

Inferno: Journey through Malebolge

Book Two The Sixth, Seventh, and Eighth Circles of Hell

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

Journey through Malebolge

Book Two: Circles Six to Eight

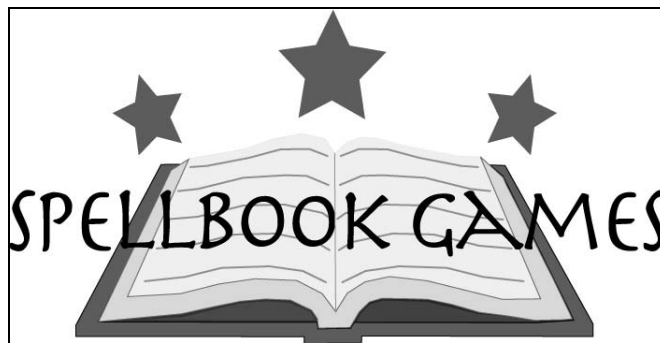
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Introduction, Sixth Circle

Introduction, Book Two

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*. This game product 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. 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, magic, 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*. In addition, this volume is intended to be used in close conjunction with *Inferno: Journey through Malebolge*, Books One, Three, and Denizens, which together form the whole of *Journey through Malebolge*.

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 any 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.

Book One of *Inferno: Journey through Malebolge*, describes entering Hell, from a Portal or from the Wilderness. It also describes portions of Gehenna near the rim of the Malebolge Pit, the exterior Gates of Inferno, and Circles Zero through Five, including the River Archeron, the Styx Swamp, and the City of Burning Tombs. Book One concludes with the transit from Fifth to the Sixth Circles of Hell, down the steep slope, past the Infernal Minotaur. **Book Two** begins on the Sixth Circle at the outer edge of the River of Blood and continues through the Wood of Suicides, the Desert of Fire (Seventh Circle), Geryon, and the Eighth Circle of Hell. Book Two concludes with the Nephelim, primevil Giants enslaved in Hell. **Book Three** of *Inferno: Journey*

through Malebolge begins with gaining entry to frozen Cocytus, the Ninth and last Circle of Hell, continuing past Lucifer the Great, and concludes with the Adventurer's return to the Material Plane, the ending point of the Adventure. A brief description is provided of both Purgatorio and Paradiso, for the benefit of the Games Master.

The Sixth Circle: The River of Blood, Wood of Suicides, and the Harpies of Hell

Diabolic Prince	Amayon
Prince's Emblem...	3 Fires over Tree, Yellow
Diabolic Dukes	Abaddon, Bifrons, Ippos
Diabolic Generals	Asaqq, Furfir, Guzalu, Osse
Devils	Common, Ordinary, Hulden, Odoru, Ladatajas, Zoybim, Type 6A to Type 6E
Other Notables	Chiron (Lord of Centaurs), Harpy Matriarchs, Harpy Grand Matriarch
Sins and Punish....	Violence against Others (in the River of Blood), Violent against Self (transform to twisted tree)
Environment.....	Boiling River, Thick Forest
Challenges.....	Boiling River, Impenetrable Forest, Poisonous Thorns/Fruits, Outer Cliff
Size.....	Torus shape, Outer Circumference 290 miles, Inner Circumference 200 miles, Outer Radius 48 miles, Inner Radius 33 miles, Width 15 miles

The Sixth Circle is a circular band 15 miles across which includes both the River of Blood and the Wood of Suicides (see the map on page 11). Mortals enter the Sixth Circle by climbing down one of twelve switchback paths in a steep rocky slope, whose total vertical drop from the Fifth Circle is 1500 FT. At the bottom of the slope (outer rim) is a hard-packed ring of dark orange-

Sixth Circle

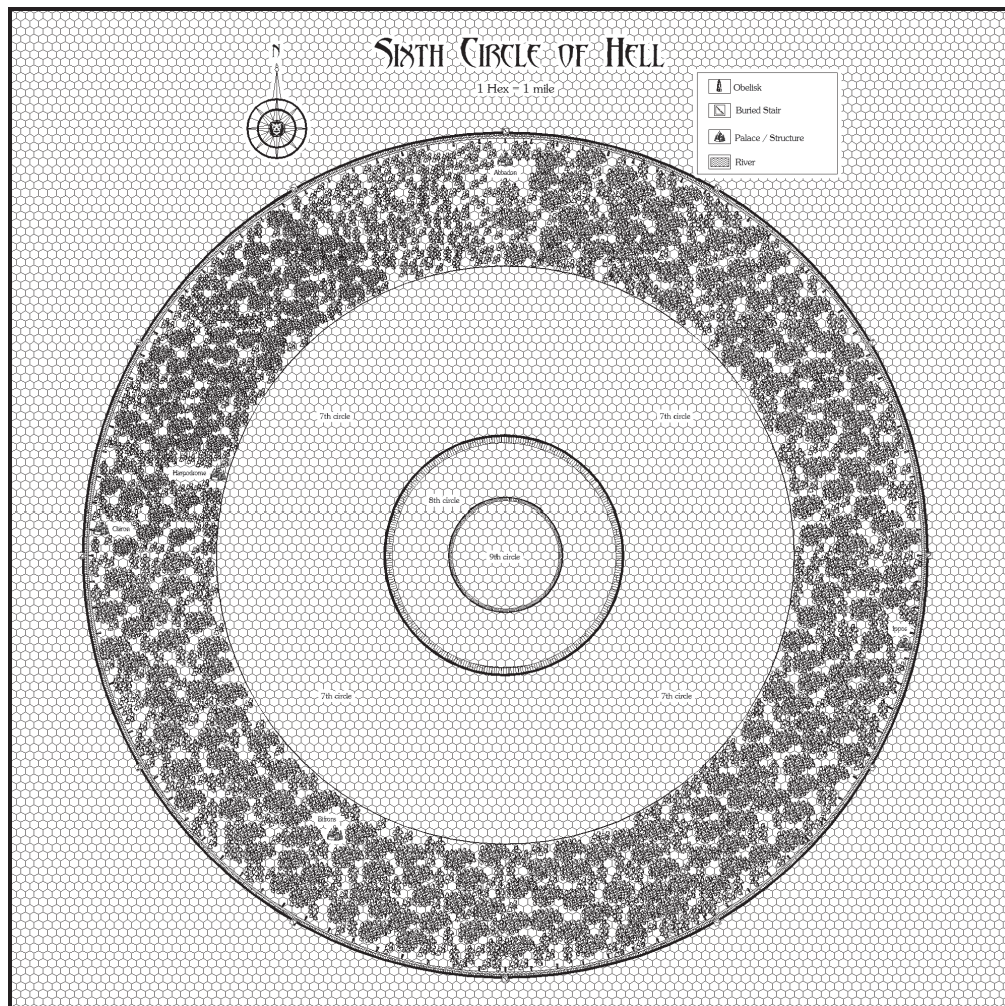
Sixth Circle of Hell, continued

red clay 200 FT between the slope and the River of Blood. Small, dark, red-green plants with hard, sharp, leaves grow in isolated clumps along the ring of clay. There are no barriers between the Sixth and Seventh Circles, the Wood of Suicides thins and ends, and the sands of the Desert of Fire mix with the forest floor and become thicker, until sand is dominant and there are no trees.

Assuming Adventurers reach the Sixth Circle using one of the switchback paths: 50 FT from the bottom of the path is a square-sided 8 FT high black marble obelisk, sitting on a black stone pedestal. Etched on the obelisk are arrows pointing north (clockwise) and south (counterclockwise); above the north-pointing arrow is written the words 'Chiron, Abaddon,' and above the south-pointing arrow is written 'Bifrons, Ippos' (the wording

is for the obelisk along the west radius; the order may be different if Adventurers enter the Circle at other locations). The Hall of Chiron, the Centaur Chief, is located on the outer side of the River 5 miles north (clockwise direction) of the west radius line. The palace of Abaddon, Diabolic Duke, is located 3 miles into the Wood along the north radius line; the palace of Bifrons, Diabolic Duke, is located 10 miles into the Wood 15 miles south (counterclockwise direction) from the west radius line; the palace of Ippos, Diabolic Duke, is located on the inner side of the River of Blood 130 miles to the south (counterclockwise) from the west radius.

Mortals must have the permission of Prince Amayon or one of the Sixth Circle Dukes of Hell (Abaddon, Bifrons, or Ippos) to travel across the Circle freely, otherwise they must be escorted by at least an equal number of **Ladatajas**. Mortals given permission to travel must wear a badge shaped like a green shield bearing three



Sixth Circle

Sixth Circle of Hell, continued

red tongues of fire over a black tree.

On 1d20 rolls GTET 3, **Devils** who meet mortals on the Sixth Circle demand to be shown a Sixth Circle pass or be given an explanation of their presence. Mortals who lack a pass are separated from those having a pass, and taken to the nearest **Diabolic Duke**; they succeed in persuading **Devils** not to take them prisoner on 1d20 roll GTET [47-Level-Will]. The **Diabolic Duke** holds the mortal in their dungeon for 2d20 years, then transforms them for 3d100 years according to 1d6: (1) Wood of Suicides tree, (2) Infernal Hound, (3) Harpy of Hell, (4) River Centaur, (5) Hell Boar, (6) Hell Owl; finally, they are returned to the Material Plane and left naked in a thick forest of Amayon's choosing. **Devils** on the Sixth Circle can be bribed to not take mortals prisoner; apply a +1 roll modifier for every 2500 GP (or equivalent in gems, jewelry, or goods) paid to the **Devil(s)**.

Devils summon reinforcements after 3 of their number are killed; 1d12 each **Types 6A, 6B, and 6C Devils**, with 1d10 **Ladatajas** and 1d6 **Oduru** arrive 1d20 rounds after being summoned. All **Devils** retreat for 2d100 minutes after 10 **Devils** are killed, returning with double the number of survivors. An individual **Devil** retreats on 1d20 rolls GTET 9 when wounded to LTET hp6; a **Devil** that retreats informs their superiors about the combat in 3d6 hours. Any manhunt that ensues is confined to the Fifth, Sixth, and Seventh Circles and persists 4d100 hours (double encounter check frequency, an encounter is with a searching **Devil** on 1d20 rolls GTET 7).

Weather and Effects

Dark roiling clouds hang over the Sixth Circle 1000 FT off the ground, moving in many directions at once, with flashes of purple and red, and frequent strands of air-borne heat lightning which. The air is oppressive and humid, with a sticky-sweet smell from the river which turns a mortals stomach. The air temperature remains at 97 degrees throughout the Circle. Mortals entering the Circle are incapacitated 1d100 hours from the stench (cramps, nausea, watering eyes, itching, breathing issues; temporarily reduce Agility, Stamina, Strength 5 points, reduce Will 2 points, -2 to hit modifier; save 1d20 GTET [28-Will], checked every half-hour). A rainstorm of dark red blood occurs on 1d20 rolls GTET 7, checked hourly, lasting 2d100 minutes. A se-

vere storm occurs on a roll of 20. Each Adventurer caught in a severe storm is subject to 1d12 *Lightning Bolts* (2d8, avoid 1d20 GTET [28-Agility], one third damage on 1d20 GTET [30-Stamina]); they also are buffeted by 1d6 *Whirlwinds* (1d8, avoid 1d20 GTET [30-Agility]). Adventurers caught in the Wood of Suicides when a severe storm occurs also may be assaulted by thorn-covered tree limbs blown by the storm, 1d6 opportunities (1d6, avoid 1d20 GTET [28-Agility]).

The River of Blood

Beyond the thin clay plain is the River of Blood, a thousand-foot wide River filled with bubbling human blood. A thick, dark, forest is visible across and beyond the river in the inward direction. The river varies from 5 to 25 FT in depth, and it permanently immerses the souls of those who were **violent towards others**, at different depths according to their degree of guilt. The River is also filled with sharp-toothed fish which feed on the souls.

Lines of slippery dark red stepping stones (20 inches by 10 inches) cross the river every 3 miles along its perimeter; the nearest one is one mile in whichever direction the mortals take (clockwise or counterclockwise). Persons crossing the stepping stone bridges fall into the river unless succeeding on 1d20 rolls GTET [28-Agility], checked at 300 FT, 600 FT, and 900 FT. The river is at a temperature of 180 degrees, mortals suffer hp1 for every round of submersion. An Adventurer in the river regains the stepping stones on 1d20 rolls GTET [35-Agility].

River Centaurs (see *Inferno: Bestiary*, also referred to as the **Centaurs of Hell**) patrol both the inner and outer sides of the River; they are under the overall command of **Chiron**, their Chief, and **Nessus**, his Adjutant. A typical troop consists of 30 **Centaurs** under the command of a Sergeant (Warrior L8); all Centaurs carry bows and wooden rods; one-third of the troop also carry lances, one-third carry Long Swords and round bronze shields, and one-third carry Heavy Maces. Centaurs wear green leather armor, Sergeants wear black leather armor. Sergeants wear black metal whistles on a loop around their neck; the whistle summons 1d12 **Type 6A Devils**.

Adventurers encounter **Centaur troops** every 1 to 1½ miles of travel as they walk along either the inner or outer river bank (or every 30-45 minutes while stopped

Sixth Circle, River of Blood

River of Blood, continued

in place). Centaur troops attack or hassle mortals they meet on 1d20 rolls GTET 17. If Adventurers initiate hostilities the Centaurs fight to capture - they are sent to Chiron for punishment. Centaurs do not ask whether mortals have Sixth Circle badges or passes. If they are treated with respect, the Centaurs are usually willing to talk, and on 1d20 rolls GTET 6 will give information about the Sixth and Seventh Circles as follows:

All plants and fruit in the the woods just inward from the River of Blood are poisonous. Many **Harpies** and **Infernal Hounds** are found there, along with **Hell Boars**. The Harpies have a number of tall trees they use as roosts; these trees have platforms built in them and contain the treasure of the tribe. Each roost tree is ruled by a Harpy Matriarch.

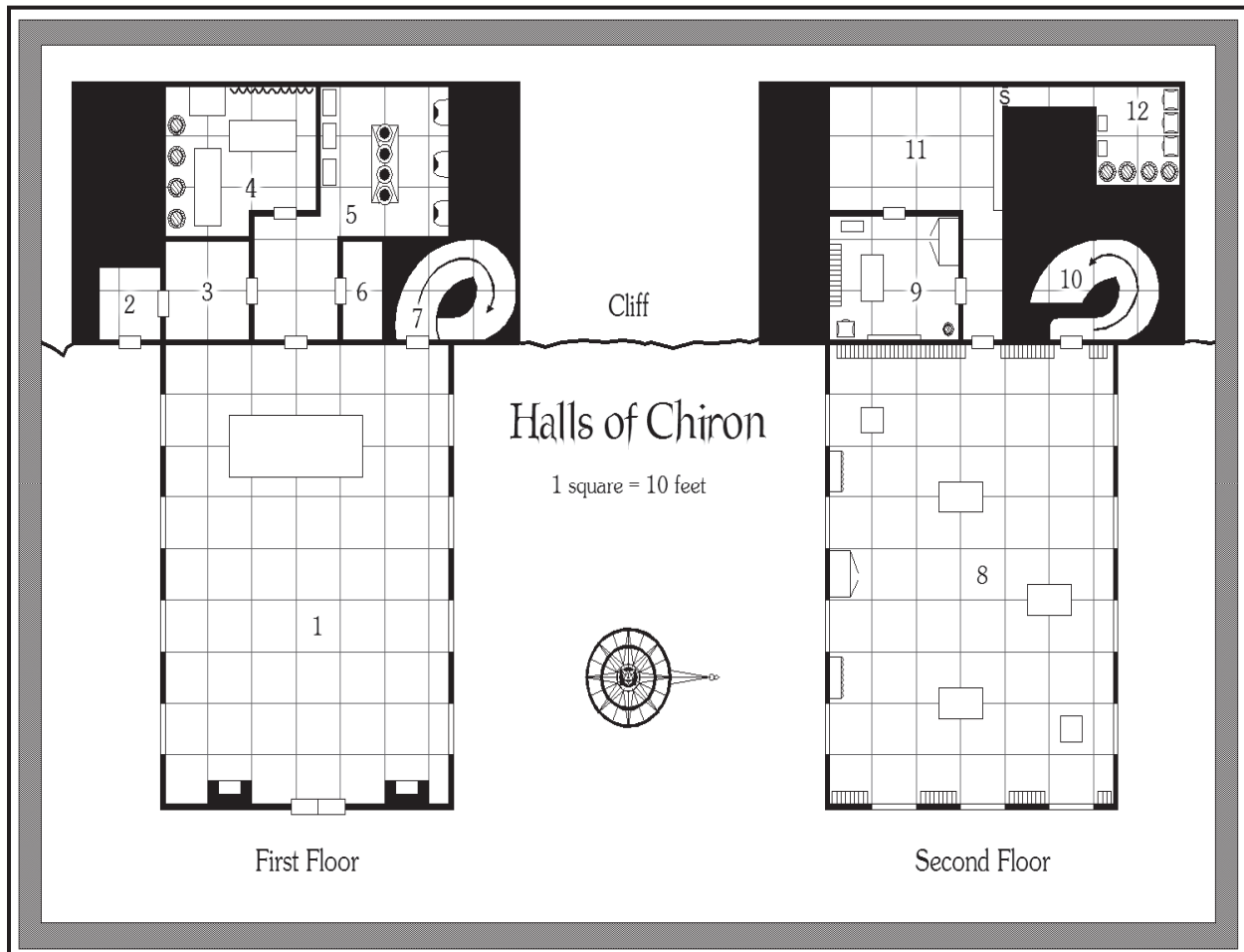
There are 12 oases scattered about the Seventh Circle

where fire does not fall. Each is ruled by a **Mummy King**. Fire also does not fall on the palaces of the Prince or Diabolic Dukes.

The cliff between the Seventh and Eight Circles is more than a thousand FT high and undercuts the Seventh Circle so that it cannot be climbed except by persons capable of sticking to rock (e.g. the base is inward from the edge so the cliff wall slopes back away from vertical).

There is a rumor that one of the oases holds a spell scroll that commands Geryon, the causes him to forget the service.

If Geryon cannot be commanded or is killed, there are spiral stairs located at each of the cardinal compass points on the Seventh Circle that allow access to the Eighth Circle. These may be hard to find because they are buried in the sand.



Sixth Circle, River of Blood

Chiron's Hall

Chiron's Hall is located 5 miles to the north (clockwise direction) of the west radius line. It combines a two-story wood building and cave-like rooms cut into the outer rocky slope (see the diagram on page 4). The wood building is rectangular, 60 FT wide by 90 FT deep; each story is 18 FT tall. Immediately north of the building are archer's targets (75 yards, 2 at 100 yards, 2 at 150 yards, 200 yards, 250 yards); a small wooden shack next to the lists contains 10 long bows and 200 practice arrows. Next to the archery stands is a jousting rail; at each end is a wooden rack holding four wooden practice lances.

Chiron is present on 1d20 rolls GTET 07. When he is present, determine his initial location using 1d100: (01-40) #1 Hall, (41-44) #3 Dressing Room, (45-59) #4 Dining Room, (60-72) #9 Office, (73-76) #11 Armory, (77-90) #8 Library, (91-00) #12 Treasure Room.

Three **Centaur Guards** stand in front of the double doors on the east, another watches at the exterior door to the Dressing Room (Location #2). Mortals giving a logical or reasonable purpose for entering the Hall are allowed to pass (1d20 roll GTET [26-Will]).

Ground Floor

1. **Hall.** A large rectangular room, with large double-doors centered in the east side, 8 large windows (4 north, 4 south), and 2 large wooden doors on the west wall. Two large fireplaces along the east wall to the sides of the entry doors are kept stocked and are always blazing. A raised 26 inch platform, 30 FT across by 12 FT, is centered near the west end of the room; the platform has four sets of raised padded parallel rails on it. The floor and ceiling are well-made oak with large dark brown cross-beams supporting the upper floor. Between each window hangs a rectangular banner, 6 FT across, 10 FT long, made of a dark brown material, showing the profile of a Centaur in gold over crossed gold bows over 3 gold arrows. Two circular racks hang from the ceiling, each with 10 lit oil lanterns. One **Centaur** guard is in front of each of the west side doors. If **Chiron** is in the Hall or in the Dressing Room (Location #3), 1d12+1d8+4 ordinary **Centaurs** are present here. When **Chiron** is here, he is on the platform, and resting between one of the sets of parallel rails.

2. **Entry.** A square room, with an iron door (keyhole, -8 open lock, gold key kept by Chiron) leading outside, and a sturdy wood door (keyhole, -6 open lock) with a key-lock on the east side leading to #3. The floor is stone, the walls are dark wood, and the ceiling is painted white. The room is empty except for an oval red-and-blue carpet and an oil lantern in an iron bracket on the west wall. A **Centaur Guard** stands outside the door.

3. **Dressing Room.** A nearly square room, a wood door on the south leads to the Entry (Location #2, keyhole, -6 open lock) and a door on the north leads to the ground floor hallway (keyhole, -6 open lock).

3. **Dressing Room...** The floor is stone, the walls are dark wood, and the ceiling is painted blue. The room has many wooden pegs set into the walls at 7 FT high. Oil lanterns are mounted in iron brackets on the north and south wall. On the wooden pegs hang four golden hooded robes, two sleeveless white tunics with purple embroidery around the collar, a blue cloak with a 43 GP silver clasp shaped like a bow, a long-sleeved green tunic with silver piping along the hems, four multi-colored light horse blankets, three multi-pocketed vests (red, tan, purple), a wide-brimmed black hat, a red beret, a brown cap, two black leather belts with 20 GP gold clasps, and a blue-green sash embroidered with gold. Two red leather sword belts hang on pegs, each with Rapiers with elaborate gold basket-style hilts supporting rubies (2650, 2850 GP). In a corner are three long gold staves, capped with gold figures of a horse, a spiked gold ball, and 3 intertwined snakes. A **Centaur Guard** is present in the rectangular space between the Dressing Room (Location #3), Kitchen (Location #5), Dining Room (Location #4), and Privy (Location #6) on 1d20 rolls GTET 11.

4. **Dining Room.** A rectangular room, with a wooden plank floor, blue tile ceiling, and walls painted aqua. The door is made of fine oak wood with gold metal pieces and is normally unlocked. A cut-out and shelf on the north wall allows food to be passed in from the Kitchen (Location #5). The room has two 15 FT tables 50 inches off the floor (no chairs). A large open-front cabinet on the west wall holds pewter place settings for 20 along with 30 pewter tankards and 30 silver goblets (each 2 GP). Along the south wall are four barrels of beer sitting in wood cradles, two are tapped. A tapestry showing a band of Centaurs hunting boar in a forest hangs on the east wall. Two oil lanterns

Sixth Circle, River of Blood

Chiron's Hall, continued

4. **Dining Room**....mounted in iron brackets are attached to each wall. When **Chiron** is present, he is with 1d12+2 **Centaurs**, otherwise 1d4 **Centaurs** are present on 1d20 rolls GTET 12.
5. **Kitchen**. The floor is red brick, the walls are dark hardwood, and the ceiling is painted black. In the center of the room is a 15 FT brick island holding burning charcoal with four tripods supporting cauldrons. Along the north wall are three beehive-style ovens and above the ovens iron racks are attached to the wall on which hang an assortment of small iron pots, pans, and skillets. On the west side of the room are two tables with holes through the top for an assortment of cleavers, spoons, ladles, and other cooking implements. On the south wall are three wide sinks which are continuously fed cold water from copper pipe attached to the wall. On the east side of the room are upright rectangular bins with wire covers; the bins contain yams, potatoes, turnips, beets, yellow and red onions, cucumbers, oranges, apples, heads of lettuce, and mushrooms. On wooden wall shelves are found four small wheels of cheese, six clay jars of vinegar and cooking wine and lemon juice, ten clay jars of flour and sugar and salt, three clay pots of sourdough, and twenty small glass jars of assorted spices (cloves, paprika, cinnamon, black pepper, garlic, mustard, thyme, etc.; spices are valued at 30 GP each). All of the food in this room is healthy to eat but is bound to Inferno. There are always 2d4 **Centaurs** here, dressed in white caps, short-sleeved white tunics, and pocketed white aprons.
6. **Privy**. Two raised padded parallel bars bracket a foul-smelling trench in the floor. An open vat of lime is on the north end of the room with a small shovel, as well as a large cask of water with a hand pump and sprayer hose attached to its top.
7. **Ramp Bottom**. The bottom of a smooth stone ramp curving upward to the right (clockwise direction), leading to the second floor (Locations #10 and #8). Three oil lanterns are mounted in iron wall brackets along the ramp.

Second Floor

8. **Library**. A large rectangular room with a thick blue carpet, light blue painted walls and ceiling, four 5 FT

by 8 FT windows on the north and south sides, three windows on the east side. A wooden door in the northeast corner opens to the ramp leading to the ground floor (Location #10). A heavy iron door is set into the west wall (to the Trophy Room, Location #11; a **Centaur Guard** is always present), with a tumbler-style lock; the lock has 5 characters with each tumbler marked A through H; the correct code is BGACE (-14 open lock). The room is furnished with three 10 FT tables, two book stands, twenty-four book cases each 15 FT long by 5 shelves high [12 on the west side, 12 on the east side], two scroll racks each with 200-scroll capacity, a rack with ten horizontal arms (on each one hangs a pendant or small tapestry), and an upright cabinet with thirty thin map drawers. Tables near the north and south walls, each have four glass decanters filled with high-quality (28 GP) brandy and eight crystal goblets. On the walls between the windows hang yellow pendants with geometric black borders blazoned with 3 sets of crossed black bows. When **Chiron** is present, three additional **Centaur Guards** are present at the west end of the room plus 1d12 ordinary **Centaurs**. When Chiron is not present, 1d20 **Centaurs** are in the room.

The bookcases hold approximately 2200 volumes. Chiron's collection largely consists of biographies, historical texts, texts concerning military tactics and battles, and natural philosophy. One-third are written in Common, one-tenth in Infernal Cant; determine the language of a book using 1d100: (01-33) Common, (34-43) Infernal Cant, (44-57) Dwarvish, (58-65) Elvish, (66-70) Gnomish, (71-80) Centaur, (81-82) Minotaur, (83-85) Demonic, (86-98) Other foreign language (99-100) Dead language. Determine a volume's value using 1d100: (01-70) ordinary, 5d12+20 GP, (71-92) rare, 1d100*1d12*1d10+500 GP, (93-97) very rare, 1d12*1000+2500 GP, (98-99) unique, 1d100*1000+10,000 GP, (100) *enchanted* [limit 10]. The enchanted books include: *Manual of Endurance*, *Manual of Physical Power*, *Language Libram* (Centaur), *Weapon Master's Manual* (War Axe +2), *Annals of Identification*, *Codicil of Transformation* (Centaur), *Book of Forgetting*, *Codicil of Mages* (10,000 XP), *Power Stealing Tome* (SPM-2), and a *Geas Tome* (find the lost Crown of King Mabon Muerig and return it to the King's Tower in the city of Koshkar, on Bruchwynn island; also Dwarvish 60% speaking/30% reading).

Sixth Circle, River of Blood

Chiron's Hall, continued

8. **Library...** The scroll racks together contain 320 scrolls, all in good physical condition. Determine the type of scroll selected using 1d100: (01-67) ordinary {historical/military}, 1d100*1d8+25 GP, (68-76) true map, 1d100*1d12+50 GP, (77-82) false map, 1d100*1d12+50 GP, (83-90) rare, 1d20*500+1000 GP, (91-94) very rare, 1d20*1d6*750+2500 GP, (95-100), *enchanted* [limit 15]. The enchanted scrolls are, (1) {Air} *Detection, Sense Prying Ears, Putrid Scent, See Invisible*, (2) {Earth} *Body of Stone, Breathe Poisonous Fumes, 2x Disperse Magic, Paralyzing Hand*, (3) {curse, save 1d20 GTET [33-Will]}, causes loud sneezes every 5 minutes, (4) {Fire} *Blindness, Disperse Magic, Extinguish Lights, 3x Magic Grenade, Smokescreen*, (5) {curse, save 1d20 GTET [32-Stamina]} double vision, direct combat -2 TH, missiles at -4 TH, (6) {Water} *Brain Freeze, Breathe Underwater, Protect versus Cold, 3d6 Hail Blast*, (7) {Shaman} *Confuse Weapons, Dominate Person, Horga's Mage Block, Remove Panic, Waken*, (8) {Priest} *Armorskin, Compel Truth, 3x Create Minor Food, 2x 1d6 Cure Light Wounds, 1d8 God's Bolt*, (9) {statistic, save 1d20 GTET [32-Will]} reader permanently gains Intelligence+1, (10) {cursed, save 1d20 GTET [30-Will]} permanent panic around Bats, (11) {cursed, save 1d20 GTET [32-Will]} permanent fear of Edged Weapons, (12) {Priest} *Animate Body, Banish Disease, Banish Paralysis, 2x Deflect Magic, God's Serpent*, (13) {statistic, save 1d20 GTET [32-Will]} gains Agility+2 for one year, (14) {cursed, save 1d20 GTET [34-Will]} all dogs have a strong immediate hatred toward the affected person, (15) {Fire} *All Seeing Eyes, Burn through Wall, Eye on the Wall, 3d8 Fire Hail 25x25 FT, Summon Fire Elemental, X-Ray Sight*. The location depicted on a map is given by 1d100: (01-50) Material Plane {land}, (51-55) Material Plane {underwater}, (56-62) Material Plane {underground}, (63-70) Gehenna, (71-72) Demonic Plane, (73-95) Elemental Plane, (96-97) Universe in First Celestial Sphere, (98-99) Universe in Second Celestial Sphere, (100) Other location. The thirty map drawers together contain 50 maps, whose individual values are 1d100+50 GP.
9. **Chiron's Office.** The floor is a yellow-colored hardwood with 2 large oval rugs (both brown), the walls are painted red, and the ceiling is white with white wood trim fitted into the joints. Each door is iron-

wood with steel handles (locked, keyhole, -9 open lock, Chiron has the only keys). The room is furnished with a large teak desk, a high sideboard table, a wooden four-drawer file cabinet, a wicker stand holding a tapped horizontal half-barrel, a wooden sword stand, an upright four drawer bookcase, a teak chest with a gold padlock (-8 open lock), and shelves and a oval silver mirror on the east wall. When **Chiron** is here, he is alone, otherwise the room is empty.

The desk has three drawers, one with a key lock (-4 open lock). On the desk are a stone seal, an ornate Stein, ink wells, quill pens, blank parchment, and a blue candle in a pewter candle holder. In one unlocked drawer are a 5x magnifying glass, flint-and-steel kit, a 6 GP silver letter-opener, empty parchment envelopes, and a spool of fine green cord. In the second unlocked drawer are gum erasers, glass wells of red and blue ink, a 42 GP *silver whistle* (summons a **Diabolic Duke**), a *brass whistle* (summons 1d10 **River Centaurs**), charcoal drawing sticks, and an abacus. The locked drawer holds a black-leather-bound notebook (coded entries), two Sixth Circle badges, a Seventh Circle badge, a vial containing three doses of a poison fatal to Harpies (save 1d20 GTET [30-Stamina]), a well-worn oversized *gold piece* (possessor has +10% luck when gambling), a *gold ring* (surrounds in daylight, 15 FT, 20x 30 minutes), and the brass baton of a troop leader.

On the highboard table are four crystal decanters (each 80 GP) holding spirits colored honey brown, pale blue, light brown, and clear; the pale blue liqueur is immediately fatal to Gnomes (save 1d20 GTET [33-Stamina]); the light brown liqueur is immediately fatal to Elves/Half-Elven (save 1d20 GTET [33-Stamina]), five 22 GP crystal goblets, a 4880 GP black ivory sculpture of Chiron (14 inches tall), a 16,300 GP very rare black-laquer-and-gold painted porcelain plate by the artist Anthemius the Younger, and a 1100 GP gold-and-ruby incense burner.

The file cabinet is not locked. Inside the drawers are found records in Infernal Cant of each soul committed to the River of Blood. The half-barrel is filled with a red wine of outstanding vintage (22 gallons at 140 GP/gallon). The sword stand holds: a silver-bladed *Long Sword +1*, a cursed *Long Sword -3* (-1 damage, emerald in hilt, compels wielder to be rid of

Sixth Circle, River of Blood

Chiron's Hall, continued

9. **Chiron's Office**...all other swords {save 1d20 GTET [34-Will]}; compels combat with Wizards/Shaman {save 1d20 GTET [34-Will]}, detects spell-using creatures at 100 FT), a *Hand-and-Half Sword* +3 (dedicated to Ogma, King of Bards (1/day 'sing' 2d12 damage, range 50 FT {save 1d20 GTET [30-Will], half damage 1d20 GTET [30-Stamina]}; 1/day wielder immune to paralysis/holding), Damask steel *Scimitar* +2 (+4 damage, +5 TH versus snakes and scorpions; cleaves hands or feet on a natural roll of 20 on 1d20, save 1d20 GTET [30-Agility]).

The bookcase holds a 620 GP onyx-and-ivory backgammon board, twenty-five leather books held between polished stone bookends carved in the shapes of horse-drawn chariots, a well-made 2800 GP steel dirk in a gold scabbard (pearls-ivory-aquamarine-ozmadine), three scrolls in leather cases, a brightly-colored clay pot holding artificial flowers (85 platinum pieces as weight), an oversized scroll wrapped in a red ribbon (an *enchanted map* of the entire River of Blood; when the map is touched the user knows exactly who is at the location along the River; 1/day *teleport* user plus 3 additional persons plus 1000 pounds to the touched location), and a silver *Idol of Deluge*. The books are extremely rare first editions (some are the only surviving copy), valued at 1d12*1500+15,000 GP; they include Yennius' "An Early History of Ys," Salome's "Damask, Crossroads of Hellas and Pashtu," Feozva Bassil's "The Campaigns of Emperor Mattius the Great," Cinglas Commiur's "Small Unit Cavalry Tactics," and Ys-garra's "History of the Lusitain Lancers."

The chest holds a leather *Vest AC+12* sized for a tall Elf, a pair of human-sized scale mail *Gauntlets AC+10* which allows the wearer to handle cursed weapons without activating the curse, a set of scale mail *Arm Protection AC+10* sized for a Gnome, an *Archer's Brace* (AC+6, +1 Bow), leather Armor sized for a Dwarf (*Armor of Helplessness, AC-10*), and a human-sized chain mail Shirt (*Armor of Backstabbing, AC-10 rear/side*).

On the eastern wall shelves are a small oil painting of a female Centaur in a 1410 GP ivory frame, a 12,686 GP Telchine silver mantel clock in a rounded wood frame (silver key, wind every 100 hours, accuracy 1 minute/year; rubies mark the hours; Type 6

devils are pictured), a blue satin ribbon with a 350 GP *gold medal* showing the blazon of Amayon on (wood display stand, wearing the medal is an evil act, **Amayon** knows the exact location of the wearer and can read their mind, resist 1d20 GTET [35-Will]), three blue candles on 50 GP gold candlesticks, a terra-cotta casting of a Centaur Lancer (10 inches by 12 inches tall; inside the casting is a 10,000 GP diamond), and a small golden 1800 GP eight-string Harp. A 3900 GP long-necked Lute hangs from a leather strap on a wall peg on the west wall (Elvish craftsman Thorgils, 650 years).

10. **Ramp Top**. The top of a smooth stone ramp curving downward to the right (counterclockwise direction). It leads to the ground floor (Location #7, then Location #1).

11. **Trophy Room**. The floor is covered in waxed grey tiles, the walls are painted yellow, and the ceiling is white. A 20 FT cedar wood display case covers the north wall from the corner to the hallway, crossbows hang on the east wall, historical helms and lances are displayed on the west wall, and historical shields are displayed on the south wall. Two lit oil lanterns in iron brackets are on the west and east walls. When **Chiron** is here he is accompanied by 1d10 **Cent-taurs**; when he is not here two **Centaur Guards** stand watch on 1d20 rolls GTET 14.

The display case moves (slides) 6 FT to the east, uncovering the 7 FT wide passage to the Treasury (Location #11); -12 to find, -5 open lock. The case is unlatched by stepping (in order) on the tile in the northwest corner, the southwest corner, the tile adjacent to the display case on its north end, and the tile adjacent to the end of the display case on its south end (6 minute timer). Even though the display case is on rollers, a total Strength GTET 25 is needed to move it; the wheels are well lubricated and the case does not make any noise when it is moved. The display case has wood pegs which support a *Great Centaur Yew Bow* +2, two compound bows, a silver Longbow, the Longbow used by Wnach the Pict at the battle of Lynaghsford, a recurve bow with gold strings, the longbow used by Petrach the Blind to win the Grand Archery List of Catgual 110 years ago, two cavalry bows, a rare Ash Bow (Hallvari Elves, 1500 years ago), one of only four bows made 350 years ago by Frangai with the seal of Queen Richella, a *Bow of Illusionary Arrows*, a *Bow of*

Sixth Circle, River of Blood

Chiron's Hall, continued

11. **Trophy Room...***of Elven Heroes*, an *Underwater Bow*, the bow carried by Tribune Gaiseric during the invasion of Llogress 500 years ago, and the bow of Niall Cai Longshanks, winner of the Grand Marksman Prize for 15 years running (920 years ago). Two pegs in the display case are empty (the last peg pivots vertically about 2 inches, -6 to find; five crossbows on the east wall *animate* unless this peg is weighed down when the corridor to the Treasury (Location #11) is entered, -12 disarm trap). All items are labeled in Infernal Cant.

On the east wall are 10 pegs holding crossbows, including those of Master Assassin Gwiriad, Hill Giant Jarl Jozseffe Ironfoot, the infamous pirate Sir Bictic of Port Vennoross, priestess Seraphina of Carwinlyss, and General Chulainn of Edeynion. Also hanging on the west wall are 7 bolt quivers in different style and materials, each quiver holding 20 bolts. Five crossbows are *animated* (AC22, hp14, as Warrior L10; *Bolts of Sleeping*, save 1d20 GTET [28-Will]) and attack Adventurers leaving the Treasury (Location #12) if the last (empty) peg in the display case *has not been* weighted. All items are labeled in Infernal Cant.

Fifteen helms are mounted on the west wall, including the battered steel helm of the gladiator Lucerius Rinacci, the visored helm of the great Orc Chief Gandallsgrime, the cloven steel helm worn by King Halfdan at the battle of Legionfield, the wide-brimmed steel hat worn by the pious Crusader Ythel Strongmace, the open face helm of Legate Arsenius of Ys, the closed-face helm worn by Sir Conrad of Collun during his duel with the Ogre, Mansplitter, the closed-face helm (still with embedded arrows) worn by General Maelgwn of Dunnotig during his campaign against Circind, a visored *Helm of Command*, an open-face *True-Seeing Helm*, a *Helm of Bellowing*, and a *Helm of Deafness*. Beneath the helms are displayed ten lances, including the lance of a Lusitaen Lancer, the lance used by Sir Edric Rowan to kill the Blue Dragon of Elmet, the *Lance* +3 carried by Sir Duald Earl of Ligualid while resisting the Yssian invasion, and the lance carried by Amroy the Green in winning the Grand Ahbermol Joust 100 years ago.

On the south wall are displayed 25 round shields



with various heraldic devices, including a bronze shield of the First Republic of Ys, the shield used by the hero Cyndaf when he fought the Bayor Spring Monster, a wood-and-leather *Shield AC+25*, a bronze *Shield against Curses*, a wood-and-leather *Shield against [ordinary] Missiles*, the shield that Warrior-Queen Evainne Drennalus of Laigen was buried with, a rare Dwarven-made Shield of the Axe Raven, an elven-made wood-and-leather *Shield AC+15*, the two halves of the steel shield of Perlasvas (one of the Company of Red Knights; broken in battle against the Grey Hand Mages), two Gnome silver shields, and the ceremonial gold shield of Weomaddus, Priest-Regent of Eochain (300 years ago).

12. **Treasury.** The floor is made of a glossy black tile, the walls and ceiling are painted dark red, and a red oil lantern is mounted in iron brackets on the west and east walls. The room contains four wax-sealed barrels, two closed wooden boxes, and three metal chests (dwarven lock, -10 open lock). When **Chiron** is here, he is alone, otherwise the room is empty. An *invisible* tripwire is 3 inches off the floor, half

Sixth Circle, River of Blood

Chiron's Hall, continued

12. **Treasury**...way between the Trophy Room and Treasury (-12 to find, avoid 1d20 GTET [38-Agility] if unknown, avoid 1d20 GTET [26-Agility] if known), if the wire is pulled or cut, an alarm sounds and 3d6 **Centaur Guards** arrive after 2d12 rounds; on 1d20 rolls GTET 12 **Chiron** is summoned, arriving after 1d20+12 rounds.

Each barrel holds 19,000 SP. The first wooden box holds 2x 1d10 Potions of Healing, 2x 2d8 Healing Potions, a Physic of Armorskin AC+30, a Tonic of Disease Reversal, a Potion of Giant's Strength (Strength+8), an Insanity Draught (save 1d20 GTET [34-Will]), and a Lust Draught (save 1d20 GTET [32-Will]). The second wooden box holds a 1d10 Potion of Healing, 2d8 Healing Potion, a Physic of Age (+50 years, save 1d20 GTET [36-Stamina]), a Choking Draught (save 1d20 GTET [28-Stamina]), Tonic of Fatigue Restoration, Liqueur of Haste, Oil of Invisibility Reversal, Love Potion (save 1d20 GTET [34-Will]), a Flying Potion, and six vials of Unholy Water.

The first chest has a trap (pressurized bladder of 1d6 caustic lye through disguised spray hole, -10 to find, -7 disarm trap; avoid 1d20 GTET [28-Agility], hits eyes on save roll of 1 or 2 {blindness 1d100+50 minute, save 1d20 GTET [32-Stamina]}). The chest contains 3900 GP, four 3500 GP gold-pearl-ruby chalices, eight 1225 GP gold chains, five 5150 GP gold-emerald rings, twelve 750 GP gold plates, two 2800 GP gold-sapphire brooches, three 4200 GP gold-beryl-aquamarine bracelets, six 175 GP gold candlesticks, thirty loose diamonds (each 1d10*200+250 GP), eighteen loose emeralds (each 1d100*1d12 +500 GP), ten loose rubies (each 1d8*1000+500 GP), five 1d100*1d20 GP pieces of amber, twelve 1d20*150 +250 GP pieces of jade, and twelve 1d20*75+125 GP loose topaz. Hidden (-5 to find) in the top of the chest is a *prayer scroll* which dispels 1d12 ordinary **Mummies** (save 1d20 GTET 16/mummy). Hidden in a secret compartment (-8 to find, -2 open lock) in the bottom of the chest is a brown horsehide belt (*Stallion Belt*).

The second chest has a trap (poisoned AND diseased blade in chest base {knee/leg}, *paralysis* 1d20*quarter hour, save 1d20 GTET [28-Stamina]/allergy on save rolls of 1 {fatal respiratory failure

within 1d10*1d8 minutes, save 1d20 GTET [30-Stamina] hours; disease Chicken Pox (see *Codicil of Maladies*), save 1d20 GTET [25-Stamina]). The chest contains 600 CP and 500 platinum pieces (*illusion* to appear as copper, disbelieve 1d20 GTET [35-Intelligence]). On top of the coins are a pair of *Arm Guards of Defense*, leather *Armor AC+30* (cursed, *Armor of Weakness*), a *Cloak of Pilfering*, knee-high leather *Boots of Sloth*, knee-high *Levitation Boots*, a *Pouch of Disintegration*, and a *Skunk Cloak*. Hidden (-6 to find) in the top of the chest is a *prayer scroll* which destroys 3d12 **Skeletons**.

The third chest has a trap (cylinder of sleeping gas, tiny release holes are on the back of the chest, -14 to find, 2d12+1d10*quarter hour, save 1d20 GTET [30-Stamina]). The chest contains 1000 gold doubloons, a 14,000 GP gold-pearl-topaz crown, a platinum *Crown of Evil*, a lapis lazuli *Memory Stone*, a ruby *Romance Stone*, a silver *Flatterer's Chain*, a *Fighting Figurine* (Warrior L8, 100 rounds, flail, short sword), a *Locket of Spiritual Energy*, a *Gregor's Pin* (cursed), a *Pendant of Discord*, a *Chain of Stuttering*, a *Rod of Undead Dust* (18), and a *Deck of Wondrous Cards*.

Six swords are displayed on wall pegs on the east wall: *Scimitar* +2 with basket hilt (Chain Mail Ripper), a *Two-Handed Sword* +1 (+3 damage, versus Giants: Strength +2 AND additional +3 damage AND cleaves leg on a natural roll of 20 {save 1d20 GTET [34-Agility]}), a gold-bladed *Cavalry Sword* +1 (four emeralds in hilt), a silver-bladed Rapier with cup shaped hand guard, *Long Sword* +2 ('*Ojer Onlegg*,' dedicated to the deity Forsetti, sworn to eradicate the followers of Loki, Intelligence 18, Will 21, Neutral alignment, save versus *domination* 1d20 GTET [32-Will] checked daily *detects evil* creatures 50 FT, *detects falsehoods* 50 FT, +1d8 damage to intelligent evil creatures, Flaming versus dragons/wyverns {+1d12 damage}, save versus dragon's fire and Basic Fire magic on 1d20 rolls GTET 6, equivalent of torchlight on command, 3/day *heals* wielder hp1d8), and *Short Sword* +3 ('*Acestes*,' evil, dedicated to Prince Amayon, sworn to kill good creatures, Intelligence 14, Will 19, save versus *domination* 1d20 GTET [35-Will] checked daily, *detects* good 100 FT, *paralyzes* good creatures 3d20 rounds on natural rolls GTET 19 {save 1d20 GTET [32-Stamina]}}, 3/day *hold* good creatures 1d12 minutes {50 FT, save 1d20 GTET [30-Will]}}, immune

Sixth Circle, River, Wood

Chiron's Hall, continued

Devotion/Mystery by good on 1d20 GTET 6; good persons suffer 1d6 from touching (save 1d20 GTET 8).

If Adventurers steal from, or loot, Chiron's Hall, or kill any Centaur in the Hall, apply a -6 modifier to the reaction of every troop of Centaurs they meet thereafter (suspicious aura). If **Chiron** is killed, all Centaurs attack with a+2 ferocity. Centaurs accept the surrender of guilty mortals on 1d20 rolls GTET 13.

Ring of Idols

The *Ring of Idols* is located along the inner bank of the River of Blood in the north-northwest area of the Sixth Circle. The ring consists of a stone wall, 54 inches tall, 2 FT thick, with an inner diameter of 25 FT. At the ring's center stands a 15 FT yellow stone statue of a three-eyed sitting horned and winged monkey with outstretched talons; each eye is a 12,000 amethyst, the mouth has fifty 200 GP pieces of polished green jade, the twelve talons are 1000 GP pieces of polished black ivory. The ground inside the wall is thickly covered in low dense thorn bushes (hp1 per 5 FT travel, avoid 1d20 GTET [32-Agility]). Thirty-four *idols* (aura of evil, aura of enchantment) sit on the wall, their faces looking outward; each idol is 22 inches tall by 18 inches, weighs 16 pounds, and depicts a four-armed winged monkey with horns, fangs, and a scorpion's stinger on the tail; one pair of hands covers the idol's mouth, one pair covers its ears. 1d3 idols are missing on 1d20 rolls GTET 17. The caretakers are Konyga, **Type 6B Devil**, and Almaz, **Zoybim**; they do not prevent mortals from taking up to two idols. If fighting occurs, the caretakers summon 2d12 **Type 6B Devils** as reinforcements. A patrol consisting of an **Oduru** and five **Ladatajas** stop here every 1d6+8 hours.

The idols are hollow, constructed of a layer of gold over a somewhat fragile ceramic base; a 20,000 GP ruby is inside. If the idol suffers a significant shock as determined by the Games Master, it breaks apart explosively on 1d20 rolls GTET 14, range 12 FT, hp3d8, avoid 1d20 GTET [36-{distance in FT}-Agility]. An *idol* has no special properties while on Gehenna, it is an *Idol of Violence* on the Material Plane (all persons within a 10 mile radius who become angry on the new/full moons, and mid-phase {4/month} act with violence, save 1d20 GTET [33-Will]; 20% injuries, 5% fatalities).

Wood of Suicides

Immediately inward from River of Blood is a flat ring of hardened red-orange clay 150 FT wide with only a few small isolated clumps of weeds, hardy grasses, or mushrooms. Inward from the clay ring is a 15 mile wide forest thicket consisting of dark gnarled and twisted trees with contorted main trunks and many warped and deformed long branches. The despondent souls of suicides are permanently transformed into the wretched trunks of the trees in the Wood of Suicides, their faces dimly seen peering out from the trunks. The trees are 16 to 25 FT tall; their long leaves have eight divisions and points; some leaves are a light purple in color, some an indigo-blue, some brown with stripes of orange, and some a glossy black. Each tree bears 1d20 light-yellow colored fruit the size and firmness of apples. Sticky purple sap drips out of numerous holes on each trunk. The trees grow close together, usually no more than 20 FT apart, so that limbs intertwine (fighting with each other). The yellow fruit and the purple sap are deadly fatal poisons (the sap is both a contact poison and poisonous when ingested); one fruit in 12 hours kills Humans and Half-Elven, two fruits kill Elves and Gnomes, three fruits kill Dwarves (all save 1d20 GTET [38-Stamina] or **two Poison Antidote** potions or **two Detoxify Poison** prayers).

From every trunk comes a warbling pitched wail or moan in different keys and different patterns, so that the air is filled with a discordant sound that grates on a mortal's ears, making all who hear irritable; each person's Will statistic is temporarily decreased while in the Wood, unless succeeding on 1d20 rolls GTET [28-Will], checked hourly. The trees are continually tormented and torn apart by the **Harpies of Hell**, **Infernal Hounds**, and **Hell Boars** (the boars are the transformed Gluttons, see *Aminosttra*, **Book One**, page 89). Out of their mindless torment, the **trees** reach out and flail at any passing living creatures; each Adventurer is attacked by 1d8 trees/hour (avoid 1d20 rolls GTET [30-Agility]), a tree inflicts hp1d12 damage, on a natural 20 roll the Adventurer is picked up and dropped, suffering an additional hp1d8 falling damage.

The air in the Wood is calm and stale, with a strong odor of vinegar. Above the woods is a light grey overcast haze just sufficient to create minimal shadows in the wood, which appears exceedingly gloomy. Adventurers run into pockets of thick fog every half-hour (on 1d20 rolls GTET 14, persist 1d100 minutes) which reduces visibility to 25 FT and muffles sound (-4 to hear nearby

Sixth Circle, Wood of Suicides

Wood of Suicides, continued

Hounds or Harpies). There are no paths through the Wood. Between the trees are many vines and thickets of long hard thorns which are difficult to push through. Adventurers move at 1 to 12 miles/hour through the dense, tough, undergrowth; every mile of travel 'as the crow flies' requires GTET 1¼ miles actual distance. Adventurers apply a -5 die roll modifier to becoming lost in the Wood.

Tree of Despondency

The *Tree of Despondency* is a 120 FT silver beech located in the center of the Wood in the south-southwest part of the Sixth Circle. The tree is 60 FT in diameter, its limbs bearing 6d20 pear-shaped purple-blue fruits with red stripes. The fruit has the aroma of nutmeg and cloves and is very firm in texture. Consuming the fruit causes the consumer to go into a deep depression for 3d20+10 days (save 1d20 GTET [31+{2*number fruits eaten}-Will], checked daily); after ten days of depression the affected person commits suicide unless succeeding on a 1d20 roll GTET [22+{3*number fruits eaten}-Will]). Uneaten fruit rots 1d100 hours+6 days after being picked, edible until 1d12 hours after the onset of rotting. Completely rotted fruit is poisonous (4d100 hours coma {save 1d20 GTET [32-Stamina]} followed by death {save 1d20 GTET [35-Stamina]}, Elves apply a +3 modifier). Each fruit is valued at 20 GP (alchemists). The tree has AC60, hp130, requires an enchanted weapon to injure, resists ordinary fire, save versus enchanted fire on 1d20 rolls GTET 6. Burning the fruit creates a dense purple smoke that blinds mortals within 100 FT (1d100*quarter hour, save 1d20 GTET [32-Stamina]), and has psychotic properties (2d20 hours insanity, save 1d20 GTET [35-Will]).

