shapechanging Ring* (**Giant Scorpion**, 15 minutes, 31 charges). Forty bloodstones are found inside the tomb, each 1d100*1d12+400 GP; if a bloodstone is touched to a bleeding wound it immediately *cures hp1 damage*.
7. **The Doom of Erichtho.** Adventurers come across a green sarcophagus carved with many birds, and its white marble top leaning against one side. The Shade **Erichtho**, a ghostly robed figure, rises up out of the tomb, with a **Ghostly Raven** on her left

Fifth Circle, Dis

Locations in Dis, continued

7. **Doom of Erichtho**...wrist. She coldly examines the mortals without then selects one Adventurer and pronounces the following doom:

"Pray to your gods that you do see the Sands of Fire. Should you enter the Oasis of Ezrabah you lose more than your life, your soul is forfeit to the Fire Scepter King, and your tormented spirit will forever toil for the Dark. Thus it is spoken, thus it will pass..."

The order of preference [to receive the doom] is a Crusader, Priest, Wizard, Warlock, Warrior, Rascal; the order for races is Elf, Human, Gnome, Dwarf, other race. Apply a -12 saving roll modifier when **Mummy King Kemelnesses** attempts to mentally dominate the mortal on whom this doom is pronounced and take their soul (save versus doom on 1d20 GTET [36-Will]). **Kemelnesses** is located in the *Oasis of Ezrabah* on the Seventh Circle of Hell. Once **Erichtho** speaks her doom she lowers herself back into her tomb.

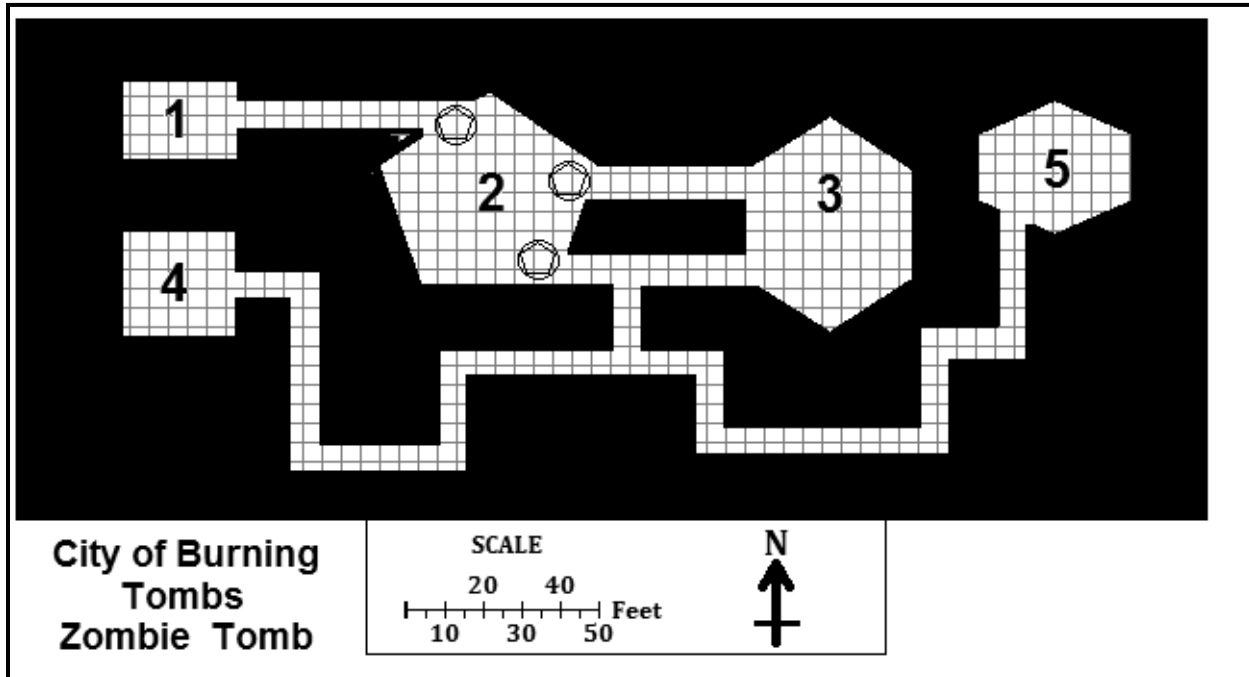
8. **Vampire Tomb**. Adventurers approach a black marble tomb carved with images of bats and wolves. The lid is in place, topped by a life-size statue of a horned wolf with erect head and all four feet folded under its body. Six of the sculpted bats and the wolf statue have glowing blue eyes. Six bats transform into four male and two female HD6 **Vampires** when mortals are 10 FT from the tomb. One Vampire initially summons 1d12 **Giant Wolves** and another summons 1d20 **Giant Bats**, while the others attempt to dominate/mesmerize. During the eighth round, the wolf statue transforms into a male HD9 **Vampire Lord**. Male Vampire 1 wears *Gloves of Agility +2*; Male Vampire 2 wears a *Cloak of Night* and a *Ring of the Leech*; Male Vampire 3 wears a *Girdle of Foolish Courage*, a *Ring of Priest Biting* and a *Ring of Spell Storing* (2x 1d12+2 *Lightning Bolt*, *Missile Shield*, *Control Winds*, *Hold Person*, 2x *Cloud the Mind*, *Summon Efreet*, *Call Flame*, 2x 2d8 *Fireball*); Male Vampire 4 carries a *Wand of Paralysis* (3d100 minutes, save 1d20 GTET [32-Stamina], 21 charges); Female Vampire 1 wears *Thief's Gloves*, and a *Ring of Protection AC+12* (+2 saving modifier); Female Vampire 2 wears a *Charm versus Fire Magic* and a *Witch's Crown*. The Vampire Lord wears an *Amulet of Archmagery*, and carries two 2d8 *Healing Potions* and a golden *Rapier +3* (he has a *Chain of*

Insanity and a *Gibbering Ring* in his vest pocket).

When Adventurers remove the lid from the tomb they find a thick pile of grey dust and ash with a wooden stake driven into the bottom of the tomb. Underneath the dust is a hardwood floor. A 5 FT by 3 FT piece of flooring (-5 to find) lifts out to reveal a hidden marble-lined chamber 3 FT deep. The chamber holds four wax-sealed clay pots each containing 500 GP, six three-pound carved ivory idols each valued at 12,500 GP, human-sized *Plate Mail of Constriction*, dwarf-sized chain mail *Armor of Spell Nullification* (lightning), and a Gnome-sized *Helm of Animation*. A 16 inch by 8 inch by 8 inch rusty metal box (stuck latch) surrounds a smaller box of gold in excellent condition (*Glyph of Blinding* scribed on the top; range 6 FT, 2d100 minutes, save 1d20 GTET [32-Stamina]). The gold box is lined in finest blue satin and holds the *Amulet of Esclamonde*, a platinum necklace with platinum talisman shaped like a flame embedded with several small pieces of ruby (*neutral artifact*, strong aura of enchantment).

9. **Dead Heretic's Society**. Adventurers approach an open green stone tomb, the lid leans off to the side. The tomb is flanked by two red stone statues of winged bulls. The open tomb is over a hole in the ceiling of a 40 FT by 25 FT underground room, 14 FT tall. The room has a red tile floor, green-dyed hardwood wall panels, and the ceiling is painted black; it is furnished with fourteen leather chairs, a black wood desk, and a wall-mounted chalkboard. A sign on the west wall, written in Infernal Cant, translates as 'Welcome to the Dead Heretic's Society.' The room is occupied by ten HD4 **Ghouls** wielding Scimitars. One Ghoul is a **Warlock L7** (*Bind Breath*, *Bind Tongue*, -3 *Bind Weapon*, 1d12 FT *Displacement*, *Great Leap*, AC+16 *Guard Self*, *Hold Up*, 1d8 *Icy Spray*, *Ignite*, *Mists of Fate*, *Object to Hand*, *Spell Shield*; FREE 8). One Ghoul wears *Wertzel's Bracers* (AC+6, webs), one wears Gnome-sized leather *Blending Armor AC+12*, one has 1d10 *Healing Salve*, and one wields a *Heavy Mace +1* and wears a *Charm versus Fire Magic*. A hidden (-5 to find) compartment in the desk holds 8 GP, a 900 GP emerald, and a pair of copper *Glasses of Sight*.
10. **Zombie Tomb**. Adventurers walk into a 45 FT hexagonal open area not occupied by tombs. As they reach the center, a strong earth tremor occurs, collapsing the ground, causing Adventurers to fall into