The Harpies of Hell

Throughout the Wood fuller, taller, more natural trees are found in good physical condition every 2 to 3 miles, often maples, ashes, or poplars. These trees stand 80 to 100 FT with a crown spanning at least 50 FT. These healthy trees are home to tribes of the **Harpies of Hell** and are used for roosting. Each *Harpy tree* supports 40 to 60 **Harpies of Hell** and is ruled by a **Harpy Matriarch**. The **Grand Matriarch** rules all **Harpies** on the Circle. The trees typically have 5 or 6 wooden platforms each 25 FT by 30 FT, with ladders connecting one platform to the next (see diagram). The lowest platform

does not usually have a ladder to the ground but the gnarly and rough trunk gives climbing handholds (moderate free-climbing difficulty). The topmost platform is always that of the **Matriarch**. Harpies react if mortals approach within a quarter-mile of their trees, sending GTET 24 **Harpies** to drive off the intruders. All available **Harpies** defend their home Harpy tree. The area around the base of a Harpy tree is littered with many discarded Harpy feathers but has no other refuse (dung and garbage being deposited elsewhere in the forest).

Harpy tribes do not communicate well with each other; a Harpy tree under attack sends messages to nearby tribes on 1d20 rolls GTET 14 and a message to the Grand Matriarch only on a roll of 20; if a message is sent, assistance is given on 1d20 rolls GTET 12, arriving 1d12+30 minutes after messages are dispatched. Large [more than a single tree or tribe] coordinated groups of Harpies are only gathered on the Grand Matriarch's command. Four example Harpy Trees are provided. (see the diagram on page 13)



Harpy Tree One

This tree has five platforms and is home to 50 Harpies; 35 are presently at the tree.

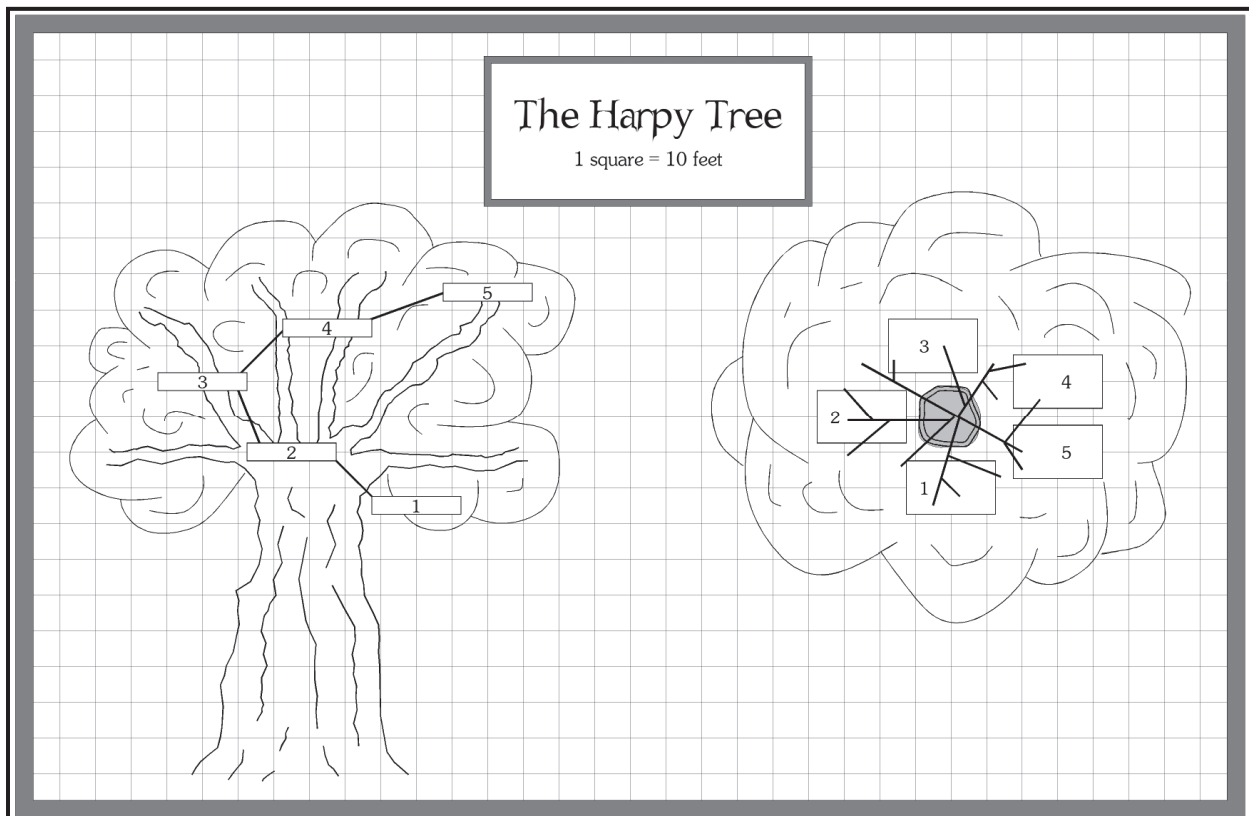
1. **First Platform.** This platform contains 2 long low benches and 18 unlocked wooden chests; 8 **Harpies** are on the platform. The chests together contain a variety of shirts, blouses, belts, capes, gloves, and cloaks sized for Harpies, along with a total of 148 CP, 63 SP, 16 GP, four 3d12 GP emeralds, six 3d20*10 GP diamonds, two short swords, eight

Sixth Circle, Wood of Suicides

First Harpy Tree, continued

1. **First Platform...**throwing knives, four dirks, six flasks of oil, a flute, two leather botas, five small backpacks, three boxes of 100 GP snuff, a brass compass, four evil charms and two evil amulets (none enchanted), a 350 GP vial of dragon bone powder, a pot of hp1d10 healing salve, and a draught of hangover medicine. There are also five *1d8 Potions of Healing*, a *2d8 Potion of Healing*, four vials *Unholy Water*, and a *Potion of Greater Sleeping* (save 1d20 GTET [34-Will]).
2. **Second Platform.** This platform contains 2 long low benches and 15 unlocked wooden chests; 8 **Harpies** are on the platform. Three minutes after Adventurers reach this platform eight **Harpies** return. The chests together contain a variety of shirts, blouses, belts, capes, and cloaks sized for Harpies, along with a total of 203 CP, 83 SP, 25 GP, two 50 GP pearls, 2 sapphires valued at 80 GP, a 1400 GP diamond, two iron maces, four throwing knives, six vials of blade poison (fatal, save 1d20 GTET [26-Stamina], checked per hit), two flasks of oil, a 1
3. **Third Platform.** This platform is covered by a thin layer of bricks; 6 **Harpies** are on the platform. It holds two fire pits with covered cauldrons and two ovens, all under a cloth awning. Also on the platform are four low tables, two barrels of water, a barrel of mead, two wooden boxes containing raw meat, two bins containing potatoes, a bin of yams, three bins of dried beans, a wooden box of cheeses, and a wooden box of breads.

pound jar of coffee beans, a 70 GP carved ivory pipe, nine packets of sweet pipeweed, a leather bag of fortune telling rune pieces, three religious scrolls (Infernal Cant), two lock picks, and a whittling knife. There are also two *1d8 Potions of Healing*, two flasks of liquid insect repellant, a jar with rodent repellant powder, a pouch of four doses of hallucinogenic mushrooms (save 1d20 GTET [32-Stamina], 4d100 minutes), a glass vial with one *Giant's Death Thorn* (save 1d20 GTET [40-Stamina]), a *Potion of Invisibility*, and a pouch with an *Orange Mushroom of Addiction*.



Sixth Circle, Wood of Suicides

Harpy Tree One, continued

- Fourth Platform.** This platform contains a long low bench, a low wooden table, and 13 wooden chests each with a silver lock (-4 open lock); 6 **Harpies** are on the platform. Four rounds after Adventurers reach this platform three additional **Harpies** return. The chests together contain a variety of shirts, blouses, belts, vests, capes, hats, gloves, scarves, and cloaks sized for Harpies, along with a total of 318 CP, 263 SP, 138 GP, 3 platinum pieces, five 3d20*50 GP rubies, eight 1d20*100 GP pieces of jade, three 600 GP gold chains, six 1d12*50+100 GP ivory brooches, two silver-ruby rings (2163, 4005 GP), a 2275 GP gold-amber-pearl ring, three short swords (one silvered blade), a switchblade, one metal hook on a short wooden handle, a slingshot (12 metal shot), two leather wrist wallets, two empty scroll tubes, three 150 GP boxes of snuff, three 25 GP bottles of brandy, a skeleton key (no bonus), a pot of aphrodisiac powder, three vials of itching powder (save 1d20 GTET [26-Stamina]), and a pouch with two doses of toxic mushrooms (save 1d20 GTET [34-Stamina]). There are also a *Short Sword +1*, a pair of *Bladed Gloves +1*, two *War Hammers (+1, +3)*, a *Mace +2 (+1d8 damage versus good)*, 20x *Arrows +1*, a *Cap of Visualization*, a pair of human-sized *Boots of Spider Walking*, a silver *Charm versus Inebriation*, a small pot of *Dwarven Death Dust* (save 1d20 GTET [33-Stamina]), a *Potion of Lycanthropy Reversal*, and a *Poison Antidote*.
- Fifth Platform.** The platform of **Matriarch Valushya**, who sits on a large wooden throne under a satin canopy, surrounded by eight **Harpy Guards** (three loaded crossbows, purple sap poison). The platform is covered by a green canvas awning on thick poles; 5 ordinary **Harpies** are present. Also on the platform are 3 long wooden benches, a small wooden table, and 4 wooden chests with dwarven-made copper locks (-5 open lock). Twenty rounds after Adventurers reach this platform four **Harpies** return. The chests together contain a variety of shirts, blouses, tunics, belts, vests, capes, caps, hats, and cloaks sized for Harpies, along with a total of 83 CP, 81 SP, 525 GP, 11 EP, three 1000 GP diamonds, two sapphires (378, 629 GP), four 2d100 *1d12 GP pearls, a gold-headed Mace, three silver Throwing Stars, six Darts, an empty leather money belt, a weapon repair kit, two vials of blade poison (fatal, save 1d20 GTET [32-Stamina], humans +4), a silver

religious pendant (aura of evil), a small silver clarinet, a vial of Chimera blood, a pot of salve against snake venom, and a pot of flash powder. There is also a set of *Poisoned Leather Armor* sized for a Dwarf (appears to be AC+35, disbelieve 1d20 GTET [30-Intelligence]), a *Cutlass +2* (Elf Bane), 14x *Arrows +1*, 4x *Arrows +2*, 2x *Arrows of Devil Slaying* (save 1d20 GTET [44-HD-Will]), a *Codicil of Transformation (Harpy)*, a *Manual of Youth*, a *False-Warning Stone*, a set of *Earrings of Telepathy*, and a *Wand of Detecting* (59).

Harpy Tree Two

This tree is home to 42 Harpies; 28 are presently at the tree. The tree has 5 platforms. 1d8 **Harpies** arrive at the tree 1d20*halfminutes after Adventurers reach the tree base, with an additional 1d6 **Harpies** 1d6 minutes later.

- First Platform.** The platform contains 2 low benches, a low table, and twelve unlocked wooden chests. Eight **Harpies of Hell** are on the platform. The chests together contain a variety of shirts, blouses, tunics, vests, belts, capes, caps, and cloaks sized for Harpies, along with a total of 216 CP, 137 SP, 47 GP, two opals (1152, 1304 GP), four amethyst (each 250 GP), five 1d100*12+1000 GP pieces of ivory, eight 1d100*1d8 GP pieces of jasper, two short swords, five throwing knives, a scythe blade, two brass knuckles, a copper ring with hidden poison needle (jab hp1, save 1d20 GTET [28-Stamina]), a wire garrote, two small musical horns, a copper luck charm (no effect), three pouches of Pipeweed, a 15 GP half-pound tin of chocolate, two vials *Unholy Water*, a pot of *Coughing Powder* (3d20 minutes, save 1d20 GTET [28-Stamina]), a pot of *Sleeping Powder* (2d100 minutes, save 1d20 GTET [30-Stamina]), and a pot of metal polishing salve.
- Second Platform.** This platform contains a low bench and 12 unlocked wooden chests. Five **Harpies of Hell** are on the platform. The chests together contain a variety of shirts, blouses, belts, capes, and cloaks sized for Harpies, along with a total of 175 CP, 140 SP, 33 GP, two agates (78, 104 GP), three moonstones (each 50 GP), two pieces of amber (342, 518 GP), a blow gun with ten darts, machete, three throwing knives (one poisoned, save 1d20 GTET [28-Stamina]), a throwing hammer, four darts, fifteen arrows, a boomerang, two half-flasks of ether, two vials of smelling salts, seven pouches

Sixth Circle, Wood of Suicides

Harpy Tree Two, continued

2. **Second Platform.**...of medium-quality pipeweed, two draughts of hangover curative, a pot of burn salve, and three flasks of oil.
3. **Third Platform.** This platform contains 2 low benches and 12 wooden chests (steel keyholes, -3 open lock). Three **Harpies of Hell** are on the platform. The chests together contain a variety of shirts, blouses, tunics, vests, belts, capes, and cloaks sized for Harpies, along with a total of 315 CP, 192 SP, 54 GP, three zircons (101, 137, 226 GP), five peridot (each 75 GP), four 400 GP opals, two sapphires (5814, 6684 GP), four short swords (one silver blade), two maces (one silver head), a spiked brass knuckle, two metal lanterns, three flasks of oil, a leather bota, two incense sticks (45, 82 GP), four religious scrolls written in Infernal Cant, three Unholy candles, two vials of *knockout drops* (Stamina-4 rounds to effect, 3d20+30 minutes, save 1d20 GTET [32-Stamina]), two vials of *blade poison* (paralysis 3d100 minutes, save 1d20 GTET [28-Stamina]), and a pot of *flea powder*.
4. **Fourth Platform.** This platform is covered by a layer of brick and has two fire pits with covered cauldrons and two ovens, all under a grey canvas awning. It also has 2 low tables, six wooden chests (silver keyholes, -5 open lock), 3 barrels of water, a barrel of beer, 3 wooden boxes of raw meat, a wooden box of cabbages and carrots, 3 wooden boxes of potatoes, a wooden box of turnips, a box containing: 5 clay pots of flour, 2 clay pots of sugar, 2 clay pots of a clay pot of ground peppers, a clay pot of corn meal, and 3 clay pots of salt, a box of bread, and a box of onions. Five minutes after Adventurers reach this platform, 6 **Harpies of Hell** return. The chests together contain a variety of shirts, blouses, belts, capes, and cloaks sized for Harpies, along with a total of 200 SP, 110 GP, three diamonds (337, 911, 1466 GP), four beryl (each 60 GP), six pieces of jade (3x 3200, 3x 5100 GP), two switchblades, three silver throwing stars, 26 war arrows, five darts, two open-faced helms, two pairs of metal gauntlets sized for Gnomes, four empty scroll tubes, 60 FT medium weight cord, a 210 GP gold charm of protection (no effect), a 92 GP silver charm of wealth (no effect, aura of evil), two sets of prayer beads (aura of evil), a vial of *rodent repellant powder*, a draught giving 1 hour of night vision, and a pot

of *blood clotting salve*. There are also a steel *Cap AC+8*, *Scimitar +2* (Enraging Blade), a *Dagger of Piercing*, a pair of green leather *Gloves of Agility+2* sized for an Elf, and 4x *1d10 Potions of Healing*. Four **Harpies of Hell** are on the platform.

5. **Fifth Platform.** The platform of Matriarch **Miaku-shka**, who sits on a large wooden throne with satin pillows and a spidersilk canopy, with 8 **Harpy Guards**. The platform is furnished with a horizontal roosting pole, 3 low benches, a low wooden table, 4 metal oil lanterns on poles, and five metal chests (silver keyholes, -7 open lock). There are always 3 crossbows on the platform, loaded, with the bolt tips dipped in purple sap *poison*. Two minutes after Adventurers reach this platform, 7 **Harpies of Hell** return. The chests together contain a variety of shirts, blouses, belts, capes, and cloaks sized for Harpies, along with a total of 225 SP, 115 GP, four opals (each 300 GP), seven pieces of carved ivory (each GP), five amethysts (each 8000 GP), three sapphires (7800, 9711, 13,047 GP), a 4500 GP diamond, a pair of bladed gloves sized for a Gnome, two dwarven hunting knives in leather sheaths, a sack of 13 iron spikes, two bottles of very good wine (122, 187 GP), a wooden box holding three Angel's feathers, two black ebony icons of Amayon (573 & 717 GP, aura of evil), 3 Prayer scrolls written in Infernal Cant, and a good quality harmonica. There are also four *1d12 Arrows of Explosion*, two *Shapeshifting Arrows* (donkey, save 1d20 GTET [30-Will]), a woolen *Cloak of Acid Protection* sized for a Dwarf, a *Whistle of Hound Summoning*, 3x *1d12 Potions of Healing*, a *Disease Draught*, a *Tonic of Blindness Reversal*, and a *Physic of Ghouldom*. The first scroll has 3x *Animate Bones*, *Command Animals*, *Create Minor Food*, *1d10+2 God's Missile*. The second scroll has *Immunity to Disease*, 2x *Minor Escape*, *Sword Blessing*, 2x *Waken*, *Animate Body*. The third scroll has 3x *Banish Confusion*, *Banish Paralysis*, 2x *Blind Undead*, 2x *Detoxify Poisons*, *Create Major Food*.

Harpy Tree Three

This tree is home to 38 Harpies; 20 are presently at the tree. The tree has 5 platforms. 1d12*half minutes after Adventurers reach the second platform 7 Harpies of Hell return.

1. **First Platform.** This platform is furnished with a horizontal roosting bar, 3 low tables, a long low

Sixth Circle, Wood of Suicides

Harpy Tree Three, continued

1. **First Platform.**...bench, and 15 unlocked wooden chests. Four **Harpies of Hell** are on the platform. The chests together contain a variety of shirts, blouses, belts, capes, and cloaks sized for Harpies, along with a total of 218 CP, 128 SP, 84 GP, four silver chains (each 120 GP), two gold chains (834, 1077 GP), three gold-ivory pairs of earrings (210, 482, 773 GP), a 1200 GP gold circlet, a 8135 GP gold-pearl ring, a 500 GP silver-lapis lazuli brooch, two curved dirks, an iron mace, three devil-horn can- teens (aura of evil), a hatchet, seven candles, three musical scores in leather tube, a 108 GP silver charm of protection (no effect), a copper charm of luck (no effect), a set of Dwarven jeweler's chisels, two vials of *flash powder*, and six pouches of me- dium-quality pipeweed, and a carved wooden pipe.
2. **Second Platform.** This platform is covered by a thin layer of bricks. It holds two fire pits with covered cauldrons and two ovens, all under a cloth awning. The platform is furnished with two horizontal roost- ing bars and 4 low tables, and holds 2 barrels of wa- ter, a barrel of wine, a barrel of beer, a barrel of dried beans, 3 wooden boxes of raw meat, 2 wooden boxes of onions, a wooden box of potatoes, a wooden box of carrots and turnips, and 2 wooden boxes of bread. An upright wooden cabinet contains clay jars with honey (3x), sugar (3x), salt (2x), flour (4x), vinegar, peppers (2x), corn meal (2x), cloves of garlic, pa- prika, and parsley. Four minutes after Adventurers reach this platform 6 **Harpies of Hell** return. Five **Harpies of Hell** are on the platform.
3. **Third Platform.** This platform contains 12 wooden chests (steel keyholes, -5 open lock). Eight minutes after Adventurers reach this platform 6 **Harpies of Hell** return. The chests together contain a variety of shirts, blouses, belts, capes, and cloaks sized for Har- pies, along with a total of 180 CP, 258 SP, 216 GP, four sets of gold-emerald earrings (each 1d100*12+ 4000 GP, two pairs of silver-turquoise earrings (5218, 7118 GP), two gold chains with gold-ivory religious amulets (825, 1032 GP; aura of evil), three amethysts (1380, 1792, 2286 GP), four pouches of poor-quality pipeweed, a weapon repair kit, a 42 GP silver curse warding charm (no effect), and a gold 60 GP offering cup (aura of evil). There are also 2x *1d12 Potions of Greater Healing*, a *Shapeshifting Potion* (Gnome), a *Sleeping Potion* (4d100 minutes, save 1d20 GTET [30-Stamina]), and a pot of *Salve of Wakening*.
4. **Fourth Platform.** This platform is furnished with two horizontal roosting bars and 11 metal chests (steel keyholes, -6 open lock). Four minutes after Adventurers reach this platform 6 **Harpies of Hell** return. The chests together contain a variety of shirts, blouses, belts, capes, and cloaks sized for Harpies, along with a total of 74 CP, 175 SP, 328 GP, four 50 GP gold belts, four silver-jade bracelets (2x 660 GP, 2x 1050 GP), eight gold rings (each 2d100+500 GP), five pairs of ivory-topaz earrings (each 3d100*1d8*50 GP), two short swords, a scimitar, a slingshot with 20 iron shot, a short bow, 30 war ar- rows, a waterproof leg wallet, two 30 GP silver boxes of snuff (snuff 130 GP), a 210 GP set of car- tographer's drawing tools valued, a metal lantern, five flasks of oil, three vials of perfume (206, 288, 307 GP), four incense sticks (each 100 GP), a 800 GP silver incense burner, 3x vials *Unholy Water*, and a 1855 GP silver Elven flute. There are also two flasks of *Antidote Tonic*, a vial of *Plant Growth Drops*, a *Zombie Draught*, and a *Patur's Tonic* (disease antidote). Five **Harpies of Hell** are on this platform.
5. **Fifth Platform.** The platform of **Matriarch Imafloed**, who sits on a throne of carved pumice stone with purple pillows and a purple silk canopy, with 6 **Harpy Guards**; the platform is covered by a purple canvas awning on thick poles. The platform is furnished with a horizontal roosting bar, 2 low benches, a low wooden table, and four metal chests (silver keyholes, -8 open lock). There are always 4 crossbows on the platform, loaded, and tipped with the purple sap *poison* (one is a *Sniper's Crossbow*). The chests together contain a variety of shirts, tun- nics, vests, blouses, scarves, hats, belts, capes, and cloaks sized for Harpies, along with a total of 29 CP, 89 SP, 127 GP, three sapphires (3200, 4070, 8000 GP), four emeralds (each 1d100*500 GP), two pair of gold-amethyst earrings (2377, 2849 GP), a 7175 GP silver-diamond brooch (aura of evil), a pair of brass knuckles with spikes, four silver throwing stars, a barber's kit in a leather satchel, three 40 GP carved wood-ivory long stem pipes, eight pouches of high quality pipeweed, two vials of *aphrodisiac powder*, a draught of medicine against the common cold, a vial of *truth serum* (save 1d20 GTET [29-Will]), a vial of witch's blood, a 33 GP gold wealth charm for (no effect), 5 Prayer scrolls

Sixth Circle, Wood of Suicides

Harpy Tree Three, continued

5. **Fifth Platform**...(aura of evil) written in Infernal Cant , three sets of red prayer beads (aura of evil), and a small fiddle and bow. There are also a *Physic of Telepathy*, 3x *1d12 Potions of Healing*, a *Shapeshifting Potion (Hell Hound)*, a *Draught of Weakness*, a silver *Pendant of Discord*, a blue leather *Thin Man's Belt*, an *Endless Quiver of Arrows*, a *Flier Bane Sling*, and a silver bladed *Short Sword +2 (Liar's Blade)*. The first scroll has 3x *Banish Disease*, 2x *Banish Spells*, *Element Shield (Water)*. The second scroll has *Blind Undead*, 2x *Detoxify Poisons*, *2d8+2 God's Fire 10x10 FT*. The third scroll has *Banish Confusion*, *Banish Paralysis*, *2d8 Heal Wounds*, *Know Enemy*. The fourth scroll has 2x *Deflect Magic*, *Minor Regeneration*, 2x *Restore Hearing*, 3x *Restore Sight*. The fifth scroll has *Aura of Heroism +4*, *Break Curse*, *4d8+4 God's Brimstone 25x25 FT*.

Harpy Tree Four

This tree is home to 47 Harpies; 31 are present at the tree. The tree has 6 platforms.

1. **First Platform**. This platform is furnished with a horizontal roosting bar, a long low bench, 2 low wooden tables, 2 barrels of beer, and 15 unlocked wooden chests. Five minutes after Adventurers reach this platform 5 **Harpies of Hell** return. Two loaded crossbows are always on this platform, the bolts tipped with purple sap *poison*. The chests together contain a variety of shirts, blouses, belts, capes, and cloaks sized for Harpies, along with a total of 252 CP, 177 SP, 96 GP, three pieces of jade (103, 148, 192 GP), a 4500 GP amethyst , two sapphires (2000, 4450 GP), a 12,805 GP pearl, three short swords, a cutlass, three pairs of black leather gloves, two 30 pound capacity backpacks, two packages of fire starters, an armor repair kit, a pouch with 200 gaming chips, a 15 GP silver charm of curse warding (no effect, aura of evil), two Spell scrolls written in Infernal Cant (aura of evil), two vials *Unholy Water*, and a pot of anti-bacterial salve. Two **Harpies of Hell** are on this platform. The first scroll has *Breathe Poison Fumes*, 2x *Dark Sight*, 2x *Disperse Magic*. *Magic Bridge {Earth}*. The second scroll has *Detection*, *Double*, 2x *1d12 Magic Grenade*, 2x *See Invisible {Fire}*.

2. **Second Platform**. The platform is furnished with 2 long low benches, a low wooden table, 2 barrels of water, and 15 wooden chests (bronze keyholes, -3 open lock). Eight minutes after Adventurers reach this platform 5 **Harpies of Hell** return. The chests together contain a variety of shirts, blouses, belts, capes, and cloaks sized for Harpies, along with a total of 48 CP, 236 SP, 183 GP, three pieces of carved ivory (75, 206, 348 GP), four diamonds (each 500 GP), a 9310 GP ruby, three topaz (166, 923, 1488 GP), a blowgun with 8 darts, a sling with 15 metal shot, two pairs of scale mail gauntlets, 6 iron spikes, a skeleton key, a well-made banjo, a small xylophone, a scroll tube with 8 folios of music, a 127 GP incense stick, a copper incense burner, a string of black ivory mediation beads (aura of evil), a glass vial with 10 matchsticks, a pouch with 20 engraved fortune telling bones, and a *Seer's Potion*. Three **Harpies of Hell** are on this platform.



3. **Third Platform**. This platform has a low wooden table, a set of stocks on one end, and 10 metal chests (silver keyholes, -4 open lock). Two crossbows are always on this platform, loaded, the bolts tipped with the purple sap *poison*. The chests together contain a variety of shirts, blouses, belts,

Sixth Circle, Wood of Suicides

Harpy Tree Four, continued

3. **Third Platform**...capes, and cloaks sized for Harpies, along with a total of 208 SP, 166 GP, four pair of gold-amber earrings (each 6d100+ 5400 GP), two silver circlets (920, 3063 GP), a 15 GP ivory hair comb, two silver neck chains (488, 937 GP), two plain gold neck chains (3248, 4407 GP), a 7225 GP gold neck chain with gold-ruby pendant, three gold-moonstone rings (7266, 7608, 8116 GP; one aura of enchantment, one aura of evil), a silver scythe blade, a steel mace, an open faced helm, an empty leather shoulder satchel (10 pound capacity), a scroll tube with 3 blank sheets of parchment, a 50 FT spool of light cord, a 1281 GP ivory icon of Amayon (aura of evil), a set of Tarot cards, a steel lock pick, a small stone mortar and pestle, and a pot of *hair growth salve*. There are also a *Potion of Ogre's Strength*, a pot of *Salve of Wakening*, and a *Shapechanging Potion* (**Giant Dung Beetle**). Five **Harpies of Hell** are on this platform.

4. **Fourth Platform**. This platform is furnished with a horizontal roosting bar, 3 low wooden tables, 2 long low benches, and 7 metal chests (gold keyholes, -6 open lock). Four minutes after Adventurers reach this platform 6 **Harpies of Hell** return. The chests together contain a variety of shirts, blouses, belts, capes, and cloaks sized for Harpies, along with a total of 25 CP, 232 SP, 184 GP, two diamonds (6230, 8000 GP), three gold-pearl rings (4225, 5633, 6763 GP), three gold-emerald pairs of earrings (3700, 4500, 5220 GP; one aura of evil), two platinum-ruby-amethyst brooches (6540, 8400 GP), two cudgels, two short bows, 20 war arrows, two razors, a pair of shears, two sealed tins of honey candy, a brass travel balance with weights, a sewing kit with silver needles, two flasks of pure alcohol, two vials of *snake repellant powder*, three vials of purple tree sap *poison*, a brass slide-whistle, 4 Prayer scrolls written in Infernal Cant (aura of evil), and a set of orange prayer beads (aura of evil). There also is a *Restallan's Tonic* (regeneration), two 1d12 *Healing Potions*, a *Physic of Age*, a *Coward's Draught*, a vial of *Elven Death Dust*, *Haeldan's Cordial* (Will enhancing), a large pair of *Gloves of Chaining*, a head *War Hammer +1* (Returning), two *Boulder Arrows*, and *Scimitar +3* (cleaves legs from insects on rolls GTET 15, save 1d20 GTET [32-Agility]). Seven **Harpies of Hell** are on the platform.

5. **Fifth Platform**. This platform is covered by a thin

layer of bricks. It holds three fire pits with covered cauldrons and two ovens, all under a cloth awning. The platform is furnished with a horizontal roosting bar and four low tables; also present are 4 barrels of water, a barrel of wine, 2 barrels of dried beans, and wooden boxes of cabbages and lettuce, red onions, oranges and lemons, cheeses, and breads. In a large unlocked wooden chest are 4 clay pots of flour, 3 clay pots of salt, 2 clay pots of sugar, 2 clay pots of corn meal, a pot of honey, a pot of ground black peppers, 2 pots of vinegar, and 3 pots of uncooked rice. Four **Harpies of Hell** are on this platform.

6. **Sixth Platform**. The platform of Matriarch **Ramma Selianka** (rare red hair), who sits on a bronze throne with red pillows and a red silk canopy, with 6 **Harpy Guards**; the platform is covered by a red canvas awning on thick poles. Three crossbows are loaded, the bolts tipped with the purple sap *poison* (one crossbow is +2). One **Guard** is trained in the bolo (+1 to hit) and has two bolos available. The platform is furnished with 2 horizontal roosting bars, 3 low wooden tables, 2 long low benches, a barrel of beer, a barrel of water, and 3 metal chests (gold keyholes, -8 open lock). The chests together contain a variety of shirts, blouses, belts, capes, and cloaks sized for Harpies, along with a total of 348 GP, two gold belts with ivory-beryl clasps (950, 1218 GP), two lapis lazuli (200, 420 GP), three gold-diamond rings (2258, 4102, 6621 GP), four gold chains with platinum-ruby-pearl amulets (each 1d100*300+500 GP), three empty scroll tubes, two cleavers, a 105 GP ivory travel chess set, a 22 GP silver luck charm (no effect, aura neutrality), a brass 10-tube musical pipe, three vials of pure sulfur, a vial of *itching powder* (save 1d20 GTET [28-Stamina]), two flasks of oil, five pouches of high-quality pipe-weed, and a vial of *smelling salts*. There are also a *Rapier +2* (Dwarf Bane), a *Saber +1* (silvered blade, Fast Attack, extra attack alternate rounds if neutral wielder), three *Self Attacking Arrows*, ten war *Arrows +1*, a *Flail +3* (entangles opponents on natural rolls of 18 to 20 on 1d20, avoid 1d20 GTET [32-Agility]), a pair of black leather *Boots of Stomping* sized for an Elf, a *Girdle of Wimps*, a pair of brown *Targeting Gloves +1* sized for humans, a *Choker of Tongues*, a 1d12 *Healing Potion*, a 2d8 *Healing Potion*, a *Blindness Draught*, a *Drunk's Draught*, a *Flying Potion*, a pouch with a *Human Death Flower*, and a pouch of *Pipeweed of Agreement*. An additional 6 **Harpy Guards** arrive 4 minutes after Adventurers gain this platform.

Sixth Circle, Wood of Suicides

The Infernal Hounds

Every 3 to 4 miles throughout the Woods are found the dens of **Infernal Hounds**. A den typically consists of a tunnel into the ground with large rocks around the entrance and one or two secondary exits (-3 to find). The den is home to a pack of between 25 and 35 adult Hell Hounds with 1d12 pups. A typical den has between 8 and 12 rooms connected by tunnels; the rooms are about 15 FT by 10 FT by 6 feet FT and the tunnels are roughly 6 FT in diameter. A den is not located within 1 mile of a Harpy tree. An Infernal Hound pack is led by an **Alpha Male Hound**, has 5 to 7 females, 4 to 10 juvenile males, and the remainder are adult males. Pups are male on 1d20 rolls GTET 7, checked per pup. At least 3 adult **Infernal Hounds** are always on guard near each entrance to their den; **Infernal Hounds** react if mortals approach or pass within 150 yards (450 FT) of any entrance to their den, sending at least 10 adult **Hounds** to drive off the intruders.

Hounds in den rooms connected to surface tunnels are always awake. **Hounds** in other rooms in a den are asleep on 1d20 rolls GTET 11, checked per animal when Adventurers arrive. If combat occurs outside a den and not near, only the exterior guards are involved. If combat occurs outside (but near) a den, the hounds in den rooms connected to the surface join combat after 1d8+3 rounds, checked per animal. If combat occurs in a room in a den, all sleeping hounds in any adjacent rooms wake and join the combat after 1d8 rounds; sleeping hounds two rooms away wake on 1d20 rolls GTET 12, checked per animal/per round, and join the combat 5+1d8 rounds later; any other sleeping hounds waken on 1d20 rolls GTET 19. **Harpies of Hell** and Infernal **Hounds** do not support each other in combat.



Book Two

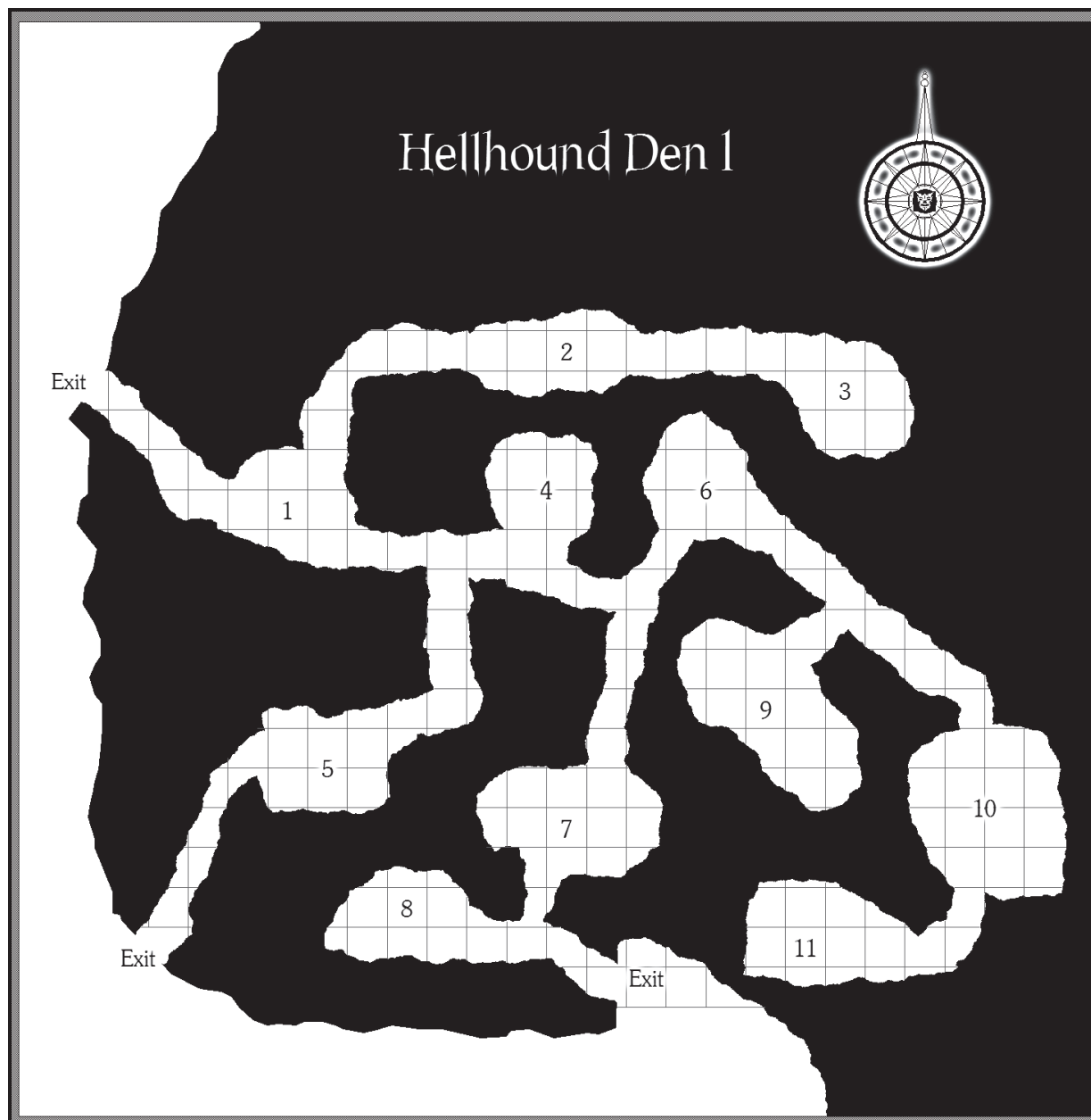
Four example Infernal Hound Dens are provided.

Hound Den One

This 11 room den is home to 33 Hell Hounds and 3 pups; 18 Hounds are present. See the diagram on page 20.

1. **Primary Entrance.** A room 5 FT high, a 45 FT tunnel connects this room to the surface; a curved 25 FT tunnel exits to the north and connects with #2; a straight 20 FT tunnel exits to the east and connects with #4. This room is occupied by 3 male **Hounds**.
2. **Debris Room.** An oval room 6 FT high, a 30 FT tunnel exits to the east and connects with #3. The room contains unidentifiable mangled pieces of clothing along with a carpet of leaves and moss, along with 40 GP and a 90 GP diamond.
3. **Carcass Room.** A rectangular room 5 FT tall. The room is occupied by 4 female **Hounds** and all 3 pups. After Adventurers reach this room, 4 male **Hounds** enter the den via the Primary Entrance (#1). The room contains the gnawed carcasses of three animals.
4. **Skeleton's Room.** A circular room 7 FT tall. The room contains two skeletons, one human and one dwarf, along with a badly deteriorated double-bladed battle axe, a silver long sword (poor condition), a nicked wooden shield, a dented open face helm, a pair of scale mail *Gauntlets AC+10*, a chain mail shirt with several large rips in it, the broken remains of leg and arm covers, the rotting remains of two bedrolls, and a large leather backpack (30 pounds capacity). The backpack contains a flask of oil, 25 FT rope, 6 iron spikes, a wooden mallet, an iron grapple, a set of cooking pots, 10 sealed rations, a hooded lantern, 3 flasks of oil, 3 torches, 100 GP, three 250 GP diamonds each, two 1d12 *Potions of Healing*, *Kellern's Tonic* (sight restoration), 4 vials of *Holy Water*, a *Ring of Summoning* (Equine, 71) and a *Needle of Traps*.
5. **Southwest Guard Room.** The room is 6 FT tall; an exit to the northeast connects to the central tunnel; a 50 FT tunnel exiting to the southwest connects this room to the surface. The room is occupied by 2 male and 1 female **Hounds**, and contains unidentifiable pieces of cloth and small pieces of metal.

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Hound Den One, continued

6. **Corner Room.** The room is 5½ FT tall; an exit to the southeast connects with rooms 9 through 11; an exit to the southwest connects to rooms 8 and 9, and the third surface exit. The room is occupied by 1 male and 1 female **Hound**. After Adventurers reach this room, 5 male **Hounds** enter the den in 1d8 minutes via #8. On the floor are two thick rugs and a thick layer of mosses.

7. **Alpha Male Room.** An oval room 7 FT tall; an exit to the northeast connects with the rest of the den; an exit to the southwest connects with #8. The room is occupied by the **Alpha Male Hound** and 2 male **Hounds**. The room contains a large number of unidentified heavy bones, a large number of cloth shreds, the broken hilt of a sword, a quarterstaff, two dulled daggers, and a 7225 GP gold neck chain with platinum-silver amulet.

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Hound Den One, continued

8. **Southeast Exit.** An oval room 5½ FT tall; an exit to the southeast connects with #7 and with a 25 FT tunnel to the surface. The floor is covered by a thick carpet of black mosses.
9. **Bodies and Backpacks.** An oval room 6 FT tall, connected to a main tunnel by a short 8 FT spur tunnel. The room contains four animal carcasses and the well-gnawed carcasses of two Elves and two Humans (dead about one month). It also contains two *Steel Caps* AC+12, two open faced helmets, a broken breastplate, two shredded sets of leather armor, a heavily damaged chain mail *Shirt* AC+5 (could be restored to be AC+25), the remains of several sets of arm and leg coverings, a pair of steel *Gauntlets* AC+20, a battered small wooden *Shield of Missile Protection* (now AC+4), a long *Sword* +2, a *Cutlass* +1 (Berserker Blade), 15 war arrows, a pair of leather *Boots of Water Walking*, and two backpacks. The packs together contain 600 GP, six emeralds (each 1d100*12+2500 GP), four pieces of turquoise (each 1d100*10+100 GP), four black pearls (each 1d100*50+1500 GP), three leather scroll tubes: two contain Spell scrolls and the third contains a parchment written in Elvish {see page 22}, two 1d12 *Healing Potions*, a *Potion of Displacement*, a pot of Life *Restoring Balm*, and an *Antidote Tonic*. The first spell scroll contains 4x *Open Lock*, *Remove Paralysis*, *See Enchantments*, *Temporary Window*, 2x *Dark Sight*, *Magic Bridge* {Air}. The second spell scroll contains *Confuse Weapons* -3, *Jaco's Mesmerize*, *Mind Speech*, 2x *Disperse Magic*, *Fear the Reaper*, *Gregor's Mage Drain* {Shaman}.

NOTE: If Adventurers do not enter Den One, the *Elvish scroll* should be placed in the first Den they enter. If the Adventurers do not enter any Infernal Hound Dens, then the scroll is unavailable to them.

10. **Gnawed Bones.** A rectangular room 5½ FT tall; an exit to the north connects with #6; an exit to the south connects with #11. The room is occupied by 2 male **Hounds**. The room holds several gnawed bones (some broken), 20 SP scattered on the floor, a broken staff, 5 chewed leather boots, an old canteen, and 3 ripped cloaks.
11. **Last Room.** An oval room 6 FT tall; an exit to the

east-northeast connects with #10. After Adventurers reach this room, 6 male **Hounds** enter the den after 1d6 minutes via #5. There are 3 brown carpets on the floor along with a layer of thick mosses and leaves.

Hound Den Two

This 12 room den is home to 38 Hell Hounds and 5 pups; 20 Hounds are present. See the diagram on page 23.

1. **Primary Entry.** A rectangular room 5½ feet tall; an exit to the west leads to the surface via a dogleg 75 FT tunnel; an exit to the northeast leads to #2; an exit to the southeast leads to #3. The room is occupied by 4 male **Hounds**.
2. **Edible Mushrooms.** An oval room 6 FT tall; an exit to the southwest leads to #1; an exit to the east leads to #4. The floor is covered by a mixture of leaves, mosses, and mushrooms (1d20*one third pounds, non-poisonous).
3. **Southwest Circle Room.** A circular room 5½ FT tall; an exit to the northwest leads to #1; an exit to the south leads to #7; an exit to the east leads to #5. The room is occupied by 1 male **Hound**. The floor is covered in green mosses and a thick root grows out of the ceiling.
4. **Northeast Circle Room.** A rectangular room 6 FT tall; an exit to the west leads to #2; an exit to the north leads to #8; an exit to the southeast leads to #6. After Adventurers reach this room 3 female **Hounds** enter the den via #1. The floor is covered with dry leaves and many remnants of torn cloth.
5. **Southeast Circle Room.** An oval room 7 FT tall; an exit to the west leads to #3; an exit to the northeast leads to #6. In the room are found a deteriorated silvered short sword, two torches, a broken rod, 12 GP, and a 13 GP plain man's silver ring.
6. **East Circle Room.** A square room 6 FT tall; an exit to the northwest leads to #4; an exit to the southwest leads to #5; an exit to the east leads to #9. The room is occupied by 2 male **Hounds**. After Adventurers reach this room 5 male **Hounds** enter the den via #10.

See page 23.

UNTRANSLATED

Τηε Σεπεντη Χιρχλε ις α τωεντψ—μιλε ωιδε δεσερτ οφ ηεατεδ σα
νδς ανδ φαλλινγ φιρε, ηολδινγ τηοσε πιολεντ αγαινστ Νατυρε α
νδ τηε Διωινε. Βετωεεν τηις ανδ τηε νεξτ Χιρχλε ις φιζεδ α ηιγη
χλιφφ ωηιχη χαννοτ βε χλιμβεδ βεχαυσε οφ ιτς πιτχη. Τηε μον
στερ Γερψον ρυλες τηε χλιφφ ανδ χαν προπιδε πασσαγε ιφ ηε δε
σιρες. Λονγ ανδ χυρπεδ σταιρς τηερε αλσο αρε, βυιλτ ατ εαχη
χορνερ οφ τηε ινφερναλ χομπασς, ωηιχη αρε μαρκεδ βψ στανδι
νγ στονες τηουγη τηε τοπς αρε βυριεδ ανδ ηιδδεν υνδερ τηε δρψ
ανδ σηιφτινγ σανδς...

...Τηε φιρε δοες νοτ φαλλ ον τηε παλαχες οφ τηε γρεατ Δυκες, νο
ρ υπον τηε τεν οασες ρυλεδ βψ τηε Γρεατ Μυμμιες. Ιν τηε ωεστ,
σεεκ τηε Οασις οφ Εζραβαη, φορ τηερε ις φουνδ α κεψ το πασσ
αγε βψ τηε γρεατ Γερψον, βυτ ιτ ις ωελλ γυαρδεδ βψ Κεμελνεσσε
ς τηε σουλ τακερ. Ιν τηε νορτηεαστ σεεκ τηε Οασις οφ Αταλψκ,
φορ τηερε ις φουνδ α Σταφφ μυχη δεσιρεδ βψ Γερψον. Ιν τηε σο
υτηεαστ σεεκ φορ τηε Οασις οφ Κοεσσα φορ τηερε τηε ανχιεντς
σαψς ις α τυννελ υνδερ τηε σανδς ωηιχη λεαδς το τηε σταιρς..
..

TRANSLATED

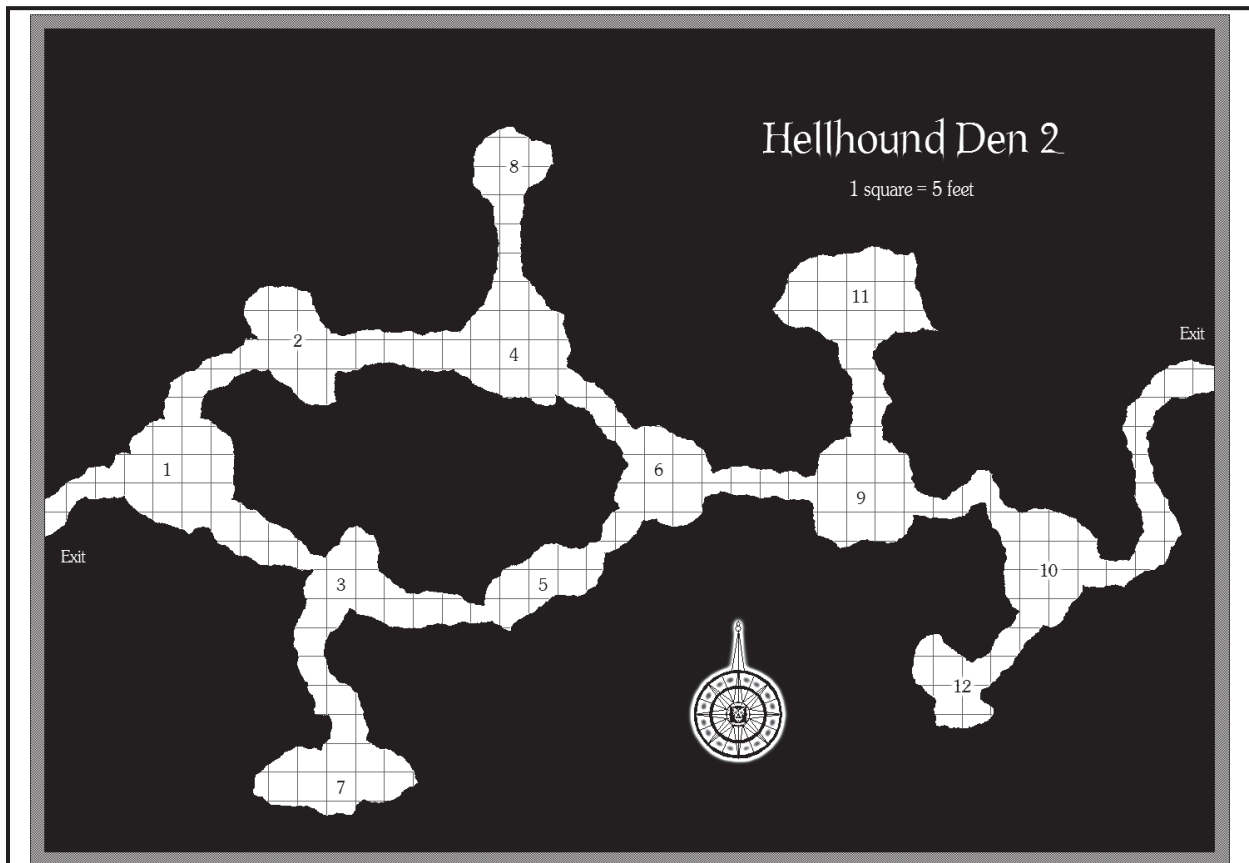
"The Seventh Circle is a twenty-mile wide desert of heated sands and falling fire, holding those violent against Nature and the Divine. Between this and the next Circle is fixed a high cliff which cannot be climbed because of its pitch. The monster Geryon rules the cliff and can provide passage if he desires. Long and curved stairs there also are, built at each corner of the infernal compass, which are marked by standing stones though the tops are buried and hidden under the dry and shifting sands...

...The fire does not fall on the palaces of the great Dukes, nor upon the ten oases ruled by the Great Mummies. In the west, seek the Oasis of Ezrabah, for there is found a key to passage by the great Geryon, but it is well guarded by Kemelnesses the soul taker. In the northeast seek the Oasis of Atalyk, for there is found a Staff much desired by Geryon. In the southeast seek for the Oasis of Koessa for there the ancients says is a tunnel under the sands which leads to the stairs...."

Sixth Circle, Wood of Suicides

Hound Den Two, continued from page 21

7. **Skeleton Room.** An L-shaped room 5½ feet tall, the short leg 4 FT tall. An exit to the north leads to #3. After Adventurers reach this room 4 male juvenile **Hounds** enter the den via #1. The room contains the gnawed carcasses of five animals and the dismembered skeletons of six humanoid (the remains so old and torn apart to identify their races). Also in the room are a badly damaged visored helm, 2 dented steel caps, an open face helm (aura of evil), 2 rent leather armor shirts, a battered breastplate, several strips of chain mail, the tip end of a broken long sword, a bent dagger, a bronze shield AC+10, 4 broken arrows, and a leather backpack. The backpack holds 50 SP, 180 GP, 3 sapphires each valued at 150+1d100, a flint&steel kit, a small metal mirror, a vial of 20 matches, 3 hand darts, 2 silvered daggers, 8 sealed trail rations, a set of lock picks (+3 open lock), a pair of blue leather Thief's Gloves, 2 vials of blade poison, 2 vials of Holy Water, a silver Holy Symbol to Laverna (Imperial Goddess of Thieves), 25 FT rope, a grapple, three flasks of oil, and two 1d12 *Healing Potions*.
8. **Nursery.** A triangular shaped room with the base on the south side, 5 FT tall. An exit to the south leads to #4. The room is occupied by 4 female **Hounds** and 3 pups, and holds an assortment of bleached and faded bones, none recognizable as humanoid.
9. **East Middle Room.** A diamond shaped room 6 FT tall; an exit to the west leads to #6; an exit to the east leads to #10; an exit to the north leads to #11. The room is occupied by 2 male **Hounds**.
10. **East Exit.** A circular room 5½ FT tall; an exit to the west leads to #9; an exit to the south leads to #12; an exit to the east leads to the surface via a twisting 100 FT tunnel. The floor is covered by leaves which hides a few bits of broken bones, a dented metal hooded lantern, a broken dagger, and 15 GP. The room is occupied by 3 male **Hounds**.