Fifth Circle, Dis



Locations in Dis, continued

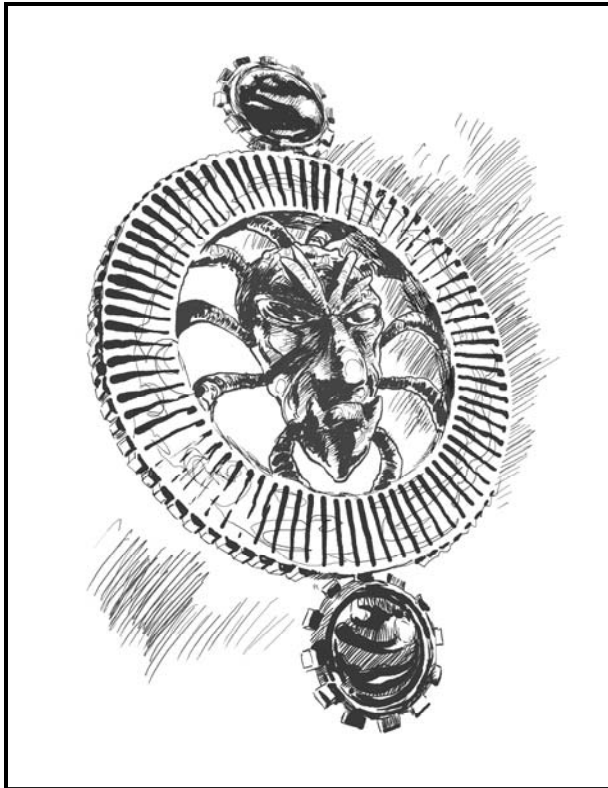
10. **Zombie Tomb**...(Location #2), avoid 1d20 GTET [33-Agility]. The collapsing ground reveals an underground five room complex (15 FT diameter hole, see diagram on page 8). The floors are azure-stained wood, the walls are covered in red and green jade tiles, and the ceilings are overlapping brass plates. Room descriptions [see diagram above]: (1) **Mushroom Garden**; the room has a dirt floor, 4 FT thick, where several varieties of tall mushrooms grow, 2 FT to 5 FT tall, **Shelf Fungus** grows on the walls, and **Hanging Fungus** grows on the ceiling. The mushrooms have no nutritive value and are poisonous to Humans (1d100 hours cramps, Stamina-4, Strength-2, save 1d20 GTET [32-Stamina]). (2) **Pentagram Room**; three 10 FT diameter circles inscribed with interior pentagrams are painted on the floor in red, located in front of the three exits (northwest, east, southeast); when a mortal (avoid 1d20 GTET [32-Agility]) steps on *any* pentagram, *all* pentagrams function as one-way portals (inbound) for the subsequent 1d12 rounds; 1d8 HD2 **Skeletons** armed with poisoned spears (paralysis 1d100 rounds, save 1d20 GTET [30-Stamina]) appear in each circle every round. (3) **Jade Idol Room**; an 8 FT green jade idol of Lucifer (aura of evil) stands on a 3 FT black stone pedestal, each head has two 3000 GP diamond eyes; good persons who touch the statue suffer hp1d10

damage (save 1d20 GTET [28-Stamina]). An etched 4825 GP 8 inch gold egg, a 9500 GP diamond, and a 15,820 sapphire sit on top of a bronze medal pedestal against the east wall, each in a slight depression; when each is removed, a spring-loaded piston is released (-8 disarm trap; the pistons held in place by the diamond and sapphire have no effect). An *invisible* chest (keyhole, -7 top open; poison gas trap, -5 disarm trap, save 1d20 GTET [28-Stamina]) is at the north point of the room; the chest holds 11,057 GP, 2x 1d10 *Healing Potions*, 2x *Anger Potions* (1 hour, save 1d20 GTET [30-Will]) labeled as Invisibility Potions, a *Lethe Water* (save 1d20 GTET [34-Stamina]) labeled as a Flying Potion, 2x applications of *Bang Powder*, and a green-brown *Cloak of the Sparrow*. The room is occupied by 6 HD7 **Feu'ér Trolls** {4/day 1d10 *Fire Breath*}. (4) **Unholy Water Pool**; a 12 FT diameter circular pool of *Unholy Water* (aura of evil) surfaced in blue tiles, 5 FT deep, with steps on the south side; 3d12 HD1 **Giant Bats** and 1d12 HD3 **Vampire Bats** roost on brass rails attached to the ceiling. (5) **Flower Garden**; the room has a dirt floor, 4 FT thick, where blue-green ferns grow close together. Planter boxes attached to the walls hold **Anger Flowers** (causes uncontrollable anger and violence against nearby persons, 1d100 minutes, save 1d20 GTET [33-Will], checked every 5 minutes). The passages that connect Location #2 to Locations #4 and #5 are 8 FT across by 10 FT tall;

Fifth Circle, Dis

Locations in Dis, continued

10. **Zombie Tomb**...pairs of outstretched humanoid arms stick out of the wall from elbows to fingers, at heights from a Dwarf to a tall Human, separated by 3 FT; when the gold egg in the Jade Idol Room (Location #3) is lifted and the piston released, the **HD3 Zombies** held in the walls are released (takes 4 rounds), with 1d8 **Zombies** subsequently entering the Pentagon Room (Location #2) every round for 1d12+4 rounds. 2d20 jade tiles can be chipped from each room, valued at 10 GP/tile.



Transit to the Sixth Circle

A 50 FT wide ring of packed red clay lies between the inner edge of the City of Burning Tombs and the Fifth Circle border. The border is a 100 FT ring filled with large boulders and rocks with slippery footing (fall unless succeeding on 1d20 roll GTET [28-Agility], checked/person every 3 minutes). A 1500 vertical FT slope, at a 70 degree grade, is between the inner edge of the Fifth Circle and the outer rim of the Sixth Circle. Red smokes and vapors rise out of the pit with a foul

odor thick with the smell of blood and sour, rotting, bodies. The air remains generally still, hot, and humid. A circular river and a thick wood can be seen below, with the dots of creatures in the river and moving along its banks.

Mortals approaching within 100 FT of the inner border are overcome (unconscious 1d100 minutes and temporarily reduce Stamina by 2 points) by the reek, save 1d20 GTET [30-Stamina], checked/person every 5 minutes.

Twelve switchback trails connect the Fifth and Sixth Circles, spaced about 24 miles apart along the inner perimeter. The trails provide relatively safe passage down to Lower Malebolge. An **Infernal Minotaur** stands guard at the top of each trail, telling mortals not possessing a Sixth Circle pass to turn back. If Adventurers insist on using the trail they summon 1d10+1d8 common HD5 **Minotaurs** as reinforcements; arriving 1d12 rounds after being summoned. An Adventurer must succeed on a 1d20 roll GTET [32-Will] to endure the stench while on the trail.

Adventurers may attempt to climb down the inner slope between trails. The slope is considered to be a difficult climb; free-climbers fall unless succeeding on 1d20 rolls GTET [38-Level-Agility], checked every 250 vertical FT (5 checks); a climber using equipment succeeds on 1d20 rolls GTET 32-Level-Agility]. A Human or Elf has their Agility temporarily reduced 3 points while climbing as a reaction to the foul stench, save 1d20 GTET [30-Stamina].

Encounters in the City of Burning Tombs

Make an encounter check for every one-third mile of travel through the City of Burning Tombs, or after every hour stopped in one place. When an encounter is indicated, determine the result from the City of Burning Tombs Encounter Table, page 124.

Diabolic Generals travel with 1d6 **Nimidoryas**, 1d12+4 **Assura**, 2 squads of **Etvaras**, 1d12 each **Common** and **Ordinary Devils**, and 1d8+4 **Zoybim**. On 1d20 rolls GTET 7, 1d6 additional persons are with the General. Determine the specific persons using 1d20: (1) Human Fire Wizard L9, (2) Gnome Warlock L11, (3) Dwarf Warrior L10, (4) Half-Elf Crusader L12, (5) Elf Shaman L13, (6) Human Priest L12, (7) Dwarf Earth Wizard L12, (8) Berg Troll, (9) Mountain Giant, (10) Medusae,

Fifth Circle, Dis

Encounters in the City of Burning Tombs, continued

(11), Lycanthrope {Rat}, (12) Infernal Minotaur, (13) Feu'er Troll, (14) Common Troll, (15) Black Annis, (16) Centaur of Hell, (17) Harpy of Hell, (18) Vampire Lord, (19) Mummy Lord, (20) Liche.

This completes Journey through Malebolge, Book One. The Sixth Circle of Hell, the River of Blood and Wood of Suicides is described in Book Two.

City of Burning Tombs Encounter Table

Select Row on 1d12 Row	Select Column on 1d6 Roll		
	1-2 on 1d6	3-4 on 1d6	5-6 on 1d6
1	2d8 Ghouls	1d6 Manes	1d6 Type 4B Devils
2	1d3 Rotting Dragons	1d8 Manes	1d6 Type 4D Devils
3	1d4 Lhiannon	1d8 Manes	1d8 Type 5A Devils
4	1d8 Mummies	1d10 Manes	1d8 Type 5B Devils
5	1d8 Vampires	1d10 Manes	1d8 Tupe 5C Devils
6	1d8 Vampire Lords	1d10 Common Devils	1d8 Type 5D Devils
7	1d4 Visions	1d10 Common Devils	1d6 Type 5E Devils
8	1d4 Wraiths	1d10 Common Devils	1d12 Etvaras
9	1d6 Specters	1d10 Ordinary Devils	Assura and 8 Etvaras
10	1d4 Ghosts	1d10 Ordinary Devils	Nimidoryas and 3 Assura
11	1d4 Banshees	1d10 Ordinary Devils	Nimidoryas and 3 Assura
12	Lich plus 2d20 Skeletons	1d8 Zoybim	Diabolic General