Sixth Circle, Wood of Suicides

Hound Den Two, continued

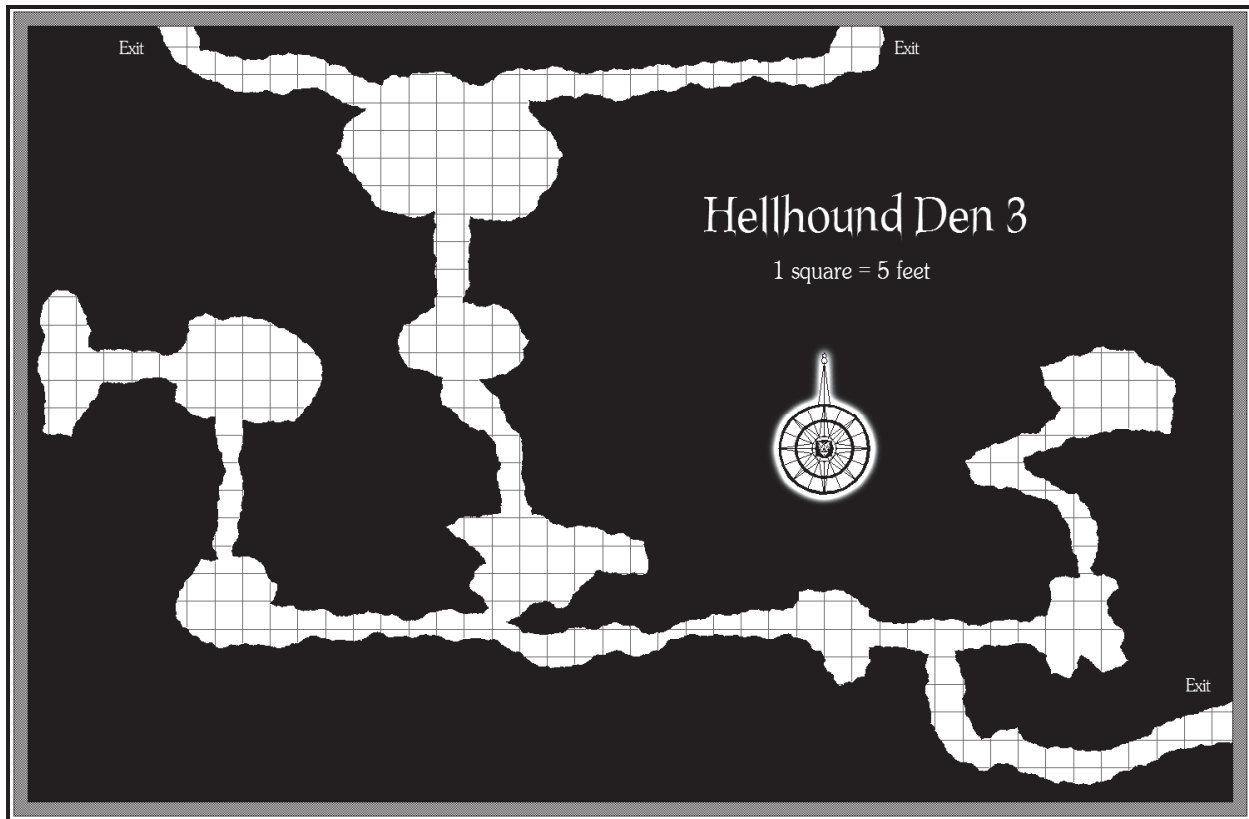
11. **Carcass Room.** An oval room 6 FT tall. An exit to the south leads to #9. This room is occupied by 3 female **Hounds** and 2 pups. After Adventurers reach this room the **Alpha Male Hound** and 3 male **Hounds** enter the den via #10. The room contains the gnawed carcasses of six animals and the remains of a Dwarf and 2 Gnomes. The room also contains two leather *Caps AC+6*, a dwarven chain Mail *Shirt AC+20*, chewed pieces of leather arm and leg protectors, a single steel gauntlet, a damaged cutlass, two *Short Swords +1* (aura of neutrality), a silver *Dagger +2*, two steel throwing stars, and two leather backpacks. Together the backpacks contain 420 GP, a 7300 GP diamond, two sapphires (5814, 7670 GP), two rubies (9360, 10,894 GP), a 6631 GP topaz, three *1d12 Healing Potions*, a *2d8 Healing Potion*, two vials of *Holy Water*, *Kellern's Tonic* (blindness reversal), a *Potion of Ogre's Strength*, a *Physic of Telepathy*, and a pot of *Stoning Reversing Salve*. On the bodies are a gold *Charm versus Fire Magic* (82 charges), a *Ring of Protection +1*, a *Ring of Protection against Poison*, and a *Wand of Goblin Making* (27 charges).
12. Far Southeast Room. A square room with 6 FT tall; an exit to the north leads to #10. The room is occupied by 1 male **Hound**. The room has a thick carpet of mosses and contains the gnawed carcasses of 5 animals.

Hound Den Three

This 9 room den is home to 30 Hell Hounds and 4 pups; 14 Hounds are present. See the diagram on page 25.

1. **Two Exits.** A rectangular room 6 FT tall. An exit to the west leads to the surface via a 25 FT curved tunnel; an exit to the east leads to the surface via a 100 FT curved tunnel; an exit to the south leads to #2. This room is occupied by 3 male **Hounds**.
2. **Mid-North Room.** A circular room 6 FT tall. An exit to the north leads to #1; an exit to the south leads to #3. After the Adventurers reach this room, 3 male **Hounds** enter the den via the south tunnel after 1d8 minutes.
3. **Alpha Male's Room.** A triangular room 5½ FT tall. An exit to the north leads to #2; an exit to the south leads to a cross-tunnel after 10 FT which leads to #4 and #5. The room is occupied by the **Alpha Male Hound** and 1 other male **Hound**.
4. **Nursery.** An octagonal room 5 FT tall. An exit to the north leads to #6; an exit to the east leads to #5, with a cross tunnel to #3. The room is occupied by 2 female **Hounds** and 2 pups. After Adventurers reach this room 4 male **Hounds** enter the den via the north-east tunnel.
5. **Male Hounds.** A square room 6 FT tall. An exit to the west leads to #4; a cross-tunnel to the west leads to #3; an exit to the east leads to #8; a cross-tunnel to the east leads to the surface via a 100 FT tunnel with a right-angle bend. The room is occupied by 3 male **Hounds**.
6. **Gnawed Carcasses.** A diamond-shaped room 7 FT tall. An exit to the south leads to #4; an exit to the west leads to #7. The room is occupied by 3 female **Hounds** and 2 pups. There are eight gnawed carcasses in this room along with several unidentifiable large bones. The floor is covered in thick red mosses.
7. **Circle Room.** A circular room 5 FT tall. An exit to the east leads to #6. After Adventurers reach this room 4 male **Hounds** enter the den from the north-west tunnel after 1d10 minutes.
8. **Recent Bodies.** A semicircular room 6 FT tall. An exit to the west leads to #5; an exit to the north leads to #9. The floor is covered by a thick layer of dry brown leaves. The room contains the gnawed carcasses of nine animals, and the bodies of a male Human and Elf (appears relatively recent). On the bodies are: a dented open faced *Helm AC+10*, a set of plate *Mail AC+3* (now with dents and a few holes through it, could be restored to AC+10), leather *Armor AC+15* under a *AC+6 Leather Vest*, two pairs of metal gauntlets, a *Damage Absorbing Cloak*, a gold *Charm versus Air Magic*, and a *Ring of Levitation* (37 charges). In a leather backpack are 290 GP, 38 EP, a 5953 GP emerald, four pearls (3x 4000, 7305 GP), a metal hooded lantern, four flasks of oil, a grapple, 20 FT rope, two *2d8 Healing Potions*, a *Sky Hook*, and three Spell scrolls. The first scroll has *Bonding*, *2x Breathe Poisonous Fumes*, *2x Disperse Magic*, *Maze Trail*, *Reinforce {Earth}*. The second scroll has *2x Blindness*, *Daylight*, *Invisibility*, *See Invisible*, *True Sight*, *Smokescreen*.

Sixth Circle, Wood of Suicides



Hound Den Three, continued

8. **Recent Bodies...** {Fire}. The third scroll has *Disperse Magic*, *Gregor's Mage Drain*, *2x Levitation*, *2x Remove Panic*, *Stun*, *Waken* {Shaman}.
9. A rectangular room 5½ FT tall. An exit to the south leads to #8. The room is occupied by a male **Hound**. After Adventurers reach this room, 3 **Hounds** enter the den from the southeast tunnel after 1d8 minutes. The floor here is covered by a thick layer of dry brown leaves; under the leaves are 42 SP, 55 GP, two torches, a broken wooden shield, two empty flasks, and some dented cooking pots. An open bear clap trap (hp1d6) is also under the leaves in the west nook, avoid 1d20 GTET [36-Agility] if undetected, avoid 1d20 GTET [22-Agility] if detected.

Hound Den Four

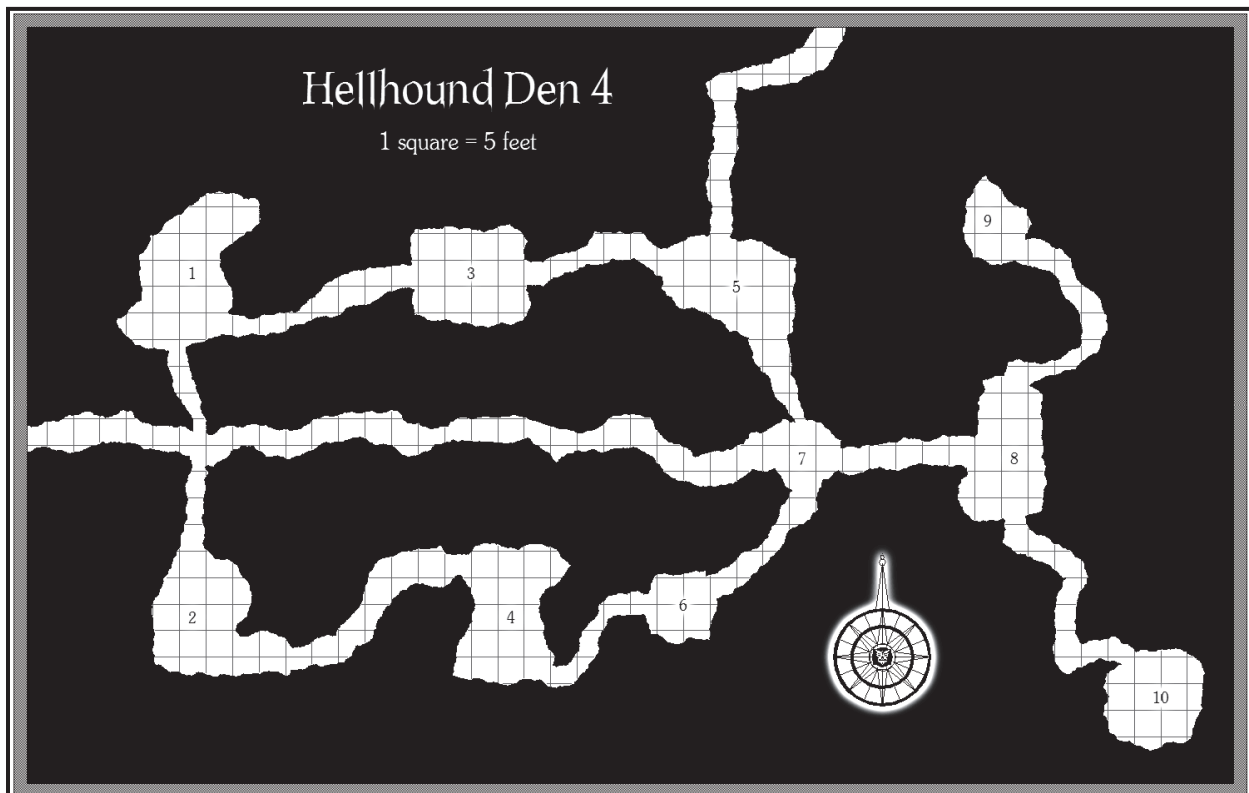
This ten room den is home to 29 Hell Hounds and 7 pups; 18 Hounds are present. See the diagram on page 26.

1. **Northwest Circle Room.** A square room 5 FT tall. An exit to the south leads to a passage intersection and then to #2. The west branch of the intersection leads to the surface via a 100 FT straight tunnel; the east branch of the intersection leads to another intersection and then to #7. An exit to the east leads to #3. This room is occupied by 2 male **Hounds**. The floor here is covered with dry leaves. The room has the gnawed carcasses of four animals.
2. **Southwest Circle Room.** A circular room 5½ FT tall. An exit to the north leads to a passage intersection and then to #1. The west branch of the intersection leads to the surface via a 100 FT straight tunnel; the east branch of the intersection leads to another intersection and then to #7. An exit to the east leads to #4. This room is occupied by 2 male **Hounds**.
3. **North Nursery.** An oval room 5½ FT tall. An exit to the west leads to #1; an exit to the east leads to #5. This room is occupied by 3 female **Hounds** and 3 pups. The floor is covered in dry leaves, and holds the scraps of a ripped carpet (aura of enchantment, if assembled again, would be a *Flying Carpet*) and

Sixth Circle, Wood of Suicides

Hound Den Four, continued

3. **North Nursery**...other pieces of clothing, several gnawed shoes and boots, 40 loose GP, and the broken hilt of a scimitar.
4. **South Center**. An L-shaped chamber with the long axis 6 FT tall, the short axis 5 FT tall. An exit to the west at the top of the L leads to #2; an exit to the east leads to #6. After Adventurers reach this room 3 male **Hounds** enter the den through the west tunnel. The floor here is bare stone and somewhat slippery (avoid fall on 1d20 GTET [26-Agility]). The room has the disassociated bones of 3 Humans, a Dwarf, and a Gnome (all very old), and the (recent) body of a female Human (one missing arm). The body has a steel *Helm AC+15* (visor), a ripped chain mail shirt, a chain mail waist skirt, a *Shield versus Curses*, a *Long Sword +2* (Spell Sword; 2/day each: *Detection*, *Extinguish Lights*, *Glow Balls*, *See Invisible 10 minutes*), and a *Girdle of Stamina +2*. In her backpack are 12 sealed field rations, a 30 FT rope, five torches, a flint&steel, four steel spikes, a metal hammer, a small copper pot, two daggers, a scroll tube with Spell scroll, a 1d12 *Healing Potion*, a *Farhearing Potion*, four flasks of oil, a vial of *blade poison* (sleep, save 1d20 GTET [28-Stamina]), and a *Flying Potion* (labeled as 'slippery oil').
5. **North Exit**. A five-sided room 6 FT tall. An exit to the west leads to #3; an exit to the northeast leads to the surface via a curved tunnel 200 FT long; an exit to the south leads to a tunnel intersection and then to #6. The west branch of the intersection leads to another intersection and then the surface; the east branch of the intersection leads to #7. The room is occupied by 3 male **Hounds**. The floor is covered in thick blue mosses and mushrooms (consumption is fatal to Dwarves and Humans, save 1d20 GTET [34-Stamina] human, [30-Stamina] dwarf). A number of unidentifiable bone fragments are in the room.
6. **Southeast Room**. A rectangular room 6½ feet tall. An exit to the west leads to #6; an exit to the north leads to a passage intersection and then to #5. The west branch of the intersection leads to another intersection and then further west to the surface via



Sixth Circle, Wood, Harpodrome

Hound Den Four, continued

6. **Southeast Room**...a 100 foot straight tunnel; the east branch of the intersection leads to #7. The room is occupied by a male **Hound**. The room has a carpet of dry leaves; a few thin roots grow through the ceiling and room walls.
7. **Alpha Male Room**. A circular room 5½ FT tall. An exit to the west leads to a four-way intersection, then another four-way intersection, then to the surface via a straight 100 FT tunnel; an exit to the east leads to #8. The room is occupied by the **Alpha Male Hound** and another male **Hound**. After Adventurers reach this room 5 male **Hounds** enter the den after 1d6 minutes through the northeast tunnel.
8. **East End**. A square room 6 FT tall. An exit to the west leads to #7; an exit to the north leads to #9; an exit to the southeast leads to #10. The floor is carpeted in a thick layer of dry leaves. Under the leaves are several old bones, three torches, a leather pouch {60 GP, four diamonds (324, 1318, 3375, 5254 GP), two white pearls (6210, 8000 GP)}, and a curved dirk in its scabbard.
9. **Northeast Nursery**. An L-shaped room 6 FT tall, the short axis 4 FT tall. An exit to the south leads to #8. The room is occupied by 3 female **Hounds** and 2 pups. The floor has a thick layer of green mosses along with several large bones (recently broken, still with marrow).
10. **Southeast Nursery**. A rectangular room 5 FT tall. An exit to the northwest leads to #8. The room is occupied by 2 female **Hounds** and 2 pups on 1d20 rolls GTET 14, otherwise is occupied by 2 HD4 **Giant Musk Beetles**. After Adventurers reach this room 2 male **Hounds** enter the den through the west tunnel and #7. The floor has a thick layer of dry leaves with mosses on top. The room has the gnawed remains of six animal carcasses.

The Harpodrome

When Adventurers reach the inner edge of the Wood of Suicides they come across a large clearing which surrounds a large circular building, the Harpodrome. It's nominal location is at the border between the Sixth and Seventh Circles, along the west radius line. Adventurers who avoid the Harpodrome may continue inward and

enter the Seventh Circle, Desert of Fire.

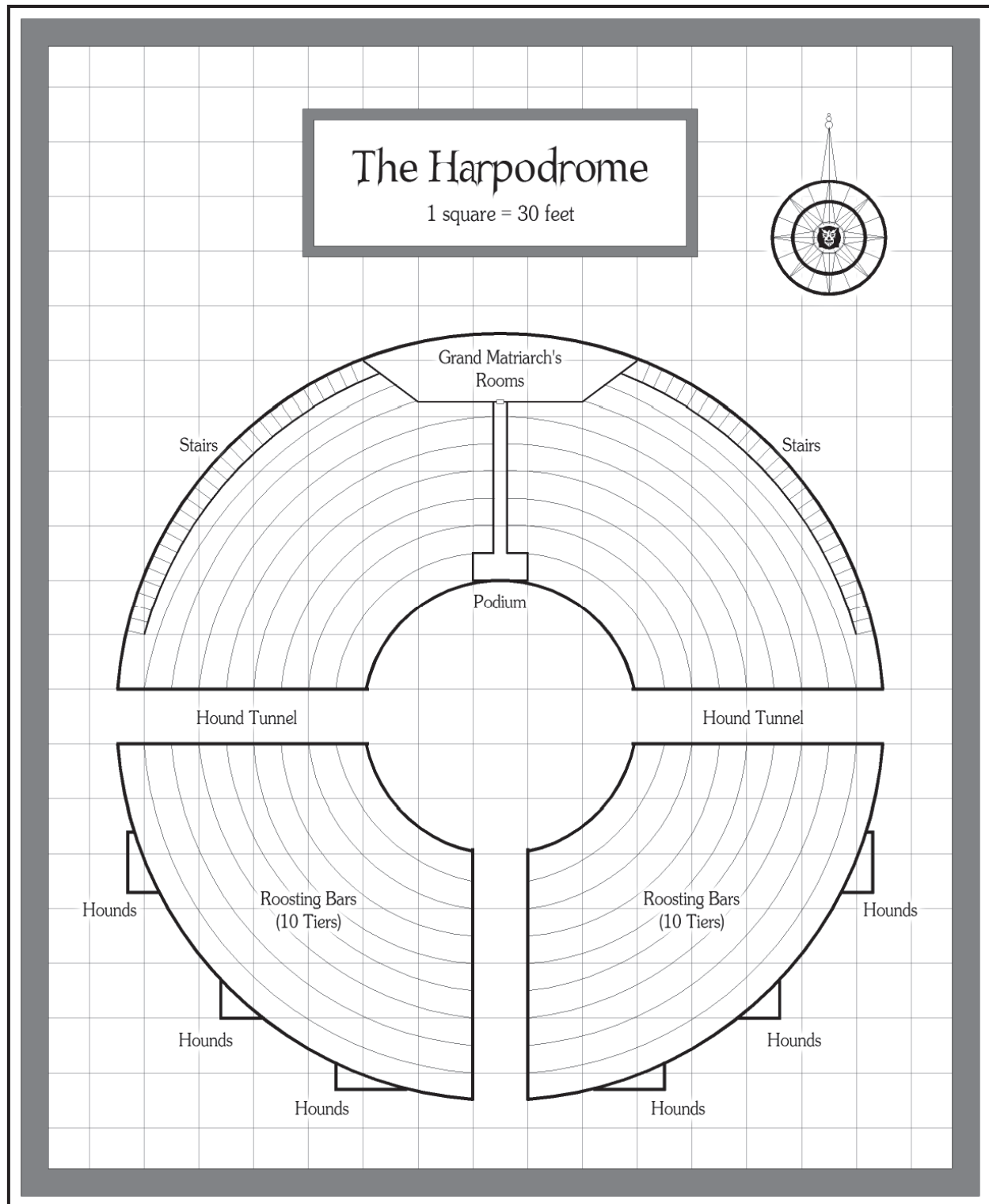
It is a garish open-air building, about 100 FT tall, made from alternating courses of red and black stones with yellow stone along the base and a layer of yellow capstones. The building is generally constructed in a Greco-Roman style with five courses of arches arranged so that each course is a half-arch offset from the ones above and below it. Every 30 FT around the circumference is a square spire carved with outlandish gargoyles; each spire is 10 FT to the side, 120 FT tall, set 30 FT from the building, with connecting buttresses at 40 and 80 vertical FT, and ends in a point to which is fastened alternating red and black pendants. Every 50 FT along the capstones are placed a 25 FT metal spike; between the spikes 6 FT high red tubes continually spout red-and-yellow fire. 24-inch horizontal spikes are set into the top of the arena wall at 4 inch intervals (climbing obstacles).

Three dens of **Infernal Hounds** are built into the foundations of the southwest and southeast quadrants of the building (total of six dens); each den has a 6 FT high arch which leads to a single rectangular stone room 50 FT by 15 FT wide; assume each den consists of an **Alpha Male** plus 1d3 **female Hounds**, 1d8 **male Hounds**, and 1d4 pups (all present). The den interiors have only a few gnawed carcasses and bones (none with humanoid remains or treasures).

The Central Arena is in the middle of the Harpodrome (see diagram on page 28), a flat area of packed sand 170 FT in diameter surrounded by 20 FT high walls. Three 15 FT wide tunnels enter the Central Arena from the west, south, and east. Two arched gates with portcullis are located at ground level in the Arena, leading to the cell block area (see diagram on page 29), one to the northwest and one to the northeast; each portcullis is found partially-open on 1d20 rolls GTET 8. The arena area is empty when Adventurers first enter.

The rooms permanently occupied by the Grand **Matriarch of Harpies** are located at the top of the Harpodrome, on the north side (see the diagram on page 3*). Steep stairs run from both sides of the **Grand Matriarch's** chambers along the interior walls to ground level, where they exit through arches (portcullis are found open on 1d20 rolls GTET 5). The Grand Matriarch's podium and viewing box are at the top of the arena wall on the north side, connected to her rooms by a stair behind the box. The viewing box contains roosting space for twenty Harpies and seats for ten humanoids,

Sixth Circle, Harpodrome



Sixth Circle, Harpodrome

The Harpodrome, continued

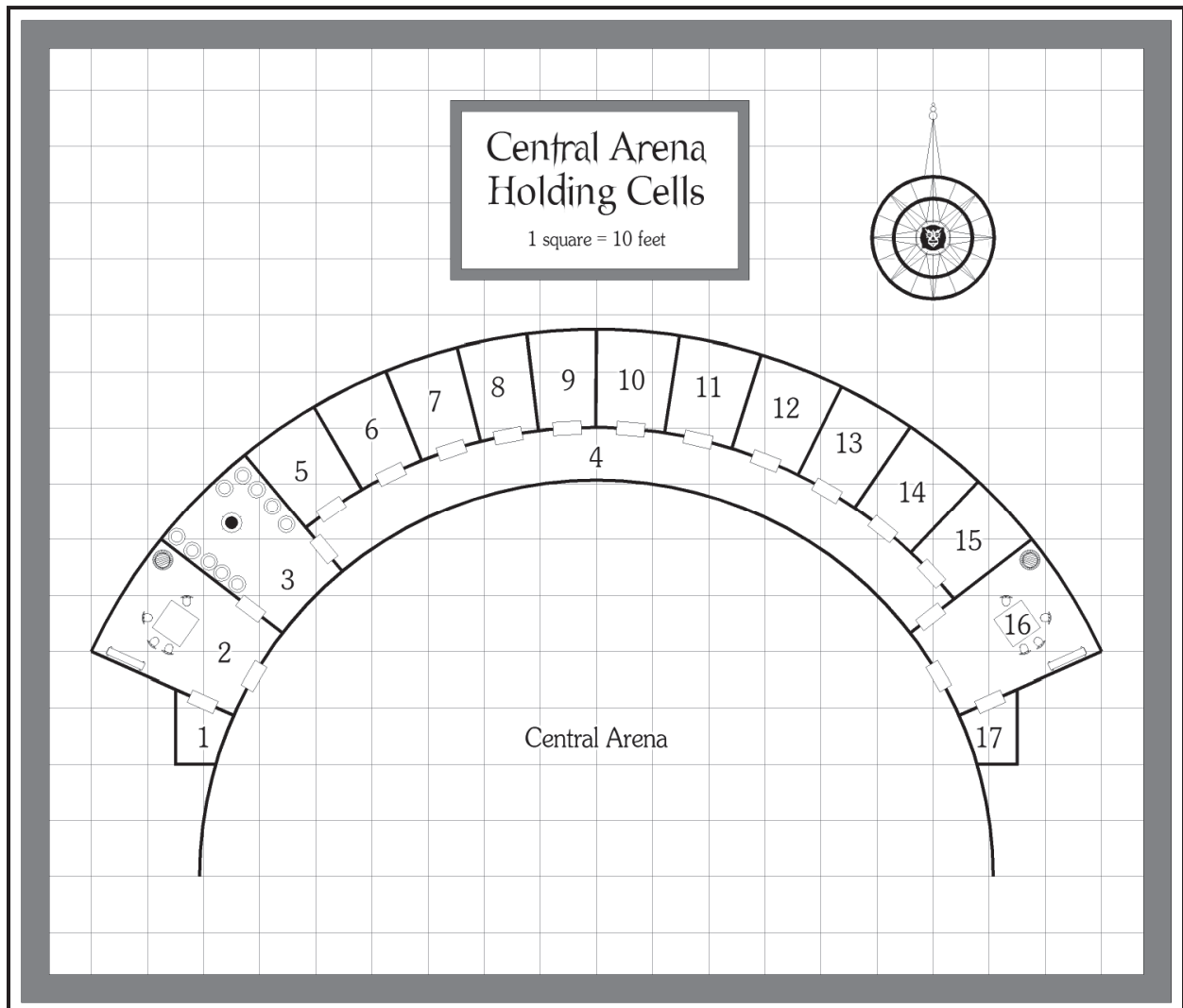
all under a black fabric canopy. The podium is made of black granite and *enchanted* so that every creature in the stands can clearly hear anything spoken at the podium. A black metal bell mounted behind the podium is rung by pulling on a horizontal bar attached to the top; ringing the bell assembles all available Harpies at the Harpodrome. Harpies begin to arrive (by flying) 5 minutes after the bell is rung and 4d20 arrive each minute thereafter until GTET 2500 **Harpies of Hell** are in the stands; when the bell rings GTET 50 **Infernal Hounds** also report to the Central Arena.

Each of the four interior quadrants consist of ten tiers of horizontal roosting bars, each tier 7 vertical FT above

the one immediately in front so that all Harpies have a clear view of the Central Arena and the Podium.

Approaching or Avoiding the Harpodrome

Adventurers who approach the Harpodrome closely enough to see the building, or who enter the surrounding clearing must decide whether to enter the building or bypass it. 2d12 **Harpy Guards** are in, around, and flying over the clearing, of which 1d10 are visible from any given location; 2d10 **Infernal Hounds** are in the area (not including the underground dens), of which 1d4 are **Alpha Males**; 1d8 **Hounds** are visible. Adventurers are stopped by 1d6 **Harpy Guards** and 1d6 **Infernal Hounds** between the clearing's edge and the building. Every person in a group of three or less must have either



Sixth Circle, Harpodrome

Approaching or Avoiding the Harpodrome, continued

a Sixth or Seventh Circle pass to be allowed to pass; no more than one person in a group of four to six may lack such a pass, and no more than two persons in a group of seven or more may lack such a pass. If Adventurers are refused passage, they can retreat to the Wood without incident on 1d20 rolls GTET [34-Will], applying the highest score among them; if they are not allowed to retreat, the Harpies summon 2d10+4 **Type 6D Devils** to take the mortals to the nearest **Diabolic Duke** for investigation. If fighting occurs in the clearing, 1d6 additional **Harpy Guards** arrive each round beginning in the sixth round, continuing for 1d8 rounds; 1d4 **Infernal Hounds** join the combat each round beginning in the ninth round, continuing for 1d8 rounds; an **Alpha Male** joins combat on the twelfth, seventeenth, and twenty-second rounds.

Adventurers who remain in the woods around the clearing succeed in avoiding both Harpies and Hounds on 1d20 rolls GTET [36-Agility], checked against the highest statistic (apply a +4 modifier if *invisible*, *stealthy*, *silenced*, or other precautions are taken to limit detection). If monsters are not avoided, determine the encounter from 1d12: (1-4) 1d8 **Harpies of Hell**, (5-9) 1d8 **Infernal Hounds**, (10-11) 1d6 **Harpies of Hell** plus 1d6 **Infernal Hounds**, (12) Other encounter, see Sixth Circle Encounter Table. Every person in a group of three or less must have either a Sixth or Seventh Circle pass to be allowed to pass; no more than one person in a group of four to six may lack such a pass, and no more than two persons in a group of seven or more may lack such a pass. If Adventurers are refused passage, they can retreat away from the area without incident on 1d20 rolls GTET [34-Will], applying the highest score among them; if they are not allowed to retreat, the Harpies summon 2d10+4 **Type 6D Devils** to take the mortals to the nearest **Diabolic Duke** for investigation. If fighting occurs in the Wood, 1d6 **Harpies of Hell** join the fight in the tenth, fourteenth, and twentieth round.

Central Area Cell Area

1. **West Mechanical Room.** A stone room containing the clutch, chain drum, and winding mechanisms necessary to raise and lower the portcullis between the Central Arena and the West Guard Room (Location #2). A plain unlocked wooden door leads to #2. The room has wall shelves which hold bearing grease, spare chain, some spare tools (wrenches,

mauls, wedges, hatchet, small metal saw), and a few small spare parts for the winch mechanism.

2. **West Guard Room.** A plain stone room with a wooden table, straight-backed chairs, a barrel of beer with ladle, seven pewter mugs, and a long bench. A small brass bell is mounted on the interior wall with a pull cord attached (rung for an escape). The room is occupied by 3 **Type 6C Devils** and an **Odoru**; they are playing cards on 1d20 rolls GTET 6 (distracted). The **Odoru** has keys to each cell; a spare set of cell keys (*invisible*, unknown to Devils) is on a key ring hanging in the back left corner of the room. The portcullis to the Central Area is kept half-open; the door to #1 has no lock; the door to #3 has a metal lock but is found unlocked.
3. **West Kitchen.** A plain stone room with red tile flooring and black walls, with deep troughs along the walls. A metal spigot is on the exterior wall. The room holds ten large wooden vats (raw meats), a small smoldering charcoal pit with a cauldron of thick porridge, three wooden buckets with mops, and four large meat hooks hanging on wall pegs. A small wall shelf has small wooden bowls, a ladle, and a sack of raw porridge mix. The door to #2 has a lock but is found unlocked; the door to #4 is found locked (-5 open lock). The room is occupied by 2 **Type 6B Devils** on 1d20 rolls GTET 9, plus an **Infernal Hound** on another 1d20 roll GTET 14.
4. **Cell Block Tunnel.** A semi circular tunnel with black paving stones, red interior wall, and arched roof. Eleven cells (Locations #5 to #15) of varying sizes line the north side of the tunnel. Each cell has black vertical iron bars (-8 to break), a floor-to-ceiling gate, and a lock (-6 open lock). All locks are found in the locked position. Two male **Infernal Hounds** are in the area on 1d20 rolls GTET 8.
5. **Orc Cell.** This cell contains 4 large Orcs (Warrior L 4/5/5/6, hp16/22/20/26, AC6) named Urgod, Tezwot, Cossbi, Frycox. They only speak Orcish. If set free their reaction is determined by 1d20: (1-12) immediately run away, (13-15) attack the Adventurers to gain weapons (16-20) follow the Adventurers at a distance.
6. **Tiger by the Tail.** This cell contains 3 **Saber Tooth Tigers** (HD8/8/9, hp27/30/28, AC16). If released they immediately attack the Adventurers.

Sixth Circle, Harpodrome

The Harpodrome Central Cells, continued

7. **Empty One.** An empty cell.
8. **Hydra Cell.** This cell contains a juvenile **Six-headed Nemian Hydra** (HD9, hp76 {hp10/head}, AC45, heads regenerate in 1d12 rounds if not cauterized). If the **Hydra** is set free it attacks the Adventurers on 1d20 rolls GTET 11, otherwise runs away.
9. **Empty Two.** An empty cell.
10. **Jailed Thief.** This cell contains **Marlynni**.
11. **Halnott's Cell.** This cell holds Halnott, **Cyclops** (HD8, hp79, speaks Cyclops-Orcish-Giantish). Halnott cooperates with Adventurers of any alignment until the group reaches the inward side of the Seventh Circle; if the Adventurers are majority-evil he remains with them after that point on 1d20 rolls GTET 14.
12. **There Wolf.** This cell holds 5 **Lycanthropes (Wolf)**, HD7/9/7/9/10, disease *lycanthrocism*, save 1d20 GTET [32-Stamina]; names Halycon, Therbrost, Abindat, Lurpandus, Cyrd Saligass) in their wolf form. If the Werewolves are released they attack all good-aligned mortals, otherwise they revert to human form and negotiate. The Werewolves will cooperate to kill the Grand Matriarch and then escape from the area near the Harpodrome but will not accompany Adventurers onto the sands of the Seventh Circle (retreat into the Wood).
13. **Empty Three.** An empty cell.
14. **Manticore Cell.** This cell holds 2 angry **Manticore** (HD8/6, fatal poison {tail stinger}, save 1d20 GTET [30-Stamina], spines paralyze, save 1d20 GTET [32-Stamina]). The **Manticore** attack whomever sets them free.
15. **Empty Four.** An empty cell.
16. **East Guard Room.** A plain stone room with a wooden table, straight-backed chairs, a barrel of beer with ladle, pewter mugs, two wheels of cheese, a cauldron of stew, and a long bench. A small brass bell is mounted on the interior wall with a pull cord attached (rung during an escape). The room is occupied by 3 **Type 6C Devils** and an **Odoru**, plus on

1d20 rolls GTET 12, 2 male **Infernal Hounds**. The **Odoru** has keys to each cell; a spare set of cell keys is on a key ring hanging in the back left corner of the room (*invisible*, unknown to the Type 6C Devils). The portcullis to the Central Area is halfway open on 1d20 rolls GTET 8. The door to #17 has no lock, the door to #4 has a metal lock, found unlocked on 1d20 rolls GTET 9.

17. **East Mechanical Room.** A stone room containing the clutch, chain drum, and winding mechanisms necessary to raise and lower the portcullis between the Central Arena and room #16. A plain unlocked wood door leads to #16. The room also has wall shelves which hold bearing grease, spare chain, some spare tools (wrenches, mauls, wedges, hatchet, small metal saw), and a few small spare parts for the winch mechanism.

Grand Matriarch's Rooms

Determine the initial location of **Grand Matriarch Parkianna** using 1d20: (1-2) Room 2, (3-6) Room 6, (7-12) Room 3, (13-17) Room 4, or (18-20) Room 5. The Grand Matriarch can be identified by her gold neck chain she wears with a gold-sapphire-ruby Harpy amulet (*summon* 1d12 **Type 6D Devils**, 1/day). See the diagram on page 33.

1. **West Entry.** The exterior door is found locked (-5 open lock). The door to the West Roost (Location #2) is always locked (-5 open lock). Treat the two guards as **Harpy Matriarchs**; one guard has keys to both doors.
2. **West Roost.** The door on the west wall leads to #1 (locked, -5 open lock). The wooden door on the east wall leads to #3 and does not have a lock. The room has a grey stone floor, light red painted walls, and a beaten silver ceiling, furnished with a wooden roosting bar attached to the southwest (angled) wall, a low wooden hexagonal table, and two metal chests with padlocks (-6 open lock). A large rectangular red woolen rug is on the floor, oil lanterns mounted on gold brackets are on the north-east-south walls. The first chest is rigged with a double poison needle trap (purple tree *sap*; detect/disarm independently, -8 to find trap, -5 disarm trap). When **Parkianna** is here she is accompanied by three **Harpy Guards**; when she is not here two **Harpy Guards** are present on 1d20 rolls GTET 8.

Sixth Circle, Harpodrome

Grand Matriarch's Rooms, continued

2. **West Roost...**The first chest holds a variety of colorful shirts, blouses, tunics, belts, hats, and scarves sized for Harpies, along with two pairs of silver-turquoise earring (3520, 3711 GP), a 6092 GP gold-pearl pair of earrings, two gold neck chains (850, 1142 GP), a 8120 GP ivory brooch, three 150 GP silver-ivory combs, two silver bladed short swords, a short bow (20 hunting arrows in quiver), an ornate 11,850 GP silver headdress (feathers, plumes, jewels), and four gold figurines of Harpies with obsidian talons and ruby eyes each valued (4350 GP, aura of evil).

The second chest has a slightly recessed wooden cover, and a paralyzing contact poison is spread around the outer edges at the finger holds (effect in 1d10 rounds, persists 1d20*quarter hours, save 1d20 GTET [32-Stamina]). The chest contains six ceremonial vestments tailored for a Harpy, a leather sack holding 3106 SP, a 13,275 GP jeweled ceremonial scimitar, three fine satin sashes sewn in gold trim and diamonds (4106, 4447, 4893 GP), a 48 GP silver bladed dirk in a 110 GP fine silver-ivory scabbard, and a pair of silver gauntlets.

3. **South Entry.** The room has a shiny buffed blue tile floor, blue painted walls, gold murals of Harpies among the Wood, and a gold leaf ceiling. The wooden door leading to the West Roost (Location #2) has no lock; the metal door on the north wall leads to Parkianna's Office (Location #4, always locked, -8 open lock, Parkianna has only key); the wooden door on the east has no lock and leads to #6; the exterior metal door on the south is found locked (-5 open lock). Treat the three guards always stationed here as **Harpy Matriarchs**. When **Parkianna** is here she is accompanied by 1d12 **Harpies of Hell** and 1d3 additional **Harpy Guards** plus on 1d20 rolls GTET 14, 1d3 additional **Harpy Matriarchs** are present.

A circular platform raised 20 inches is in the middle of the room with a roosting bar of solid gold. An overhead metal frame holds purple silk curtains which drape over the roosting bar and form sides around it. A fine red oval carpet is on the floor in front on the circular platform. Large oil lanterns are mounted in wall racks of gold, two each on the west and east walls. A small switch (-10 to find) on

the underside of the roosting bar activates an *illusion* of the sleeping Grand Matriarch (disbelieve 1d20 GTET [35-Will]); when she is not there the *illusion* is operating on 1d10 rolls GTET 8.

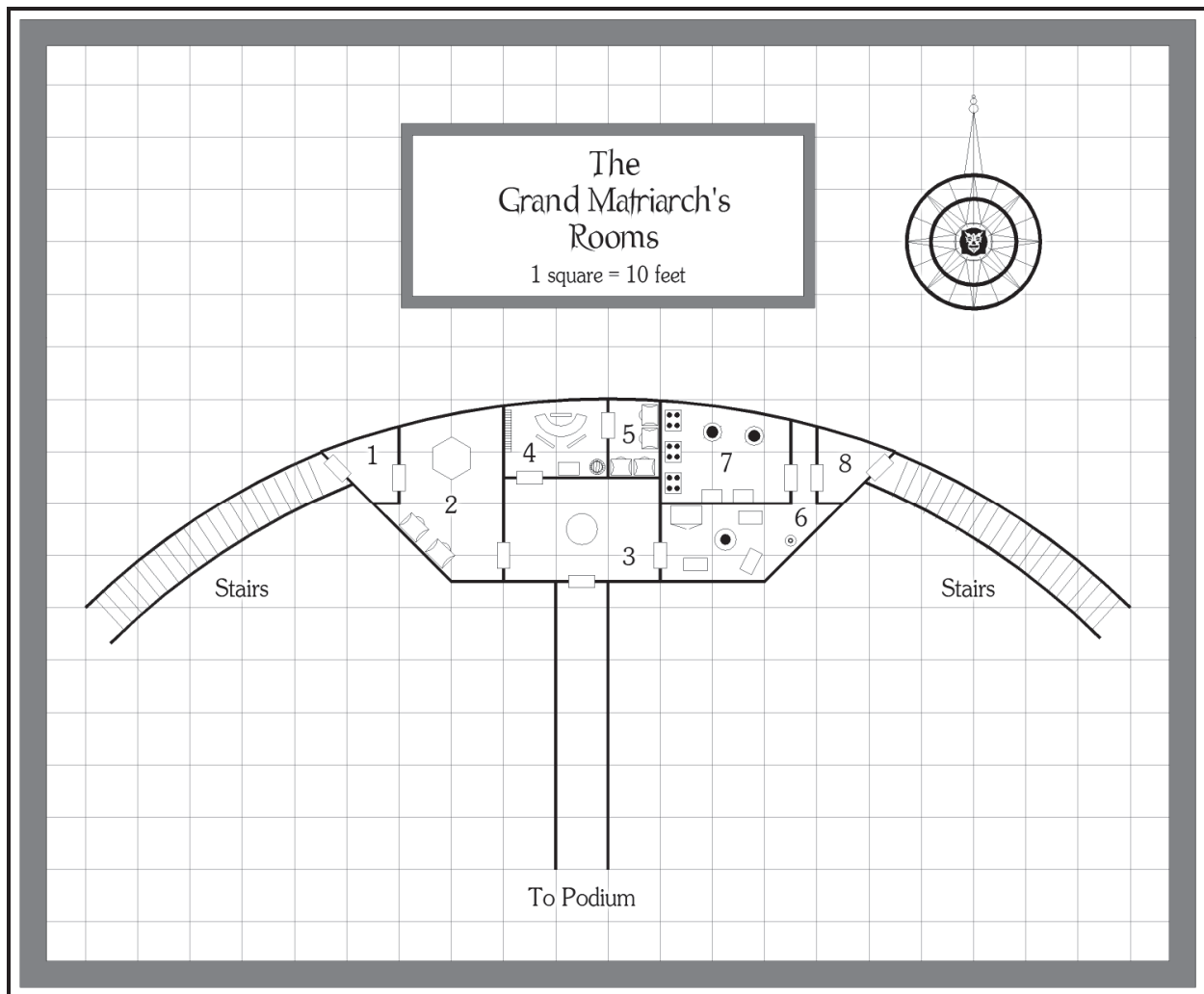
4. **Parkianna's Office.** The door on the south wall leads to the South Entry (Location #3, dwarven lock, locked, -8 open lock, Parkianna has the only key). An *invisible* door (those capable of seeing invisible only succeed in viewing on 1d20 rolls GTET 15) on the east wall leads to the Treasure Shaft (Location #5, recessed into the wall, locked, -12 open lock). When the **Grand Matriarch** is here 1d3 **Harpy Guards** are with her on 1d20 rolls GTET 13, otherwise she is alone. When she is not here the room is empty. The room is furnished with a low wooden perch behind a low semi-circular wooden desk with three shallow [unlocked] drawers, two other floor-mounted perches, an oval green rug, a small sideboard table, a narrow upright bookcase, and a silver cask containing a high quality beer. On the walls are oil portraits (aura of evil) of three past Grand Matriarchs in silver frames.

On the desk are two large pewter steins, a small pewter plate, blank sheets of parchment, a quill pen, a sealed well of red ink, a charcoal drawing stick, and a metal 14-inch ruler. The desk drawers contain a variety of office supplies plus an 800 GP silver signet ring (Harpy over arrow, aura of evil), 22 GP, a *brass whistle* (summons 1d12 **Type 6C Devils**, 1/day, aura of evil), a *crystal ball* (limited to scrying locations in the Wood of Suicides) and a thin leather-bound booklet with many individual entries written in Infernal Cant (a personal journal).

On the sideboard table are two 200 GP crystal decanters with a honey-brown liqueur, four 20 GP crystal goblets, a 3800 GP silver-faced mechanical clock (gold winding key), two 50 GP large gold candlesticks, and a wooden book stand holding a very old leather-bound copy of "*Praises of Amayon*" (17,500 GP, Infernal Cant, all pages stamped in gold, aura of evil).

The narrow bookcase has three shelves. Two shelves are filled with notebooks and ledgers which record the souls assigned to the Wood of Suicides (in Infernal Cant). One shelf holds 30 books: ten about the history of Harpies, three blank, four about fine jewelry (one is a *Libram of Skill*: jeweler),

Sixth Circle, Harpodrome



Grand Matriarch's Rooms, continued

4. **Parkianna's Office**...two about birds in different regions of the Material Plan, three about the training of canines (one is a *Libram of Skill*: canine trainer). The remaining books are a *Codicil of Spell Observation*, *Handbook of Life Experiences*, *Geas Tome* (save 1d20 GTET [42-Level-Will], the reader is commanded to immediately go break the *Seals of Morcanorix* which confine **Luthahoedl**, the Vampire Lord of Ardelmar), *Tome of Fumbling* -2, *Cure Tome*, *Hag's Tome*, a *Good Book* (perm. Hp+2, AC+2, saving roll +2), and a *Body Wasting Tome*.
5. **Treasure Shaft**. The door from Parkianna's Office (Location #4) opens to air, the grey slate floor is 40 FT below the door lintel. A first layer of illusion

(disbelieve 1d20 GTET [34-Will]) makes this area appear to be an empty room with a normal floor, level with the door; persons who believe the illusion and enter the 'room' avoid falling on 1d20 rolls GTET [36-Agility]. After the first illusion is penetrated, a second illusion makes the shaft appear to drop out of sight with no bottom (disbelieve 1d20 GTET [30-Will]). When the second illusion is penetrated it can be seen that there are four metal chests, two sacks, and four Harpy skeletons at the bottom of the shaft. An *invisible* metal hook (large/sturdy) is fastened into the ceiling 8 FT out from the door and centered. If the Grand Matriarch is here, she is alone; when she is not here the room is empty.

The Harpy skeletons are across the tops of the metal chests. They *animate* and attack if any good-aligned

Sixth Circle, Harpodrome

Grand Matriarch's Rooms, continued

5. **Treasure Shaft...** person is within 15 FT (**HD2 Skeleton**). The first sack is tied shut with thick leather straps; inside are 600 GP, two rubies (1750, 3436 GP), a leather *Cap* AC+8, leather *Neck Guard* AC+6, full *Leather Armor* AC+10, steel *Gauntlets* AC+8, chain mail waist skirt, scale mail leg protection, a *Scabbard of Repair* AC+4, and a *Verathan's Shield* (opponent weapon breaking); all armor is sized for a Human. The second sack is tied shut with silver metal chains; inside are an open faced helm (appears as AC+10; actually is a *Helm of Strangulation*), chain mail neck protector, chain mail shirt (appears as AC+15; actually is *Armor of Vulnerability*), a set of leather bracers (appears as AC+12; actually are *Bracers of Palsy*), a pair of steel gauntlets (appears as Gauntlets of Flames; actually are *Klutz Gauntlets*), steel leg protection (appears as AC+15; actually are *Poisoned Armor*, fatal, save 1d20 GTET [30-Stamina]), *Blanket of Devouring*, black leather calf-length *Boots of Chaining*, and a hooded black *Cloak of Incorporal Attraction*.

The first chest (locked, -10 open lock) contains 4500 GP, 182 platinum pieces, seven 400 GP wide gold bowls, nine 320 GP golden-topaz goblets, four 40 GP gold candlesticks, two 900 GP gold platters with fine engravings, two gold-ruby rings (3100, 4204 GP), five 600 GP silver-pearl rings (two, aura of evil), two silver neck chains with platinum-jade amulets (1877, 2139 GP), four 1000 GP gold brooches with obsidian Harpies on the cover (aura of evil), and two GP gold chain link belts with adamantite-ivory clasps (2106, 2328 GP). Hidden (-6 to find) under the leather lining of the chest's lid is a spell scroll (*stuns a Mummy King* 1d10+2 rounds, 50 FT, save 1d20 GTET 18).

The second chest (locked, -10 open lock) has a crushing device (-8 find trap, -6 disarm) which contains a *Spell Holding Marble* (summons 5x HD4 **Gargoyles** and 3x HD5 **Gargoyles**). The chest contains a *Hammer of the Dwarven Heroes* +1, *Gnome Military Pick*, *Elven Dagger*, an *Endless Bag of Shot*, a rod which expands to become a Hero's *Quarterstaff*, 20x *Backbiting Arrows*, a *Short Sword* +2 (Self Striking), a *Flail* +2 (aura of evil, Self Binding), a *Returning Knife* +1 (strikes thrower on return, avoid 1d20 GTET [24-Agility]), green leather *Boots of Jig Dancing*, a mottled camouflage *Arrow Proof Cloak*

AC+6, a *Caprihorn's Cloak* (**Giant Boar**), a *Girdle of Strength*, and a *Girdle of Foolish Courage*.

If the second chest is moved...underneath is a stone panel that lifts (-8 to find) out to reveal a rectangular hole holding a rusted metal box (good persons are *compelled to not touch* the box, save 1d20 GTET [34-Will]). Inside the (War) *Hammer of Murchadh* is wrapped in protective oilcloth (artifact).

The third chest (locked, -8 open lock) is fitted with a cylinder of strong sleeping gas (1d12 hours, save 1d20 GTET [34-Stamina]; -12 find trap, -8 disarm). A small stud in the chest cover lifts off a spring-mounted switch unless the key is turned one-third rotation past the position necessary to unlock it. The chest contains a battered leather two-man tent (*Tent of Wonders*; on Gehenna fails to operate on 1d20 rolls GTET 12, checked per use), a pair of *Spikes of Great Climbing*, a small *Magic Mirror*, a *Pitcher of Thirst*, a *Fool's Deck of Cards*, an *Enchanted Pot* (self heating), *Dictatum's Pencil*, and a *Bag of Thief Grabbing*.

If the third chest is moved...underneath is a stone panel (-5 to find) with a metal panel beneath it. The metal panel has a lock (-8 open lock) and connected to a powerful Leyden jar that delivers hp2d8 electrical damage if an Adventurer fails to pick the lock (half damage on 1d20 GTET [30-Stamina]). Beneath the metal plate is found a finely-made 328 GP teak wood box with gold hinges and a gold latch; inside is *Margood's Book* (neutral artifact).

The fourth chest (locked, -8 open lock) contains 2500 SP and 1000 GP. The coins cover (-10 to find) a large conch sea shell with its open end sealed with red wax; the shell holds loose gems: eight amethysts (each 1d100*1d10*20 GP), two aquamarine (2200, 2800 GP), a 1230 GP beryl, eleven garnets (each 1d100*1d12*10 GP), nine pieces of polished jade (each 1d100*1d8*10 GP), four lapis lazuli (722, 917, 1142, 1952 GP), seven opals (each 1d20*400 GP), three diamonds (3100, 3820, 4470 GP), and four rubies (8183, 9622, 10,639 GP).

6. **Drinking Room.** The wooden door on the west wall leads to the South Entry (Location #3) and is unlocked. The door to the East Entry (Location #8) is always locked (-8 open lock). The door to the Kitchen (Location #7) has no lock.

Sixth Circle, Harpodrome

Grand Matriarch's Room, continued

6. **Drinking Room...** The floor is a yellow tile with white-and-yellow walls and a light green ceiling. Two tapestries of Harpies flying over the Wood are mounted on each of the north and south walls (250 GP each). The room contains three low rectangular tables (no chairs), each table set for ten with 500 GP place settings of gold, a marble fountain, a large silver urn on a metal stand (good quality red wine), two large pewter casks (good quality beer), silver baskets on each table filled with breads, and an upright wood cabinet holding 20 crystal goblets at 25 GP each, six 42 GP fine china serving dishes edged in gold, and four crystal decanters 70 GP each. When the **Grand Matriarch** is here, she is accompanied by 1d6 **Harpy Matriarchs**, 1d6 **Harpy Guards**, and 1d10+10 **Harpies of Hell**. When she is not here the room is occupied by 1d8 **Harpies of Hell** plus on 1d20 rolls GTET 13 there are 1d3 additional **Harpy Guards**.
7. **Kitchen.** The wood door to the Drinking Room (Location #6) has no lock. The floor is white tile, the walls are painted light blue, and the ceiling is painted aquamarine. The room is furnished with three low stoves, two ovens, and two fire pits heating great copper cauldrons. Along the south wall are three wet sinks (2 hot, 1 cold) continually fed from pipes along the wall. Two rectangular wood tables are in the center of the room. Along the north wall are a barrel of water, 2 barrels of beer, 2 barrels of dried beans, a barrel of uncooked rice, a large vat of yams and potatoes, a vat of red and yellow onions, a wooden box of turnips and carrots and greens, a wooden box of green and red grapes, and a wooden box of cucumbers and squash. On wall shelves around the room are 6 clay pots of flour, 4 clay pots of sugar, a pot of corn meal, 3 clay pots of honey, 2 clay pots of oatmeal, a pot of salt, a pot of brown sugar, 3 vials of paprika, a metal tin of garlic cloves, 4 vials of ground black pepper, 2 vials of mustard, a vial of dill, 5 vials of thyme, 10 loaves of bread, a box of muffins, and a box of thin crackers. The cooks are five ordinary **Harpies of Hell**.
8. **East Entry.** The exterior door (-5 open lock) is found locked. The door to the Drinking Room (Location #6) is always locked (-5 open lock). The room is always occupied by two guards (treat as a **Harpy Matriarch**); one Harpy has keys to both of

the doors in this room.

Entering the Seventh Circle

The inner quarter mile of the Wood is the transition zone between the Sixth and Seventh Circles. The trees and thorn vines become more spread out, and movement is less difficult. There are fewer encounters or rain showers of blood. The overhead clouds begin to thin, until at the border there are no clouds at all but a clear red-tinged sky. The temperature gradually heats up as Adventurers approach the border, reaching a sweltering 110 degrees. More and more sand mixes with the dark packed dirt under foot, slowly lightening in color until at the border the ground is nearly all a tan-colored sand. There are no physical barriers between the Circles, nothing preventing Adventurers from walking out into the sandy waste.

Encounters on the Sixth Circle

Make an encounter check for every three quarters of a mile Adventurers travel along the inner or outer perimeters of the *River of Blood*, or for every hour they spend stopped in the same location. If an encounter is indicated, determine the result from the River of Blood Encounter Table on page 36.

Make an encounter check for every half-mile Adventurers travel through the *Wood of Suicides*, or for every hour they spend stopped in the same location. If an encounter is indicated, determine the result from the Wood of Suicides Encounter Table on page 36.

A **Diabolic General** travels with 1d3+2 **Hulden**, 1d6+4 **Oduru**, two squads of **Ladatajas**, two squads of **Centaur of Hell** Lancers, a squad of **Minotaur** Axemen, and 1d6 **Zoybim**. They are accompanied by 1d12 additional creatures, each specific creature determined using 1d20: (1) Alpha Male Hound, (2) Medusae, (3) Infernal Minotaur, (4) Efreet, (5) Centaur of Hell officer, (6) Harpy of Hell Guard, (7) Harpy of Hell Matriarch, (8) evil Elven Sage, (9) evil Human Minstrel, (10) Berg Troll, (11) Ettin, (12) Cyclops, (13) Mountain Giant, (14) Black Annis, (15) Dwarf Warrior L1d6+10, (16) evil Human Priest L1d6+8, (17) Gnome Rascal L1d4+9, (18) Dwarf Crusader L1d3+9, (19) Elven Fire Wizard L1d3+8, (20) Human Shaman L1d4+10.

A **Diabolic Duke** travels with 1d6+2 **Hulden**, 1d10+4 **Oduru**, two squads of **Ladatajas**, two squads of

Sixth Circle, Encounters

River of Blood Encounter Table

Choose Row using 1d12	Choose Column using 1d8			
	1-2 on 1d8	3-4 on 1d8	5-6 on 1d8	7-8 on 1d8
1	1d10 Giant Beetles	1d12 Blood Leeches	1d6 Ordinary Devils	1d6 Infernal Hounds
2	1d6 Giant Musk Beetles	1d20 Canines	1d6 Ordinary Devils	1d8 Infernal Hounds
3	1d6 Giant Rifle Beetles	1d12 Giant Poison Frog	1d8 Ordinary Devils	1d8 Infernal Hounds
4	1d12 Giant Crocodiles	1d10 Stool Fungus	1d8 Ordinary Devils	1d10 Infernal Hounds
5	1d12 Giant Crocodiles	1d20 Minotaur	1d6 Common Devils	1d6 Type 5D Devils
6	1d100 Flesh Flies	1d8 Stymphallian Birds	1d6 Common Devils	1d6 Type 5E Devils
7	1d100 Flesh Flies	1d3 Manticore	1d8 Common Devils	1d6 Type 6A Devils
8	1d100 Flesh Flies	1d3 Black Wyverns	1d8 Common Devils	1d8 Type 6A Devils
9	2d20 Snake Flies	Three-Headed Hydra	1d10 Common Devils	1d6 Type 6B Devils
10	2d20 Snake Flies	1d3 Evil Wizards	1d4 Specters	1d8 Type 6B Devils
11	1d20 Water Scorpions	1d6 Evil Crusaders	1d4 Wraiths	1d8 Type 6C Devils
12	1d12 Mud Snakes	1d8 Evil Priests	1d3 Spirits	Diabolic General

Wood of Suicides Encounter Table

Choose Row using 1d12	Choose Column using 1d			
	1-2 on 1d8	3-4 on 1d8	5-6 on 1d8	7-8 on 1d8
1	1d12 Harpies of Hell	1d12 Infernal Hounds	1d8 Ordinary Devils	1d4 Oduru
2	1d12 Harpies of Hell	1d12 Infernal Hounds	1d8 Ordinary Devils	1d5 Hulden
3	1d12 Harpies of Hell	1d12 Infernal Hounds	1d8 Ordinary Devils	1d10 Ladatajas
4	1d12 Harpies of Hell	1d12 Infernal Hounds	1d8 Ordinary Devils	1d6 Type
5	1d12 Harpies of Hell	1d12 Infernal Hounds	1d6 Common Devils	1d6 Type 6A Devils
6	1d12 Harpies of Hell	1d12 Infernal Hounds	1d6 Common Devils	1d6 Type 6B Devils
7	1d12 Harpies of Hell	1d12 Infernal Hounds	1d8 Common Devils	1d6 Type 6C Devils
8	1d8 Fungus Beetles	1d12 Poison Spiders	Poison Mold	1d6 Type 6D Devils
9	3d20 Hell Rats	1d6 Lamia	2d20 Stigae	1d8 Type 6E Devils
10	1d10 Hell Owls	1d6 Basilisk Lizards	Green Dragon	1d6 Type 7A Devils
11	1d10 Hell Boars	1d10 Minotaur	1d3 Chimera	1d6 Type 7B Devils
12	Anger Flowers	1d12 Minotaur	Diabolic General	Diabolic Duke

Sixth and Seventh Circles

Sixth Circle Encounters, continued

Centaur of Hell archers, two squads of **Harpy of Hell** scouts, and 1d12 **Zoybim**. Two **Common Trolls** wrangle 1d12+4 **Infernal Hounds**. They are accompanied by 1d12 additional creatures, the specific creature determined using 1d20: (1) Alpha Male Hound, (2) Medusae, (3) Infernal Minotaur, (4) Efreet, (5) Centaur of Hell officer, (6) Harpy of Hell guard, (7) Harpy of Hell Patriarch, (8) Black Annis, (9) Lycanthrope {Rat}, (10) Lycanthrope {Boar}, (11) Ogre, (12) Troll, (13) Djinn, (14) Human Water Wizard L1d6+9, (15) Dwarf Earth Wizard L1d6+9, (16) Gnome Shaman L1d6+8, (17) Human Rascal L1d4+8, (18) Dwarf Warlock L1d6+10, (19) Gnome Priest L1d6+8, (20) Half-Elven Crusader L1d4+9

Seventh Circle of Hell, the Desert of Fire

Diabolic Prince.....	Amayon
Blazon	3 Fires, Tree, Yellow Field
Diabolic Dukes....	Barbatos, Merihen, Qandisa
Diabolic Generals	Asaqq, Furfir, Guzalu, Osse
Devils	Common, Ordinary, Huldén, Odurus, Ladatajas, Zoybim, Types 7A to 7E
Notable.....	Mummy Kings, Mummy Queens
Sins and Punish...	Sins against Nature (run across hot sands), Sins against Nature and Art (stand naked, chained in place), Sins against God or Gods (chained naked on backs in hot sand)
Environment.....	Hot Desert
Challenges.....	Extreme Heat, Rain of Fire, Eruptions of Fire, High Cliff
Size.....	Torus, Outer Circumference 200 miles, Inner Circumference 105 miles, Outer Radius 33 miles, Inner Radius 13 miles, Width 20 miles

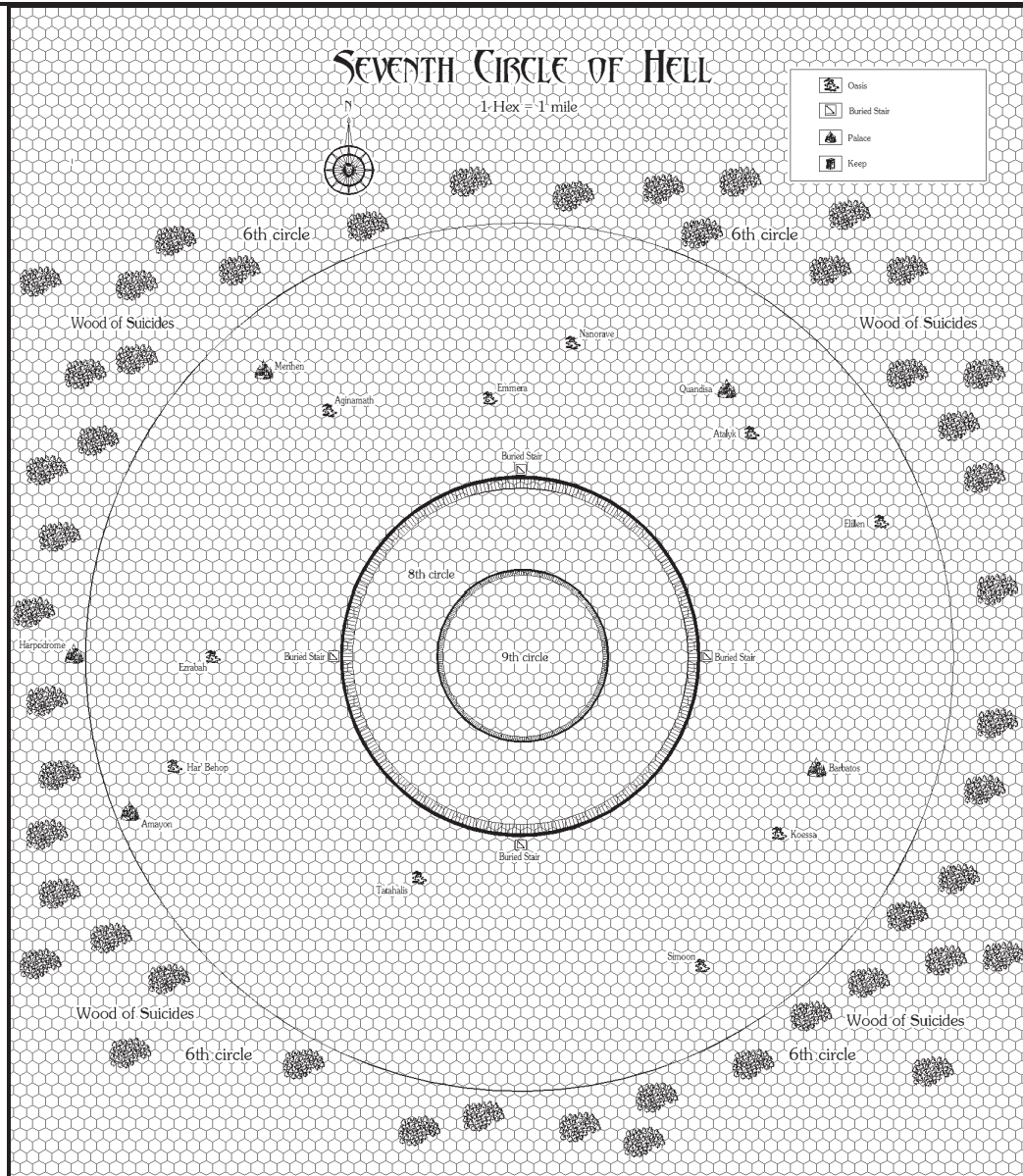
The Seventh Circle is a circular band 20 miles across

with an outer circumference of 200 miles and an inner circumference of 105 miles. See the map on page 38. At the outer border the trees and thorn vines of the Sixth Circle become very spread out so that by a quarter mile into the sands they are completely gone. The ground underneath one's feet is tan-colored sand mixed with darker dirt, by a hundred yards into the desert the ground is completely covered in a fine yellow-tan blowing sand. The clouds are greatly thinned to only a few widely scattered white puffs in an otherwise clear red-tinged sky, and those few clouds do not survive far out into the desert. There is no shade anywhere on the Circle. A steady rain of orange-red tongues of fire falls from the sky with each individual tongue twisting and moving about as it slowly falls; the density of the fall is such that each square-foot of the Circle is hit by a tongue of fire about every 15 minutes.

The temperature at the inner and outer borders is a sweltering 110 degrees, which gradually increases as the Adventurers move toward the Circle's center; the central interior temperatures are 125 degrees. The desert is well-lighted by a strong but diffuse light whose source is in the clear red sky, so that very faint shadows surround each object. Along the inner and outer border are slight sluggish breezes but throughout most of the Circle there is no air movement and the air just hangs. Temperatures above the ground increase 1 degree every 10 feet to an altitude of 250 FT.

The outer 3 miles of the Circle have no free standing liquids. Between 3 and 5 miles into the desert small thin ribbons of blood bubble out of the sand about every 500 FT, forming pools 3-4 FT across; the pools flow inward 30-50 FT before being absorbed back into the sand. From 5-10 miles into the desert from the outer border, the pools reach 10 FT across, the flow inward is 200-300 FT before being absorbed. Between 10-20 miles into the desert from the outer border the pools reach 50 FT across, the flow inward is in ribbons that flow to the end of the sand and continue shallow trenches over bare rocks, to disappear over the edge of the inner chasm. The stream's surfaces give off a light red mist and the odors of a stockyard. Mortals drinking from these streams experience a bitter taste, suffer immediate hp 1d2 damage/drink (acid), and experience 1d6 days *anemia* (save 1d20 GTET [28-Stamina]). Mortals who lightly wash in the streams immediately experience 1 hour skin numbing (save 1d20 GTET [28-Stamina]); those who immerse themselves or wash in the stream for an extended period experience hp1d8 skin damage due and develop the disease leprosy

Seventh Circle



Seventh Circle, continued

(save 1d20 GTET [33-Stamina]). Periodically Adventurers see plumes of red-orange-blue fire erupt from the sand in a 25 FT tall jet, burn intensely for 30 seconds, then disappear. Each fire is accompanied by an intense burst of sulphur dioxide (rotten egg) gas which wafts across the desert. Jets occur about 200-400 FT apart. Each Adventurer may be affected by a fire eruption every quarter hour, an eruption occurring on 1d20 rolls GTET 15. An affected Adventurer suffers hp1d4 from the hard flung sand, suffers hp1d10 fire damage (avoid 1d20 GTET [34-Agility]), and is knocked to the ground.

The sound of the gas explosion stuns each nearby mortal for 1d12 rounds (save 1d20 GTET [26-Stamina]); they suffer 1d8*15 minutes deafness on saving rolls of 1.

Souls who have sinned against the Deities lay naked stretched on their backs on the sand, constrained by thick metal wrist and ankle chains fastened to heavy wooden stakes so that they cannot move. Souls who have sinned against both Nature and Art are naked and stand on the sand with an iron collar around their necks and 3 heavy chains fastened to heavy wooden stakes so that they have little freedom of movement. Souls who have sinned against Nature only are permitted a very

Seventh Circle

Seventh Circle of Hell, continued

thin linen shift or blouse and continually run across the sands in troops of 50 to 100, accompanied by 1d8 Devils with whips and chains; the devils maintain the troop's running speed commensurate with the soul's guilt; the running Manes are unarmed. Adventurers should not be troubled by chained souls but may be attacked by troops of running souls; five such troops are encountered in every hour of travel; a troop (and its accompanying Devils) attack when Adventurers are within 100 FT (1d20 roll GTET 8).

Adventurers move across the sand at sixth-tenths of a mile per hour (taking 33½ hours to cross the Circle). Due to the sameness of the desert, determine whether Adventurers become lost after each half-hour of travel across the Circle. For additional information, see the 'lost' section in *Gehenna Primer*.

Weathered 10 FT tan stone obelisks stand in the desert one hundred yards (300 FT) from the outer border. Each sits on a red sandstone square stone pad. Inscribed on the outer face are arrows pointing north (clockwise) and south (counterclockwise). The obelisk along the west radius line of Hell is marked with the words 'Merihen, Quandisa' above the north arrow, 'Amayon, Barbatos' above the south arrow (the wording will require adjustment depending on where along the outer border Adventurers actually cross into the Circle). The palace of Merihen, Diabolic Duke, is located 23 miles to the north (clockwise direction) of the west radius, 4 miles into the desert. The palace of Quandisa, Diabolic Duke, is located 70 miles to the north (clockwise direction, northeast quadrant) of the west radius, 16 miles into the desert. The palace of Amayon, Diabolic Prince, is located 20 miles to the south (counterclockwise direction) of the west radius along the outer border, the grounds partly in the Sixth Circle and partly in the Seventh Circle. The palace of Barbatos, Diabolic Duke, is located 85 miles to the south (counterclockwise direction, southeast quadrant) of the west radius, 11 miles into the desert.

The sandy desert begins to give way to stony gravel then bare rock beginning a quarter mile from the inner border, so that a one-eighth mile ring of stone surrounds the inner rim. The Eighth Circle lies at the bottom of a 1500 FT cliff, which curves back under on itself; the stone is very smooth and is considered very difficult to impossible to climb down. The Diabolic Earl, Geryon, rules the cliff and controls movement from the Seventh to the Eighth Circles.

Four Hidden Stairs are located on the inner border of the Circle, at the North, East, South, and West compass points. Each stair is a circular metal stair, 30 FT in diameter, in a straight vertical shaft, with a horizontal shaft at the bottom leading inward to the cliff face. The stairs are found inside domed buildings buried in the sand, only the top 3 FT of each dome showing. The door into each building is buried 12 FT under the sand. A secret door in the shaft of the West Stair leads to Geryon's treasure trove.

Free Movement and Combat

Mortals must have the permission of Prince Amayon or one of the Seventh Circle Dukes of Hell (Merihen, Quandisa, or Barbatos) to travel across the Circle freely, otherwise they must be escorted by at least an equal number of **Ladatajas**+1d6. Mortals given permission to travel must wear a badge shaped like a blue shield bearing 3 red tongues of fire over a black tree. **Devils** who encounter mortals demand to see their Passes; if passes are produced the mortals are allowed to continue. No mortal in a group of LTET 3 may lack a pass, one mortal in a group of 4-8 may lack a pass, two mortals in a group of 9-15 may lack a pass, and three mortals in a group of GTET 16 may lack a pass. **Devils** decide to send 1d10 **Ladatajas** to accompany mortals to their stated destination on 1d20 rolls GTET 14; this is *not a request* and may not be refused by the mortals.

Mortals lacking a sufficient number of passes may attempt to persuade (bluff) **Devils** to allow them to pass on, succeeding on 1d20 rolls GTET [45-Level-Will]; persons suffering from heat effects apply a -5 modifier; persons suffering from heat exhaustion apply a -10 modifier. If no person among the group has the appropriate pass, apply a -5 modifier. All mortals in a group lacking a sufficient number of passes are sent to the nearest Diabolic Duke for judgment. A likely punishment is 2d100 years standing naked, chained in place in the desert, after which Amayon returns them naked to a desert location of his choosing on the Material Plane.

If fighting occurs, Devils will call for reinforcements after: six of their number have been wounded, two of their number are killed, or they have absorbed a total GTET hp 150 damage. 1d6 **Oduru** and 2d20 **Ladatajas** arrive 1d12+4 rounds after being summoned; if needed, an additional 1d12 **Ladatajas** may be summoned.

An individual **Devil** retreats when brought to LTET 8hp. All **Devils** retreat for 1d100 minutes after eight of their

Seventh Circle

Free Movement and Combat, continued

number has been killed (including reinforcements); double the original number subsequently return to seek the Adventurers. A **Devil** who retreats does not inform their superiors of the encounter for 2d12 hours. Any subsequent hunt (double the number of encounter checks, a group of **Devils** is encountered on 1d20 rolls GTET 7) for the Adventurers is confined to the Sixth and Seventh Circles, and between the outer border of the Eighth Circle and the first (outer) trench.

Heat Effects

Adventurers lacking innate or enchanted protection against (natural) high temperatures while crossing the Circle may be affected by the extremely high temperatures. Each person of average (13-14) Stamina requires one-third gallon of water/hour to drink to remain healthy; persons of Stamina is LTET 9 require three-quarters gallon; Stamina 10-12 requires a half-gallon, Stamina 15-18 requires one-quarter gallon; those of Stamina GTET 19 requires one-sixth gallon/hour. Adventurers wearing chain mail require an additional sixth-gallon of water per hour, those wearing plate mail require an additional quarter-gallon/hour. Alcoholic drinks count as half their equivalent volume of water. Potions count as double their equivalent volume of water. Sleeping persons require only one-third the water as do those awake but must drink it all either immediately before or after sleeping. Missed water rations can be made up but require an additional 25% volume of water. Those who drink GTET 1 gallon of water/hour become sick and vomit back all the water (1½ gallons for Dwarves, save 1d20 GTET [28-Stamina]).

Beginning in their fifth hour in the desert each person

Games Master Note: Because the amount of water consumed is very important to avoiding heat-related effects, each Adventurer should be required to declare the amount of water they currently have and will carry before entering the desert. They must demonstrate adequate carrying capacity (canteen, bota, flasks, jugs, etc.) for the volume of declared water. Water weighs 7 pounds per gallon.

runs the risk of heat-related illness (Dwarves at risk in their ninth hour), suffering heat exhaustion (save 1d20 GTET [24+{½*hours}-Stamina], checked hourly; apply a -1 penalty for every hour in Adventurers did not re-

ceive their full required water ration. Persons with *enchanted protection against heat*, such as potions, balms, salves, cloaks, etc. are not subject to heat exhaustion while the protection is in effect.

Protection from the Rain of Fire

Mortals crossing the Circle while lacking physical or enchanted protection against the continuous rain of enchanted fire are vulnerable to fire damage. Ten tongues of fire per hour (one every 6 minutes) may land on each Adventurer, at hp1d4/tongue; fire is avoided on 1d20 rolls GTET [28-Agility]. An ordinary wood (or wood and leather) shield held overhead is destroyed on 1d10 rolls GTET 10-{number of tongues of fire}, checked after every tongue of fire not avoided. An enchanted wood shield protects against 1d10+{AC enchantment} tongues of fire, thereafter being destroyed on a 1d20 roll GTET 20-{number additional tongues}.

Adventurers who continually hold a medium-sized metal shield over their head are subject to only 6 tongues of fire per hour; those who continually hold a large-sized metal shield over their head are subject to only 3 tongues of fire per hour. An ordinary metal shield is destroyed on 1d20 rolls GTET [40-hours exposure]; the 'clock' is reset if the shield is not subject to the rain of fire for at least 2 hours {for example, by being buried in sand}. An enchanted metal shield is destroyed on 1d20 rolls of 1, checked hourly beginning after 12 hours of exposure.

Mortals may improvise, construct, and carry a protective canopy overhead, supported by poles. They must describe the materials available to construct the canopy, what poles are used, and have sufficient amounts of a suitable material. A canopy is bulky and cannot be readily maneuvered to avoid the falling tongues of fire. Simple cloth is destroyed in 3d12 minutes; canvas is destroyed in 3d12+15 minutes; leather is destroyed in 3d12+45 minutes; treat ordinary wood as a wooden shield. Weapons such as javelins, spears, halberds, lances, etc. can be used as temporary poles, but these are not available for combat until they are disengaged from the canopy material.

Any person carrying a canopy must have their hands free, weapons and shield cannot be in-hand. Adventurers carrying a canopy move at one-third mile/hour through

Seventh Circle

Protection from the Rain of Fire, continued

sand. Persons carrying the canopy are subject to only 1 falling flame each per hour.

The fatigue associated with continually holding a shield or carrying a canopy must be addressed; there is no protective benefit if the Adventurer falters, including lowering the shield for combat or dropping the canopy. An Adventurer must succeed on a 1d20 roll GTET [30-Strength] to continue holding their shield overhead, checked every 15 minutes; the arm must rest for [35-Strength] minutes. An Adventurer whose arm is tired may switch their shield to their off-arm, applying a roll GTET [34-Strength] per quarter-hour to continue using that arm, needing rest of [38-Strength] minutes after that arm tires. Carrying a canopy is a two-handed activity, when the arms become fatigued an Adventurer must rest, and cannot simply switch arms. Adventurers quaffing potions of *strength*, *fatigue banishment*, etc. (including balms and salves, etc.) are not subject to Strength checks for the duration of the potion. Adventurers forced to fight with their weapon and shield carried and worn in the off-hand position apply a -4 modifier to combat, have their effective AC reduced by 6 points, and their attacker gains a +1 roll modifier.

Sand Shelters

Sand shelters whose roof is at least 1 FT thick provides complete protection against the falling tongues of fire, although not against the pervasive heat. The construction of an adequate sand shelter requires digging tools, sturdy tents or tarps, and thick supporting poles. Assuming the tools and physical materials are present, construction of an adequate sand shelter requires 15 minutes per occupant; the shelter subsequently collapse on 1d20 rolls GTET [42-Level-Intelligence], checked hourly. An Adventurer escapes a collapsing shelter on 1d20 rolls GTET [26-Agility]; a trapped person suffers hp1d6 from the collapse and frees themselves on 1d20 rolls GTET [42-Agility-Strength], checked every 5 minutes. Except for mattocks or picks, weapons are not considered adequate digging tools.

Mirages

Mortals who have been in the desert GTET 4 hours may suffer from mirages. Mirages may be of oases and trees, persons, monsters, objects, roads, buildings, weather [e.g. sandstorms], or of figures and apparitions com-

pletely inappropriate to the environment. The person suffering from the mirage does not [cannot] question their reality and cannot be dissuaded from pursuing them. An individual suffers 1d3 mirages in the subsequent hour unless succeeding on 1d20 rolls GTET [18+ {number hours exposure to heat}-Stamina-Will], checked hourly; Dwarves apply a +6 roll modifier, Elves apply a +10 modifier. Persons who have not had their full water ration apply a modifier of -(2*number of hours since full water ration). Persons suffering heat exhaustion apply a -12 roll modifier (a person suffering heat stroke lacks the capability to chase after their mirages). A mirage appears 3d100+100 yards in a random direction from the affected person; the victim has an overpowering urge to run toward the mirage, treating it in all ways as real, save 1d20 GTET [25+{number hours exposure to heat}-Will].

The Ten Oases

There are ten Oases located in the sands of the Seventh Circle. Each Oasis is about 200 yards long by 70 yards wide, contains large pools of cool, clear, potable water (although the binding effect remains) and has shady palm trees. Typical structures include a Funerary Temple, a six-story stone Sphinx, an obelisk monument, and an underground Tomb. The rain of fire does not fall on the oases and the interior temperatures are 90 degrees. Each oasis is ruled by a Mummy King or Mummy Queen. Mortals may be aware of the oases due to Erichtho's doom (spoken in the City of Burning Tombs on the Fifth Circle), or if they found and translated the scroll found in the Sixth Circle Hell Infernal Hound den. The oases and their rulers are:

Ezrabah	King Kemelnesses
Har'Behop	Queen Eliora
Tatahalis	King Urvitez
Simoon	King Zaemor
Koessa	King Maranarak
Aginamath	King Kammenlukor
Emmera	Queen Irrena
Nanorave	King Nazopasha
Atalyk	King Hakkerlane
Elillen	King Larthaneem

Adventurers may find a spell scroll in the Oasis of Ezrabah which allows them to command Geryon to transport them to the Eighth Circle (and forget). An *enchanted rod* can be found in the Oasis of Atalyk that Geryon

Seventh Circle

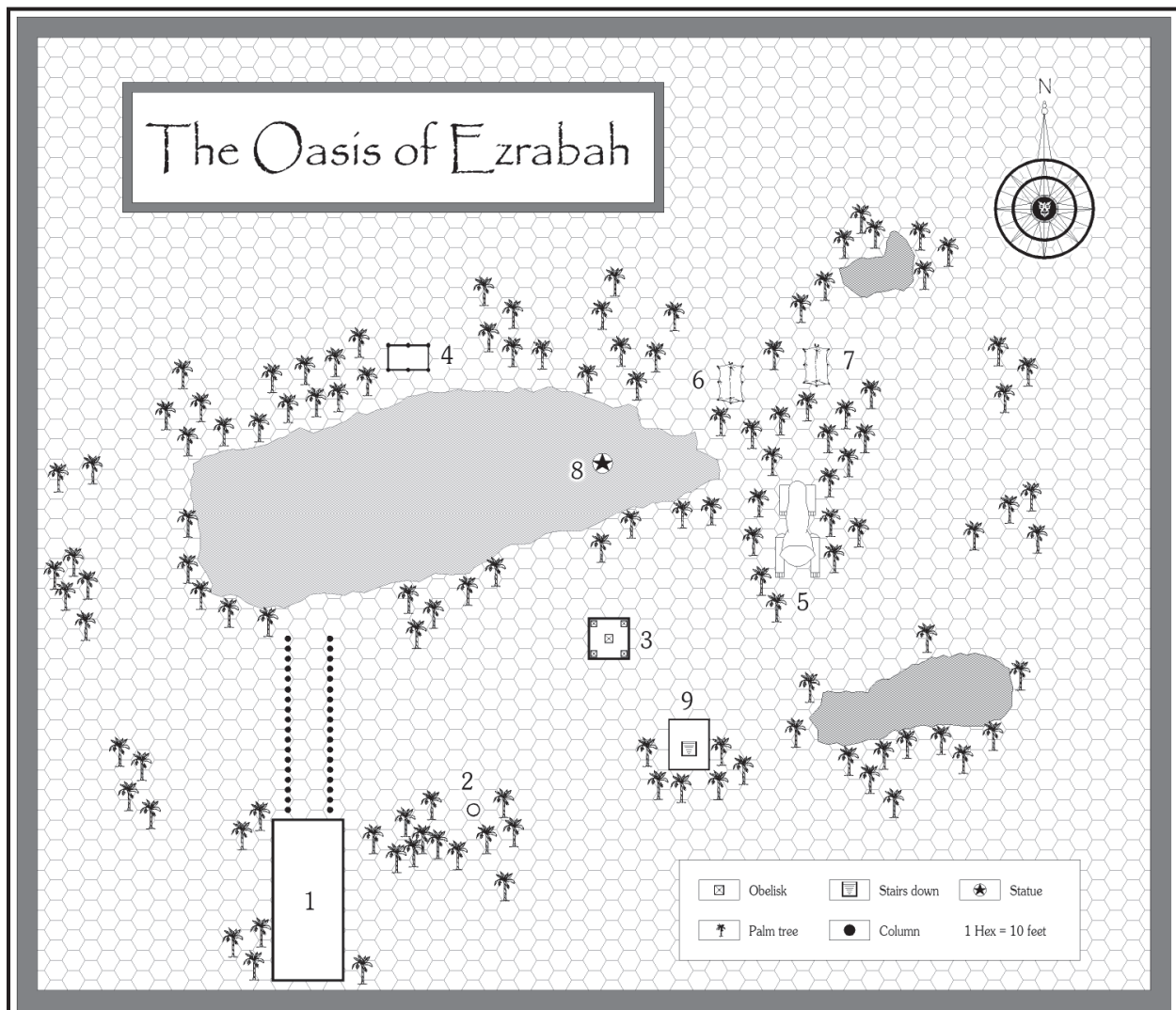
The Ten Oases, continued

desires, and he is willing to deal with them to obtain it. A long underground tunnel hidden in the Oasis of Koessa leads directly to a Hidden Stair, which in turn gives access to the Eighth Circle without encountering Geryon. The Oasis of Ezrabah is described in detail.

The Oasis of Ezrabah

The Oasis of Ezrabah is an oval area about 200 yards long by 75 yards across at its widest point, orientated with its long axis along the west radius line, 12 miles out into the desert (see diagram, below). There is a large pool of good deep blue water, roughly oval in shape on

the north side of the oasis, a small roughly circular pool to the northeast, and a smaller kidney-shaped pool parallel to the major pool, located to the southeast. The ground in the oasis is a fine light brown dust or clay instead of sand, and there are many clumps of 5-6 large drooping palm and date trees. The temperature inside the oasis are 90 degrees, 82 degrees in the shade of the palms. Light and variable breezes blow across the oasis, generally from north to south. The major structures are the Funerary Temple (map Location 1), the Ruined Well (map location 2), a stone plaza with Obelisks (map location 3), the underground Tomb of **Kemelnesses** (map location 9) a large multi-story stone Sphinx (map location 5), and a Gazebo (map location 4) next to the large spring. Adventurers also find two large tents already set



Seventh Circle, Ezrabah

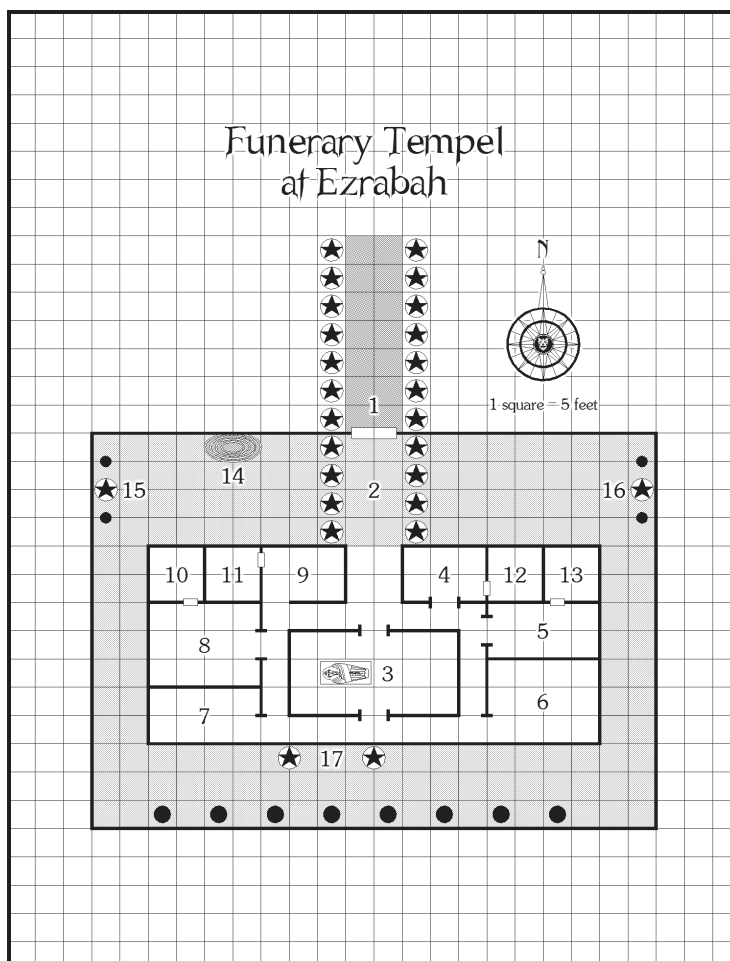
The Oasis of Ezrabah, continued

up in the Oasis (map locations 6 and 7). A large stone statue stands in the large pool (map location 8).

Kemelnesses is in his tomb when Adventurers arrive at the oasis. If the Funerary Temple is explored first, **Kemelnesses** and his guards are waiting for them outside on 1d20 rolls GTET 13; if the Ruined Well is explored first he is at the top when they emerge on 1d20 rolls GTET 17; if the Sphinx is explored first he awaits outside on 1d20 rolls GTET 9 (on 4 if they obtain the spell scroll controlling Geryon). If Adventurers do not explore any of the structures (or he does not otherwise confront the Adventurers), he emerges to chase them as they depart the oasis. **Kemelnesses** usually speaks with mortals before fighting, offering them the choice of keeping their souls and becoming **Mummies** under his command, or losing both their bodies and souls to his scepter “*Soulstriker*” (evil artifact, see *Inferno: Treas-*

ury). He does not parley if he thinks the combat may be nearly equal or in the Adventurer’s favor. **Kemelnesses** can summon 1d10 **Oduru** and 1d6 squads of **Ladatajas** as reinforcements, as well as an additional 1d20 **Mummies**.

When **Kemelnesses** meets the Adventurers the *Scepter’s* power to attack six simultaneous souls is unavailable on 1d20 rolls GTET 9. His strategy is generally to summon **Skeletons**, **Zombies**, and **Mummies** to keep mortals occupied, cast *Mass Confusion*, drain the magical energy from each Wizard, then use the Scepter to take 3 souls (starting with Priests and Crusaders), before using his own Wizard’s abilities and striking with the scepter to finally kill the remaining mortals. The person on whom **Erichtho** pronounced doom applies a -14 saving modifier against *Soulstriker* (assuming they have survived to reach the encounter).



Seventh Circle, Ezrabah

Funerary Temple [Oasis Map Location 1]

1. **Temple Approach.** The Temple can only be approached from the north side, through a gate in the 20 FT stone wall around the compound; the walls are a mottled pink-and-tan sandstone 40 inches thick. It is approached on a short road of tan-colored paving stones running between 20 rows of carved stone columns; each column is 15 FT tall, 4 FT thick, and carved with many sphinxes and eyes (auras evil, enchantment). Some eyes on each column are enchanted with *illusions* (disbelieve 1d20 GTET [29-Will]) making it appear the eyelids open and close. Every third set of columns has a *fear enchantment* between them (across the road, save 1d20 GTET [28-Will], -1 modifier on second set, -2 modifier on third, -3 modifier on fourth, etc.). The road ends at two large wooden double doors found in the closed position; each door 12 FT tall with silver hinges and a steel push-bar mounted across the center, opening in the outward direction. The doors do not have locks or latching mechanisms. Each door requires a total Strength GTET 25 to pull open. Above the doors is written in Infernal Cant, "Temple *Ezrabah*." When either door is opened, attached cords cause several hollow metal tubes inside the wall to swing against each other, making loud chiming noises. There are no physical or enchanted barriers to climbing the enclosure walls (moderate difficulty).

Large (15 FT) pink sandstone statues of a falcon-headed humanoid stand to the left and right of the doors; they wear decorative collars around their necks, large loincloths, and sandals, and look inward towards the doors. When good or neutral persons approach (20 FT) the doors an *illusion* (disbelieve 1d20 GTET [33-Will]) occurs of stretching their arms making a "stop" motion; a *message glyph* appears and says in Common, "*Retreat now while you still are living.*" Ten minutes after good persons enter the compound the doors return to their closed position and the statues move sideways to block each door (persons in the front courtyard can clearly hear the grating of stone as they move); a total Strength statistic GTET 55 is required to push open the doors once they are blocked (pushing over the statue); the statues remain in front of the doors as long as a good person is alive within the Temple.

2. **Front Courtyard.** The front courtyard has four 15 FT tall pairs of stone columns between the outer gate

and the entrance to the Temple Building; each carved with many sphinxes and eyes (auras evil, enchantment; *illusions* {save 1d20 GTET [32-Will]}) that eyes are opening and closing). The courtyard floor is hard, tightly packed, level brown sand. On the west end is a 15 FT statue of a cat-headed female humanoid carved with large bust, multi-colored necklace, high-cut ankle-length dress; to either side are 15 FT sandstone columns (see #15). On the east end is a 15 FT statue of a raven-headed male humanoid carved with a multi-colored collar, shirtless, a large loincloth, and sandals; to either side are 15 FT sandstone columns (see #16). Along the northwest wall of the courtyard is a white marble fountain made up of four successively smaller basins carved to look like lotus flowers (see #14).

The Temple building is a one-story rectangle with a nearly flat roof. The building is constructed of a glossy reflecting dark black marble with flecks of white and red. The single 12 FT by 10 FT entrance is in the center of the north wall, framed in a hard black wood carved with the shapes of cats, lions, ravens, vultures, and snakes. The entrance is not blocked by a door but by a shimmering gold *force field of fear*; fills an evil person moves through the curtain without problem, a neutral person requires a 1d20 roll GTET [28-Will], a good person requires a 1d20 roll GTET [31-Will]. A person forced through the curtain suffers 1d20 hours mental breakdown, save 1d20 GTET [30-Will].

3. **Diseased Mummy Case.** The room is entered through open arches in the north and south walls. The walls are stone, covered with beaten gold leaf and have figures of ravens and vultures, the floor is made of a glossy brown ceramic tile with gold grouting between tiles, and the ceiling is painted with a bright red rouge. The room has a light blue glow equivalent to four burning candles. A dark blue bier (10 FT by 5 FT) is on the west end of the room made from a glossy waxed stone, supporting a fine sandalwood mummy case. A 6 FT by 3 FT stone table of the same stone as the bier is against the east wall. The mummy case is elaborately painted with the figure of a brown-skinned human with long nose, loincloth, and sandals. On the table are hollow gold figures (each 500 GP) of a cat, snake, ox, and crocodile; each figure has small inset ruby eyes (250 GP); the heads twist off in a counterclockwise direction. Each figure is filled with an

Seventh Circle, Ezrabah

Funerary Temple, continued

3. **Diseased Mummy Case**...expensive camphor-based perfume, at 1d20*50+600 GP.

Inside the case lies a chalky-white human skeleton which rapidly turns to dust after the lid is removed. The dust whirls about the room for a minute or two before disappearing, causing a bout of sneezing and each mortal's eyes to water briefly. Each person exposed to the bone dust becomes a carrier of the disease *Fetid Breath* (save 1d20 GTET [34-Stamina], +3 for Elves/Half-Elven; see *Codicil of Maladies*). This disease is dormant on the Infernal Plane and so the exposed mortals do not develop it; however, they become permanent carriers so that any person they closely interact with on the Material Plane may contract the disease (save 1d20 GTET [34-Stamina]). Any Adventurers not present when the mummy case is opened may be infected by their compatriots after returning to the Material Plane. The body of a deceased infected person remains a source of infection for 1d20 days (the disease can be passed by rats).

4. **Embalming Room**. A large wooden table is in the center of the room; the table has small holes along the sides to hold surgical tools) and parallel lengthwise grooves with a cross-cut leading to a small drain hole for bodily fluids; a large stone jar stands beneath the hole. Wooden shelving units stand against the east and west walls. On the north wall are three extinguished metal oil lanterns cast in the shape of a cat, mounted to the wall on gold brackets. On the western shelves are 10 scalpels, 4 bone saws, 2 bone drills with bits, 4 spools of surgical thread, a leather pouch with 20 bone needles, 5 flasks of rubbing alcohol, 5 empty glass vials, 2 empty clay vessels, 2 copper bowls, 13 sheets of linen cloth each 8 inches to a side, and 4 vials of smelling salts. On the eastern shelves are 24 clay pots of salt, two 25 GP pots of perfume, 4 pots of camphor, 6 flasks of vinegar, 14 clay pots of palm wine, 7 clay pots of cedar oil, 15 clay pots of sawdust, and 12 cakes of soap. A 5 FT by 3 FT secret door leading to the Scroll Room (Location #12) is behind the eastern shelves on the south side of the wall (-4 to find, after the shelves are moved).

5. **Mummy Case Room**. The walls are whitewashed with red trim at the top and bottom of the walls, the floor is a grey tile, and the ceiling is a tan adobe material. Five upright brightly-colored mummy cases

are in the room, 3 attached to the north wall, 2 to the south wall. The first 2 cases on the north wall and both cases on the south wall are occupied by HD8 **Mummies**; the third case on the north side is occupied by a HD10 **Mummy Lord** (*invisible*, Earth Wizard L5, blend into desert, command Undead). The Mummy Lord does not immediately attack when his case is opened unless he is detected. If Adventurers leave the mummy cases undisturbed the **Mummies** and **Mummy Lord** leave their cases after they are gone and attempt to ambush. There are no goods, treasure, or loot in the mummy cases or concealed on the Mummies. Behind the Mummy Lord's case on the eastern half of the north wall is a 3 FT by 5 FT secret door (-4 to find after the case is moved) leading into the Death Mask Room (Location #13).

6. **Incorporeal Brain's Room**. The walls are white-washed with brown trim at the top and bottom, the floor is a glossy brown tile, and the ceiling is a tan adobe material. An oval gold casket (50 inch by 16 inch) sits on a small high table against the east wall; the casket contains a withered quivering brain removed from a body. A panel hidden on the table underside (-8 to find, -3 open lock) holds a Shaman scroll (2x *Disperse Magic*, *Gregor's Mage Drain*, *Send Mage Energy*, *Clone Person*, *Minor Time Walk*, *Raise Statistic*, *Reincarnation*, *Soul Transfer*).

A translucent grey-colored incorporeal **disembodied brain** floats about the room, staying near the ceiling. It makes a mental attack against one person per round, the result determined by 1d8: (1) 1d6 days deep depression {temporarily reduce Will and Intelligence -2 points, save 1d20 GTET [34-Will]}, (2) 1d6 rounds extreme mental pain/headache at hp1/round{-3 TH modifier, save versus 1d20 rounds blackout at 1d20 GTET [28-Will], checked each round}, (3) 3d100 rounds of fear {save 1d20 GTET [32-Will]}, (4) 3d20 rounds confusion {save 1d20 GTET [32-Will]}, (5) 3d12 rounds of muscle paralysis {save 1d20 GTET [34-Stamina]}, (6) 1d20 hours deafness and blindness {save 1d20 GTET [30-Stamina]}, (7) 1d6 days phobia against the use of magic and enchanted objects {save 1d20 GTET [30-Will]}, (8) 1d6 days conversion to evil alignment {save 1d20 GTET [30-Will]}. The **incorporeal brain** disappears when the brain inside the gold cask is killed (hp6, AC8).

7. **Mummy Statues**. The room has dark red-brown tile on the walls, brown stone tile on the floor, and

Seventh Circle, Ezrabah

Funerary Temple, continued

7. **Mummy Figures**...tan stucco on the ceiling. An oval gold coffer (12 inch by 9 inch) containing a desiccated human liver and 2 withered kidneys sits on a black marble table against the west wall. A hidden panel on the underside (-5 to find, -3 open lock) contains a spell scroll (3d6 *Hail Blast* 20x20 FT, *Ice Encasement*, *Shield versus Lightning*, *Summon Fog*, 5d8 *Hurricane Blast* 50x50 FT). If the liver and kidneys are pierced with a wooden stake, burned, or dissolved in acid, then disregard the effects described below.

A small circular wooden table stands in the center of the room; on the table is a square 2 by 2 cell marble board; the lower left and upper right cells are in black marble and the upper left and lower right cells are in white marble. A 50 GP 5 inch polished obsidian black Mummy stands in the lower left cell and a 50 GP carved white ivory Mummy figure stands in the lower right cell. The following effects occur if the figurines are moved as described below (save 1d20 GTET [32-Stamina]):

Black Lower Left & White Upper Left	Jaundice
Black Lower Left & White Upper Right	Anemia
Black Upper Left & White Lower Right	Inebriation
Black Upper Right & White Lower Right	Moderate Dehydration
Black Upper Right & White Upper Left	Serious Dehydration
Black Lower Right & White Lower Left	Ravenous Hunger

The effects of jaundice, anemia, inebriation, and dehydration are described in *Codicil of Maladies*. Persons afflicted with hunger are compelled to immediately consume 1d6+2 rations.

If either (or both) Mummy figurines are completely removed from the board (GTET 3 FT), the mortal carrying them immediately experiences a sharp but transitory pain in their hip or kidney area. Each of their kidneys immediately ceases to function and no further bodily excretion occurs (save 1d20 GTET [34-Stamina]); it may be 1d12 hours before they realize this difference. Affected persons develop a fever in 3d6 hours with an enlarged gut which is painful to the touch (Agility -3, Strength -1), and die from internal poisoning and hemorrhaging in 2d20 hours (save 1d20 GTET [34-Stamina]). The condition requires the prayers *Detect Poisons*, *Detoxify Poisons*, and *Banish Disease*. The condition immediately ceases when the figurine(s) is/are returned to the board.

8. **Illusory Heart**. The room has bright red velvet cloth on the walls, a white tile floor with red grout, and a tan stucco ceiling. Red glass lamps with flickering flames are mounted on gold wall brackets on each wall. An oval gold coffer (12 inch by 10 inch) sits on a polished red stone table; it contains a desiccated human heart. A hidden panel on the table's underside holds a Prayer scroll (*Armorskin* AC+20, *Create Minor Food*, *Detect Poisons*, *Immunity to Disease*, *Minor Prayer*, *Banish Confusion*, *Banish Disease*, *Detoxify Poisons*). A 3 FT by 5 FT secret door in the second 5 FT section on the north wall east leads to the Stigae Room (Location #10).

A 4 FT high human heart (**Illusory Heart**, Warrior L11, Agility 18, AC40, immune spells-prayers, regenerate hp1d8/round, weapon GTET +3 to injure, tentacles 1d8 damage) on four short tentacle legs with four tentacles on top (each 8 FT) stands in the center of the room (persons having true sight or the ability to detect illusions do not see the heart; disbelieve 1d20 GTET [33-Will], +3 if told the heart is illusory). The heart stays between Adventurers and the table, and tries to push mortals out of the room. If the wizened heart has a wooden stake put into it, is burned, is dissolved in acids, or suffers at least 10 points of direct damage, then the *illusory heart* disappears.

9. **Partial Mummy Room**. The room has a white tile floor and black grout, walls which are whitewashed with a cream color paint, and a black ceiling painted with the patterns of constellations; a mural of the sun rising over the desert is painted on the east wall. A light-colored 8 FT long board with several handhold cutouts (looks like a backboard) sitting across sawhorses in the center of the room supports an unfinished Mummy (dead matter, no treasure hidden within). A 3 FT by 5 FT secret door (-4 to find after the shelves are moved, -4 open lock) on the north side of the west wall leads to the Group of Mummies (Location #11).

A wooden rack against the west wall holds 32x 30 FT rolls of linen 12 clay pots of a thin white paste, 4 clay pots of shellac, an open wooden box with 6 brushes, an open wooded box [4 sharp shears, 2 scalpels, 4 pairs of forceps], a wooden box filled with various sized clamps, a wooden box with 45 gems (rubies, emeralds, diamonds, pearls each 1 GP), and a wooden box containing 28x 50 GP golden idols each 3 inches tall with elaborate headdresses,

Seventh Circle, Ezrabah

Funerary Temple, continued

9. **Partial Mummy Room**...long beards, wide collars, loincloths, and sandals (each valued at 5 GP).
10. **Stigae Room**. A room with dark red block walls, a brown tile floor thick with white powder (bone dust), and a brown stucco ceiling to which six horizontal wooden bars are attached; several 16 inch round holes in the ceiling are access for 17 HD3 **Stigae**, the Stigae immediate attack when the door from the Partial Mummy Room (#9) is opened. The room holds a large metal chest (steel padlock, -3 open lock) that contains: 400 GP, 70 platinum pieces, two pots of *Zombie Salve*, 3x *Patur's Tonic* [disease reversal], 4 vials of *Holy Water*, a pot of *Life Returning Salve*, a pot of *Balm of Undead Reversal*, a *Ring of Invisibility to Undead*, and a *Ring of Shape Shifting* (64 charges, **Giant Rat**). Eight additional **Stigae** appear through the ceiling 1d6 minutes after the chest is opened.
11. **Group of Mummies**. The floor is covered in large tan stone tiles, the walls are light grey stone, and the ceiling is a tan stucco. Six ordinary HD6 Mummies are present, the room is otherwise empty. Inside all of their mummy wrappings are six 600 GP gold mummy figurines with ivory eyes, an *Amulet of Hate* (against Dwarves), a *Charm versus Earth Magic*, a *Charm versus the Power Deus*, one *Earring of Telepathy*, a *Hag's Charm*, *Klutz's Charm*, a *Talisman of Protection AC+10*, a *Traitor's Charm*, and a *Talisman of Adonis*.
12. **Scroll Room**. The room has a tan stone floor with a rectangular red carpet, walls of dark brown, and a tan stucco ceiling. Vivid tapestries of tanned men in loincloths making mummies hang on the north and south walls. Two large oil lanterns are mounted in iron wall brackets on the west and east walls. A small wooden writing desk is in the northwest corner. A scroll rack 10 cells across by 15 scrolls stands in the middle of the room, tall; 90 of the cells are filled with scrolls. The scrolls all deal with how to prepare a mummy (scrolls are valued at 1d12 GP).
13. **Death Mask Room**. The room has light sandalwood panels on the walls, brown stucco on the ceiling, a thin layer of gold leaf on the floor, and no furnishings. Six *death masks* hang from gold pegs in the north wall: one bronze, one copper, two silver with

upturned and frowning mouths, two are gold with laughing and frowning mouths (all aura of enchantment). The copper mask, the upturned mouth silver mask, and both gold masks have the aura of evil. The copper mask and the frowning silver mask have no special properties but act as armor AC8.

Bronze Mask: The mask fits tightly to the face and moves with facial movement; any wearer gains: +AC15, Infrared vision, resists Fire magic on 1d20 rolls GTET 15, and *X-ray vision* (6 inches bronze, 2 inches steel). A Wizard also gains: SPM+2, one additional free cast of Basic and Lesser spells, resists Fire magic on 1d20 rolls GTET 7, resists Air-Earth-Water magic on 1d20 rolls GTET 17, additional AC+10, and *Wall of Bronze* (3/day, 50 FT long, persist 1 hour). The mask can be worn at the user's discretion. Viewing persons have a strong negative reaction to the mask (save 1d20 GTET [35-Will]). The wearer is immediately killed when first donning the mask on 1d20 roll of 1 (save 1d20 GTET [35-Stamina]), thereafter death rolls occur on the eleventh, twenty-first etc. wearing.

Silver Mask (Smiling): The mask fits tightly to the face and moves with facial movement; any wearer gains: AC+12, *see invisible* 40 FT, reflects Air magic to caster on 1d20 rolls GTET 14, *call light* 25 FT, 1d12 lightning (2/day). A Priest also gains: SPM+2, (1) one additional Free cast/day of Devotions and Mysteries, an additional AC+10, a +3 modifier on rolls against Undead, and hold person (gaze, 20 FT, 1d12 rounds, save 1d20 GTET [30-Will]). Any healing performed by the wearer causes an additional 1d8 damage on 1d20 rolls GTET 7 (healing fails, included enchanted items). When the wearer touches a good person the touched person suffers 1d8 burn damage on 1d20 roll of 1. Viewing persons have a strong negative reaction to the mask (save 1d20 GTET [32-Will]). The first time the mask is worn the wearer immediately dies on 1d20 rolls GTET 19 (save 1d20 GTET [36-Stamina]), thereafter roll to determine death on the eleventh, twenty-first, etc. wearing (every tenth use).

Gold Mask (Smiling): The mask with fits tightly to the face and moves with the face; any wearer gains, AC+10, Infrared vision, reflects Earth magic to caster on 120 rolls GTET 13, spells or prayers associated with the primeval element Earth back to their caster, and immunity to ordinary fire. An Elf, also gains: the capacity for an addition 1d6 health points,

Seventh Circle, Ezrabah

Funerary Temple, continued

13. **Death Mask Room...Gold Mask (Smiling)**...an additional AC+10, an additional effective 1d3 point Agility, invisibility (15 minutes, 3/day), and panic (gaze, 25 FT, 2d20 rounds, save 1d20 GTET [30-Will], 3/day). When the wearer touches a person of good alignment, the touched person permanently turns to solid gold on a 1d20 roll of 1 (save 1d20 GTET [32-Stamina]). The wearer develops a strong and permanent antipathy towards lower social classes, the poor, and the helpless (save 1d20 GTET [34-Will]), refuse to provide charity, refuse to associate with the lower class. Viewing persons have a strong negative reaction to the mask (save 1d20 GTET [32-Will]). The first time the mask is worn the wearer immediately dies on 120 rolls GTET 18 (save 1d20 GTET [33-Stamina]), thereafter death rolls occur on the eleventh, twenty-first, etc. wearing (every tenth use).

Gold Mask (Frowning): The mask with fits tightly to the face and moves with the face; any wearer receives: AC+10, Ultraviolet vision, reflects hostile Shaman magic to the caster on rolls GTET 9, walk through walls (3/day), detect good-evil auras 25 FT, and strike the Undead using any weapon. When worn by a Warrior, they also gains: the capacity for an additional 1d6 health points, an additional AC+10, an additional effective 1d3 Agility, +1 *attack* (1d20 rounds, 3/day), *parry defense* (opponent attack -2, 1d20 rounds, 3/day), and *know enemy* (2/day). When worn by a Dwarf, they also gain: exact knowledge of the number of gold coins in a hoard or treasure (1/day), +2 fighting goblins-orcs, locate gems-jewelry 15 FT, and see hidden doors 15 FT. Good Warriors suffer an effective 1d6 Strength loss within 15 FT (save 1d20 GTET [32-Stamina]). A good person wearing the mask: their weapon breaks on 1d20 rolls GTET 10 if attack is missed, and they experience fatigue twice as fast as others. If the wearer successfully strikes a good opponent the opponent's weapon breaks on 1d20 rolls GTET 9. Persons viewing the mask have a strong negative reaction (save 1d20 GTET [32-will]). The first time the mask is worn the wearer immediately dies on rolls GTET 18 (save 1d20 GTET [35-Stamina]), thereafter a death roll is made on the eleventh, twenty-first etc. wearing (every tenth use).

14. **West Fountain.** A white marble fountain in the

western part of the front courtyard made up of four basins carved to look like lotus flowers; the bottom basin is the largest and they are successively smaller toward the top. The fountain is filled with bubbling *Unholy Water*.

15. **Cat Headed Statue.** A 15-FT statue (aura of enchantment) of a cat-headed female human carved with large bust, multi-colored necklace, high-cut ankle-length dress, standing against the west wall of the front courtyard. The statue is painted realistically, the eyes are 250 GP emeralds; the necklace is made of 50 pieces of ivory, obsidian, amber, jade, silver, and gold each valued at 125 GP. The statue becomes animated (HD10 **Stone Golem**) and attacks if, the emeralds are removed, pieces of the necklace are removed, the statue is defaced in any way, or blasphemy against Amyon, Samael, or Kemelnesses is spoken (25 FT).
16. **Raven Headed Statue.** A 15-FT statue of a shirtless raven-headed male humanoid carved with a multi-colored collar, a large loincloth, and sandals, standing 5 FT out from the east wall of the front courtyard. The statue is painted in realistic colors, the eyes are 1350 GP rubies, the collar is made of 70 pieces of ivory, obsidian, amber, jade, silver, and gold each valued at 275 GP. Sandstone columns 15 FT high stand to either side. The statue becomes animated (HD12 **Stone Golem**) and attacks if, the rubies are removed, pieces are removed from the collar, the statue is defaced in any way, or blasphemy is spoken against Amyon, Samael, or Kemelnesses (25 FT). The left hand of the statue can be pulled off [-7 to find, this does not deface the statue], revealing a hollow tube inside the arm holding a scroll with the following words written in Common, '*Bald, Towel, Wheel, Stars, Sister.*'
17. **Rear Courtyard.** Eight 15 FT sandstone columns stand along the south wall, evenly spaced across from the building. Near the center of the north (temple) wall are two 15 FT statues of boar-headed human males. Each statue has 1475 GP amber eyes, two 500 GP ivory tusks, twenty 50 GP black ivory teeth, and they hold an oversized scimitar in each hand. The statues become animated (HD12 **Stone Golem**) and attack if, the amber eyes are removed, their tusks or teeth are removed, the statues are defaced in any manner, or mortals remain in the area GTET 15 minutes.

Seventh Circle, Ezrabah

Funerary Temple, continued

17. **Rear Courtyard**...If mortals speak Kemelnesses' name, they receive the reply, '*A hole.*'

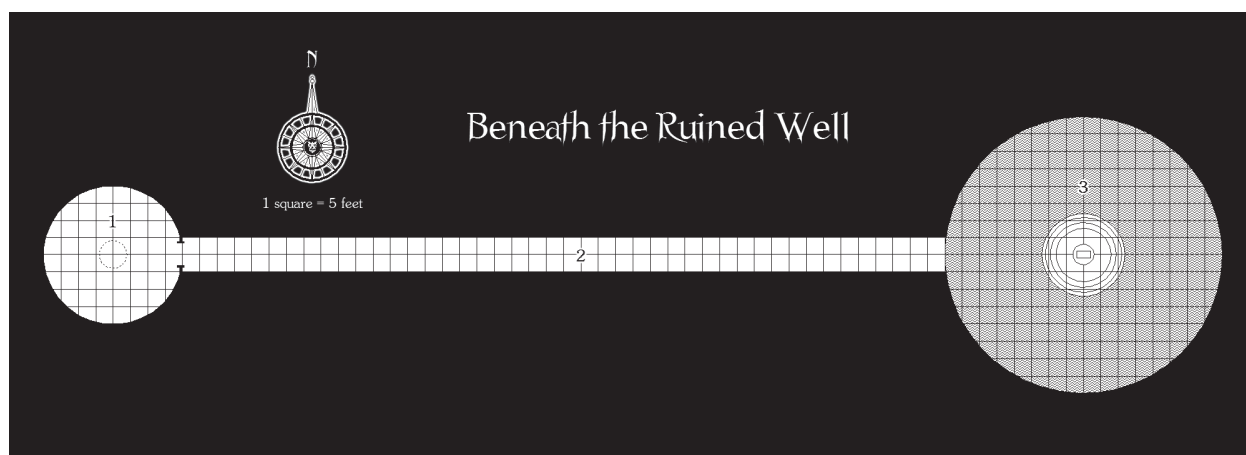
Ruined Well [Oasis Map Location #2]

The well is a circular opening in the ground 6 FT across, surrounded by a brick wall 38 inches tall and 16 inches thick, covered by a peaked octagonal wooden roof on substantial wooden poles in good condition. Five rings of clay bricks are on the ground surrounding the well. Two broken wooden buckets are found near the well. Adventurers throwing objects into the well hear no sound (e.g. no sounds characteristic of water). Mortals who throw a copper coin into the well gain a benefit determined by 1d8: (1) immediate hp6 healing, (2) immediate hp10 healing, (3) +4 saving roll modifier versus **Mummy** for 12 hours, (4) 4 days Infrared vision lasting, (5) cure all poisons, (6) cure all diseases, (7) 4 days immunity to natural fire, (8) 8 days immunity to snake venom.

1. **Snake Chamber.** The well shaft is 35 FT deep and penetrates through the center of the roof to a circular chamber 40 FT in diameter, 12 FT high (for a total distance from well to floor of 47 FT) hewn from the rock. The sides are thick with old dried cobwebs; the cobwebs burn brightly and quickly if

touched by flame, the resulting fireball fills the room and inflicts 1d12 damage (half damage on 1d20 GTET [32-Stamina]). The floor is covered in wet sand with a few standing small oily puddles. An arched opening in the east wall, 8 FT tall by 6 FT wide, leads to the Long Tunnel (Location #2). A carpet of writhing snakes covers several ancient skeletons on the floor (only useless leather and metal fragments remain); there are 25 HD1 **Rat Snakes**, 20 HD2 **Giant Cobra**, 10 HD4 **Diamond-back Snakes**, 10 HD4 **Winged Snakes**, and 8 HD6 **Giant Python**.

2. **Long Tunnel.** The arched tunnel is lined by old sandstone blocks, continues east in a straight line for 220 FT, and drops 10 vertical FT. A cave-in occurs on 1d20 rolls GTET 14 if Adventurers probe or disturb the walls, checked at 60 FT, 120 FT, and 180 FT; a cave-in completely fills a 30 FT length of tunnel with floor to ceiling sand in 1 minute. Adventurers avoid being buried on 1d20 rolls GTET [28-Agility], affected persons suffer hp1d8 damage. Trapped persons free themselves on 1d20 roll GTET [34-Strength], checked every 3 minutes. If Adventurers do not disturb the tunnel, a spontaneous cave-in occurs on 1d20 rolls of 1 traveling east and rolls of 1-3 traveling west. The tunnel ends in an 8 FT stone arch leading into the Flooded Room (Location #3).



Seventh Circle, Ezrabah

Ruined Well, continued

3. **Flooded Room.** The domed roof is 15 FT high at the walls and 25 FT in the center. The walls are made of alternating rows of brown, white, and red bricks, and the ceiling is red bricks. The flooded section is 7 FT deep, with an immediate drop at the edge of the Long Tunnel arch. A 15 FT wide circle of stone in the center is surrounded by the flooded area. Three concentric steps surround the central platform.

The water is very cold and rapidly numbs any unprotected person who swims it (reduce effective Agility and Strength by 1d4 for 1d100 minutes after, save 1d20 GTET [34-Stamina]). Priests, Crusaders, Wizards, and Warlocks who consume the water lose use of 3 free Basic/Devotions and 1 free Lesser/Mystery for 48 hours, save 1d20 GTET [32-Will]; otherwise, the water has no poisonous or disease-carrying properties. Good persons are able to climb onto the central platform without difficulty, neutral persons must succeed on 1d20 rolls GTET [26-Will], evil persons must succeed on 1d20 rolls GTET [32-Will].

A 6 FT diameter by 40 inch dais is at the center of the central platform, made of a solid piece of white marble, carved with reliefs of cranes, albatross, hummingbirds, and doves. A 4 FT by 2½ FT cedar box (**Lesser Ark**, good artifact, see *Inferno: Treasury*) is on the dais, having a flat lid, gold along each edge, 6 golden feet each shaped like a lion's paw, and a glyph in gold centered in each vertical side (foreign script).



Two 9 FT ash poles are fastened on the long sides through several gold loops, providing a means to lift and carry the box. A goat-skin prayer scroll on a 124

GP golden spindle sits on top of the box (good only, destroys a number of HD of Types 7A through 7E and 8A through 8D **Devils** equal to twice the user's Will statistic, range 100 FT, save 1d20 GTET [44-Will]); if read by a Priest of {fill in deity from *Game's Master's campaign*} the number of affected Devils is doubled. If the **Ark** is removed, the Adventures encounter two male [slave] **Efreets** (HD10, HD12) when they return to the Snake Room (#1).

Obelisk Platform [Oasis Map Location #3]

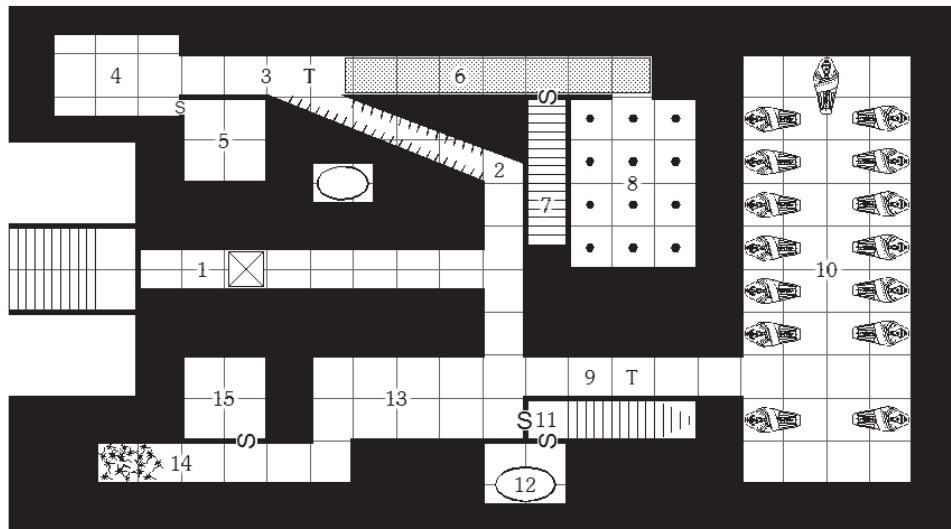
Five obelisks stand on a 20 FT square platform located in the center of the oasis; the stones are pale yellow embedded with flecks of copper and silver. Four 12 FT black stone obelisks stand on the four corners. A 20 FT light brown obelisk stands at the platform center. The corner obelisks on the northwest, northeast, and the southeast corners have notches on all four corners spaced every 4 inches starting 6 inches from the bottom to 12 inches from the top. The southwest corner obelisk has notches on 2 corners and partway up the third (the notches each signify a living adventurer who met their fate in the oasis).

The large central obelisk is thickly covered in pictographs drawn in dark purple lines which serve no purpose except to confuse the reader. Adventurers may mistake these pictographs for a written language, spending time and effort to decipher them. Spells or prayers to translate languages have no effect.

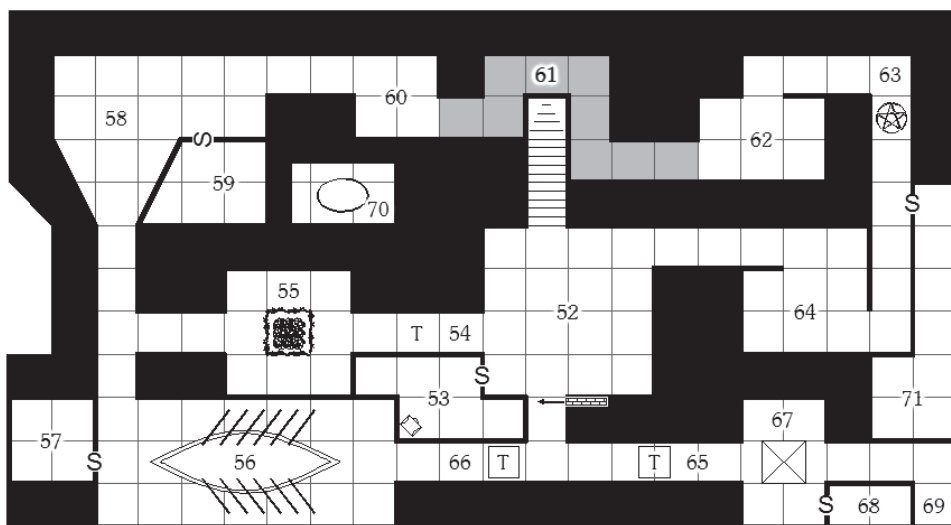
Gazebo by the Pool [Oasis Map Location #4]

An open rectangular building 20 FT by 12 FT with a flat roof supported by 3 posts on each long side. The floor is made of circular grey slate pieces with irregular pieces of flat stone between them, loosely held together with white mortar; spells or enchanted devices that locate traps identify the entire floor as a trap, however, no trigger is identified and it cannot be disarmed. A HD10 **Sand Mouth** (see *Inferno: Bestiary*) lurks under the center of the floor. The floor around the edges supports a total weight of 300 pounds but the floor at the center supports only 50 pounds. Adventurers on the floor fall into the **Sand Mouth's** maw unless succeeding on a 1d20 roll GTET [35-Agility] (the monster immediately attacks any successful characters with its arms, gaining surprise).

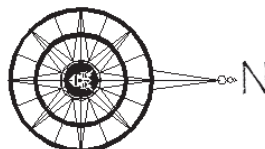
Ezrabah Sphinx



Ground Level





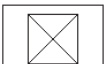






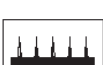









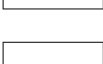







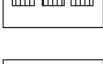


Level 1
(+15 feet elevation)



1 square = 5 feet

Sphinx Map Key

	Secret Door		Pentagram
	Trap		Lever in wall
	Pit Trap		Altar
	Trap with pressure plate		Statue
	Sarcophagus		Golem
	Dancing Lights		Blades in wall
	Shaft		Coin heap
	Stairs up		Throne
	Stairs down		Clouds of gas
	Pillar or column		Stuffed crocodile heads
	Dungeon Cube		Stone planters
	Contact poison		Quicksand
	Bone platform		Pedestal
	Skull pyramid		Cages on wall
	Boat		Chest

Seventh Circle, Ezrabah

Gazebo by the Pool, continued

The **Sand Mouth** is aware of mortals as soon as they enter the oasis. It allows them time to explore the oasis, giving them opportunity to fall through the gazebo floor. If Adventurers make camp it uses its siren ability to call the sentries into its mouth (save 1d20 GTET [33-Will]). If Adventurers pass through the oasis without camping, it uses its siren ability to call them back.

Ezrabah Sphinx [Oasis Map Location #5]

A large multi-story stone building which looks like a man-headed lion (Sphinx) faces to the south, 120 FT long by 65 FT wide by 70 FT tall. The head is 100 FT off the ground, 55 FT wide, 25 FT thick. The two front paws extend out from the body by 30 FT by 15 FT by 15 FT tall. The Sphinx is realistically painted, has a stone tail up its back, and wears an elaborate headdress. From the ground the eyes can be seen to flash and reflect light (large quartz crystals).

Stairs lead down between the paws to a stone lintel and door below the head (see diagram on page 51). On the door is written: *'A man has a barrel which weighs 10 stone. He puts something in barrel and then it weighs 7 stone. What did he put in the barrel?'* The door is strongly built and *enchanted* and cannot be opened unless the answer is spoken, *'A hole.'*

Games Master Note: Players should be given some time to come up with the answer for this riddle, and others in the Sphinx. Reasonable variations should be accepted. If an Adventurer has the skill of solving puzzles or riddles, the Games Master may *[at their option]* allow the door to be opened on a successful puzzle-solving roll without them actually arriving at the answer. Finding an actual solution to each riddle will make for a better play experience, and is recommended.

Unless otherwise noted, (1) all passageways are 5'3" tall by 4 FT across, made from a light tan-brown colored stone, (2) all rooms are floored in glossy dark brown ceramic tiles and have tan stucco ceilings, (3) all rooms have whitewashed walls on which are vividly painted scenes of male and female animal-headed humanoids being worshiped by tan-skinned, black haired, men and women, along with pictographic writing in an unknown language. All secret doors are 3 FT high by 5 FT wide, located at the bottom of walls, -7 to find, -3 open lock.

The writing reads from top to bottom in columns and left to right; if deciphered it tells various myths about fighting between factions among the animal-headed creatures who came down from the sky to rule to desert lands. Several *secret doors* in the Sphinx also have associated riddles; the secret doors are strongly made and *enchanted* so that they cannot be opened, until their riddle is answered. The scroll found hidden in the Funerary Temple statue has the answers to all of the Sphinx riddles, but not necessarily in the order the riddles are encountered.

Wandering monsters may be found in the Sphinx. When a wanderer is indicated, determine the result from 1d20: (1) 1d6 ordinary **Skeletons**, (2) **Gelatinous Mass**, (3) 1d10 **Tiny Bats**, (4) **Metallic Beetle**, (5) **Copperhead Snake**, (6) 1d6 **Scorpion Flies**, (7) **Poison Iguana**, (8) **Giant Scorpion**, (9) 1d2 **Skeletal Warriors**, (10) **Mummy**, (11) 1d4 **Evil Priests**, (12) 1d3 **Disease Ticks**, (13) **Basilisk Lizard**, (14) **Predator Stink Bug**, (15) **Shelf Fungus**, (16) **Yellow Mold**, (17) **Grey Ooze**, (18) **White Pudding**, (19) 1d6 **Huge Roaches**, (20) 1d3 **Widow Spiders**.

Ground Floor

Refer to the map on page 51.

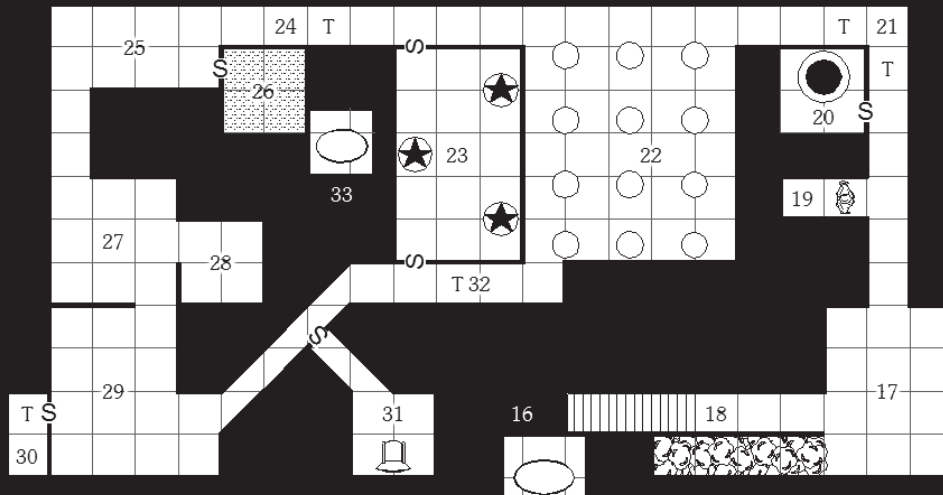
1. **Entry Passage.** Three lit torches are in wall brackets. Thirty FT into the passage a 4 FT section of floor tips back into a 12 FT deep pit, the bottom of which is filled with a slimy fungus (avoid 1d20 GTET [28-Agility] if not detected, GTET [21-Agility] if detected). The fungus is very flammable and causes hp2d8 damage if a source of flame is introduced into the pit.
2. **Dagger Walls.** Numerous dagger blades at various heights have been mounted into both walls along a 30 FT length of passageway. Adventurers suffer (1d20-Agility) damage passing through the knives (full plate mail is immune).
3. **Catching Fire.** A soft continuous spray of oil comes from a mister mounted in the ceiling. The oil sticks to everything, is hard to remove, and reacts with any source of flame for up to 15 minutes, causing hp1d3 damage/round for 1d8 rounds. A 2d8 explosion occurs (range 8 FT) if a torch or similar source of flame is inserted into the oil mist (half damage on 1d20 roll GTET [30-Agility]).

Seventh Circle, Ezrabah

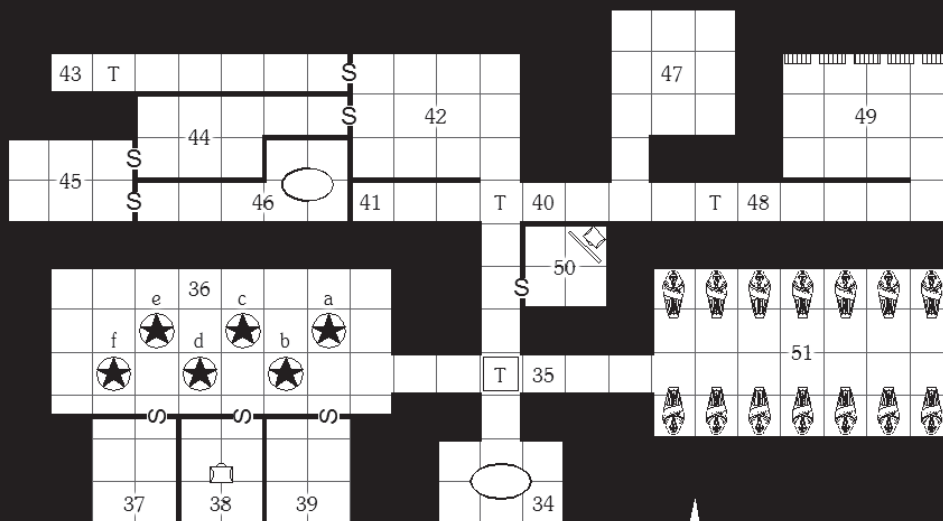
Ezrabah Sphinx, Ground Level, continued

4. **Secret Door.** The room is empty except for some garbage and ordinary refuse. A secret door is in the southeast corner on the east wall.
5. **Bitter Beer.** The room has five 40 gallon barrels with wax-sealed plugs on top, each filled with a bitter brown beer with an enticing earthy aroma. Mortals who drink GTERT two swigs of this beer feel extraordinarily courageous (urge to fight, save 1d20 GTET [32-Will]) and have their Agility and Will and statistics reduced by 1d3 points for 1 hour. The beer retains its properties for one week after being removed from the barrel.
6. **Blocked Passage.** The passage is completely filled by an 8 FT long HD1 **Gelatinous Mass**. Inside the Mass is found two open-faced helms, a small bronze shield, a steel breastplate, five daggers, 35 SP, 18 GP, and a pair of steel gauntlets.
7. **Secret Stair Up.** Hidden behind a secret door (-10 to find) on the south side of the passage is a narrow stone stair leading upward to the +15 FT elevation.
8. **Anhk Room.** The room contains twelve 43 inch cylindrical black marble pillars arranged in four rows of three. Adventurers that listen carefully (whisper) hear the muted growls and barks of dogs. An upright metal anhk is on top of each pillar: those of the first row are 3 SP brass, the second row are 10 SP copper, the third row are 5 GP silver, and the fourth row are 250 GP gold. All anhks have the aura of enchantment. If a total of GTET three Anhks are removed, a number of canines equal to the number of removed Anhks appear in the passage outside the room after 1d4 rounds. The type of canine depends on the most valuable anhk taken: *Brass* (HD2, hp4, AC10, bite 1d4), *Copper* (HD2, hp8, AC16, bite 1d6), *Silver* (H3, hp12, AC22, bite 1d8), *Gold* (HD4, hp18, AC28, bite 1d10, save versus rabies on 1d20 GTET [27-Stamina]).
9. **Skewer Trap.** A narrow thread (-6 to find) is stretched across the passage at 6 inches. Four spear shafts come upwards out of the floor if broken, two behind and two ahead of the thread. An Adventurer avoids the thread on 1d20 rolls GTET [36-Agility] if undetected, rolls GTET [25-Agility] if detected). An Adventurer avoids a hp1d6 hit on 1d20 rolls GTET [28-Agility]; one leg is lamed (reduce Agility 3 points) for 1d100 hours on a saving roll of 1.
10. **Sarcophagi Room.** Twelve gold oil lanterns are fixed to the walls in gold brackets shaped like jackals. 15 FT by 8 FT tapestries of walking Mummies hang on the north and south wall (each 1400 GP). The room holds fifteen wood sarcophagi, each brightly painted with portraits of the person within; six depict women. The sarcophagi each hold a HD6 **Mummy**. If mortals immediately retreat then nothing occurs; if Adventurers disturb a sarcophagus then all open and the **Mummies** attack; if Adventurers remain without disturbing the sarcophagi, the **Mummies** emerge and attack on 1d20 rolls GTET [21-number of elapsed minutes], checked every minute. Inside the sarcophagi are 315 GP, thirteen pearls (each 1d20*200+500 GP), seven emeralds (each 1d12*100 GP), three sapphires (3300, 5730, 6102 GP), four gold necklaces (each 1d8*150 GP), two 50 GP silver rings, three 500 GP gold belt buckles, a carved wooden pipe, eight units of pipeweed, two 1d12 *Healing Potions*, a 2d8 *Healing Potion*, and a *Sleeping Potion*.
11. **Descent into the Sphinx.** Stairs leading down to the lower Sphinx. A thick layer of dust covers the entire south wall, including the riddle and the secret door; an Adventurer accidentally makes *some* of the lettering visible on 1d20 rolls GTET [32-Agility]. The riddle reads: *I go around in circles, But always straight ahead. Never complain, No matter where I am led. What am I?* The door opens when the answer is spoken, *A wheel.*
12. **Down the Rabbit Hole.** The room has an oval shaft in the floor which leads to Location 16 and then to the -30 FT elevation of the Sphinx. A HD4 **Green Slime** is in the shaft on 1d20 rolls GTET 14.
13. **Cobra on the Wall.** Ten HD4 **Cobra Heads** (8 FT body, hp11, AC8, bite 1d4 plus bleed hp3/round for 1d8 rounds) are attached to the ceiling. A secret door in the southeast corner leads to Locations #11 and #12.
14. **Blinking Lights.** A 30 FT passage ending at a blank wall, the west-most 15 FT are filled with dancing and flickering lights which mesmerize for 1d100 minutes (save 1d20 GTET [34-Will]) ing effect on humans (resist on rolls LTET Will statistic on 1d20 after applying a +3 die roll modifier). A secret door is on the north side of the passage.

Ezrabah Sphinx



Underground Level 1
(~15 feet elevation)



Underground level 2
(~30 feet elevation)



1 square = 5 feet

Seventh Circle, Ezrabah

Ezrabah Sphinx, Ground Level, continued

15. **Whirling Blade Trap.** The room appears empty from the door; three wooden shafts each with six spring-loaded blades snap out of the ceiling, spinning counterclockwise. Adventurers suffer hp1d4/round unless succeeding on 1d20 rolls GTET [28-Agility].

Lower Sphinx Elevation, -15 FT

Refer to the map on page 55.

16. **Way Station.** One shaft and ladder comes into the room through the ceiling, another oval shaft and ladder in the floor, leads down to Location #34, found on the -30 FT elevation. There are no exits onto this elevation of the Sphinx.
17. **Singing Canaries.** The stairs from the Location #11 on the Ground Level end in a 15 FT passage which enters the room from the west. The room contains three **stone canaries** 28 inches, hp10, AC20, 200 GP ruby eyes, 200 GP gilded gold feathers) which sit on golden perches hanging from the ceiling. The **canaries** sing as soon as mortals enter and continue as long as they remain; there are no special effects from the songs. A cloud of death spores sufficient to affect three persons is released if a canary's body is broken or destroyed, die in 1d10 rounds, save 1d20 GTET [28-Stamina].
18. **Foggy Weather.** A 20 FT dead end passage filled with a thick white fog reducing visibility to 3 FT.
19. **Golem and a Surprise.** A dead-end offshoot passage west of the main passageway. A HD7 **Flesh Golem** with short sword stands in the passage; behind the golem is an ordinary mummified body mounted on a spring. The **golem** strikes at any person who passes up the main passage. If the **golem** is beaten down the body flies forward suddenly, propelled by the powerful spring, causing hp1d10 crushing damage; avoid 1d20 GTET [29-Agility].
20. **Snake and Scepter.** A large upright mummified **giant snake** holding a gold scepter (*Scepter of Dust*) in its mouth (HD5, bite 1d6, paralyzing venom {3d20 minutes, save 1d20 GTET [30-Stamina]}, die on saving roll of 1}) is on a round raised platform 6 FT across by 10 inches, its head is 5 FT off the floor.

21. **Iron Chains and Balls.** The 10 FT length west and

south of the corner are filled with heavy iron chains attached to the ceiling, each with heavy iron balls attached. The chains continually swing. Adventurers moving through this area are hit with the iron balls (hp6, avoid 1d20 GTET [28-Agility], concussion {see *Codicil of Maladies*} on saving roll of 1-3).

22. **Home Grown Cacti.** The room has twelve circular stone planters arranged in four rows of three, 5 FT between rows. Six planters hold ordinary barrel cacti, four hold HD2 **Spiny Cacti** (AC10, hp1d10 needle spray, 15 FT range, avoid 1d20 GTET [32-Agility]), two hold multi-armed **Burning Cacti** with fire at the tip of each arm (hp9, AC20, arms shoot hp1d12 fire at 20 FT range, avoid 1d20 GTET [32-Agility]).
23. **Animal-Head Statues.** The room is entered by secret doors on the north and south. The room has three large statues of seated animal-headed figures arranged with two on the east wall and one on the west wall (indicated as 'stars' on the map, page 54), so that a zigzag pattern is required to get past them. The north figure is a woman with a crane's head, the center figure is a man with a baboon's head, the south figure is of a man with a snake's head. Behind a panel hidden (-8 to find, -2 open lock) in the base of the *north statue* are a *1d12 Healing Potion*, a *Liqueur of Heroism*, and a *Potion of Ogre's Strength*. Behind a panel hidden in the base of the *south statue* are a *Sleeping Potion*, a *Lust Draught* labeled as a *Potion of Flying*, and a *Paralysis Draught* labeled as a *Seer's Cordial*. A hidden switch on the front of the middle figure's base causes the north and south figures to move together, blocking off travel across the room and forming a small rectangular prison; the statues return to their original positions after 1 hour.
24. **Ceiling Trap.** A spring-loaded arm with three hp1d8 spikes is fitted into the ceiling 15 FT from the west end, released by a pressure plate on the north wall, hitting at throat level. Adventurers avoid the pressure plate on 1d20 rolls GTET [36-Agility] if the plate is not detected, GTET [26-Agility] with the plate identified. Adventurers dodge the spikes on 1d20 rolls GTET [30-Agility]; on rolls of 1 the spike critically damages an eye or ear, mouth, or throat.
25. **Grey Ooze Room.** A secret door (-10 to find, -5 open lock) to Location #26 is on the east wall. The room initially appears empty but a HD2 **Grey Ooze** is on the floor.

Seventh Circle, Ezrabah

Ezrabah Sphinx, -15 FT Elevation, continued

26. **Quicksand Room.** An *illusion* of a long tunnel is on the east wall, disbelieve 1d20 GTET [33-Will]. The room is empty but the floor is quicksand. Adventurers become mired in the quicksand unless succeeding on a 1d20 roll GTET [42-Agility-Strength]; once a person is mired, they are sucked under the quicksand in (Strength-5) rounds unless they break free (1d20 GTET [33-Strength]).
27. **Bare Room.** An opening in the center east wall leads into the Idol Room, Location #28; a flickering light can be seen from inside. The room is empty.
28. **Figurines Room.** The room contains a small circular red rug in its center, small tables along the east wall and south walls; a lit gold oil lantern hangs from a golden hook in the ceiling. Four 30 GP red sandstone idols of a kneeling woman are on the tables, with four 350 GP gold *Scarab Beetle* figurines, two 120 GP silver-ivory *Desert Hare* figurines, two silver hour-glasses filled with fine white sand, six pewter candle holders each with dark brown (unlit) candles, a 400 GP shallow gold bowl filled with sand, two pewter mugs, and a 20 GP gold shovel implement. All of the items have an Unholy aura. Water Wizards must succeed on a 1d20 roll GTET [36-Will] to enter the room. A Priest or follower of a desert deity can cause each beetle figures to become HD4 **Scarab Beetles** (15 minutes, 1/day), and the hare figurines to each become a HD3 **Killer Hare** (15 minutes, 1/day)
29. **Skulls with Horns.** A secret door in the west wall leads to Location #30. The room contains fourteen bleached white *cattle skulls* with wide L-shaped horns. A flow of air through this room causes a keening sound from the skulls. The **skulls** (HD2, hp11, AC25, gore 1d6, immune to edged weapons) gore any good persons that enter the room; they pursue throughout this elevation.
30. **Penitent Adventurer.** A 4 FT diameter horizontal buzz-saw blade, comes out of the west wall on the fifth round after the door is opened, at 3 FT height; hp4d6 damage if not ducked (avoid 1d20 GTET [28-Agility], cleave body on rolls of 1). The saw resets after 5 rounds. A tied leather bag holding 600 CP is in the southeast corner.
31. **Dead Man Sitting.** A mummified male figure (not Undead) wearing an elaborate rectangular white-red-blue silk headdress sits (aura enchantment, evil) on a fine palm-wood throne with white silk canopy. A mortal donning the headdress is completely wrapped in Mummy's bandages in 1d6 rounds, suffocating in (Stamina-4) rounds.
32. **Fire in the Hole.** A secret door leading to the Animal-Head Statues (Location #23) is on the north side and a secret door leading to the Dead Man Sitting (Location #31) is in the diagonal connecting passage. Four thick cables (appears like black spider webs) stretch diagonally across the tunnel 15 FT from the east end, blocking it. Two pairs of small wall niches (5 inches by 3 inches tall) filled with coarse black flash powder are on each side of the cables (-6 to find). When the cables are cut, mechanical strikers in each niche create sparks that light the powder. An Adventurer is looking toward the flash on 1d20 rolls GTET 12; if their eyes are unprotected they are blinded 2d100 hours, save 1d20 GTET [34-Stamina].
33. **Transit Station.** An oval shaft and ladder comes up through the floor from the -30 FT elevation. A shaft in the ceiling continues up to the *ground floor*, then the +15 FT elevation, and the +30 FT elevation.

Lower Sphinx Elevation, -30 FT

Refer to the map on page 55.

34. **Shaft Bottom.** A shaft in the ceiling leads to Locations #16 on the -15 FT elevation and #12 on the *Ground Floor*. 1d12 HD 1 **Toadstools** grow in this area.
35. **Slippery Road.** The 5 FT section in the intersection center is 2 inches lower than the passages and is covered in an oily grease. Adventurers detect the grease on 1d20 rolls GTET [32-Intelligence]. Persons who cross the grease fall unless succeeding on a 1d20 roll GTET [26-Agility]. A person who falls suffers a sprained ankle for 1d6+2 days (hp1 damage, -2 Agility, -2 TH), unless succeeding on a 1d20 roll GTET [26-Agility]. A secret door on the east wall just north of the intersection leads to Location #50.

Seventh Circle, Ezrabah

Ezrabah Sphinx, -30 FT Elevation, continued

36. **Day of the Jackal.** The room contains six identical 8 FT statues of a shirtless jackal-headed man with an ornate neck collar, kilt, sandals, holding a shepherd's crook in the left hand and a flail in the right (labeled A through F on the map, page 54). The bodies are black marble, the heads are white marble, each eye is 500 GP (aura enchantment, evil). Any person carrying an amber piece becomes blind for 3d100 minutes, save 1d20 GTET [30-Stamina]. Hidden in the base of statue C is a small silver key which reverses the trap in the Cage Room (Location #39). In the base of statue D is hidden a horizontal shaft 6 inches by 4 inches by 26 inches deep; any person reaching their hand into this shaft is bitten on 1d3 fingers by a **Recluse Spider**; the spider remains in a hollow inside the statue. Hidden (-4 to find) on the base of statue F is a tiny stub which (when pressed) causes the statue's mouth to open, revealing a scroll (one-time prayer opens the metal box in the Sandbox Room, Location #38; must be performed by Priest or Crusader).

Three secret doors are located in the south wall, the first 15 FT from the southwest corner, the second 25 FT from the southwest corner, the third 10 FT from the southeast corner.

37. **Bare Walls.** The room is empty except for a faint slithering or scraping sound accompanied by hissing.
38. **Sandbox Room.** A strongly-made metal box, 5 FT by 2 FT by 2½ feet thick is in the center of the room, with a metal handle on the top. There is no obvious latch, lock, or hinges, and the lid does not lift regardless of the Strength of the person attempting to open it. The lid opens after the prayer found in the Day of the Jackal room (Location #36) is read aloud. The box is filled with a fine yellow sand. Under the sand surface are two clay potion flasks labeled in pictographs that translate as, '*Stilling of the Winds*' and '*Calling of the Winds*.' If the flask '*Stilling*' is broken in the Raging Sandstorm Room, Location #42, it calms the **Efrete** imprisoned there and the sandstorm ceases for 2d100+30 minutes. If the flask labeled '*Calling*' is broken in Location #42 while the winds are calm it enrages the **Efrete** and the sandstorm commences again. A person searching the sand touches an ordinary (6 inch) **scorpion**

on a 1d6 roll of 1.

39. **Cage Room.** Two minutes after the door is opened, a door-less metal cage appears 4 inches inside each wall of the room, bars spaced 4½ inches apart (hand can be inserted between them); a hidden (-8 to find) panel on the wall west of the door opens to reveal a keyhole which fits the small silver key found in Statue C in the Day of the Jackal, Location #36. When the key is inserted and turned clockwise the cage disappears. The trap resets itself after 1d12 hours.
40. **Confusing Intersection.** Each person who steps through the intersection is confused for 1d100 minutes, save 1d20 GTET [26-Will]. A secret door on the east wall south of the intersection lead to Location #50.
41. **Dead End.** An *illusion* (disbelieve 1d20 GTET [30-Intelligence]) on the west wall shows a passage continuing for 40 more FT with room openings on both the left and right sides.
42. **Raging Sandstorm.** The room is filled with a thick swirling sand and dust storm, with frequent flashes of electricity and lightning. The west wall contains two secret doors, one in the northwest corner which leads to Location 43, and one in the center of the wall which leads to Location #44 (riddle required); apply an additional -12 to find modifier to locating the secret doors while the storm rages. The sandstorm is maintained by a captive HD10 **Efrete** who frantically moves about the room. Any person entering the sandstorm has visibility of 3 FT, suffers hp1d3 damage/round from wind-driven sand, is struck by hp 1d8 damage lightning every round {save 1d20 GTET [25-Stamina]}, and is attacked by the **Efrete** on 1d20 rolls GTET 14 (first strike advantage).

The sandstorm is quieted by killing the **Efrete** or by breaking the clay flask labeled '*Stilling of the Winds*' obtained from the Sandbox Room, Location #38, inside the room. Once the sandstorm is quieted, the following can be seen written in the center of the west wall, '*Alacami is caught in a sudden desert shower, so that his robes are soaked, yet not a hair on his head is wet. How can this be?*' The secret door to Location #44 opens when the answer is spoken aloud, '*He is bald.*'

Seventh Circle, Ezrabah

Ezrabah Sphinx, -30 FT Elevation, continued

43. **Shooting Gallery.** Two ordinary arrows are on the floor just inside the hallway. Fifteen seconds after the door is opened an arrow fires (per Warrior L6, hp1d6 damage) from a 3-inch hole in the center of the dead-end wall (from the west along the length of the hallway). Every 5 FT along the hallway are *invisible* tripwires 6 inches from the floor (six total) each causes an additional arrow to fire (avoid 1d20 roll GTET [38-Agility], on roll GTET [32-Agility] if capable of *seeing invisible*, on roll GTET [26-Agility] if detect tripwires).
44. **Weakness Zone.** A secret door in the west wall leads to Locations #45 and #46. The room is empty, but persons passing through suffer 2d100 minutes weakness (reduce Strength -1d4, save 1d20 GTET [30-Stamina]).
45. **More Mummies.** Reached from the Weakness Zone, Location #44 through a secret door in the east wall, and exiting to Location #46 through a secret door in the south east wall. The room is occupied by two HD6 **Mummies** with a HD9 **Mummy Lord** (Water Wizard L5). Together the Mummies have the following concealed in their wrappings: 83 SP, 48 GP, two 80 GP gold Mummy-shaped charms, a plain 34 GP gold ring, three pearls (820, 946, 1178 GP), a *Locket of Fear*, four 10 GP silver luck charms (not enchanted), and *Glasses of Sight*. The room contains an ornately-carved rack with three 3000 GP golden swords.
46. **Ladder Up.** An oval shaft and ladder located in the ceiling leads to Location 33 on the -15 FT elevation, to Location 70 on the +15 FT elevation, and to Location #72 on the +30 FT elevation (allowing access to rooms in the head). A **Shelf Fungus** grows in the vertical shaft; an **Explosive Fungus** also grows in the shaft on 1d20 rolls GTET 16.
47. **Wall Murals.** The west and east walls have vivid murals of Type 7A Devils building a Sphinx. The room is empty.
48. **Trapped Ghost.** Twenty-five FT from the west (#40) end of the passage is the 5' tall HD6 **Ghost** of a young woman with long black braided hair, a copper circlet and armbands, and a dark-colored dress. She is immobilized in the passageway and remains

incorporeal. Persons within 10 FT are panicked 1d20 minutes (save 1d20 GTET [28-Will]). Mortals who pass through her body [either direction] permanently age 10 years and reduce their Agility statistic 1 point for 1d20 hours.

The ghost is released by a *Disperse Magic* spell or *Banish Spell* prayer. She attacks on 1d20 rolls GTET 17 after being released, otherwise disappears.



49. **Animal Cages.** Thirty wire empty cages are against the north wall, arranged in six rows of five, each 3 FT wide by 1 FT by 2 FT deep. Twenty stout pegs are in the south wall, in two rows of ten. On the pegs hang: two black woolen cloaks (one holds 12 GP), a stethoscope, four black skull caps (one is a *Cap of X-Ray Sight*), and a black leather satchel marked on the outside with a red-colored half-moon (contains surgical supplies such as needles, thread, forceps, tweezers, scalpels, gauze, etc.). Two unlit iron lamps are mounted to each of the west and east walls by iron brackets. The room also contains two 6 FT wooden tables, two tall wooden stools, a small wooden cart on 4 wheels, and a metal book stand. An ordinary walking stick leans in the southwest corner. On the tables are four pairs of thin leather gloves, a stone mortar/pestle, five pewter cups, three pewter bowls, a pewter pitcher, five vials of *smelling salts*, and a 10 SP bronze incense burner loaded with 10 GP incense. Hidden (-6 to find) in a

Seventh Circle, Ezrabah

Ezrabah Sphinx, -30 FT Elevation, continued

49. **Animal Cages...** leg of one table are three prayer scrolls of *Reincarnation*; the leg twists in the clockwise direction then pulls down and off to reveal a hollow in the upper leg.

If the cages are disturbed or thoroughly searched, noxious dusts may become airborne, depending on 1d20: (1-15) no effect, (16-18) **Poison Pollen**, (19-20) **Ghost Wind Pollen**.

50. **Electric Chest.** The room contains a woven reed mat, four large wax candles on tall wooden stands, a prayer kneeler with black cushions, and an upright wooden screen. On the floor are found an ordinary bullwhip, three empty glass vials, a broken (smoking) pipe, an ordinary piece of black cloth and an empty pewter stein. A scuffed area on the south wall with three holes marks where a plaque or symbol was removed from the wall. Behind the wooden screen in the northeast corner is a locked wooden chest.

The chest has a combination lock with five wheels marked with 20 numerals, the combination is 04-16-10-18. A battery fastened inside the chest's lid is attached to the metal rim around the lid; when the lid is lifted an hp1d10 electric shock is received (save 1d20 GTET [30-Stamina], fatal heart attack on roll of 1 stops). The battery circuit is switched off when the first wheel is set to position 20 after unlocking. A black cloth painted with a *Glyph of Blindness* (2d20 hours, save 1d20 GTET [32-Will]) lies on top of the chest's content.

The chest contains six vials of *Unholy Water*, a copper Unholy Symbol to Samael, two ankle-length black hooded robes (acts as *Robes of Poison* when worn by good persons), a pair of *Sandals of Lava Walking*, a black metal *Spiked Mace* +3 (+5 and does 3d10 damage versus Type 8 or 9 Devils), a black *prayer shawl* dedicated to Lucifer (chokes a good to death, save 1d20 GTET [30-Strength]), a hymnal to Lucifer (40 pages) written in Infernal Cant, three strings of 4500 GP black pearls (prayer beads dedicated to Samael), and a *Ring of Prayer Storing*. All items in the chest have the aura of evil. The ring contains the following prayers: *Compel Truth*, 3x *Create Minor Food*, 3x 1d6 *Cure Light Wounds*, 2x *Detect Poisons*, *Immunity to Disease*,

3x *Reveal Hidden*, *Banish Confusion*, 2x *Banish Disease*, *Banish Paralysis*, 2x *Banish Spells*.

51. **Fourteen Mummies.** The room contains 14 wooden sarcophagi lying flat on the floor in two rows of seven. Three sarcophagi are empty, nine contain HD8 **Mummies** and two contain HD10 **Mummy Lords** (Water Wizard L6). Inside the wrappings of all the Mummies are 42 GP, 80 SP, three 15 GP moonstones, two sapphires (1772, 1994 GP), five copper medallions of Samael (aura of evil, allows Samael to hear within 15 FT), two 2 GP silver luck charms (no effect), four 60 GP carved ivory mummy figurines, five 10 SP copper bracelets, two 250 GP gold chains, a 140 GP silver medallion of the sun, and ten 12 GP ivory needles with tips of electrum.

Inside the Mummy Lord wrappings of the are 25 GP, four 350 GP pearls, a 5 GP black onyx charm against magic (not enchanted), a 65 GP gold chain valued, two gold-amber pins resembling bees (310, 338 GP), a *Dimensional Trap Ring*, a *Ring of Many Escapes* (14 charges), and two cards from a *Fool's Deck*.

All of the sarcophagi are initially closed. If Adventurers leave the room without disturbing the sarcophagi then for every additional room on this elevation the Adventurers enter, 1d6 Mummies leave their sarcophagus on 1d20 rolls GTET 16, there and gather between the two intersections Locations #35 and #40. If Adventurers open the sarcophagi the first four contain **Mummies**, then an empty, then a **Mummy Lord**, then an empty, then two more **Mummies**, then the remaining **Mummy Lord**, then the remaining **Mummies**, and finally the remaining empty. The occupants exits their sarcophagus and attack if the lid remains open for 15 seconds or if they are attacked; once combat begins one additional Mummy/Lord exits their sarcophagus every round until all have exited. There is no treasure within any sarcophagus.

Upper Elevation, +15 FT

Refer to the map on page 51.

52. **Riddle Room.** A secret door in the west wall in the southwest corner leads to the Diagonal Chest, Location #53. On the south wall in the southwest corner

Seventh Circle, Ezrabah

Ezrabah Sphinx, +15 FT Elevation, continued

52. **Riddle Room**...is written, 'A blind beggar had a brother who died. What relation was the blind beggar to the brother who died?' The secret door opens when the answer, 'his sister,' is spoken. A sliding stone panel seals the south exit when the floor plate at Location #65 is depressed. The room contains only dust and general refuse.

53. **Diagonal Chest**. A large grey and black stone chest sits diagonally across the southwest corner with a silver keyhole (-17 open lock); the silver key to open the lock is obtained from the mummified man at Mummy and Key, Location #71.

Inside the chest are 800 lead disks under *illusion* (disbelieve 1d20 GTET [33-Will]) to look like gold pieces, a pair of *Lead Boots*, a *Ring of Sorrows*, a *Shapeshifting Potion (Black Pudding)*, a *Potion of the Hag*, a *Disease Draught* (Tetanus), a cursed silver *Dagger -2* (rejuvenates any undead by 1d3 damage), five *Backstab Arrows*, two *Darts* (Dwarf Bane), and a cursed *Mace -4* (hp1 damage to wielder/hit). In a secret compartment (-8 to find, -4 open lock) in the rear base of the chest is an ivory-amber *Talisman of Protection* (AC+25, +1 on Will-based saving rolls, resists Fire magic on 1d20 rolls GTET 14). Only a Gnome or smaller creature fits behind the chest; the loaded chest weighs 425 pounds and requires total Strength GTET 28 to move.

54. **Ceiling Trap**. A thin vertical tripwire (-10 disarm trap) is in the middle of the passage, avoided on 1d20 rolls GTET [33-Agility] if undetected, GTET [26-Agility] if detected. If the wire is broken a 5 FT by 4 FT wide by 5 FT thick section of ceiling falls just ahead (to the west), hp3d8 damage (avoid 1d20 GTET [32-Agility]).

55. **Pile of Skulls**. A 5 FT square platform by 3 FT high stands in the center of the room, constructed of humanoid bones on top of which is an eight-tier pyramid of skulls, the bones are fastened together with a white mortar. The skull's eyes all glow with a green light. Any Priest or Crusader touching the pile of skulls becomes unable to perform any healing for 1d20 hours (save 1d20 GTET [32-Will]).

56. **Boat Room**. A secret door in the center of the west

wall leads to Location #57. A 23 FT long river boat occupies the center of the room. It has six oars on each side and its keel is supported on stone slabs so the deck is 5 F off the floor. The north wall is lined with thirty model boats in two rows, each boat 15 inches long with high prows and sterns and supported by a short wooden shelf; the south wall has fifty model boats in two rows.

The full-sized boat has an open deck with six rowing benches, a flat deck area, a drummer's station, and a small cargo hatch into the prow. Each rowing bench has four skeletons (not undead) chained to the oars. The cargo hatch is slightly warped and requires a Strength statistic GTET 19 to pull open; inside the small area are four wooden crates of moldy and inedible food, two sealed wooden casks of water (save versus disease, 1d20 GTET [35-Stamina]), three decayed leather bullwhips, a leather satchel filled with parchment scraps, a rusted metal mace, and 50 FT of rotting hemp rope (breaking strength of 25 pounds). Four HD5 **Water Elementals** appear when a character disembarks from the boat, one in each corner of the room.

One of the boats on the north wall can be *invoked* once/month by a Water Wizard into a full-sized one-ton boat with 12 skeletal rowers (48 hours). One of the boats on the south wall can be *invoked* by a Water Wizard into a full-sized one-ton boat, however, the boat is overweight and sinks 1d12*100 yards after being launched. These miniature boats have auras of enchantment.

A stone panel recessed into the wall at the east end moves out to seal the passage when the pressure plate at Location #65 is depressed.

57. **Purple Mold Room**. The room contains only dust and general trash. A **Purple Mold** is on the east wall.

58. **Hell Rat Pack**. A secret door on the south wall near the southeast corner leads to the Drink Selections, Location #59. The room is occupied by 12 HD3 **Hell Rats**, and contains only general garbage.

59. **Drink Selection**. The room has a plain wooden table on which sits five 35 GP glass carafes, one each with handles of brass, pewter, silver, gold, and platinum. The brass carafe is filled with a pungent red liquid which has no effect when drunk. The pewter carafe

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Ezrabah Sphinx, +15 Elevation, continued

59. **Drink Selection...** is filled with a dark brown liquid with a rich aroma which acts as a temporary mental stimulant when (Will+2, Intelligence+1, four doses, 1 hour). The silver carafe is filled with a bubbling dark blue liquid whose vapors cause the eyes to sting; at the bottom of the carafe is a 30 GP silver ring which can be used at Location #71 to obtain a key. The gold carafe is filled with a yellow fatal poison with the smell of honey (save 1d20 GTET [33-Stamina]; if save versus death, 1d12 hours strong muscle cramps {Agility-3, Strength-2}, save 1d20 GTET [36-Stamina]). The platinum carafe is filled with a white liquid with a peppery aroma which acts as a strong corrosive acid; a ceramic ring with no special properties is at the bottom.

60. **Web Curtains.** The room is thick with curtains of grey cobwebs, as is the entire passage east to Location #62.

61. **Poisonous Floor.** The entire floor of the passage between the start of the Web Curtains, Location #60, and the Invisible Spider Room, Location #62, is coated with a grey-colored contact poison (3d100 minutes paralysis, save 1d20 GTET [31-Stamina], direct skin exposure - must be barefoot). The 5 FT by 5 FT square at the 90-degree corner 10 FT east of Location #60 is coated with a very strong adhesive with a particular affinity for leather (shoes); avoid 1d20 GTET [36-Agility] if not detected, GTET [29-Agility] if detected, footwear binds to the floor unless 1d20 roll GTET [32-Strength].

62. **Invisible Spider Room.** The room is occupied by six HD5 **Invisible Spiders** (save versus venom 1d20 GTET [30-Stamina], 1d12 hours weakness {Strength-5}, 1d2 additional damage/round for 1d12 rounds, on save roll of 1 1d12 hours paralysis). The room contains trash, partially consumed insect carcasses; a small leather satchel contains six 100 GP topaz, a 345 GP ornamental dagger with silver hilt, a Fire Wizard's scroll (3x *Detection*, *Fireworks*, 2x 1d12 *Magic Grenade*, 2x *See Invisible*, *Blindness*, *Disperse Magic*), a Fire Wizard's scroll (2x *Daylight*, 2x *Exploding Glyphs*, *Fire Ring*, 2x *Night Vision*, 2d6+2 *Fire Attack*), and a prayer scroll (*AC+18 Armorskin*, 3x 1d6 *Cure Light Wounds*, *God's Sword*, *Minor Escape*, 3x *Minor Prayer*, +4 *Sword Blessing*).

63. **Time Walk Pentagram.** A pentagram is drawn on the floor between glyphs on the west and east wall, 5 FT south of a 90-degree turn to the south in a twisting passage between the Invisible Spider Room, Location #62, and the Curse on the Wall, Location #64 (see map on page 51). A person standing in the pentagram and reading a glyph is *transported backward in time* to the same location 100 days earlier, save 1d20 GTET [36-Will]; they (or their body) return 12 hours later in real time after spending 24 hours in the past. Two persons can be transported (one for each glyph). An individual can only be transported backward in time once (serial use of the glyphs is not permitted). If the pentagram is covered or erased the time travel effect is disrupted. Twenty FT south of the corner on the east wall is a secret door to Location #71.

64. **Curse on the Wall.** The room is dusty and contains trash, several small mushrooms, and three face down dwarf-sized skeletons (all equipment is gone). Written on the west wall is, 'You who spy and dare to try my secrets, you are damned and find your hands with weakness tremble so long as my realm you trouble.' Persons who believe (disbelieve 1d20 GTET [27-Will]) the curse are affected by it (decrease Strength by -1d6 while in the Oasis).



65. **Trapped Like a Rat.** A 4 inch square pressure plate in the center of floor halfway down this passage causes 3 inch thick stone barriers slide across the passage out of the south wall at Location #52 and out of the south wall at Location #56, sealing the passage. The barriers return to their initial position after four additional pressing of the pressure

Ezrabah Sphinx

Level 2
(+ 30 feet elevation)

Lower Sphinx Head

Upper Sphinx Head

1 square = 5 feet

Seventh Circle, Ezrabah

Ezrabah Sphinx, +15 Elevation, continued

65. **Trapped Like a Rat...**plate, or when **Mummy Kemelnesses** manually resets them. The pressure plate is avoided on 1d20 rolls GTET [33-Agility] if not detected, GTET [23-Agility] if detected, and is -10 to find, -10 to disarm.
66. **Overcome by Anger.** A 3-inch wooden button painted dark red is location 8 FT west of the corridor leading to Location #52 on the south side. Pressure plates in the passage floor transmit weight to an elastic bladder containing seeds and pollen of the **Anger Flower** plant, which fill the air from holes in the ceiling (-12 to find); when the wooden button is pushed inward, it closes a piston tipped with a rubber stopper which fits snugly into the mouth of the bladder, preventing release of its contents. Mortals exposed to the pollen become unreasonably and unaccountably angry with each other, so that fights and violence break out between companions over real and imagined issues and insults (1d20 minutes, save 1d20 GTET [30-Will], checked every 5 minutes).
67. **Quicksand Again.** A secret door on the east wall in the southeast corner leads to the Wraith Chest, Location #68. A 6 FT diameter pit of bubbling sand is in the center of the room (quicksand, trapped unless 1d20 GTET [32-Strength]). The room is occupied by five HD1 **Tiny Bats**.
68. **Wraith Chest.** At the east end is a locked metal chest with a combination lock (-9 open lock), 3 digits with 15 numbers; the correct combination is 05-02-11. After every incorrect combination or missed chance to pick the lock, a 1d6 electric shock occurs on 1d12 rolls GTET 4. Inside the chest is a single HD8 **Wraith** in the form of an old man with a staff.
69. **Poisoned Bodies.** A male and female Gnome hang from the ceiling with ropes around their necks tied in hangman's knots. They appear recently dead and wear leather armor (aura of enchantment). The leather armor is AC+24, the leather gloves are AC+6, and leather boots are AC+6. The insides of the armor are coated with contact poison: the first time an armor is donned hp2d8 is suffered (save 1d20 GTET [30-Stamina]); unless thoroughly cleaned the second time the armor is donned damage is hp1d8 (save 1d20 GTET [27-Stamina]).

70. **More Shafts.** An oval shaft and ladder in the floor leads down to the -30 FT elevation through Locations #33 and #46. A shaft and ladder in the ceiling leads up to the +30 FT elevation at Location #72. The room does not have any access to/from this elevation. The room is quite dusty but empty.
71. **Mummy and Key.** In the northwest corner stands a mummified man (not Undead) holding a large silver key in his left hand by its shaft; his right hand wears three silver rings, each identical to the silver ring obtained at the Drink Selection, Location #59; the bare second finger is extended as if pointing. When the silver ring obtained at Location #59, is slipped onto the bare finger, the hand holding the key relaxes and it can easily be removed. Any attempt to remove the key by force results in it being snapped in half and the working end being bent (e.g. becomes unusable). The key opens the Diagonal Chest at Location #53.

Also in the room are a carved wooden table, the remains of a broken rocking chair, an ordinary dagger with a cracked blade, and 3 SP. On the table are an ordinary hooded lantern, a flint&steel kit, an oval pewter bowl, an ordinary smoking pipe, a whetstone, a 3 FT piece of leather cord, and a razor.

+30 FT Elevation

Refer to the map on page 63.



72. **Entry Room.** An oval shaft in the floor in gives access to Location #46 on the -30 FT elevation through Locations #70 and #33. The room is thick

Seventh Circle, Ezrabah

Ezrabah Sphinx, +30 FT Elevation, continued

72. **Entry Room...** with dust and occupied by six HD5 **Mummified Crocodiles**. Hidden inside the mummy wrappings are 40 SP, 18 GP, four 200 GP pearls, three 15 GP silver crocodile charms (not enchanted), a 25 GP gold mummy charm (not enchanted), three 1 GP copper charms versus fire magic (not enchanted), a silver *Ring of Prayer Storing* with 12x 1d8 *Cure Light Wounds*, and an obsidian *Charm versus the Evil Eye* (+8 save roll against mental domination). The crocodiles at More Mummified Crocs, Location #73, join any fighting after 1d6 rounds on 1d20 rolls GTET 9, checked per round.
73. **More Mummified Crocs.** The room contains pieces of a broken wooden bench, a dented lantern, three pieces of blank parchment, two empty clay flasks without stoppers, two broken arrows, and one spoiled ration, all covered in fine black dust. The room is occupied by five HD5 **Mummified Crocodiles**, each 8 feet long and carefully wrapped in heavy white bandages. If fighting occurs in the Entry Room, Location #72 the crocodiles move to #72 on 1d20 rolls 9, check per round. Hidden in the mummy wrapping are 18 CP, 22 SP, 11 GP, two moonstones (42, 55 GP) each, five turquoise pieces (each 1d20*15 GP), two jade crocodile charms (210, 282 GP), three copper luck charms (not enchanted), two obsidian mummy charms (91, 104 GP), four 2" plain copper disks, and two 100 GP gold rings.
74. **Trap Control.** A secret door on the east wall in the southeast corner leads to the Accelerator Trap, Location #75. A vertical metal lever is located on the east wall, it has three positions and is found in the bottom position. When the lever is in the top position the trap at #75 is disabled, when the lever is in either the middle or bottom positions the trap at #75 operates normally; a listener hears the faint (-3 whisper) humming sound of an electric motor when the trap is operable. The room is empty except for a layer of dust over general trash.
75. **Accelerator Trap.** A straight passage ending at an apparent dead end. When the trap is operating, persons carrying/wearing GTET 35 pounds of ferrous (e.g. steel or iron) metal who advance GTET 5 FT down the passage are picked off their feet (by magnetic force) and accelerated the length of the passageway. The apparent dead end wall is hinged at the top to swing open when weight strikes it, opening to a sheer drop of 45 FT to the hard-packed sand at the rear of the Sphinx. The electric and magnetic currents in the metal delivers hp1d12 damage plus falling damage.
76. **Feline Room.** A black carpet runs up the center of the room decorated with the gold silhouettes of sitting cats. Four pairs of 4 FT gilded sitting stone cats, line the north and south walls. Two marble shelves on the east wall hold 8 inch marble idols of cats with eyes of (25 GP) pearl. A black marble altar in front of a tapestry of cats is at the west end. On the altar are four 30 GP gold candlesticks, three 250 GP gold dishes, a 40 GP deep silver bowl filled with raw meat, a 10 inch 110 GP silver idol of a lion-headed woman, and a five-strand Whip with silver hooks at the end (+2, 1d6, wraps around and immobilizes opponent on natural rolls of 19 or 20, save 1d20 GTET [28-Agility]). If any items are taken from the altar, three HD6 lion-bodied **Lam-massu** (Air Wizard L6) appear at the east end of the room; fighting can be avoided if the items are returned along plus GTET four additional items of equal or greater value plus GTET 30 minutes of genuinely prayerful meditation.
77. **Sands of Time.** Once the room is entered the secret door auto-closes and becomes stuck, requiring a total Strength GTET 38 to push open. Thirty seconds after the secret door is opened a fine mist of sand begins to flow into the room through holes in the ceiling, after 3 minutes it becomes a rain of sand which continues until the room is completely filled (20 minutes). The sand slowly begins to drain out through the floor 45 minutes after Adventurers enter. Any person caught in the rain of sand suffocates after a number of minutes equal to their Stamina, save 1d20 GTET [32-Stamina], checked every minute after Stamina minutes. Persons caught in the sand suffer 1d12 crushing damage from the weight.
78. **Two Spearman Statues.** A secret door in the south wall of the east alcove gives access to the Sands of Time, Location #77. In the west alcove is an 8 FT stone statue of a vulture-headed male spearman with silver-tipped spear; it is painted in realistic colors, with gold and silver gilding, with sapphire

Seventh Circle, Ezrabah

Ezrabah Sphinx, +30 Elevation, continued

78. **Two Spearman Statues**...eyes (380, 511 GP). In the east alcove is an 8 FT statue of a frog-headed female warrior with rectangular shield and war hammer (HD5 **Resin Golem**) with a deep bronzed tan skin color, and moonstone eyes (427, 483 GP); the **golem** weighs 200 pounds with gear and can be wrestled aside to gain access to the secret door in the alcove. On a 1d20 roll GTET 12 the Resin Golem strikes at passing mortals. The secret door is -12 to find with the golem in the alcove, -6 to find with the golem removed, -8 open lock.
79. **Mesmerizing Scenes**. The left side of the passage is painted in several bright murals showing lush desert oases. The sun(s) pulse in size and flash orange-yellow, mesmerizing mortals within 10 FT (1d100 minutes, save 1d20 GTET [32-Will]).
80. **Snake Room**. An 18-FT HD4 **King Snake** (paralyzing venom, save 1d20 GTET [30-Stamina], Intelligence 14, speaks Common, summons snakes) occupies the room on 1d20 rolls GTET 11, otherwise the room has only ordinary trash and dust. The passage to Location #81 has numerous knife blades embedded into the north and south walls and the ceiling; passing Adventurers suffer hp1d6 damage unless succeeding on 1d20 rolls GTET [29-Agility] OR wearing plate mail.
81. **Golem Room**. A secret door (-11 open lock) on the south wall of the southeast corner of the second room leads to the Copper Pile, Location #82. The northwest room is furnished with a plain wooden bench, a small blue oval rug, an empty wooden cask, and a round wooden table; a 1425 GP seascape oil painting hangs on the south wall; found on the floor are: five ordinary crossbow bolts found, and an ordinary wool cloak. The southeast room is furnished with two wooden stools, three moldy pillows found on the floor, and a wooden tool box containing a wood mallet, four rusted iron spikes, two chisels, a flat screwdriver, and a leather awl. The southeast room is occupied by a HD7 Brass **Golem** in the northeast corner and a HD3 Mold **Golem** in the southwest corner. The golems do nothing unless the secret door is opened, then attack.
82. **Copper Pile**. The room contains 45,000 CP in an unorganized heap in the center of the room. Under the pile (-6 to find, well covered by the coins) is a copper chest inside a *force field* (requires Wizard GTET L14 to dispel). A *Glyph of Blindness* (range 9 FT, 1d100 hours, save 1d20 GTET [32-Will]) is inscribed on the inside chest cover. Inside the chest are two *Flying Potions*, two *2d8 Healing Potions*, 3 glass vials of *Holy Water*, a *Physic of Levitation*, a *Potion of Ogre's Strength*, a 40 GP ivory pot of *Life Restoring Balm*, an *Amulet of Reincarnation* (one use), an ebony *Charm versus the Power Diabolus*, and a *Cloak of Healing*. The chest also holds a spell scroll (Air), a spell scroll (Fire), a spell scroll (Water), a spell scroll (Shaman), and a prayer scroll ().
83. **Tools and Riddles**. A secret door to the Cat-Head Skeletons, Location #85 is on the east wall. The room contains an ordinary round shovel, a broken mattock head, chipped chisel, wooden mallet, several pieces of red chalk, a twisted crowbar, and ordinary trash, all under a heavy layer of dust. On the north wall is written in gold lettering, '*At night they come without being fetched, and by day they are lost without being stolen. What are they?*' The secret door opens when the answer is spoken aloud, '*the stars.*'
84. **Net of Weakness**. A rectangular wire mesh (10 inch spaces) with a thick metal cable perimeter, sized to cover the whole room, is suspended from the ceiling by eight metal hooks (corners plus the center of each wall, auras of enchantment and evil). Five FT from the north wall are three 40 inch marble pillars set 2 FT apart; on the leftmost pillar sits a 300 GP piece of polished green jasper, on the center pillar sits a 500 GP blue-white pearl, and on the rightmost pillar sits a 8200 GP piece of desert turquoise valued at 82 GP (each aura of enchantment). When the turquoise gem is removed, the mesh is released and falls over persons in the room; persons within 8 FT of the exit escape on 1d20 rolls GTET [28-Agility]. The mesh is made of very hard metal and requires enchanted blades to cut. Mortals caught in the mesh have their Strength reduced by 1d8 until freed, save 1d20 GTET [35-Stamina].
85. **Cat-Headed Skeletons**. A secret door on the north wall in the northwest corner leads to Location #86. The room is furnished with a divan of ancient style, two leather ottoman, a low 4 FT table, two broken wooden chairs, parts of several broken wooden

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Ezrabah Sphinx, +30 FT Elevation, continued

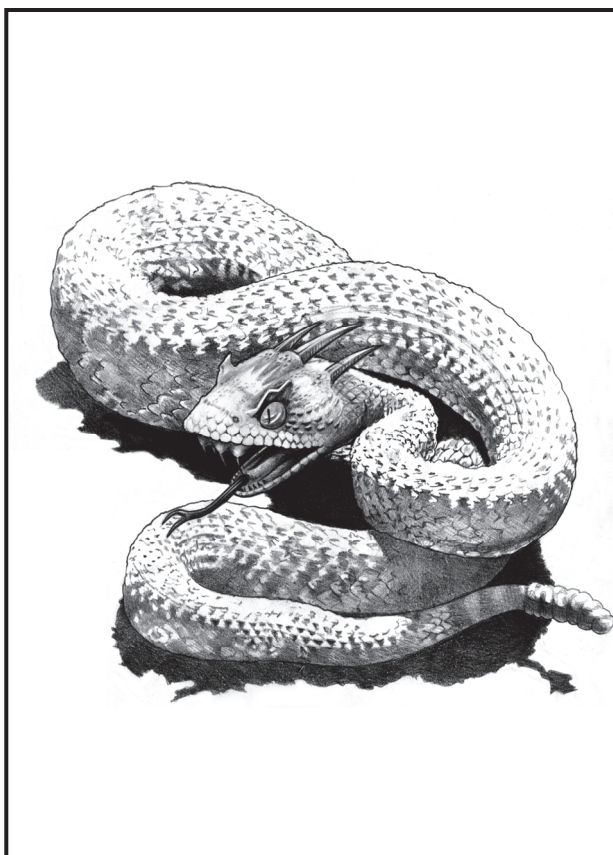
85. **Cat-Headed Skeletons**...casks, a wooden book stand, and a small secretary desk. On the east wall is a frayed and faded tapestry showing cats in an outdoor mountain scene. Four unlit brass lanterns are fastened to the west wall. The room is occupied by eight HD4 **Skeletons** with the furry heads of cats and cat's claws for hands (hp21, AC12, Bite 1d4, Claws 1d4 plus venom which reduces will to fight, save 1d20 GTET [33-Will] or immediately surrender, disease lycanthropism from bite {housecat}, save 1d20 GTET [30-Stamina]).

86. **Crocodile Heads**. A secret (-10 to find, -10 open lock) door on the west wall leads to a long passage to the Cat's Throne Room, Location #89 through traps at Locations #87 and #88. A hidden (-8 to find) 4 FT trap door in the center of the ceiling opens to a 3 FT wide oval shaft leading upward another 8 FT to another trapdoor; the upper door opens to the outdoors and allows access to the back of the Sphinx monument. Two HD3 **Rock Spiders** are in the shaft on 1d20 rolls GTET 13.

Nine **stuffed crocodile heads** are mounted on the east wall (just behind their front claws) 18 inches off the floor, four stuffed crocodile heads are on the south wall, and five are on the north wall. Each head is HD7, hp14, AC42, 1d8 Bite, resists natural and enchanted fire; heads extend 3½ FT into the room and can stretch their necks an additional 3 FT. When a crocodile is destroyed a 1750 GP black pearl is found inside its mouth.

87. **Knife Pit**. Thirty FT from the east end is pit, 10 FT long by 15 FT deep, with knife blades embedded in the upper 5 FT of the north and south walls; four HD1 **Rattlesnakes** are at the bottom. Although the pit is not covered, an *illusion* (disbelieve 1d20 GTET [34-Will]) makes it seem the passage floor is solid over the pit area. Persons who walk 'over' the pit fall in unless succeeding on 1d20 roll GTET [33-Agility], persons who detect the pit avoid falling on 1d20 GTET [24-Agility]. Persons falling into the pit receive falling damage plus hp1d6 from the knives, and are *stunned* 1d4 rounds (save 1d20 GTET [28-Stamina]).

88. **Deaf-Mute Spell Trap**. Thirty FT from the west end is an *illusion* (disbelieve 1d20 GTET [34-Will]) of



thin spider webs strung across the passage. Mortals who pass through the 'web' feel an intense tingling sensation, almost an itching, in their ears and in their throats, causing both muteness and deafness for 1d12+2 hours, save 1d20 GTET [29-Will]. The trap requires a *Disperse Magic* by a Wizard GTET L14 or a *Banish Spell* prayer by a Priest or Crusader GTET L15.

89. **Cat's Throne**. A secret door (-12 to find, -10 open lock; *invisible*) in the southwest corner leads to Location #90. A circular blue rug has a cat's head blazoned in gold, two 150 GP silver idols of cats sit on a wall shelf on the west wall, and a silver throne is against the east wall. the throne has silver cat's heads along the top of the seat and on the arm rests, and a lifelike cat's tail attached to the back of the chair continuously curls and uncurls itself. The room is occupied by a HD6 male **Lion** (roar *stuns* 1d8 rounds, save 1d20 GTET [28-Stamina]). A 14,950 GP gold crown sits on the throne (five ivory leaves, twenty emeralds, four sapphires, eight diamonds, ten platinum cats, and twelve pieces of polished cat's eye). A hidden (-8 to find) 5-inch panel

Seventh Circle, Ezrabah

Ezrabah Sphinx, +30 FT Elevation, continued

89. **Cat's Throne**...on the northside of the throne at the base opens to reveal a scroll written in Infernal Cant; the translated scroll reads, '*This scroll requires Earl Geryon to perform the service named by the holder within 1 hour of its being presented.*' It is signed by Prince Amayon and sealed in wax. The scroll has no actual power over Earl Geryon.

90. **False Mummy King**. An oval shaft in the ceiling leads upward to the Lower Sphinx Head and Location #92. A metal grate is across the opening, secured with an electrum padlock (-14 open lock). The room is occupied by four HD5 **Mummies** (Spear +2, Short Sword) and a HD8 **Mummy Lord** (Earth Wizard L4, *Scimitar* +3, *Ring of Frosty Breath* {12}, *Wand of Sleep* {19}, controls lesser undead, summons **rabid Rats**). The Mummy Lord falsely claims to be **Kem-melnesses** and orders mortals to immediately level his sacred building and never return unless they wish their soul shredded and destroyed.

91. **Hidden Explosive**. Long/thin tapestries hang on the north and south walls of the alcove. Under the south tapestry is an Exploding Rune doing 3d6 damage.

Lower Sphinx Head

Refer to the map on page 63.

92. **Golem Sentinels**. An oval shaft in the center of the floor leads down to the False Mummy King, Location #91. Four HD9 **Iron Golems** stand along the east wall, preventing access to either passage (#93 or #96). A secret door is in the west side of the passage leading to Blind Man' Bluff, Location #96.

93. **North Room**. A secret door (-12 to find, -14 open lock) in the southwest corner leads to Location #94. Three HD4 **Giant Scorpions** are in this area.

94. **Guillotine Trapped Door**. A round shaft in the ceiling at the angle leads upward to the Upper Sphinx Head and Location #97. A heavy guillotine blade is mounted just above and inside the secret door with Location #93; it has a mechanical delay which releases it 2 rounds after the door is opened. The first person through the door is cleaved into two pieces by the blade (save 1d20 GTET [31-Agility]). The area is empty except of ordinary

mold and dust.

95. **Head's Up**. A round shaft in the ceiling at the southwest corner leads upward to the Upper Sphinx Head and Location #101. The room has a thick layer of orange-red dust over ordinary trash and refuse. A small spring-driven stud in the top of the door frame is released when the door opens, allowing a metal canister of a napalm-like substance mounted inside and above the secret door to open, spraying the area in front of the door with highly flammable material. When the material encounters a torch or lantern a 1d12+1d6 explosion occurs (range 8 FT); any persons in the blast range outside the room suffer hp1d10 damage (avoid 1d20 GTET [28-Agility]).

96. **Blind Man Bluff**. A tan pieces of fabric (almost identical to the wall color, -5 to find) covers a *Glyph of Blindness* (5d20 minutes, avoid viewing 1d20 GTET [32-Intelligence], save 1d20 GTET [32-Will]) on the west wall.

Upper Sphinx Head

Refer to the map on page 63. All doors on this elevation are -10 to find, -12 open lock.

97. **North Entry**. A secret door in the northwest corner leads to the Riddle and Guardian room, Location #98. A secret door on the south wall leads to the Cobra Room, Location #103. The room is empty except for a thick layer of red-orange dust.

98. **Riddle and Guardian**. A secret door on the south wall leads to the Geryon Scroll Room, Location #99. A riddle is written on the west wall, '*What gets wetter the more it dries?*' The southern secret door opens when the answer, '*a towel*,' is spoken aloud. The area is occupied by a HD12 **Mind Elemental** (Shaman L8).

99. **Geryon's Scroll Room**. The room is empty except for a cylindrical glass case 3 FT wide by 5 FT tall with a locked (-6 open lock), hinged door in the front; the case is filled with a yellow gas. A parchment scroll written in Infernal Cant is attached to a metal frame in the case; the scroll contains a *spell* which binds **Geryon** to perform one service within one hour of casting the spell and causes him to forget the action(s); the scroll must be invoked by a

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Ezrabah Sphinx, Upper Head, continued

99. **Geryon's Scroll Room**...Wizard, Shaman, or Warlock. Opening the case releases yellow chlorine gas which rapidly fills the room; breathing the gas is fatal (save 1d20 roll GTET [35+{rounds exposure}-Stamina], checked /round. The gas does not effect persons with protection from poison.
100. **Armor Room**. The room contains a sturdy 7 FT wooden table. On the table are, a steel barrel *Helm AC+12 (Water Breathing, All-Seeing)*, a *Breastplate AC+20* (Reflects Fire Magic to caster) and *Back Plate AC+10* (immune non-enchanted arrows from rear), steel *Arm Protection AC+16* (protect versus blade, hp1 damage), leather-and-steel *Gauntlets AC+12 (Web Casting)*, a chain mail *Waistcoat AC+20*, and steel *Leg Protection AC+14* [total AC104 for all pieces]. All armor is sized for an average human, is covered in black enamel with silver tracing on it, and has auras of evil and enchantment.

The barrel helm comes off on 1d20 rolls GTET [36-Will] once donned, checked every half-hour. Donning any piece of armor causes the wearer to be *compelled* (save 1d20 GTET [36-Will]) to demand the remaining pieces of the set, checked daily. A good or neutral person acts evilly while wearing the armor (save 1d20 GTET [36-Will]); the wearer becomes extremely egotistical and self-centered, requires all others to be subordinate to them, and demands the majority share of any treasures acquired. The affected person's Intelligence and Wisdom statistics are each reduced 6 points.

101. **South Entry**. An oval shaft on the floor leads down to the Head's Up, Location #95. A secret door in the northwest corner leads to Location #100. A secret door in the northeast corner leads to the Cobra Room, Location #103. The room is empty except for a thick layer of red-orange dust.
102. **Flying Head**. The room contains a carved palm wood table, a plain 7 FT red rectangular rug (*Flying Carpet*, 1200 carry capacity, 15 miles/hr, 6 hours/day), and a large wicker chair. On the table are two 70 GP gold chalices, four complete place settings of silver each at 30 GP, two pewter steins, and a 65 GP empty crystal decanter. The room is occupied by **Orphophattis**, a bald winged human

head. He desires to stay with a predominantly good group, ignoring any suggest to leave. He continually talks (highly annoying, save 1d20 GTET [32-Will], checked hourly). He wants to please and use his spells to help, however, most of his spells go spectacularly wrong (see *Denizens*) so he is dangerous to be close to.

103. **Cobra Room**. A secret door in the northwest corner leads to the North Entry, Location #97; a secret door on in the southwest corner leads to the South Entry, Location #101. A secret door in the southeast corner leads to the Flying Head room, Location #102. The room contains several broken pieces of wood, a broken shovel blade, two broken chisels, a wooden mallet, a bent mattock head, a dented metal lantern, and a black *whetstone* (auras of enchantment and evil, dulls a weapon to hp1 damage/hit). The room is occupied by five 7 FT, HD5 **Giant Spitting Cobra**.

Tent of Constriction [Oasis Map Location #6]

Appears as a standard canvas tent with sufficient interior room for 3 bedrolls and associated gear. One hour after all persons inside the tent are asleep the interior surface of the tent begins to noiselessly *shrink and constrict* so that after 30 minutes the tent has snugly wrapped around the sleeping occupants. The tent continues to shrink and apply pressure to the occupants (waken on 1d20 roll GTET [28-Stamina], checked every 3 minutes) until after another 30 minutes they are *crushed to death*. After constriction begins, Adventurers successfully reach for a knife or edged weapon on 1d20 rolls GTET [29-Agility], checked per minute, limit Agility-10 checks before becoming bound; those who acquire a weapon successfully cut their way out of the tent on 1dd20 rolls GTET [26-Agility], checked per minute, limit Agility-8 attempts. An Adventurer who does not succeed in acquiring a cutting weapon or becomes bound by the constriction escapes on 1d20 rolls GTET [34-Strength], checked every minute. The exterior tent surface does not move so that outside observers do not detect the constriction, and all sounds are muffled. The tent loses the ability to constrict if sliced, although if repaired this function is restored.

Tent of Suffocation [Oasis Map Location #7]

Appears as a standard canvas tent with sufficient interior room for 3 bedrolls and associated gear. One hour after

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Tent of Suffocation, continued

all persons inside the tent are asleep the tent noiselessly seals itself from the exterior world and begins to filter oxygen from interior air. The interior air reaches the life-supporting limit after 90 minutes, the occupants become unconscious from lack of oxygen after an additional 10 minutes, and death from oxygen deprivation occurs after an additional number of minutes equal to their Stamina statistic. Once the tent begins to remove oxygen, each occupant wakes on 1d20 rolls GTET [30-Stamina], checked every 5 minutes, once the unconsciousness limit is reached they wake on rolls GTET [36-Stamina]. The tent loses its ability to suffocate if sliced, although if repaired its function is restored. A person who rescued after becoming unconscious has their Intelligence and Will statics reduced 1d4 points for 4d100 minutes and is confused for 5d12 minutes (save 1d20 GTET [34-Will]; on a saving roll of 1 the loss of Intelligence and Will becomes permanent).

Crocodile-Head Statue in the Pool [Oasis Map Location #8]

A 30 FT tall crocodile-headed male humanoid stands 45 FT from shore in the water on the east side of the major pool, in 12 FT deep water. The statue has a desert head-dress, is shirtless, has a 500 GP golden neck collar, loin-cloth, and sandals. It acts as a large fountain with water spraying out of its open mouth. If Adventurers enter any two of the Funerary Temple, the Ruined Well, Sphinx, or Kemelnesses' Tomb, the statue *animates* when they exit the second structure and drives them back into the desert. Treat the statue as a HD14 **Stone Golem** (hp96, AC60, 2x Punch 2d12, immunity to electricity and lightning, immunity to edged weapons, 2d8 water cannon from mouth {range 35 FT, 4/day fires}).

Kemelnesses' Tomb [Oasis Map Location #9]

In the south-center area of the oasis (between the Ruined Well and the minor pool) is a flat stone area 20 FT across by 25 FT long, made of brown-orange sandstone, with a low wall surrounding it on three sides. Stairs 7 FT wide lead underground from the center of the plaza. See the map on page 71.

The 25 FT passage to the first room is lit by four torches in wall brackets. Unless otherwise noted all spaces are 6'2" FT tall and all passages are 5 FT wide. The ceiling of the Upper Tomb is 18 FT underground. When **Kem-**

melnesses is in the Tomb, determine his initial location using 1d100: (1-5) Location #2, (15-25) Location #3, (26-50) Location #13, (51-66) Location #14, (67-72) Location #15, (73-100) Location #16.

The Upper Tomb

1. **Art Gallery.** The room has a grey slate floor, white-washed ceilings, and white walls covered in many vividly-painted scenes of tanned men and women in white clothing hunting with birds, men and women together in intimate poses, boats on a river, many humanoids with animal heads, obelisks, and scenes of quarrying and building. A wooden panel painted showing a handsome man surrounded by a magic aura fits snugly into the entrance to Mummies in a Row, Location #3, hiding it (-12 to find; the panel is held on by four gold screws which are easily removed), panel wider than the door). The room is empty.
2. **Evil Altar.** The floor is a grey slate tile, the ceiling and walls are whitewashed, and the room almost reeks with evil. The walls are vividly painted with borders of dark brown, and a progression of female figures with blue frog's heads, male figures with jackal's and deer's heads, along with stooped men and women in chains being beaten by winged and horned humanoids (describe Types 7A to 7D Devils). An 8 FT polished tan stone altar, 52 inches high, is at the center of the room. A 6600 GP inverted gold anhk (aura of evil) hangs on the south wall behind the altar with a 4780 GP flat gold metal relief of a crocodile's head with 200 GP amber eyes. On the altar are: three long curved silver knives with hilts fashioned like crocodiles, two silver candle holders shaped like scorpions and two shaped like frogs, 100 GP ivory figurines of the scorpion and frog and scarab beetle, a pair of silver handcuffs, a rounded stone tablet 32 inches high by 20 inches wide engraved in pictographs (evil scriptures), a 220 GP silver bowl filled with unburned incense (22 GP), and a 66 GP silver bowl holding 20 silver coins.

If the inverted anhk is removed and taken, all persons within 10 FT apply a -7 modifier to any luck-based roll, the bearer's aura appears evil (without changing the person), any prayers of a good Priest performed within 10 FT fail on 1d20 rolls GTET 7, good persons within 10 FT experience pox and boils on their skin after 1d100 minutes (save 1d20 GTET

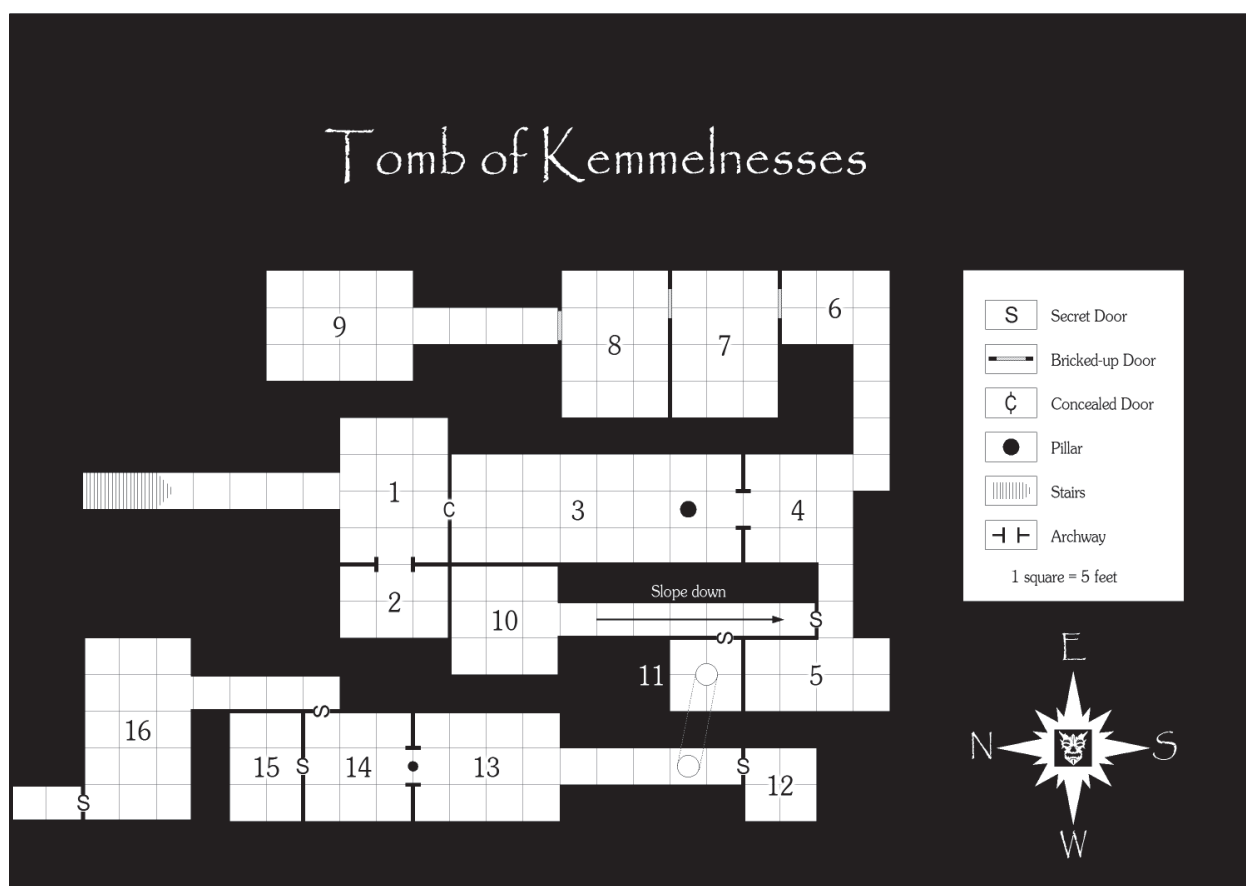
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Kemmelnesses' Tomb, continued

2. **Evil Altar**...[30-Stamina], and a random **Type 7x Devil** is summoned every 15 minutes. If the crocodile wall symbol is removed and taken, the bearer *attracts snakes and reptiles* (in addition to encounter checks, an encounter with 1d6 poisonous snakes or reptiles occurs on 1d20 rolls GTET 7, checked every 10 minutes while the crocodile is carried). The knives are -4 (cursed when carried by a good-aligned person each ivory figurine animates on 1d20 rolls GTET 16, checked hourly, and cuts into the bearer's body to eat their heart (prayers such as *Cure Serious Wounds*, *Remove Curse*, *Banish Evil*, or *Protect from Evil* are required within 1 minute or the victim dies). If the incense is burned each person inhaling the fumes becomes *confused* for 1d100 minutes (save 1d20 GTET [28-Will], Wizards, Warlocks, Shaman, Priests and Crusaders reduce SPM by 2 for 24 hours). Any person who translates and reads

the evil scriptures becomes permanently evil (save 1d20 GTET [30-Will]).

3. **Mummies in a Row**. The entrance to this room from the entry, Location #1, is hidden by an elaborately-painted wooden panel held on by tiny removable gold screws (the panel is wider than the passage). The floor is a grey slate tile, the ceiling is painted dark green, and the walls are whitewashed with green borders and a procession of realistically-painted 4-FT tall mummies. A single green-tinted lantern is attached to the ceiling 20 FT down the room. Sixteen HD8 **Mummies** stand at attention in the room, forming a double row, eight to a side (each 5-FT section on each side has a **Mummy**). The even-numbered **Mummies** animate and attack when mortals enter the room. If the Adventurers pass into the tomb and return without having killed **Kemmelnesses** then *half* of the remaining **Mummies** attack. If Adventurers attempt to gut or destroy any of the standing Mummies, then all remaining **Mummies** become animated. Any person touching a



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Kemmelnesses' Tomb, continued

3. **Mummies in a Row**...standing **Mummy** contracts the diseases Leprosy and Tuberculosis (see *Codicil of Maladies*; save 1d20 GTET [32-Stamina], each disease checked separately).

Of the initial eight **Mummies** that attack the Adventurers, three have objects of interest hidden within their wrappings: Mummy 1 has 14 electrum pieces, a silver *Mummy Charm* (deceased humanoid animated as an Mummy), a *Needle of Hidden Doors*, and a *Ring of Mage Biting*. Mummy 2 has six *Skeleton Seeds*, 21 GP, 2 SP, a 50 GP topaz, a 149 GP silver ring, and a silver-bladed Dirk. Mummy 3 has 18 GP, two *Dragon's Teeth Seeds*, and a *Charm versus Air Magic*.

Persons passing within 6 FT of the pillar at the east end are affected by fear (2d100 rounds, save 1d20 GTET [29-Will]), Dwarves +2). The fear affect can be dispelled by *Disperse Magic* or *Banish Spell*.

4. **Webs and Darkness**. The floor is a grey slate, the ceiling is whitewashed, and the walls are a dull black. The room is filled with thick vertical webs which run from wall to floor to ceiling in a challenging maze; each web requires two slashes from an edged weapon; 1d10+5 webs must be cleared to reach either room exit. The room is enchanted against light - all sources of light are extinguished on 1d8 rolls GTET [8-{number rounds in room}].

The room contains two HD4 **Giant Tarantula** and three HD6 **Wertzel's Spiders** (1d6 flame breath). Adventurers find two ancient skeletons after clearing GTET 20 webs; they have a backpack holding: four *1d10 Healing Potions* (1d20 rolls 1 poisonous, save 1d20 GTET [28-Stamina], rolls 2-4 no effect), two pots of *Burn Balm*, a *2d8 Healing Potion* (1d20 rolls GTET 16 no effect), 45 platinum pieces, eight 400 GP pearls, two emeralds (1220, 3000 GP), three flasks of spoiled oil, two flasks of water, a flint-and-steel kit, 30 FT hemp rope (brittle, breaks on 1d20 rolls GTET 8 if used for GTET 100 pounds weight), a 90 GP silver Holy Symbol to {good deity in campaign}, a bent silver dagger, and a pair of black leather *Thief's Gloves*.

In the center of the hallway between Locations #4 and the Tomb Parlor, Location #6, is a readily visible

black tripwire 6 inches off the floor. When Adventurers reach a location 3 FT south (towards Location #4) of the tripwire a *3d8 Fire Attack* spell engulfs the southern half of the corridor. The tripwire disables the trap for 30 minutes.

5. **Household Goods**. The floor is a grey slate tile, the ceiling is whitewashed, and the walls are a light tan-brown. The east and south walls are realistically painted to look like corridors which continue from the room, although nothing is behind the walls. The room contains twenty wicker hampers with lids that contain a variety of well made but ordinary household goods, such as bed linens and blankets, pillows, tunics, sandals and shoes, pewter plates and mugs, combs, and other personal items needed for general housekeeping. One hamper is filled with a variety of dried foods (for example, dates or meat jerky). Underneath the eighth hamper is a loose floor tile; when the tile is removed it reveals an *1d10 Exploding Glyph* (range 9 FT, save 1d20 GTET [32-Stamina]); on the tile's underside is a *Glyph of Blinding* (range 6 FT, 1d20*6 hours, save 1d20 GTET [32-Stamina]).

A secret door (-10 to find) leading to Locations #10 and #11 is located in the west wall immediately north of the entrance to this room; an *Aversion* spell (save 1d20 GTET [33-Will]) prevents Adventurers from searching the wall.

6. **Tomb Parlor**. The room has a grey slate floor, and whitewashed ceiling and walls. Two burning green lanterns are mounted in gold wall brackets on the north and south walls. The walls are elaborately painted with desert scenes of caravans, watering holes, warriors riding in horse-drawn chariots, hunters with falcons, and the ruins of cities partially buried in sand. The room contains a roman-style couch, three silver-gilded individual wooden seats in an ornate rolled style, three silver urns filled with bitter red wine, two silver bird stands with stuffed falcons, three (unlit) silver lanterns attached to the wall by silver brackets, a low rectangular teak table, an oval silver mirror hanging on the east wall, and a finely-made 7 FT red-and-yellow rectangular Rug (*Crushing Rug*, aura of magic, identifies as a Flying Carpet; when persons sit on the rug and command it to fly it rolls up tightly - causes hp 1d8 constriction damage, fatal suffocation unless succeeding on 1d20 GTET 4).

Seventh Circle, Ezrabah

Kemmelnesses' Tomb, continued

6. **Tomb Parlor**...Two inches of plaster fills the door frame to the Treasury, Location #7. The section of wall over the door is painted to look like a hallway looking into an area with gold-gilded furniture, gold idols and chests, and large silver urns. Breaking through the plaster requires 1d8 minutes using a pick, mattock, or other digging tool, or a hammer or similar blunt weapon. The door frame becomes outlined in silver when the silver oil lanterns are lit.
7. **Treasury**. The door frame in the west wall into Jorakhazna's Bier, Location #8, is filled by two inches of plaster. The floor is made of a glossy white tile with gold grouting and covered by 3 square fine red carpets, the walls are white with elaborately painted figures of vultures, frogs, jackals, snakes, scorpions, and various beetles. The ceiling is whitewashed. Pictographs on the south wall are translated, 'Take my offerings at your peril. Your heart faints for bearing my possessions.' Any mortal carrying any item removed from this room experience a fatal heart attack when they engage in hand-to-hand combat (save 1d100 GTET 3, die in Stamina rounds). When the room is opened the stale air seeps out into Location #6; any person exposed to the air for the first 10 minutes becomes unconscious for 4d8 minutes (save 1d20 GTET [28-Stamina]).

The room contains nine wax-sealed silver urns, five teak wood chests, a large rectangular cedar wood table set with eight gold place settings (each 600 GP) and five 200 GP gold bowls, a 4 FT open marble coffer, six elaborately-carved sycamore wood chairs, a wooden divan, a bed with fine linen furnishings, and an upright cedar armoire.

The first urn holds a **Rust Mold**. The second through fifth urns each hold 1200 lead pieces *enchanted* to appear as gold (disbelieve 1d20 GTET [34-Will]). The sixth urn holds a **Gold Mold**. The seventh and eight urns each hold 1000 gold coins (enchanted to bring bad luck, -6 modifier to any luck-based roll, save 1d20 GTET [32-Will]). The ninth urn holds a long-handled *Mace* (aura magic, identifies as +3, no actual bonus, head falls off on first hit), *Long Sword* +4 (cursed, save versus panic every swing, save 1d20 GTET [33-Will]), *Long Sword* -4 (cursed, *Foolish Courage*: save berserk attack every combat 1d20 GTET [30-Will]).

The first teak chest is locked (-6 open lock) and contains two flasks each of (1) a perfume for women which only entices married men, (2) a perfume for women which acts as potion of lust for other women, (3) a perfume for women which drives the wearer into a public frenzy, (4) a perfume for men which causes other men to act as enemies, (5) a perfume for men which causes the wearer to act as a superior to other men, (6) a perfume for men which causes the wearer to believe they are irresistible to women while driving women away, (7) a perfume which when worn by an Elf causes Dwarves to be attracted [and vice versa when worn by Dwarves], and (8) a perfume which acts as a *Potion of Confusion*; apply a 1d20 save GTET [30-Will] for each effect. The chest also has two doses of *Dwarven Death Powder*, a dose of *Elven Death Dust*, a *Gnome's Death Potion* and three *Human Death Flowers*. One of the death products is open when the lid is opened, determine randomly (range 6 FT, save 1d20 GTET [35-Stamina]).

The second teak chest has a simple latch. When the chest is opened a cloud of fog bubbles out and coalesces into two HD6 **Furry Death Beetles**; the chest is otherwise empty. Under the chest is a removable floor tile which hides a large pewter key with a rat's face (usable at the * Room, Location #16).

The third teak chest has a four tumbler combination-padlock, each digit with 20 numbers, and is found locked; the correct combination is 14-6-11-18. The chest contains *Scale Mail Armor AC-20* sized for a human, a steel *Cap of Deafness*, ordinary leather leg protection, steel *Arm Protection AC-10*, a pair of green *Fumbling Gloves*, leather *Bracers of Palsy*, and a steel-visor *Helm of Blinding*. All of the armor appears in excellent condition, has an aura of magic, and is initially identified as having a protective armor class AC+(1d8*4). Under the chest is a loose floor tile which conceals a small silver key with a snake's head (used at Location #12).

The fourth teak chest is held closed by four L-shaped metal pins (two left side, two right). Only three pins are required to open the chest - a *dart trap* (-4 to find, -6 disarm) fires when the right rear pin is removed (5 darts from front, poisoned with botulism/paralysis, 10 FT, save 1d20 GTET [28-Stamina]). The chest contains a *Babel Tome*, *Tome of Fumbling*, a *Codicil of Immorality* (causes the reader to become permanently evil, save 1d20

Seventh Circle, Ezrabah

Kemmelnesses' Tomb, continued

7. **Treasury**...GTET [32-Will]), a *Power Stealing Tome*, a *Tome of Folly*, an *Intellect Devouring Tome*, a *Tome of the Ages*, a *Tome of Amnesia*, and a *Mind Numbing Tome*.

The fifth teak chest is found locked (-6 open lock). The chest contains 1800 GP, 80 electrum pieces, and 25 platinum pieces (all are *Miser's Coins*).



The open marble coffer contains fifty each diamonds, emeralds, rubies, topaz, pearl, pieces of jade, sapphires, turquoise, jet, and aquamarine. While each gem is large-sized, each has significant flaws which are visible to appraisers and other experts; the actual value of each 1d10+5 SP. The coffer also contains four black *Loadstones*, two green *Lodestones*, a red *Balestone*, and two orange *Foolstones*.

The cedar armoire is found locked. It contains two leather *Boots of Chaining* sized for a Dwarf and Human, a pair of brown leather *Lead Boots* sized for a Dwarf, a *Cloak of Aging* sized for a Gnome, a *Cloak of Missile Attraction* +3 sized for an Elf, a white *Thin Man's Belt*, a silver *Belt of Chastity*, *Cathreed's Mummy Wrap*, two pairs of white leather *No Magic Gloves*, and a *Blanket of Devouring*.

8. **Jorakhazna's Bier**. The door to Kemmelnesses' Harp, Location #9, is filled by two inches of plaster. The floor is covered in glossy blue tiles with yellow grouting, the walls have blue-green backgrounds painted with scenes of harbors and ships at sea. The ceiling is plain and whitewashed. When the room is opened the stale air seeps out into Location #7; any person exposed to the air in the first ten minutes becomes unconscious 1d100 minutes (save 1d20 GTET

[30-Stamina]).

The room contains a 10 FT river boat by 7 FT wide by 4½ FT high. A silver sarcophagus lies centered on the boat, on top of a layer of 25 pound copper ingots above four layers of lead ingots. The room is occupied by six HD7 **Mummified Giant Crocodiles**

The sarcophagus is sealed with a bead of lead; inside is a human woman wrapped in pressed silver bandages (**Jorakhanza**, appearance of a Mummy, aura of good) wearing a large silver-and-moonstone ring (*Stasis Ring*, removing the ring allows her to waken) and an elaborate gold headdress with a 300 GP gold pin shaped like a jackal in the center. **Jorakhanza** does not have any language in common with the Adventurers. Hidden in the center of the layers of lead is a bronze box which contains the sword 'Ysgarren' (artifact, see *Inferno: Treasury*).

9. **Kemmelnesses' Harp**. The floor is a grey slate tile, the ceiling is a tan stucco, and the walls are white-washed and painted with scenes of mummy-wrapped men being fed by beautiful winged women, mummies playing musical instruments, and mummies surrounded by dancing girls and slaves. When the room is opened the stale air seeps out into Location #6; any person exposed to the air in the first 10 minutes becomes unconscious 1d100 minutes (save 1d20 GTET [28-Stamina]).

Eight FT from the east end of the tunnel connecting Locations #8 and #9 is 2 FT pressure plate one-eighth of an inch above floor and slightly off-center (avoid 1d20 GTET [30-Agility] if not detected, GTET [24-Agility] if detected, -6 to find, -5 disarm trap). Stepping on the plate releases a 5 FT wide by 6 feet FT by 4 FT thick granite block from the ceiling, it falls just in front of the trigger plate, 10 FT from the east end of the tunnel (partially avoid {hp1d8 damage} 1d20 GTET [26-Agility], completely avoid 1d20 GTET [31-Agility]; full damage is hp4d10). The block weighs 6500 pounds.

A golden sarcophagus lies in the center of the room on a cedar wood bier; pictographs across the top of the sarcophagus spell out 'Kemmelnesses.' At the head and foot of the sarcophagus are free-standing golden candelabra each with six burning candles. In each corner of the room stands a tall ceramic urn. A large golden harp (**Kemmelnesses' Harp**, evil artifact,

Seventh Circle, Ezrabah

Kemmelnesses' Tomb, continued

9. **Kemmelnesses' Harp**...see *Inferno: Treasury*) stands to the south of the bier with its strings playing a soft continuous melody (played by a HD3 **Invisible Servant**). An invisible HD6 **Doppelganger** (*Boots of Silent Speed*, studded leather *Chameleon Armor*, a *Cloak of Electricity Protection*, *Chain of Invisibility*, *Spell Storing Ring*, *Rapier* +3 {Dwarf Bane}) is in the room; it does nothing as long as it is not attacked and the sarcophagus is not opened. The spell storing ring holds 3x *Confuse Weapons*, 3x *Dominate Person*, *Levitation*, 4x *Illusion*, 2x *See Enchantments*, 2x *Cloud the Mind*, 3x *Disperse Magic*, 2x *Fear the Reaper*, 2x *Gregor's Mage Drain*, 2x *Hold in Place*.

The sarcophagus lid is not fastened but it is heavy (total Strength GTET 48 to move). If the Invisible Servant remains when the lid is removed, it plays the following songs on the harp: 2d20 rounds *Silence*, 1d100 minutes *Blindness* (save 1d20 GTET [30-Stamina]), 1d100 minutes *Confusion* (save 1d20 GTET [31-Will]), and 2d20 rounds *Stunning* (save 1d20 GTET [32-Will]). A second HD6 **Doppelganger** inside the sarcophagus appears as a Mummy in gold wrappings wearing a 3600 GP gold circlet with a golden Scimitar +2 (aura of evil); it is equipped with three *1d12 Healing Potions*, a 3d8 *Staff of Fire* (30 charges), and wears a *Ring of Frosty Breath* (28 charges). The Invisible Servant attempts to disarm one Adventurer per round if fighting occurs, succeeding on 1d20 rolls GTET [Strength+Agility-16].

10. **Rats and More Rats**. The tunnel connecting the secret door to the room slants upward so that the room floor is 2 vertical FT higher than the door. The room has a grey slate tile floor, dark brown ceiling, and tan stucco walls with three torches burning in wall brackets on the west wall. The room is bare of furnishings, but occupied by fourteen HD3 **Hell Rats** (disease carrier, fire breath 1d8 at 3/day) and six **Lycanthropes** (Rat; 3x H5, 3x HD6).

A secret door (-12 to find, -6 open lock) leading to Location #11 is in the south wall, 15 FT west of the east end. An *Aversion* spell is cast on the entire south wall of the tunnel to discourage close examination (save 1d20 GTET [32-Will]). The latch mechanism is attached to a *trap* in the ceiling above the door which drops four sharp hp16 spikes at intervals of 20

seconds (avoid 1d20 GTET [28-Agility]). A victim with a head wound (1d20 GTET 8 if head is unprotected) becomes unconscious for 1d10 hours (save 1d20 GTET [30-Stamina]).

An *invisible tripwire* is 18 FT from the tunnel's east end, avoid 1d20 GTET [35-Agility] if not detected, 1d20 GTET [26-Agility] if detected, -6 disarm trap. The trap releases ten thin sharp poisoned blades (five on each side) through tiny slots in the tunnel sides. The blades inflict hp1d8 and 2d100 minutes paralysis (save 1d20 GTET [28-Stamina]). The **Lycanthropes** know about the tripwire and avoid it.

11. **Access to the Lower Tomb**. The room has a grey slate tile floor, dark brown ceiling, and tan stucco walls. A 40-inch gold manhole cover is on the floor in the center of the room is, held down by six adamantite bolts spaced around the perimeter. Below the cover is a circular shaft 35 FT deep with a sturdy metal ladder which continues to the floor on the north side of the lower tomb passage (between Locations #12 and #13). A **Purple Mold** (1d4 spore attack, blindness, 1d6 acid spray 1d6, grows with fire) is halfway down the vertical shaft.

Immediately below the shaft are found the intermixed skeletons of two humans and a dwarf. Among the bones are two vials of 1d12 *Vapors of Healing*, a 2d8 *Healing Potion*, two *Kellern's Tonics* [blindness reversal], three vials of *Holy Water*, a *Self-Hitting Mace* +2, and an *Invisible Sword* +2 (only the hilt is visible; sword-breaker blade). A secret door in the east end of the passage leads to Location #12.

Lower Tomb

12. **Out of Phase, out of Mind**. The floor, walls, and ceiling are a light grey stone with white mortar. A 1-hour *Zone of Darkness* is activated when the door is opened. The room appears bare and empty but contains a desk which is out of phase (the desk is solid and can be touched, but can only be seen using *True Sight* or by the ability to see *displaced or phased objects*). A HD4 **Psychic Mold** (1d6 *psychic attack* {save 1d20 GTET [30-Will]}, 2d20 rounds *confusion* {save 1d20 GTET [32-Will]}), 1 hour mental domination over 1 to 4 opponents {save 1d20 GTET [30-Will]}) grows in the upper northwest corner of the room, directly above the secret door). The desk has a single thin drawer

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Kemmelnesses' Tomb, continued

12. **Out of Phase, out of Mind...** With a key lock; the small silver key found in the Treasury, Location #7, opens the lock (-12 open lock). The drawer contains a silver *Ring of Mage Biting*, a pair of leather *Fist Gloves*, *Infrared Spectacles*, a platinum *Ring of Parkellcus* (hp1 regenerate/round), and **Kemmelnesses' Talisman** (evil artifact, see Inferno: Treasury).
13. **Throne Room.** The floor is made up of a variety of expensive wooden tiles, the walls are stone covered in beaten gold, and the ceiling has a thin layer of glossy reflective black marble. An ornate throne constructed of cedar wood and gold is in the center of the south wall under a white silk canopy; the throne has 70 embedded gems (diamond, sapphire, rubies, topaz, pearls) each valued at 1d100*1d8*50 GP. A large 500 GP rectangular rug and four large 125 GP golden lanterns on stanchions stand in front of the throne. Two eucalyptus wood tables flank the throne. A tapestry behind the throne depicts a desert scene with many mummies carrying spears. Four HD9 **Mummies** occupy the room, each with a flail and a gold-tipped *Spear +1*. Hidden in their wrappings are 21 GP, 5 platinum pieces, two diamonds (8382, 9053 GP), six 50 GP moonstones, a 5 GP gold charm against good (no enchantment), a 1 GP silver charm against magic (no enchantment), and a 15 GP carved ivory mummy figurine.
14. **Kemmelnesses' Bedroom.** The floor is a geometric pattern of glossy red, yellow, royal blue, and dark green tiles. The walls are light green in color with many small embedded crystals so that the room twinkles and sparkles in the light. The ceiling is black and is realistically painted with the constellations as seen 700 years ago. The room contains a variety of furniture made of rare and expensive woods by master craftsmen, such as a canopy bed, rectangular table, three mahogany wood chairs, rocking chair, two padded leather footrests, and a tall chest of drawers. A 750 GP oval blue rug with patterns of fig and grape leaves is on the floor. The chest contains a variety of (hot climate) male clothing of expensive materials, plus *Hotfoot Slippers*, *Spitz's Sandals*, and a *Purse of Coin Stealing*. If **Kemmelnesses** is not present, a HD9 **Mummy** is here on 1d20 rolls GTET 15.

A secret door (-12 to find, -8 open lock) in the north wall opens into a tunnel leading west to Location #16. A secret door in the center of the west wall opens to Location #15. The 5 FT floor panel immediately in front of the west secret door covers a 25 FT pit filled to 8 FT with dirty and foul (diseased, save 1d20 GTET [32-Stamina]) water; when the door is unlatched the floor panel opens then closes after 1 minute; avoid falling in on 1d20 rolls GTET [28-Agility], persons who fall have their wind knocked out unless succeeding on 1d20 GTET [32-Stamina].

15. **Lower Tomb Treasury.** The floor is made of grey slate tiles over a thin sheet of lead, the walls are covered in lead, and the ceiling is made of rare wood panels mounted over a thin sheet of lead. On the west wall is written, '*As you my goods purloin, I take your health forlorn.*' Each person who reads or hears the words are *curled* by having their joints come apart over 1d100 days until they are crippled (save requires 1d20 GTET [29-Stamina] *and* 1d20 GTET [32-Will]; afflicted persons lose 1 point of Agility and Stamina per week {save 1d20 GTET [34-Stamina]} until the statistics reach 7).

The room contains a stack of metal bars, four rosewood chests, four large clay urns, and an upright manikin. The bars include forty 35 pound ingots of gold stacked in five layers of eight, twelve 40 pound ingots of electrum in a layer-and-half, and six 48 pound adamantite ingots stacked in a partial layer. The manikin is wearing an open face *Helm of Suggestion AC-10*, a leather *Neck Protector AC+5*, chain mail *Armor of Fire Protection* sized for an Elf, steel *Armor AC+8*, *Gloves of Curse Handling*, leather waist *Skirt AC+6* (hp1 regeneration per round), steel *Leg Protection AC+8*, and steel *Foot Covers AC+4*.

The first chest is found locked; two switchblade knives are concealed in the center front base (spring out to cut knees when top is opened, hp1d4, avoid 1d20 GTET [33-Agility]). The chest contains an 1800 GP 400 year old violin by Master Ceroticus, a 2500 GP silver flute by Master Kyren Gollwyn, a 930 GP lute by the craftsman Mannix Nowry, a set of 500 GP 900 year old musical pipes, a 4200 GP half-sized guitar by Master Gistin Albrich, and a 2850 GP willow-wood hand harp made by 330 years ago by Master Padern Lochlainn.

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Kemmelnesses' Tomb, continued

15. **Lower Tomb Treasury**...The second chest has is found locked, it has an acid bladder in the chest lid (hp1d10 spray in 8 FT cone 10 seconds after the lock is opened unless the correct key is used, -7 disarm trap). The chest contains 898 SP, 25 electrum pieces, 9 platinum pieces, five 150 GP carved jade pieces, two pearls (4000, 6420 GP) each, five 120 GP pieces of amber each, and two pieces of turquoise (664, 842 GP). There are also five scrolls, a *Sweetwater Goblet*, *Spikes of Great Climbing*, *Spectacles of Disguise*, a (smoking) *Pipe of Peace* with a leather pouch containing pipeweed for 20 smokes, and a pair of *Linked Trump Cards*. The first scroll contains *Area Deafen*, 2x *Breathe Poisonous Fumes*, *Choke*, 3x *Disperse Magic*, 3d6+3 *Hailstorm 20x20 FT*. The second scroll contains *Bonding*, 3x *Create Feast*, 2x *Create Quicksand*, 2x *Hold in Place*, *Magic Bridge*, *Reinforce*. The third scroll contains 3x 3d6 *Hail Blast 25x25 FT*, 2x *Ice Bridge*, 2x *Ice Encasement*, *Summon Undine*, *Water Rope*. The fourth scroll contains *Arrow Volley*, 2x *Cloud the Mind*, 3x *Fear the Reaper*, 2x *Hold in Place*, 2x *True Sight*. The fifth scroll contains 3x *Banish Confusion*, 2x *Banish Paralysis*, *Blind Undead*, 3x *Detoxify Poisons*, *God's Serpent*, 3x *Heal Wounds 2d8*, *Knock Out*.

The third chest is found locked (-10 open lock). A spring-loaded stud releases when the lid is opened, invoking a scroll of *Iron Cage* (cylindrical iron cage appears in front of the chest, 8 FT in diameter by 8 FT tall, persists 3d100 hours, avoid 1d20 GTET [35-Agility]) located inside the lid. The chest contains 1750 GP, five 50 GP gold bowls, eight 20 GP gold goblets, three 34 GP gold plates, an 86 GP silver-ivory-amber stein, ten 100 GP lapis lazuli, six 225 GP pieces of jade, eight emeralds (each 1d100*1d10*50 GP), three sapphires (5600, 7210, 9295 GP), five sets of gold-ruby earrings (each 1d20*250 GP), a 6755 GP platinum-ruby brooch, six silver-ivory bracelets (each 1d12*200+250 GP), and four plain 60 GP gold rings. There is also a *Shapechanging Potion* (Large Dog), a *Cordial of Mental Restoration*, two flasks of *Antidote Tonic*, a *Healthful Cordial*, two 2d8 *Healing Potions*, a *Bracelet of Tirelessness*, and *Flier's Bane Sling*.

The fourth chest is found locked (-7 open lock). Inside are nine oil paintings, each about 30 inches

by 18 inches in well-made frames. The paintings are by Gurhaval (220 years, 1920 GP), Nwython (510 years, 8040 GP), Dealla Catronna (290 years, 13,300 GP), Criofan the Younger (730 years, 9880 GP), Nebadis of Farcastle (440 years, 12,050 GP), Dobranya the Blonde (1300 years, 8450 GP), Kentigern (930 years, 6300 GP), Anastasia Mac'Hyfaidd (640 years, 13,600 GP), and Sagraganus the Old (1400 years old, 18,500 GP).

The first urn contains 30 gallons of the finest grade of olive oil. The second urn contains 34 gallons of lantern oil. The third urn contains 22 gallons of 1d6 *Healing Potion*. The fourth urn contains 29 gallons of *Kellern's Tonic* [blindness reversal].

16. **Kemmelnesses' Lair**. A secret door at the southwest corner leads to a passage that slopes upward to just below the oasis surface, requires Strength GTET 20 to break through. **Kemmelnesses** would use the passage to retreat if necessary; four 2d8 *Healing Potions* are hidden (-10 to find) in niches in the tunnel. The floor has a thin layer of lead underneath glossy marble with multicolor patterns of red and brown, the walls have thin layers of lead mounted behind sheets of beaten gold, and the ceiling has a thin layer of lead behind a layer of thin cypress wood. A polished light blue marble bier in the center of the room supports Kemmelnesses' polished rosewood sarcophagus; the bier and sarcophagus are surrounded by a glowing red nimbus. Four closed sarcophagi are mounted vertically on the west wall. Six H10 **Mummies** stand at attention south of the bier, holding gold-tipped *Spears* +2. Inside the mounted sarcophagi are four HD 12 **Mummy Lords** (Water Wizard L6). The Mummies and Mummy Lords do nothing unless they are attacked or Kemmelnesses' sarcophagus is opened or moved. Hidden inside the mummy wrappings are a total of 15 GP, a 20 GP gold ring, four 15 GP gold charms against good (none enchanted), two 10 GP silver luck charms (none enchanted), three 40 GP silver-ivory mummy figurines, and nine 50 GP garnets. One Mummy Lord has an evil *Blade of the Dark* (+3 underground, -2 above ground, weasel summoning 3/day), one has a *Whip of Strangulation*, one has a *Staff of Lightning Bolts* (2d6 damage, 28 charges), and one has a **Battle Staff**.

Kemmelnesses' sarcophagus is empty except for 2 gold coins. Underneath the sarcophagus an eight-inch wide shaft goes 16 inches deep into the marble

Seventh Circle, The Stairs

Kemmelnesses' Tomb, continued

16. **Kemmelnesses' Lair**...bier and at the bottom is the **Soulbiter Ring** (evil artifact, see *Inferno: Treasury*). Ten inches down the shaft is a clear plate sealing off the shaft; above the plug is 4 inches of highly caustic nitric acid; the acid drains away when the pewter key obtained at Location #7 is inserted; the pewter key opens the seal to allow access to the ring.

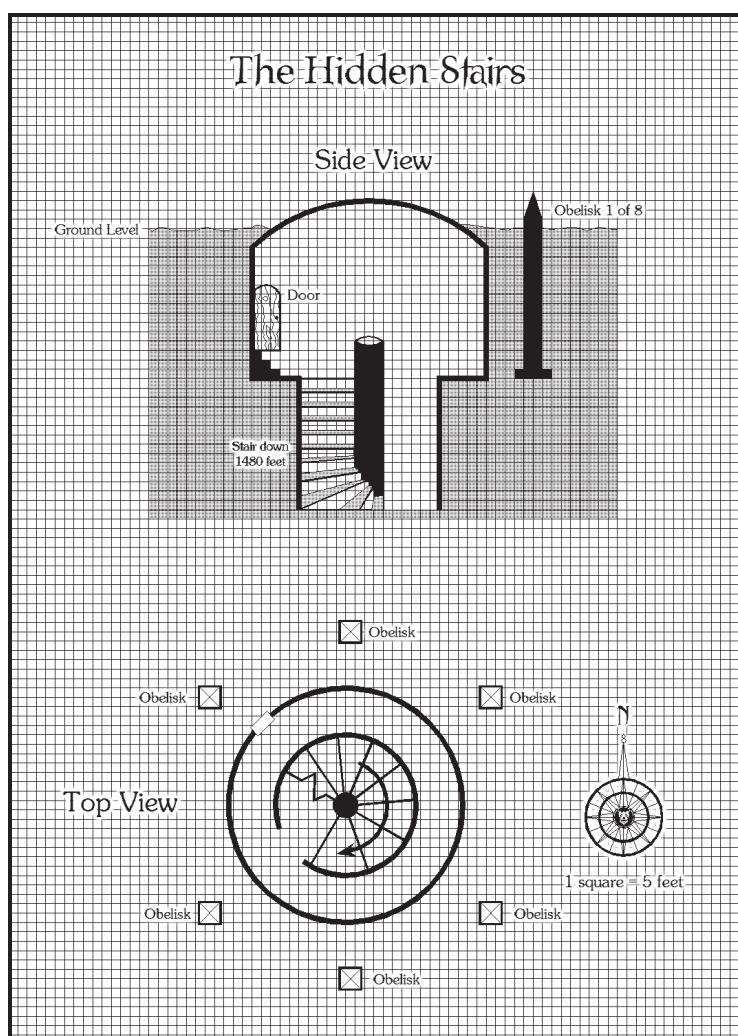
The Hidden Stairs

Four buildings containing spiral staircases are buried in the sand at the top of the inner cliff that separates the Seventh and Eighth Circles of Hell. Each stair allows access to the Eighth Circle without having to climb

down the very difficult cliff face. The buildings are found at each of the cardinal compass points (north, east, south, west) set back from the cliff edge by 600 FT.

Each location is identical and consists of a single-story building with a tall rounded dome set surrounded by 18 FT blue-green granite obelisks which form the points of an octagon around the building (see the diagram below). The **Devils** do not maintain the stairs and sand has been allowed to cover much of the building. The upper 4 FT of each obelisk is visible, as is the top 3 FT of the building dome. Each building has two 6½ FT diameter circular doors located on the northwest and southeast sides of the building, their tops 7 FT below the sand's surface.

Once a door is located, Adventurers must excavate sufficient sand to allow access, a minimum volume of 600 ft³. A person of average Strength and Stamina,



Seventh Circle, Stairs, Hoard

Hidden Stairs, continued

possessing digging tools, and experienced in their use, excavates at a rate of 20 ft³ per hour (random encounters should be determined during excavation). For every point of either Strength or Stamina a person possesses above 14, that person excavates an additional 1 ft³ per hour. A person with tools but without experience using them, excavates at 10 ft³ per hour. A person without tools, excavating using hands or improvised equipment, excavates at 5 ft³ per hour. The dome can be cracked and broken by GTET 150 points of damage inflicted by blunt weapons; if the dome is opened the building collapses and falls in on itself on 1d20 rolls GTET 18, this covers the stair inside and renders it unusable on 1d20 rolls GTET 8 (until cleared).

Once 3 vertical FT of sand has been excavated the sand collapses on itself on 1d20 rolls GTET 14, checked every quarter hour; a collapse fills in 80% of the hole. Apply a -2 roll modifier if the trench has been reinforced or physically shored up; if the person directing the trench has expertise in digging, trenching, or mining apply an additional -2 modifier. Adventurers in the trench when it collapses (must be GTET 5 FT deep) suffer hp1d8, and are trapped unless succeeding on a 1d20 roll GTET [40-Strength-Agility]; they are suffocated on a saving roll of 1. A trapped person frees themselves on 1d20 rolls GTET [34-Strength], checked every minute. Persons trapped under the sand are suffocated after Stamina*15 seconds.

Each exterior door is made of gold, is mounted on 3 adamantine hinges, has engraved images of Djinn and Efreet on it, and has a simple gold latch (no locks or traps). The interior of each building is a singular circular room, 25 FT across, with a 15-FT wide hole in the center, where the stair exits. The ceiling is covered in scarlet tile drawn with gold images of Djinn and Efreet, the walls are covered in bronze with bright enamel murals of souls chained on the Seventh Circle under clouds of fire, and the floor is a glossy reflective black stone with many red flecks. The room is empty.

A gold handrail is set on the right side of the stair, which drops 1480 vertical FT to the elevation of the Eighth Circle. A horizontal tunnel is at the stair bottom, 15 FT wide by 12 FT high, about 580 FT long to the base of the cliff. The tunnel is lit by torches placed every 20 FT on the wall. Make two encounter checks, determining the results using 1d12: (1) 2d12 HD2 Giant **Fire**

Ants, (2) 1d12 HD4 **Giant Vampire Bats**, (3) 1d8 H5 **Golden Beetles**, (4) 1d6 HD5 **Furry Death Beetles**, (5) 1d3 HD8 **Efreet**, (6) one HD8 **Earth Elemental**, (7) 1d12+1d8 HD 6 **Gargoyles**, (8) 2d20 HD2 **Disease Lice**, (9) a **Yellow Mold**, (10) a **Poison Mold**, (11) 1d12 HD3 **Disease Ticks**, (12) 1d4 HD4 **Recluse Spiders**.

If Adventurers are on the stairs at the west compass point, a hidden door (-12 to find, -8 open lock) is located in the stair shaft halfway down (about 800 vertical FT). Behind the door is a 6 FT wide by 10 FT high horizontal tunnel which runs north-northeast 1400 FT before ending at a room 20 FT across by 35 feet FT by 8 feet FT with a locked iron door (-15 open lock) at the far end. Four HD6 Gargoyles stand guard and prevent use of the door. **Geryon's Treasure Cave** lies behind the door.

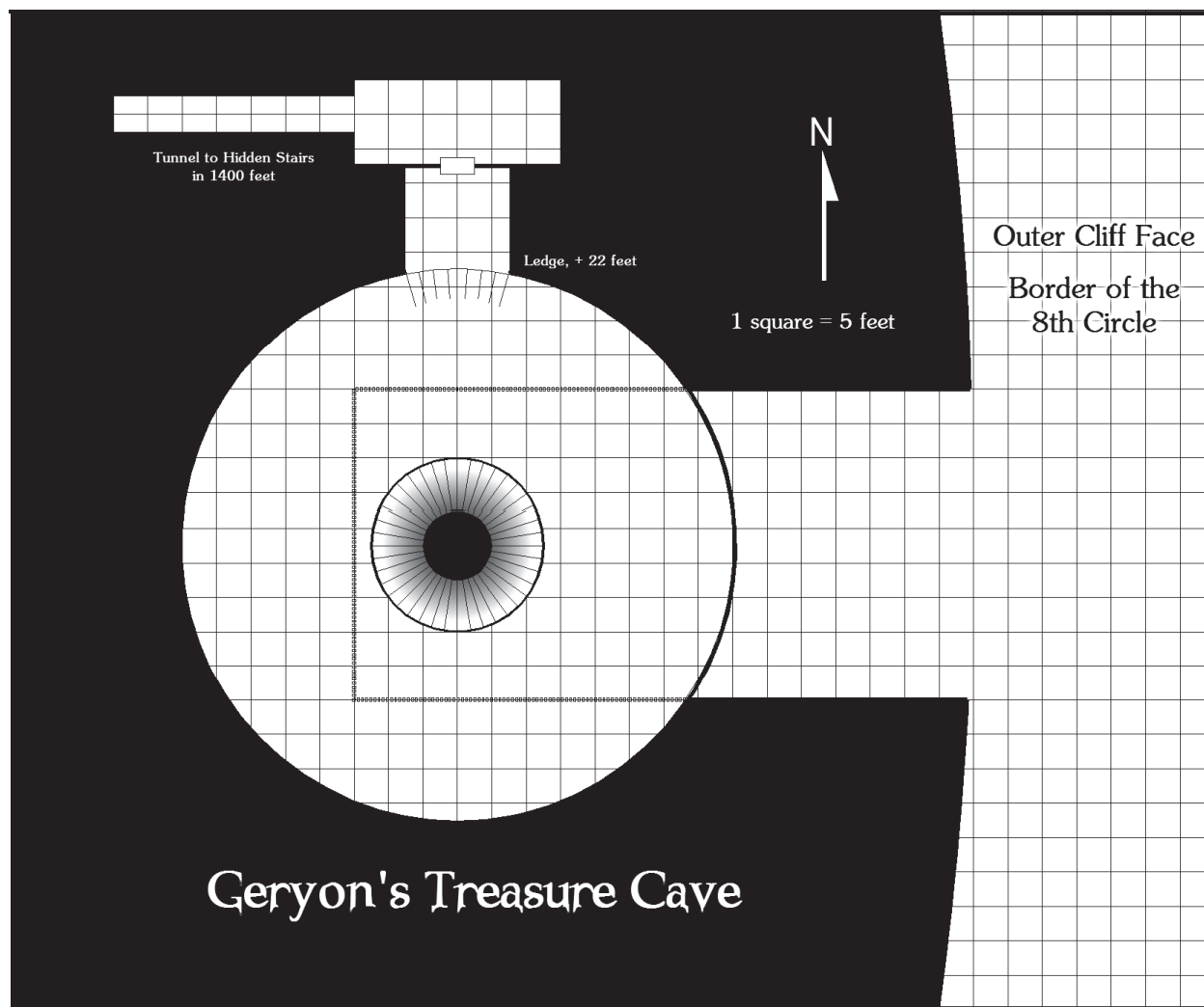
Geryon's Treasure Cave

Halfway down the 1500 foot cliff is a 50 FT diameter horizontal tunnel which goes 80 FT back into the cliff. At the end of the tunnel a 25 FT diameter hole in the ceiling of the tunnel leads upward another 50 FT into the center of a circular room, 80 FT in diameter and 30 FT high. A 15 FT wide ledge is 22 FT off the floor on the north side of the room (there is no ladder or other ready means of getting up to the ledge); the ledge is 15 FT deep and 7 FT tall. An iron door (-15 open lock) is at the back of the ledge; the door leads to a tunnel that runs south-southwest to a secret door in the side of the West Hidden Stair.

Eight **Type 8B Devils** are on the main floor, armed with *Javelins* +1, bolos, and *Scimitars* +1 (Cleave limbs from good on natural rolls GTET 19, save 1d20 GTET [35-Agility]). Five **Type 7C Devils** are on the ledge, armed with *Flaming Short Swords* +2 (evil), Long Bows, and 40 *Arrows* +2 (2x *Arrow of Human Slaying* {save 1d20 GTET [29-Will]}, 2x *Arrow of Dwarf Slaying* {save 1d20 GTET [31-Will]}). **Geryon** appears on 1d20 GTET 18 if fighting occurs in the area; he is not pleased by attempted theft from his hoard. The **Type 7C Devils** support the **Gargoyles** on the other side of the iron door if fighting occurs in that room.

On the floor of the circular room are nine heaps of silver coins which total to 127,000 SP, eleven heaps of gold coins which total to 286,000 GP, two heaps of platinum pieces totaling 23,000 coins, a barrel of 2200 diamonds (each 1d8*1000 GP), a barrel of 1550 sapphires (each

Seventh Circle, Stairs, Hoard



Geryon's Treasure Cave, continued

1d12*1d10*100) GP), three barrels each holding 1800 pearls (each 1d100*100 GP), two barrels each holding of 2500 amethysts (each 1d100*50 GP), a barrel of 1250 garnets (each 1d100*30 GP), a barrel of 2600 peridot (each 1d100*25 GP), and two barrels each holding 1750 sunstones (each 1d100*15 GP). Sticking out from the piles of coins are 20x *Sword* +1, 11x *Sword* +2, 3x *Swords* +3 (random type: long sword, cutlass, rapier, scimitar, short sword; most have attached scabbards), six maces (4x +1, +2, +2), 3 ordinary clubs, 9 spears (3x +1, 2x +2), 26 daggers or dirks (5x +1, 2x +2; most have attached scabbards), 4 bows, 8 quivers of arrows (1 quiver of 20x +1), 7 war hammers (2x +1, 2x +2), and 2 war axes (+1, +4). Scattered around the room are 1d20

non-enchanted pieces of every kind of armor (head, torso, arms, hands, leg) and material (leather, studded leather, scale mail, chain mail, steel plate). Amongst the armor is also found a pair of chain mail *Foot Protectors* AC+10 sized for a Gnome, a pair of studded leather *Gauntlets* AC+5 sized for a Dwarf, a wood-leather large *Shield* AC+10, a leather *Neck Protector* AC+8 sized for a Dwarf, a steel open-face *Helm* AC+10 sized for a small Human, a small wooden *Shield* AC+5, chain mail *Armor* AC+10 sized for a tall human or elf, a small bronze *Shield* AC+10, a steel *Breastplate* AC+8 sized for a Human, a large bronze *Shield* AC+5, a leather *Vest* AC+8 sized for a Human, and leather *Armor* AC+8 sized for a Human.

Four large iron-bound hickory chests are against the south wall of the main floor.

Seventh Circle, Geryon's Treasure Cave

The first chest is found locked (-7 open lock); poison needle trap (2 needles, -4 to find trap, -5 disarm trap, avoid 1d20 GTET [32-Agility], 2d20+10 minutes hallucinations, save 1d20 GTET [29-Stamina]). The chest contains a *Tent of Marvels*, an *Endless Feedbag*, a *Wondrous Rope Bridge*, and a *Daylight Lantern*.

The second chest has a bronze lock (locked, -4 open lock). The chest contains a *Codicil of Transformation (Bloodhound)*, a *Manual of Determination +1*, a *Manual of Physical Power +2*, a *Power Stealing Tome*, a *Cure Tome*, an *Annal of Identification*, a *Language Libram* (foreign language in Games Master campaign), a *Power Boost Scroll +2*, a *Manual of Youth*, a pair of *Linked Trump Cards*, and a *Libram of the Ages* (transports reader backwards in time 1d20*100 years).

The third chest has a silver lock (locked, -8 open lock); a metal cylinder under the lid (-8 find trap, -8 disarm trap) is filled with a gas which temporarily reduces the Agility statistic by 1d6 points for 3d100 minutes (8 FT range, save 1d20 GTET [30-Stamina]). once The chest contains a *Lyre of Wereman Control*, *Pipes of Rat Charming*, a *Whistle of Hound Summoning*, a *Horn of Confusion*, a *Scepter of Greed*, a *Wand of Goblin Making*, and a *Priest Zapping Wand*. In the bottom of the chest are twenty smooth polished spheres of marble each 8 inches in diameter, with a total weight of 100 pounds; the spheres have no special properties. Underneath the chest is a hidden panel (-8 to find) in the floor; apply a -45% die roll modifier to find; under the panel is a *Deck of Wondrous Cards*.

The fourth chest has a platinum lock (locked, -11 open lock). The chest sits on a trap door (-9 to find) which drops it down a 10 FT deep shaft then closes. The chest contains a *Portable Boat*, a leather pouch with a folding 54 inch *Magic Hole*, and a set of canvas *Sails of the Winds*.

On the upper ledge are three hickory barrels, a wooden stand with six swords, four large leather duffels, three copper cauldrons and two gold cauldrons, an old wooden spinning wheel, and ten spears in an upright cone. One hickory barrel holds 500 1d4 GP copper rings, 300 1d12 GP plain silver rings, 200 2d20+25 plain gold rings, and 30 2d20+150 GP electrum rings; mixed in with the other rings are a *Ring of Dissent* (cursed), a *Ring of Disease Immunity*, a *Ring of Levitation* (82), a *Ring of Memory Loss*, a *Ring of the Thief's Lament* (cursed), a *Ring of Shapeshifting (Dwarf)*, and a *Ring of Summoning* (1d3 **Minotaur**, 41). The second

barrel holds 1800 pearl necklaces each 1d20*100+3500 GP; mixed in with the necklaces are two *Necklaces of Slavery*, a *Necklace of Agelessness*, a *Choker of Tongues* (foreign language in Game Master's campaign), a *Siren's Necklace*, a *Chain of Insanity* (cursed), and a *Chain of Paranoia* (cursed). The third hickory barrel holds twenty-two thick hooded cloaks each with gold clasps; among the contents are a *Cloak of Delusion* (cursed, wearer believes they are the cursed son of a Prince, save 1d20 GTET [32-Will]), a *Cloak of Disguises*, a *Cloak of Pilfering*, a *Cloak of the Vampire Lord*, a *Cloak of Weightlessness* (cursed), and a *Cloak of Cold Protection*. One of the copper cauldrons is a *Cauldron of Plenty*. The spinning wheel is a Grim's *Spinning Wheel of Gold*.

The first duffel bag has a silver cord wrapped around it and is tied shut. It contains a breastplate (*Armor of Vulnerability*: maces and clubs, AC-12), a visored *Helm of Drunkenness*, chain mail *Neck Protector AC2*, *Gloves of Self Punching*, a *Sword Biting Scabbard*, *Hell Walking Boots*, and a *Short Sword +2* (never hits goblins or related species). All armor in this duffel is sized for a tall human or an elf.

The second duffel bag has a copper chain wrapped around it with a copper padlock. It contains a visored *Helm of Gaze Reflection*, scale mail armor of *Breath Reflection* (cold), *Gloves of Weapon Proficiency*, *Scabbard of Wound Regeneration* (hp2/round), *Boots of Spider Walking*, a *Cloak of Acid Protection*, and an *Axe of Goblin Cleaving +1*. All armor in this duffel is sized for a Dwarf.

The third duffel bags has a metal zipper. It contains an open faced *Helm of Iron Will*, leather *Armor AC+12* (Water Breathing), scale mail *Neck Protector AC+5*, a small bronze *Shield of Diamond Magic*, *Traceless Boots*, *Cloak of Electricity Protection*, and a *Returning War Hammer +3*. All armor in this duffel is sized for a Gnome.

The fourth duffel is wrapped in iron chain with a padlock. It contains an open-faced *Helm of Never Cleaving*, scale mail *Armor (Armor of Backstabbing)*, a leather neck protector, *Bracers of Alerting*, *Gauntlets of Melee +1* (AC10), a large wood-leather *Shield of Normal Missile Protection*, *Boots of Silent Speed*, *Cloak of Blinding*, and a scimitar (*Klutz's Blade*). All armor in this duffel is sized for average humans.

Three of the swords on the stand are very well made but

Seventh Circle, Treasure Cave, Geryon

Geryon's Treasure Cave, continued

ordinary (long sword, two cutlass), one is a *Long Sword* +1 (Flier's Bane), one is a *Cutlass* +2 (Priest Scourge), and one is a *Short Sword* +4 (Chain Mail Ripper). Six spears are well made but ordinary, one is a *Spear* +3, one is a *Spear* +2 (Fire Tipped, +1 damage, 3d10 damage versus creatures of cold, 2d10 Fireball 1/month), and one is a *Spear* +1 *Returning*.

Encounter with Geryon

The inner edge of the Seventh Circle is a hard rocky band 500 FT wide leading to the upper edge of a great chasm looking down over the Eight and Ninth Circles. The chasm is 1500 vertical FT and the cliff face curves so that its bottom is 150 FT further out compared to the top; the cliff essentially cannot be climbed. A continuous strong humid, cold, wind wails up along the cliff face, making it difficult (1d20 GTET [30-Stamina]) to hear near the edge. The wind brings the foul odors of burnt pitch, sewage, waste and filth, and other nauseating smells; mortals pass out for 2d200 minutes (save 1d20 GTET [32-Stamina]).

Looking inward in Lucifer's direction, black clouds quickly blot out the red sky of the Seventh Circle for as far as can be seen, with black streamers hanging down out of the clouds like tentacles. Mists and smoke and vapors make sight difficult but sharp-eyed persons (1d20 roll GTET [33-Stamina]) make out ten circular lines on the plain below, along with a few thick perpen-

dicular lines (e.g. along the radials); the nearer lines appear to have occasional bridges. In the distance the plain below sharply falls away into nothingness, revealing yet another downward chasm (mortals are too far away yet to glimpse Lucifer, still many away). Some persons may spy **Gargoyles** flying along the cliff.

Mortals meet **Geryon** 1d100 minutes after reaching the cliff, regardless of where they are along the border. He flies out of the chasm and mists, always appearing alone. **Geryon** questions mortals about how they came to be on the Seventh Circle. If mortals are surly and disrespectful he summons 2d20 each **Type 7C** and **Type 8A Devils** to destroy them. If they are generally civil and show the proper awe and deference owed a Diabolic Earl, he might not order them killed. He flies out of range if attacked, and summons **Devils** and **Gargoyles** until the offending mortals are dead. **Geryon** cannot be bribed to transport mortals to the Eighth Circle. If he is favorably disposed **Geryon** tells Adventurers about the stairs to the next Circle but does not tell their location(s) and does not reveal they are buried in sand. The table below gives **Geryon's** initial reaction to mortals.

If mortals have been to Ezrabah and found the spell *scroll* hidden at the top of the Sphinx, they can *compel* **Geryon** to transport them to the cliff bottom for one hour, after which he *forgets* what he has done (so there is no diabolic retribution); however, if the transportation takes more than an hour the compulsion is over. If **Geryon** realizes he has been compelled, he is angry indeed. If they have been to Atalyk and obtained the enchanted rod hidden at the top of the Sphinx, mortals can

Geryon's Reaction Table

1d20 Roll	Reaction	1d20 Roll	Reaction
1	100 years in Circle 8, Pit 2	11	100 years as a Type 8C Devil
2	100 years in Circle 8, Pit 5	12	100 years as a Type 7D Devil
3	75 years in Circle 8, Pit 2	13	25 years as an Oasis Mummy
4	75 years in Circle 8, Pit 5	14	15 years as a Pit Snake
5	75 years in Circle 8, Pit 6	15	15 years running on the Seventh Circle
6	50 years in Circle 8, Pit 2	16	Direct if given 2 enchanted items/person
7	50 years in Circle 8, Pit 5	17	Tells about Hidden Stair (no directions)
8	50 years in Circle 8, Pit 6	18	Directs to nearest Hidden Stair
9	50 years chained in the Circle 7 Desert	19	Transport if Swear Fealty
10	25 years chained in the Circle 7 Desert	20	Transport for 50,000 GP/person or equiv.

Seventh Circle, Geryon, Shade, Encounters

Encounter with Geryon, continued

bargain with the **Diabolic Earl** for passage; he will honor any deal and will not seek retribution after the fact.

If **Geryon** transports persons to the bottom of the cliff, he carries two at a time. The flight down the cliff and the return each take 3 minutes, so each round trip is about 7 minutes; persons left at the bottom must fend for themselves while Geryon returns for other companions. If **Geryon** is compelled to transport persons to the Ninth Circle ice, the one-way flight takes 12 minutes and the round-trip 25 minutes.

Sir Guallonir Red Axe

Assuming that Adventurers survive their encounter with Geryon, that he does not transport them to the Eighth Circle, and they are unaware of the Hidden Stair, then the Games Master include an encounter with the Shade, (**Sir**) **Guallonir Red Axe**. He at the edge of the rocky ledge where the sand ends (the area not subject to the rain of fire). In exchange for at least 15 minutes of news of the outside world **Sir Guallonir** tells mortals about the *Hidden Stairs* and accompanies them to the nearest location (up to 14 miles away). He can also sink through the sand into the building to find the doors and verify that no ambush is present inside. **Guallonir** cannot leave the *Seventh Circle*. He will not appear unless the group

GAMES MASTERS NOTE: If there are significant deceased non-player characters or player-characters from the same campaign who would be well known to the Adventures, that person can be substituted for Guallonir, especially if they could reasonably be guilty of the sins confined on the Seventh Circle. The intention is to provide Adventurers the information they need to progress to the Eighth Circle.

has more good members than neutral ones, and will not appear if there are evil persons in the group.

Seventh Circle Encounters

The Games Master should make a random encounter check after every 2 miles of travel or after every hour the Adventurers are stopped in place. The specific en-

counter can be determined from the Seventh Circle Encounter Table found on page 84.

A **Diabolic Duke** travels with an entourage of at least four **Hulden**, four **Odoru**, twelve **Ladatajas**, 1d10 evil Warriors (L1d6+8) and 1d4 each **Types 7A, 7B, and 7C Devils**. An **Evil High Priest** (L1d8+7) with 1d6 attendants, Priest L1d6+5, is present on 1d20 rolls GTET 15. An evil **Wizard** (either Air or Fire) of L1d8+9 along with 1d4-1 apprentices, Wizards L1d4+5, is present on 1d20 rolls GTET 13. 1d3 monsters are also present on 1d20 rolls GTET 17, determine from 1d6: (1) **Medusae**, (2) **Feu'er Troll**, (3) **Ogre**, (4) **Mummy**, (5) **Vampire**, (6) **Minotaur**.

A **Diabolic General** travels with an entourage of at least two **Hulden**, four **Odoru**, twenty **Ladatajas**, and 1d4-1 each of **Types 7A and 7B Devils**. 1d12 evil **Warriors** (L1d6+8) are present on 1d20 rolls GTET 12. An **Evil High Priest** (L1d6+7) with 1d4-1 attendants, Priests L1d4+3 is present on a 1d20 roll GTET 14. An evil **Wizard** (either Earth or Fire), L1d6+8 with 1d4-1 apprentices, Wizards L1d4+3, is present on 1d20 rolls GTET 16. A **Warlock** L1d6+6 is present on 1d20 rolls GTET 18. 1d6 monsters are also present on 1d20 rolls GTET 15, determine from 1d10: (1) **Medusae**, (2) **Harpy of Hell**, (3) **Centaur of Hell**, (4) **Gargoyle**, (5) **Feu'er Troll**, (6) **Mummy**, (7) **Vampire**, (8) **Minotaur**, (9) **Alpha Male Infernal Hound**, (10) **Brass Golem**.



Seventh and Eighth Circles

Seventh Circle Encounter Table

Select Row using 1d20	Select Column using 1d8			
	1, 2 on 1d8	3, 4 on 1d8	5, 6 on 1d8	7, 8 on 1d8
1	1d8 Sand Beetles	1d20 Running Manes	1d8 Common Devils	1d8 Hulden
2	1d10 Sand Beetles	1d20 Running Manes	1d10 Common Devils	1d10 Hulden
3	1d12 Sand Beetles	2d20 Running Manes	1d12 Common Devils	1d12 Hulden
4	1d8 Rifle Beetles	2d20 Running Manes	1d12 Common Devils	1d8 Type 7A Devils
5	1d10 Rifle Beetles	1d8 Gila Monsters	1d20 Common Devils	1d10 Type 7A Devils
6	1d6 Death Beetles	1d8 Gila Monsters	1d20 Common Devils	1d12 Type 7A Devils
7	1d8 Death Beetles	1d4 Spiny Tail Iguana	1d8 Ordinary Devils	1d12 Type 7A Devils
8	2d20 Scorpion Flies	1d8 Hell Salamanders	1d10 Ordinary Devils	1d20 Type 7A Devils
9	1d20 Sand Wasps	2d20 Hell Rats	1d12 Ordinary Devils	1d8 Type 7B Devils
10	2d20 Sand Wasps	1d6 Great Vultures	1d20 Ordinary Devils	1d10 Type 7B Devils
11	1d8 Razor Tortoises	Whirlwind	1d20 Ordinary Devils	1d12 Type 7B Devils
12	1d10 Huge Scorpions	1d6 Common Sphinx	1d20 Ordinary Devils	1d20 Type 7B Devils
13	1d8 Warthogs	1d3 Brown Dragons	1d10 Oduru	1d12 Type 7C Devils
14	1d10 Dune Lizards	Fire Wizard L14	1d12 Oduru	1d12 Type 7C Devils
15	1d12 Fire Birds	1d8 Evil Warriors L12	1d12 Ladatajas	1d20 Type 7C Devils
16	1d12 Gargoyles	1d8 Evil Priests L12	1d12 Ladatajas	1d12 Type 7D Devils
17	1d12 Gargoyles	1d4 Fire Elementals	1d12 Ladatajas	1d12 Type 7D Devils
18	1d20 Gargoyles	1d6 Djinn	1d20 Ladatajas	1d20 Type 7D Devils
19	1d20 Gargoyles	1d6 Efreet	1d20 Ladatajas	Diabolic General
20	1d12 Wyverns	1d6 Type 8A Devils	1d20 Ladatajas	Diabolic Duke

The Eighth Circle

Diabolic Prince.... Zimidar
 Prince Emblem.... 8 coins over chalice, purple
 Diabolic Dukes.... Adramelech, Focalor
 Diabolic Generals Furfarello Pit 1, Cagnuzzo
 Pit 2, Hiisu Pit 3, Jutas Pit
 4, Barbariccia Pit 5, Eligoss
 Pit 6, Agares Pit 7, Baulaum
 Pit 8, Alichino Pit 9, Calea-
 brina Pit 10
 Devils Common, Ordinary, Iblis,

Daityas, Romatyas, Zoybim,
 Types 8A to 8C
 Notables Nephilim Giants (Nimrod,
 Shinar, Anteus),
 Sins, Punishment... **Panderers and Seducers**
 (Pit 1, kept running and
 beaten by Type 8A Devils),
Flatterers (Pit 2, immersed
 in sewage and liquid filth),
Simonists (Pit3, bought or
 sold spiritual offices or
 traded the favor of Gods for

Eighth Circle

Eighth Circle, continued

Sins, Punishments	Pit 3...personal wealth, power, or privilege, stuffed into boulders with flames on their feet), Diviners, Augers, Witches and Fortune Tellers (Pit 4, marched by Devils with heads twisted behind), Barterers (Pit 5, traded public office or trust for personal wealth, power, privilege, immersed in bubbling tar and pitch), Hypocrites (Pit 6, heavy gilded lead coats, marched by devils), Thieves (Pit 7, transform from human to serpent, chased by poisonous serpents then regenerate), Evil Counselors (Pit 8, ruined their Masters, wrapped in flames and marched by Devils), Makers of Scandal and Schism (Pit 9, flayed by Devils and bird feed on organs, then regenerate), Falsifiers of Things, Words, Deeds (Pit 10, rotting skin diseases)
Environment.....	Dry and Arid
Challenges.....	Outer Cliff (up), Inner Cliff (down), ten deep concentric Pits
Size.....	Torus, Outer Circumference 105 miles, Inner Circumference 40 miles, Outer Radius 13 miles, Inner Radius 6 miles, Width 7 miles

The Eighth Circle is a circular band 7 miles wide. The outer border (up to the Seventh Circle) is a 1500 FT high cliff curved inward and under to make climbing impossible. The inner border is a 1200 FT high cliff

down to the frozen Ninth Circle. Adventurers reach the Eighth Circle after transportation by **Geryon** or by finding and using one of the *Hidden Stairs* at the four cardinal compass points.

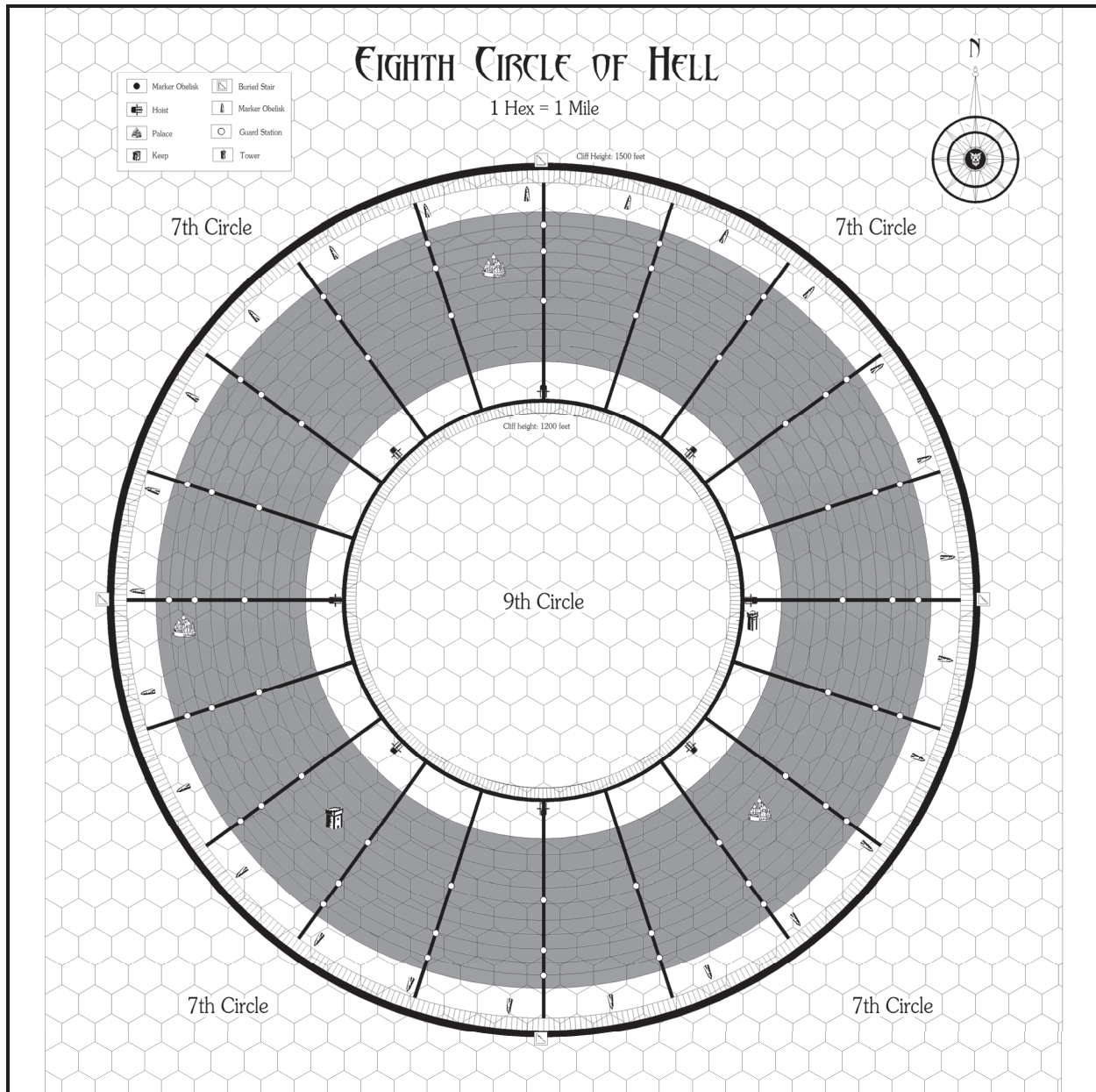
The plain is broken up by ten concentric circular trenches, the first (outermost) being a quarter-mile from the outer cliff and each succeeding pit spaced six-tenths mile apart, with a half-mile separating the last trench from the inner cliff. Each trench is 300 FT across and 150 FT deep. The remainder of the Circle is essentially flat and is covered by a dark grey rock with the general look, feel, and properties of rolled asphalt except for twenty raised ridges which run in straight lines along radii from the outer cliff to near the inner chasm (see the map on page 86). Each ridge is 30 vertical FT above the ground by 30 FT wide at the top, paved with silver bricks, with arched bridges the pits. Bridges are 60 FT above grade at the center. Thorny orange vine-weeds grow up through many cracks in the dry and parched surface; the **weeds** wrap around the feet of any mortals who pass by (avoid 1d20 GTET [24-Agility]).

Dark roiling clouds hang over the Circle with black streamers hanging down toward the ground like tentacles, some almost touching the ground. Flashes of red light brighten the insides of clouds every 10 to 15 minutes. Mists and smoke and vapors of many colors drift up out of the pits. A dank cold wind blows out of the center of Inferno, generally 30 miles/hour with 45 mile/hour gusts. The average temperature throughout the Circle is 45°F.

Mortals experience an hour of intense cramps and uncontrollable nausea when they arrive in the Circle because of the extremely foul stench of decay and sewage throughout, save 1d20 GTET [30-Stamina], checked hourly. Affected persons apply -4 to direct combat, reduce their Agility and Strength 2 points for 3d100 minutes, and cannot perform spells or prayers.

A series of 10 FT black obelisks are place 300 FT inward from the outer cliff, spaced 4 miles apart, sitting on a square red sandstone block. On the outer face is inscribed an arrow pointing north (clockwise) and an arrow pointing south (counterclockwise). Below the north arrow on the obelisk on the west radius line is written, '*Zimidar, Samael,*' while below the south arrow are '*Adramelech, Focalor, Samael.*' The palace of Zimidar, Diabolic Prince, is located between the fourth and fifth pits along the due north radius. The palace of Samael,

Eighth Circle



Eighth Circle, continued

King of Hell, is located between the tenth pit and the cliff above the Ninth Circle just south of due east. The palace of Adramalech, Diabolic Duke, is located between the second and third pits, 2 miles counterclockwise from the west radius line. The palace of Focalor, Diabolic Duke, is located between the sixth and seventh pits, 33 miles counterclockwise from the west radius line. The palace of Samael can also be reached by trav-

eling 40 miles in the counterclockwise direction. If the Adventurers do not enter the Eighth Circle along the western radius some adjustments to the order of the names inscribed on obelisks they find may be required, depending on their actual position.

Mortals must have the permission of Prince Zimidar, or one of the Eighth Circle Dukes of Hell (Adramelech or Focalor) to travel freely across the Circle, otherwise they must be escorted by at least an equal number of

Eighth Circle, Pit One

Eighth Circle, continued

Romatyas. Mortals given permission to travel must wear a badge shaped like an indigo-colored shield bearing eight gold coins arranged over a gold chalice.

When Adventurers meet **Devils** on the Eighth Circle, they are challenged about what they are doing unless the mortals are wearing the appropriate Circle badge. Every member of a group up to four must have a badge, one person in a group up to eight may lack a badge, two persons in a group up to twelve may lack a badge, and three persons in a group up to sixteen may lack a badge. On 1d20 rolls GTET 12, a badge for the Seventh or Ninth Circles can substitute for the Eighth Circle badge. If there are not sufficient badges, a credible or coherent story may succeed (requires 1d20 roll GTET [44-Level-Will], using the Adventurer with the highest statistic). **Devils** question each Adventurer separately, without letting them hear each other's story, to establish how coherent their story is. Even when **Devils** accept the Adventurer's story, they escort the Adventurers to their stated destination on 1d20 rolls GTET 6.

When fighting occurs **Devils** *summon* reinforcements of 1d20 **Type 8A Devils** after two **Devils** are killed or the group suffers GTET hp150 total damage. If necessary, another 1d12 **Type 8B Devils** can be *summoned*. Individual **Devils** retreat after being reduced to LTET hp10. The entire group of **Devils** retreat after five **Devils** are killed, or the group suffers GTET hp400 total damage. Devils who retreat from combat report to higher authorities in 1d6 hours on 1d20 rolls GTET 8, otherwise they report in 2d8 hours; any subsequent manhunt (triple the number of encounter checks, **Devils** are met on 1d20 rolls GTET 8) is conducted on the Seventh, Eighth, and Ninth Circles.

Bridges over the Pits

Adventurers will often have to cross a Pit by climbing down the outer rim, walking (or swimming) the bottom, then climbing back up the inner rim. The twenty raised ridges which radiate from the center like spokes (see the map on page 86) may provide a simpler and safer means to cross a Pit. When Adventurers reach a bridge its condition is given by a 1d20 roll, (01-07) completely intact with no risk, (08-14) partially destroyed with some risk to use, (14-20) completely shattered and impassible. An Adventurer succeeds on crossing a partially destroyed bridge on 1d20 rolls GTET [32+1d6-Agility]; apply a -3

modifier if the person attempting the crossing has GTET 100 pounds of gear, a -2 modifier if they have 70 to 99 pounds of gear, and a -1 modifier if they have 35 to 60 pounds; persons using climbing gear apply a +2 modifier. A person who fails at crossing falls into the Pit, suffering damage from a 200 FT fall (unless the Pit is filled with liquid); they succeed on grabbing onto the bridge structure on 1d20 rolls GTET [33-Agility] but must return to the outer side of the bridge; the bridge piece they hold breaks away on 1d20 rolls of 1 with no second saving roll permitted. A bridge which is partially or fully destroyed remains in that status for at least 48 hours before it may be rebuilt.

Guard Stations

There are three Guard stations located on top of each of the twenty raised radial ridges (spokes). One is located just outward of the Second Pit, one is outward of the Fourth Pit, and one is inward of the Seventh Pit. A typical guard station consists of a ward room, commander's office, a cell, and a circular signal tower and is staffed by a Daityas commander, eight Romatyas, and two Zoybim. A prisoner is in the cell on 1d20 rolls GTET 13; the type of prisoner is determined using 1d20: (1) good Human Warrior, (2) good Dwarf Crusader, (3) good Elf Warlock, (4) good Half-Elf Wizard, (5) good Human Priest, (6) Type 8A Devil, (7) Type 8B Devil, (8) Type 8C Devil, (9) Harpy of Hell, (10) Minotaur, (11) Medusa, (12) Centaur of Hell, (13) Lycanthrope, (14) Giant, (15) Black Annis, (16) Ogre, (17) evil Half-Elf Priest, (18) evil Human Rascal, (19) evil Elf Shaman, (20) evil Gnome Wizard; Adventurers found in cells are levels 1d6+8; persons capable of magic or prayers are drugged on 1d20 rolls GTET 7. An example guard station is described starting on page 116.

The Pits of Torment

The sides of each pit (trench) are very steep but not vertical, generally with rocks, holes, crags, short ledges, and broken pieces which permit good climbers to climb them, and offers many locations to anchor ropes (treat as difficult to free climb). Each free-climber checks for falls at 120 FT, 80 FT, and 40 FT above the trench floor, avoiding the fall on 1d20 rolls GTET [30-Agility]. A climber is attacked on their climb on 1d20 rolls GTET 17, determined from 1d6, (1) 1d6 **Giant Bats**, (2) 1d3 **Harpies of Hell**, (3) **Wyvern**, (4) 1d3 **Spectral Bats**, (5) 1d6 **Gargoyles**, (6) 1d2 **Type 8A Devils**.

Eighth Circle, Pit One

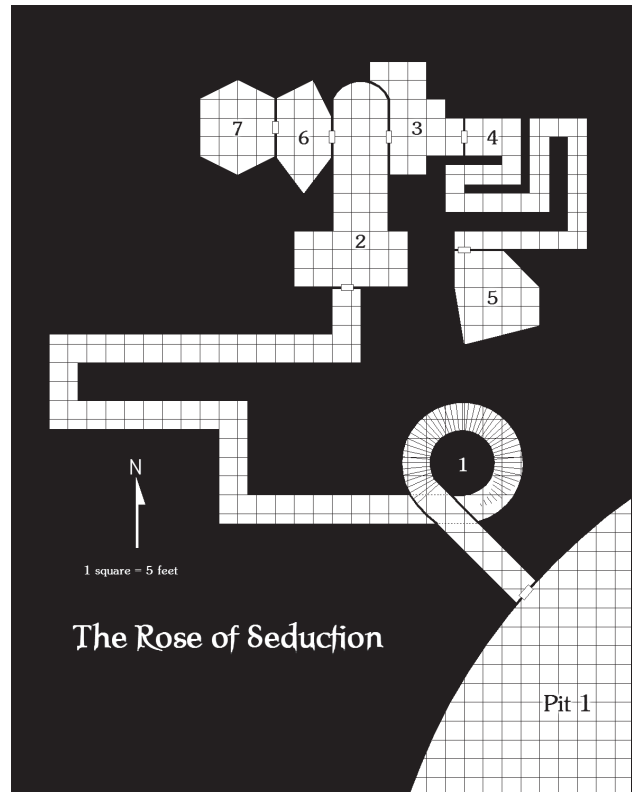
Pit One

The first pit confines the *Panderers* and *Seducers*. Crowds of naked male and female souls are herded along the rough floor of the pit, kept running, and are beaten and continually scourged by groups of 1d8+3 **Type 8A Devils** with whips and chains. Jets of hp1d12 flame shoot out from the steep sides of the trench on 1d20 rolls GTET 14, checked every 10 minutes; avoid 1d20 GTET [32-Agility]. Adventurers crossing the pit floor are attacked by a group of 1d8 **Type 8A Devils** armed with *flaming* chain flails on 1d20 rolls GTET 14, checked every 10 minutes; they are attacked by 2d20 **Manes** on 1d20 rolls GTET 11, checked every 15 minutes.

The Rose of Seduction

A steel door (-10 open lock) in a rounded rectangular frame is found in the outer wall at pit-level, in the west-northwest part of the trench. The door is hidden by an *illusion* (disbelieve 1d20 GTET [32-Will]) that it is part of the Pit wall. The door opens outward, a *glyph of blindness* (20 FT, save 1d20 GTET [30-Stamina]) is inscribed on the back side.

1. **Circular Stair.** The top of a circular stairway is 30 FT down the hallway inside the door, it makes one full revolution and drops 18 vertical FT; the steps are white marble, the walls are pink and painted with red roses. The hallway at the bottom is 8 FT wide, floored in pink stone with dark red walls and a white ceiling; it leads west then doubles back and leads east before turning north. The east run is completely filled by thorny rose bushes (fire resistant); the perfume causes Elves to become *unconscious* (save 1d20 GTET [30-Stamina], checked every 5 minutes). The door into the Angry Room (#2) is dark wood (-5 open lock).
2. **Angry Room.** A T-shaped room with a floor of thick grass, the walls are light green. Four lit chandeliers hang from the ceiling. Six square stone vats are in the room, each 5 FT on a side, each vat is filled with **Anger Flowers** (mortals *compelled* to become angry and violent 1d100 minutes, range 30 FT, save 1d20 GTET [30-Will], checked every 3 minutes; fire and cold resistant). The doors to the Metronome (#3) and Corpse Flower Rooms (#6) are wood with iron bands (-5 open lock). Each vat requires a total Strength GTET 41 to move; a hole



underneath the third vat holds a vial of *Plant Control Drops*, a leather bag holding 210 SP, a silver-bladed *Dirk +1* (*Gnome Slayer*, save 1d20 GTET [30-Stamina]), and a 2800 GP emerald.

3. **Metronome Room.** An irregularly-shaped room with an iron door on the east wall (-5 open lock, Strength GTET 28 to move) leads to the Ram Room (#4). The floor is red with white polka-dots, the walls are blue ceramic tile, and the ceiling is pale blue. The images of five wall safes are painted on the north wall but there are no safes located there. A 3 FT tall white wood/silver metronome stands on a small round wood table in the room's center, rubies on the base outline a heart shape. Persons can only cross the room west-to-east when the metronome position is to the left, and east-to-west when the position is to the right; no movement (*hold in place*) can occur when the device is in the center position. On each transition 1d3 steps can be accomplished. An arrow or similar missile stops the metronomes at its current position for 1d100 steps; hp40 magic damage destroys the metronome and associated spell.

Eighth Circle, Pits One and Two

Pit One, Rose of Seduction, continued

4. **Ram Room.** The 10 FT by 15 FT area is occupied by two HD8 **Skeletal Rams** (AC30, butt 1d12, charge 1d12+1d10, 2x forelegs 1d8, hind kick 1d12); each ram has a 10,000 GP sapphire in its skull. A narrow twisting passage exits the room and winds around to a stone door (-6 open lock, Strength GTET 26 to open) leading to the Exploding House (#5). The passage is 4 FT wide and must be travelled in single-file, some large persons may not be able to fit; the passage is floored in upright nails (hp1/step, lamed after hp8, save 1d20 GTET [30-Stamina], checked per step).
5. **Exploding House.** An irregularly-shaped room, 25 FT across by 18 FT high, floored in green ceramic tile, the walls are covered in red velvet wallpaper, and the ceiling is white with murals of a long-haired woman in a blue ball gown holding a rose. A 10 FT by 10 FT thatched cottage stands in the room's center, the windows covered by curtains and the door locked. A loud ticking sound is heard once the door knob is touched, and the house *explodes outward* 1d12 rounds later; persons in the room when the explosion occurs suffer hp2d8 damage. Afterwards, a wooden armoire (locked, -7 open lock) is found in the center of the cottage area. It contains a red hooded cloak with a rose embroidered on the back (aura of enchantment, no special properties), and a fabric *rose flower* mounted on a platinum pin (1000 GP, aura of enchantment, protects wearer from the effects of enchanted plants).
6. **Corpse Flowers.** An irregularly-shaped room floored in redwood, the walls are painted blue, and the ceiling is pale blue. The walls have murals of a rose garden with four gates, an Elf maid in a blue dress with a basket stands at one, a Human maid in a green dress with a wand stands at one, a Gnome maid in a pink dress with a watering can stands in one, and a Human maid in a red dress holding a rose stands in one. The entrance to the Rose Room (#7) is through the gate with the maid in the red dress; the opening has been plastered over and is 6 inches thick, it must be broken through. The entrance to the Rose Room does not indicate as a hidden or secret door. Large black flowers grow out of the corpses of six Dwarfs (stripped of equipment) found on the room floor; Dwarves who enter are infected with spores (save 1d20 GTET [28-Stamina], checked per

flower) and die in 3d100 hours (save 1d20 GTET [26-Stamina], checked hourly); healing prayers applied GTET 6 hours after exposure fail on 1d20 rolls LTET (Level-3).

7. **Rose Room.** A hexagonal room, the floor is teak wood, the walls are covered in purple satin wallpaper, and the ceiling is pale yellow with murals of rose bushes. A wooden table is in the room's center. Thirty metal roses (aura of enchantment) are on the table: ten with copper stems and bronze leaves/petals, ten with pewter stems/leaves and red gold petals, nine with gold stems, silver leaves, and electrum petals, and one with a silver stem, gold leaves, and ruby petals. The silver/gold/ruby rose is the ***Rose of Seduction*** (evil artifact); all of the other roses act as homing *beacons* (5 miles) for Types 7, 8, and 9 Devils.

Pit Two

The second Pit confines the *Flatterers*. Naked souls are kept immersed to their necks in a thick repulsive stew of filth, offal, and disgusting sewage which reaches up to 9 feet deep in the center of the pit. Souls that take their chins out of the muck risk spearing by flying squads of **Type 8A Devils**. Under the surface roam HD1 **Mud Snakes**, HD1 **Leeches**, and H2 **Giant Slugs**. The air above the sludge is thick with annoying buzzing insects like HD1 **Giant Mosquitos**, HD2 **Flesh Flies**, HD2 **Poison Gnats**. Groups of **Anger Flowers** grow where the noxious muck comes into contact with the pit walls. Mortals within 100 FT of the top of either edge of the Pit are *overcome* and *incapacitated* (save 1d20 GTET [30-Stamina], checked every 10 minutes) by the fumes; they cannot continue until succeeding on a saving roll.

Adventurers swimming across the filth are attacked by 2d4 flying **Type 8A Devils** on rolls GTET 13 on 1d20, and attacked by 1d10 **Manes** on rolls GTET 11 on 1d20. Mortals encounter muck dwellers on 1d20 rolls GTET 14, according to the results of 1d6, (1 or 2) 1d6 **Mud Snakes**, (3 or 4) 1d4 **Giant Slugs**, or (5 or 6) 1d12 **Giant Leeches**. Persons lacking protection from insects are attacked by swarms of flying insects 1d8 times (hp1d3 per attack). Mortals whose skin makes contact with the muck contract diseases (save 1d20 GTET [35-Stamina], checked per disease); handling equipment with dried muck can transmit diseases for an additional day (save 1d20 GTET [29-Stamina]). Persons whose Stamina statistic is LTET 13 contract three diseases,

Eighth Circle, Pit Two

Eighth Circle, Pit Two, continued

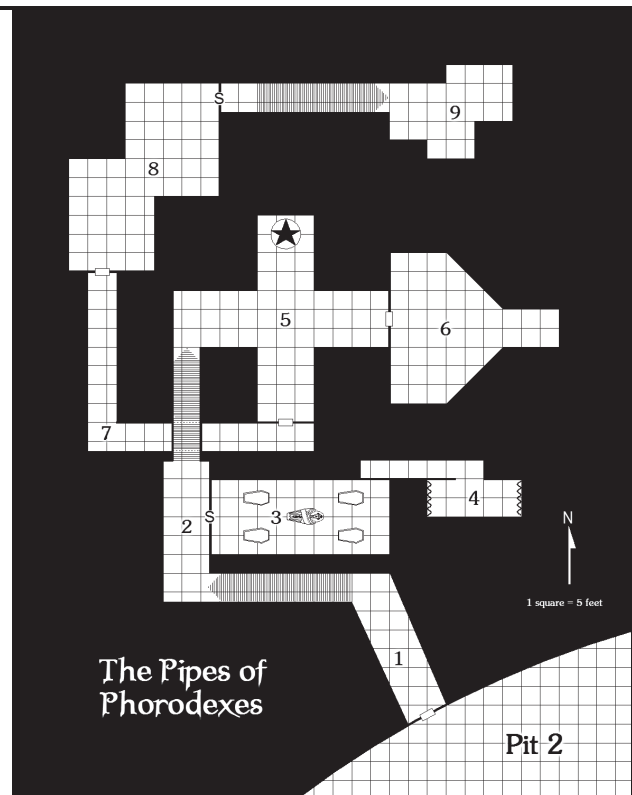
those of Stamina between 14 and 18 contract two diseases, and those of Stamina is GTET 19 contract only one disease. Determine the diseases from 1d12: (1) Dengue Fever, (2) Tuberculosis, (3) Diphtheria, (4) Tetanus, (5) Malaria, (6) Elephantitis, (7) Yellow Fever, (8) Dysentery, (9) Smallpox, (10) Typhoid Fever, (11) Tapeworm, (12) Bubonic Plague [Black Death]. Curing a disease requires either two *Disease Antidote* potions OR that a Priest or Crusader succeed on a 1d20 roll GTET [24-Level]. See the *Codicil of Maladies* for additional details on diseases.

The Pipes of Phorodexes

A steel door (-10 open lock) in a rounded frame is accessible from an 8 FT by 6 FT wide ledge in the outer pit wall, in the north-northwest part of the Circle. The ledge is 8 FT above the muck's surface. The ledge is difficult to discern from the top of the Pit (-8 to find). The door is hidden by an *illusion* (disbelieve 1d20 GTET [32-Will]) that it is part of the Pit wall. The door opens outward; a *glyph of palsy* (save 1d20 GTET [30-Will]) is inscribed on the door's back side; affected persons reduce their Agility score by 4 points for 3d100 minutes; they fall from the ledge into the muck on 1d20 rolls LTET 7.

1. **Portrait Hall.** The passage is floored in blue marble, the walls are painted royal blue, and the ceiling is a blue pastel. Four oil portraits of male Human noblemen hang on the right side of the passage, three hang on the left side; the portraits depict Tysilio, Acascius, Brochwell, Tulgaid, Selnach, Delgued, and Maluthius, some of the more infamous flatterers in {insert Games' Master's campaign world} history {legends may exist about the consequences of their having flattered their Leige or King}. A single small chandelier hangs from the ceiling. The Artist's Hall (#2) is 18 vertical FT lower than the entry. An *invisible* spell scroll is hidden behind Selnach's portrait (Fire: *Blindness*, *Mirage*, *Mesmerize*, *Vision*). An invisible prayer scroll is hidden behind Maluthius' portrait (*Blur Sight*, *Minor Prayer*, *Aura of Belief*, *Inflict Panic*, *Creature's Form*).

2. **Artist's Hall.** The Minotaur Golems (#5) lie at the bottom of a stair, 20 vertical FT lower than the Portrait Hall. The floor is white marble, the walls are painted a cream color, and the ceiling is a pale



yellow. A secret door (-8 to find, -4 open lock) on the east wall leads to the Hall of the Dead (#3). The Hall contains five white marble busts of devil's heads, each on a 4 FT pedestal. There are also four abstract oil paintings hanging on the left wall, and four paintings of the landscapes of Hell hanging on the right. The abstract paintings have the aura of enchantment (no effects), the devil's head busts have the aura of evil. The busts and pedestals together weigh 130 pounds; a 20,000 GP ruby is hidden in a hole in the underside of the second pedestal (must lift out and turn over to see).

3. **Hall of the Dead.** The plaster in the north wall in the northeast corner is thinner than elsewhere in the room and can be broken through using hammers and picks; this area does not identify as a hidden or secret door. The passage hidden behind the

Eighth Circle, Pit Two

Eighth Circle, Pipes of Phorodexes, continued

3. **Hall of the Dead**...northeast corner leads to the Pipes (#4). The floor is covered in polished white ivory, the walls are black satin wallpaper, and the ceiling is painted black with constellations. The room holds four grey stone headstones, 4'6" high, four well-made redwood coffins, and a closed gaudily-painted mummy case. A HD2 **Skeleton** stands in each corner. The coffins hold four HD6 **Doppelgangers** appearing as Vampires, they each wear a *Spell-Storing Ring* with 8x *Dominate Person* spells (save 1d20 GTET [33-Will]). The mummy case holds a HD10 **Mummy Lord** with a *Ring of Invisibility* and a *Staff of Paralysis* (hp1d8, 2d100 minutes, save 1d20 GTET [32-Stamina], 42 charges).
4. **The Pipes**. A short passage, 7 FT wide, leads from the Hall of the Dead to the Pipe's room. The floor is tan ceramic tile interspaced with dark brown tiles embossed with a smoking pipe, the walls are alternating stripes of tan, gold, light brown, and dark brown, and the ceiling is covered in a light-colored hardwood. Tapestries hang at either end of the room. A 15 FT wide mirror on the south wall *mesmerizes* mortals (3d100 minutes, save 1d20 GTET [32-Will]). A 15 FT white alabaster statue of a Satyr playing pan-pipes stands in the center of the room. If the alabaster coating over the pipes is destroyed, the **Pipes of Phorodexes** (evil artifact) are revealed, a 1d20 roll GTET [30-Strength] is needed to remove them from the statue.
5. **Minotaur Golems**. A cruciform room at the bottom of stairs from the Artist's Hall (#2), with an iron door (-8 open lock) on the east end to Talking Heads (#6) and a reinforced wood door (-6 open lock) at the south end that leads to the Filthy Passage (#7). The floor is covered in brown ceramic tile, the walls are painted tan, and the ceiling is white with a mural of Satyrs running through pine forests. A 12 FT black stone statue of a Minotaur with axe stands at the north end. The room's center area is occupied by two 12 FT tall HD10 **Bronze Golems** shaped like Minotaur, carrying bronze axes (hp72, AC50, punch 1d8, axe 1d12, resist fire and electricity, double damage cold).
6. **Talking Heads**. A funnel-shaped room, the floor is green marble, the walls are painted pale purple, and the ceiling is white with a mural depicting the Second Pit. Eight life-sized white marble heads depicting bearded human men are mounted on each of the middle-section walls (northwest to southeast, southwest to northeast) in two rows of four; each head has amber eyes (each 500 GP). A large bronze chest (-4 open lock) is at the east end of the room. Each head begins speaking in Infernal Cant when the room is entered, each picking an Adventurer to lavishly and loudly praise; the combined babble acts to *confuse* mortals (1d100*1d6 minutes, save 1d20 GTET [32-Will], checked every 5 minutes); the confusion effect is negated when GTET eight heads are sufficiently damaged. Each head is hp32, AC45, suffer quarter damage from cold and fire, and suffer half damage from electricity. The chest contains 3500 pieces of lead that appear (*illusion*, disbelieve 1d20 GTET [33-Will]) to be of platinum. Three *Potions of Immunity from Disease* are found in a niche underneath the chest (must be moved, requires Strength GTET 32).
7. **Filthy Passage**. This passage is 7 FT wide by 14 FT tall, connecting the Minotaur Golems to the Incorporeal Spiders (#8). The floor is 3'6" below the floor of locations #6 and #8, filled to floor level with the same noxious muck found in the pit outside; overhead grates continuously drip more of the obnoxious brew from above. Mortals wading through the mixture suffer hp1d6 *acid damage* every 3 minutes. Five HD4 **Mud Snakes** live in the muck. The door to the Incorporeal Spiders (#8) has a base -4 open lock, apply an additional (20-Agility) modifier because the lock cannot be easily reached standing on the tunnel floor.
8. **Incorporeal Spiders**. An irregularly-shaped room, 16 FT tall. The floor is dark-colored hardwood, the walls are painted mustard-yellow, and the ceiling is a frosted glass. Two large lit chandeliers hang from the ceiling. A secret door (-6 to find) in the east wall, in the northeast corner, leads to the False Pipes (#9). The room perimeter is lined by 6 FT wide ledges at a height 10 FT off the floor, webs hang down from the ledges to the floor. The room is occupied by fourteen HD4 **Incorporeal Spiders**. Four bleached ordinary skeletons lay on the floor (no gear or equipment).
9. **False Pipes**. The room 15 vertical FT below the Incorporeal Spiders (#8), and is entered on the west side. The floor is covered in pale purple ceramic tile, the lower portion of the walls are covered in mahogany panels, the upper portion of the walls are covered in pale purple wallpaper, and the ceiling is

Eighth Circle, Pits Two and Three

Eighth Circle, Pipes of Phorodexes, continued

9. **False Pipes**...white with murals of pipe-playing Satyrs. Thirty pan-pipes are found on a wood table in the room's center (aura of enchantment), ten are made of wood with copper bands and mouthpieces, ten are made of bronze with silver bands and mouthpieces, nine are made of stainless steel with gold bands and mouthpieces, and one is made of platinum with electrum bands and mouthpieces. When the platinum pipes are played, the player is *compelled* to continue for 1d100 minutes (save 1d20 GTET [32-Will], checked every 5 minutes, reducing Stamina 1 point every 10 minutes of playing with restoration 1d20 minutes/point), all of the player's allies are *compelled to dance* in place while the pipes are played (save 1d20 GTET [34-Will], checked every 5 minutes). The wood, bronze, and steel pipes act as *beacons* (10 mile radius) for Types 7, 8, and 9 Devils.

Pit Three

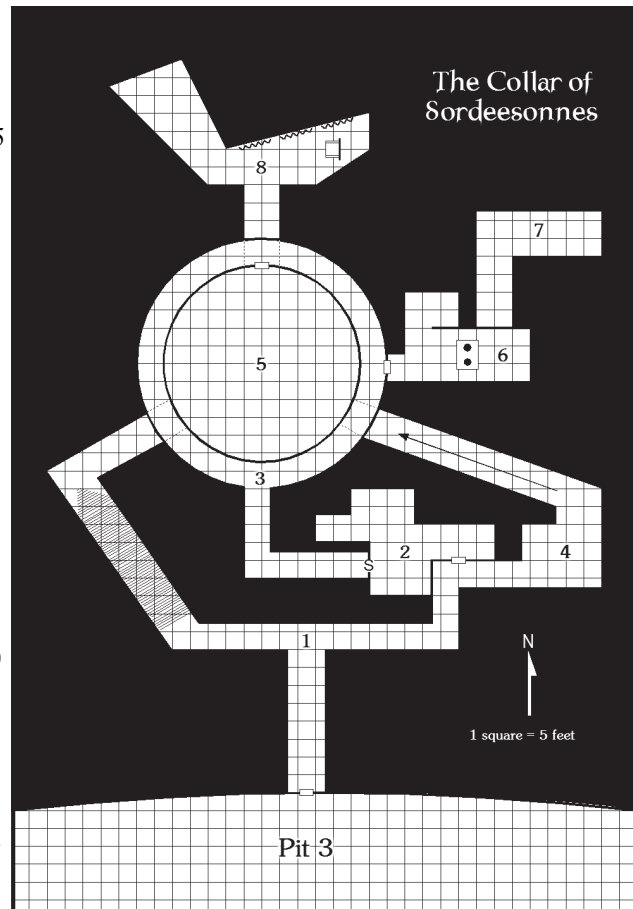
The third Pit confines the *Simonists* (who, in life, traded the favors of the God[s] for personal wealth, power, or privilege, or who trafficked in spiritual offices). The floor of the pit is littered with many large boulders, to 25 FT across by 30 FT high; the damned souls are naked, stuffed head down into tight holes cut into the boulders with dancing flames on their feet, occasionally whipped on the legs by passing **Type 8A Devils**. Small, unpredictable, tremors continually shake the Pit. A tremor causes a free-climbing Adventurer to fall unless succeeding on 1d20 rolls GTET [32-Agility], apply a +4 roll modifier if the climber is using equipment; falls are from 5d12 FT in height. Adventurers within 50 FT of either Pit wall dodge falling rocks dislodged by the tremors every 1d12 minutes, each rock doing hp2d8 damage unless the Adventurer succeeds on a 1d20 roll GTET [28-Agility]. Adventurers crossing the Pit floor are attacked by 1d6 **Type 8A Devils** on rolls 1d20 GTET 17 checked every 15 minutes; they are attacked by flickering flames (hp1d4 fire damage for 1d10 rounds) temporarily attracted from nearby souls on 1d20 rolls GTET 15 checked every 10 minutes.

The Collar of Sordeesonnes

A steel door (-10 open lock) in a rounded rectangular frame is found in the outer wall at pit-level, in the northern part of the trench. The door is hidden by an *illusion*

(disbelieve 1d20 GTET [32-Will]) that it is part of the pit wall. The door opens outward, a *glyph of sleep* (20 FT range, 1d100*1d8 minutes, save 1d20 GTET [30-Stamina]) is inscribed on the inner door surface. The door latch breaks on entry and it swings open 1d20 rounds after Adventurers enter (notice 1d20 roll GTET [30-Intelligence]).

1. **Entry Area.** The floor is a light grey tile, the walls are dark grey slate streaked with white and blue, and the ceiling is painted a blue-grey color. A stair descends from the west end, a right-angle passage at the bottom leads to the Round Chamber (#5). The east end is an S-shaped area leading to the Tar Golem Room (#4). A reinforced wood door (-6 open lock) in the S leads to the Fire Trap Room (#2), the door is painted dark red. The floor is coated with *Oil of Slipperiness* (Agility reduced to 8). A hp1d6 crossbow bolt shoots through a hole in the wall on the east end toward the stairs every 3 rounds (avoid 1d120 GTET 17). A patrol consisting of a **Type 8C Devil** and nine **Type 8B Devils** notices the open



Eighth Circle, Pit Three

Eighth Circle, Collar of Sordeesonnnes, continued

1. **Entry Area**...door and enters 1d12+30 minutes after Adventurers enter the complex.
2. **Fire Trap Room.** An irregularly-shaped room, the floor is a pale red ceramic tile, the wall are painted white with myriad red-orange tongues of flame, and the ceiling is painted dark red. A secret door (-10 to find, -4 open lock) leading to the Balcony Overlook (#3) is in the southwest corner. A large dial is on the north wall opposite the door from the Entry Area (#1), marked in increments of 2 from zero through one hundred; the dial points to 18 when the room is entered. An armoire in the northwest cutout area contains a hooded red cloak (*AC-10, canine monster attractor, cursed*), a pair of red leather gloves (*TH-3, cursed*), and a pair of red leather boots (*50% movement rate, cursed*); the clothing is sized for a Human or small Elf. The dial begins a countdown towards zero when the door is opened, changing position every two rounds (12 seconds), when the countdown reaches zero the room is engulfed in a *hp2d12 fire trap*; the timer subsequently resets to 50 and begins another countdown.
3. **Balcony Overlook.** An 8 FT wide area that wraps around the Round Chamber at a height of 15 FT above the floor, the entire balcony area is open to the floor below. The floor is made up of white marble tiles and the walls are a light pink stone. The balcony is entered on the south through the Fire Trap Room (#2). There are no ladders or stairs connecting the balcony to the Round Chamber (#5). The entry to the Iguanas and Manticores room (#6) at the eastern compass point is filled with plaster and painted to match the wall (-8 to find); it is easily broken through with a pick or hammer (exposure to the contaminated air behind the wall causes 1d100 minutes *unconsciousness*, save 1d20 GTET [28-Stamina]). The filled-in entry does not constitute a hidden or secret door. Two HD12 **Iron Golems** (hp44, AC62, 2x pincers 1d10, bite 1d6, trample 2d8, immune electricity, half damage fire magic) in the shape of Giant Crab patrol the overlook area. 1d12 rounds after Adventurers reach the Round Chamber floor, twelve HD6 **Lycanthrope** (Rat) archers appear (by *teleportation*) on the balcony.



4. **Tar Golem Room.** The floor has alternating black and green ceramic tiles, the walls are paneled in a light hardwood, the ceiling is 14 FT tall and paneled with redwood and teak squares. A descending ramp from the northeast end leads down to the Round Chamber (#5). Seven HD7 **Tar Golems** with spiked clubs stand in the room: an *illusion* (disbelieve 1d20 roll GTET [30-Intelligence]) makes the golems appear as floor-to-ceiling columns carved to resemble trees wrapped in vines. Adventurers become stuck to a golem on an attack roll GTET 17 (avoid 1d20 GTET [35-Agility]; become unstuck 1d20 roll GTET [32-Strength]), when they do another golem sandwiches them from behind on 1d20 rolls GTET 8 checked per round – a sandwiched Adventurer suffocates after Stamina+8 rounds after which the golems again separate.
5. **Round Chamber.** The room is accessed from the Entry Area (#1) through a passage at the bottom of stairs leading from the entry, and from the Tar Golem Room (#4) by a descending ramp. The floor is hard compacted yellow sand, the walls are a yellow sandstone, and the roof is domed with its center 32 FT above the floor. An 8 FT wide Balcony (#3) wraps around the room's perimeter, 15 FT off the floor; there are no installed means of climbing to the balcony. A reinforced 8 FT wooden door (-6 open lock; trapped, hp1d10 electric shock) at the north compass point leads to the False Collars (#8). 1d12 rounds after Adventurers reach the chamber floor, twelve HD6 **Lycanthrope** (Rat) archers appear (*teleportation*) on the balcony above (20x hp1d8 arrows each, one *sleep* {save 1d20 GTET [32-Stamina]}}, one *paralysis* {save 1d20 GTET [30-Stamina]}).

Eighth Circle, Pits Three and Four

Eighth Circle, Collar of Sordeesonnas, continued

6. **Iguanas and Manticores.** A rectangular room with a smaller rectangular alcove in the north wall; the floor is a light hardwood, the walls are an imitation wood wallpaper, and the ceiling is painted dark brown with images of several Sphinx. The section of wall with the entry to the Four Warriors (#7) is filled with plaster and painted like the wall (-8 to find). The wall is easily broken down with picks and hammers; persons exposed to the stale air of the room beyond become unconscious 1d100 minutes (save 1d20 GTET [30-Stamina]). An 8 FT wood altar is in the center of the room; three 1000 GP gold chalices with bloodstones (aura of evil, unholy) on the altar. A 5 FT diameter, 500 pound, Unholy Symbol is mounted on the east wall. A *glyph of mesmerizing* (1d100 minutes, avoid 1d20 roll GTET [34-Intelligence], save 1d20 roll GTET [32-Will]) is inscribed on the east wall of the niche. The room is occupied by three 5 FT **Spiny Iguana**, which *transform/shapechange back* to HD10 **Manticores** after the first hit scored on them by Adventurers.
7. **Four Warriors.** Four large male Humans stand in glowing red enchanted circles which hold them in stasis; each is a Warrior L12 (*Long Sword* +3 {evil, *Elf Slayer*, save 1d20 GTET [28-Stamina]}, AC66: metal Shield {AC+10, *reflects Basic spells and Devotions*}, Chainmail AC+10, Helm AC+8 {*see invisible*}, steel gauntlets AC+8 {+2 TH versus Elves}, chainmail arm and leg protection). One Warrior wears a yellow leather choker, one a green choker, one a blue choker, and one a red leather choker. The red leather choker is the **Collar of Sordeesonnas** (evil artifact). The yellow choker gives an evil Warrior AC+6, the green choker gives an evil Warlock SPM+1, and the blue choker gives an evil Crusader +1 TH versus Good.
8. **False Collars.** An irregularly-shaped room, the floor is a pale pink ceramic tile, the walls are covered in dark red leather, and the ceiling is painted deep black. Three tapestries depicting flying Type 8 Devils hang on the center-east back wall (800 GP, 2620 GP, 5103 GP). A red carved ecclesiastic chair stands in the eastern part of the room, adorned with fifty 500 GP bloodstones, twenty 1000 GP red onyx pieces, twenty 1500 GP rubies, and five 2500 GP rubies (aura of prayer). Persons sitting in the chair

who follow (declare) a good or neutral Deity become trapped on 1d20 rolls GTET 14, as metal bands fasten their arms to the armrests and their ankles to the chair legs; the chair releases them if 1d8 rounds of fire is applied to it, or by a Priest of level GTET L12 performing the *Banish Spells* prayer. Clergy, Priest-class Adventurers, and Crusaders of good and neutral Deities are trapped on rolls GTET 6; the bands contract so that after (Stamina+6) number of rounds they suffer hp1d4*1d4 damage as their wrists and ankles are broken (metal gauntlets and foot guards protect for 1d100 rounds and then break). Evil clergy, Priests, and Crusaders gain 2d100 minutes of SPM+2 by sitting in the chair.

A wood table stands in the center of the northwest part of the room. Thirty leather chokers (aura of enchantment) are on the table, ten are green leather with turquoise beads, ten are pink leather with small black pearls, nine are yellow leather with cat's eye beads, and one is a blood-red leather with gold buckle and bloodstone beads; the chokers fit Gnomes, Elves, and Humans but not Dwarves. The red choker gives knowledge of Infernal Cant (speech only) and causes all of the wearer's other languages and writings to be unintelligible, including by enchanted means (AC-6, *cursed*). The green, pink, and yellow chokers act as a *beacon* (15 miles) for Types 7, 8, and 9 Devils.

Pit Four

The fourth Pit confines *Diviners, Augurs, Witches* and *Fortune Tellers*, who perpetually march backwards with their heads twisted so they only see behind them, urged onward by pitchforks carried by **Type 8B Devils**, and continually tormented by swarms of vicious biting flies. Among the prominent soothsayers are *Amphiarius, Tiresias the Theban, Aruns, Manto of Tiresias, Eurypylos, Guido Bonatti of Forli, and Asdente*. The Pit floor is generally smooth with a coarse rough sand through which grow large spiny cacti and wild tangles of vines with long sharp needle-like thorns. The thorn vines grow up the pit sides like trellises, making climbing more dangerous (apply a -3 modifier to all climbing); even successful climbers suffer hp1d6 thorn damage.

Adventurers crossing the pit floor are attacked by 1d10 **Type 8B Devils** on 1d20 rolls GTET 14. **Manes** may attempt to attack mortals but are largely ineffectual due to the mismatch between their heads and arms.

Eighth Circle, Pit Four

Eighth Circle, Pit Four, continued

Mortals are attacked by 1d12 HD1 **Giant Biting Flies** 1d4 times each while crossing the Pit and encounter a HD3 **Thorn Vine** on 1d20 rolls GTET 13 (1d100 hours blindness occurs on natural attack rolls of 20).

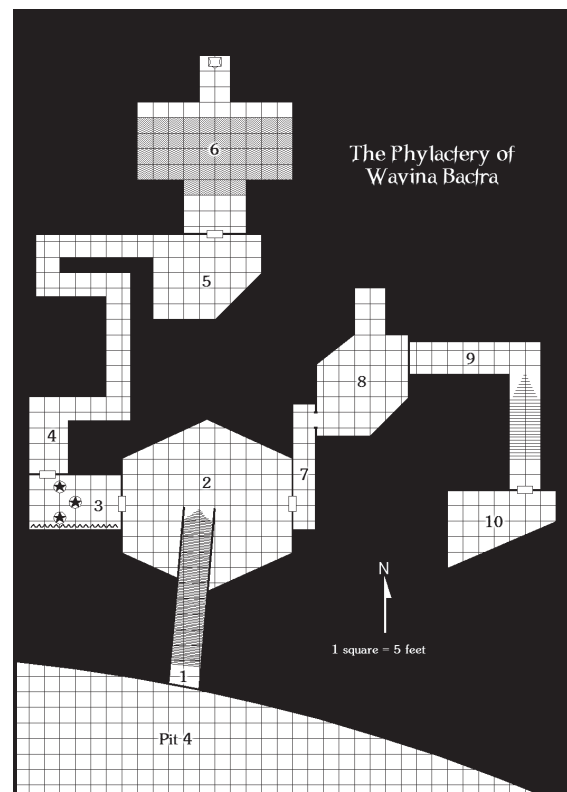
The Phylactery of Wavina Bacra

A steel door (-10 open lock) in a rounded rectangular frame is found in the outer wall at the level of the Pit floor, in the north-northeastern part of the trench. The door is hidden by an *illusion* (disbelieve 1d20 GTET [32-Will]) that it is part of the pit wall. The door opens outward, a *glyph of wizard blocking* (20 FT range, reduces the SPM value of a Warlock-Wizard-Shaman by 1d8 points for 1d100*1d10 minutes, avoid 1d20 GTET [34-Agility], save 1d20 GTET [34-Will]) is inscribed on the back side.

1. **Entry Stairs.** The stairs have alternating white and blue marble steps, the walls are covered in royal blue wallpaper, and the ceiling is painted white with murals of hideous crones riding brooms. Four oil portraits (aura of evil, aura of enchantment; no effects) of Daityas (Zimidar's Officers) hang on the left wall of the stair, labeled Gibildane, Thorewex, Bavovicci, and Forskaggs. The stairs *transform* to a nearly *frictionless slide* when a good person steps on them (1d3 persons affected, 15 FT falling damage, avoid on 1d20 roll GTET [33-Agility]). The Beaters room (#2) is 30 vertical FT below the elevation of the external door.
2. **Beaters.** A large hexagonal room with a light hardwood floor, pale yellow walls, and a dark brown ceiling. The Entry Stairs (#1) come through the south wall and reach the floor in the room's center. A strong wooden door (-6 open lock) leading to the Cloth and Stone room (#3) is in the west wall, a steel door (-6 open lock) leading to the Endless Passage (#7) is in the east wall. Posters depicting the Hanged Man, Hierophant, and Tower Tarot cards hang on the northwest rear wall, and posters depicting the Empress, Devil, and Wheel of Fortune cards hang on the northeast rear wall. Twenty 5 FT **steel-handled Brooms** (hp16, AC40, hp1d6 clubbing damage, immune to ordinary fire, half-damage enchanted fire) are found in the room, these *animate and beat* neutral and good persons who enter the room. A Priest or Crusader touching the Hierophant

poster gains SPM+2 for a number of hours equal to their Will statistic. Any person touching the Wheel of Fortune poster experiences an effect as determined from 1d6: (1) *damage* hp1d6 no save, (2) 1d100 minutes *blindness* no save, (3) 1d100 minutes *muteness* no save, (4) 1d100 minutes *deafness* no save, (5) gain *X-ray vision* and *see invisible* 1d100 minutes at 25 FT, (6) *heal* hp1d6. Any person touching the Devil poster *takes on the form* (save 1d20 GTET [33-Stamina]) of a **Type 8A Devil** for 2d100 minutes without any of their powers or abilities; the affected person does not know {cannot deduce} that the effect is not permanent.

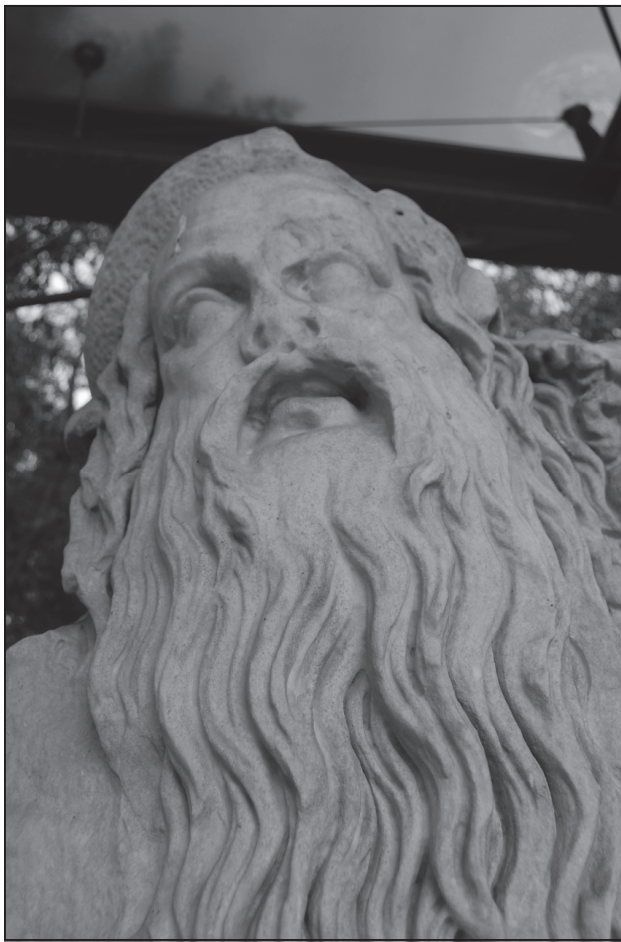
3. **Cloth and Stone.** The room has a dark hardwood floor, light tan stucco walls, and a pale yellow ceiling. A two-tier chandelier with sixteen candles hangs from the ceiling. The room contains a statue grouping consisting of a naked, bearded, human male in chains between two Type 8B Devils. A reinforced wood door (padlock, -8 open lock) in the north wall leads to the Seaweed Tunnel (#4); the door is out-of-phase when the room is entered (e.g. dimly perceived but not physically present) – when the human statue's head is rotated to the backward position



Eighth Circle, Pit Four

Eighth Circle, Phylactery of Wavina Bactra, continued

3. **Cloth and Stone...** the door becomes physically present in the room. A 10 FT wide tapestry hanging on the south wall depicts a thunderstorm over jagged mountains; a small wall safe with a 20-digit combination lock (01-02-14) in the wall behind the tapestry holds four pieces of scrimshaw (581 GP, 1303 GP, 3018 GP, 5598 GP); these pieces are useful in the (#8).



4. **Seaweed Tunnel.** The floor is covered by light green ceramic tile, the walls are painted light green with a mermaid mural on the left wall, and the ceiling is studded with sea shells. A twisting passage from the northeast corner leads to the Dry Pool Room (#5); purple-green seaweed grows on the damp passage walls. Humans consuming the cooked seaweed are healed hp1d6 points and are cured of any diseases

contracted in the previous 24 hours; the seaweed is poisonous (paralysis, save 1d20 GTET [32-Stamina]) when consumed by Gnomes, and has no effect on Dwarves or Elves.

5. **Dry Pool Room.** An irregularly-shaped room; the floor is covered in red ceramic tile, the walls are covered in green felt wallpaper, and the ceiling is painted pale purple. A large billiards table stands in the room's center, the cue ball and ten other balls are arranged in a random pattern on the table. A rack mounted on the south wall holds six pool sticks, a triangle rack, and four chalk cubes. A metal door with a surrounding rubber seal in the north wall leads to the Wet Pool (#6), it has a hand wheel in the center with metal bars that ratchet into the doorframe (requires Strength GTET 24 to move). An inverted triangle marked on the door enclosed three circles; when the billiards table is arranged with all of the balls in the triangular rack on the break point, the door can be opened, otherwise a *Disperse Magic* spell or *Banish Spell* prayer is required.
6. **Wet Pool Room.** A rectangular room with a rectangular cut-out in the center-back wall. The floor is white stone with sand painted over, the walls are covered in small blue ceramic tiles, and the ceiling is white and painted with an ocean mural. A 10 FT deep pool of water fills the room's center area (indicated as dark grey on the map); the pool is drained or filled according to the position of a valve in the Flow Valve room (#8). Ten lit gas lanterns are attached to the wall. A copper metal chest (padlock, - 7 open lock) is at the north end of the cutout. An oil portrait of a seabird hangs on the wall to the left of the entrance, and a portrait of a sailing ship hangs to the right. The chest contains thirty small metal boxes (aura of enchantment), each holding a clear resin block encasing a polished grey-blue finger bone: ten boxes are of brass inlaid with orange peridot, ten boxes are copper inlaid with turquoise, nine boxes are silver inlaid with moonstone, and one box is gold inlaid with ivory. The bearer of the gold box *believes* (save 1d20 roll GTET [34-Will]) their Intelligence statistic is raised 3 points and Will statistic raised 2 points; however, the box actually reduces their effective Will statistic by 1d8 points at a rate of one point per hour (recovers one point every 3 hours when the box is not on their person). The brass, copper, and silver boxes act as a *beacon* (10 miles) for Types 7, 8, and 9 Devils. A HD12 **Water Elemental** appears after the chest is opened (-8 disarm trap).

Eighth Circle, Pits Four and Five

Eight Circle, Phylactery of Wavina Bactra, continued

7. **Endless Passage.** The floor and walls are of bare grey stone, the ceiling is painted black. An *illusion* (disbelieve 1d20 GTET [35-Will]) makes it appear the corridor extends to the limit of one's sight; a person walking into the north wall is *teleported* to the south end so they can walk an endless distance. An *illusion* (disbelieve 1d20 GTET [32-Will]) hides the gap that leads into (#8).
8. **Flow Valve.** An irregularly-shaped room, the floor is covered in dark green carpet, the walls are painted black with red and blue streaks of color, and the ceiling is covered in a light hardwood. A large lit chandelier hangs over the room's center. An arch in the eastern wall at the northeast corner is filled with plaster which can easily be broken through using a hammer or pick, the plaster is painted to match the wall; persons exposed to the stale air that is released become unconscious for 1d100 minutes (save 1d20 GTET [28-Stamina]). The Electric Trap (#9) corridor is beyond the filled-in arch. The filled arch does not constitute a secret or hidden door. The room has four life-sized bronze walrus, each with a single tusk and a hole where the second tusk should be (-5 to find); when the four pieces of scrimshaw found in the Cloth and Stone room (#3) are inserted into the mouths of the four walrus, a panel hidden (-15 to find, -15 open lock) in the ceiling opens, giving access to a valve with a hand wheel; the Wet Pool (#6) drains by 6 inches every minute the valve is left open, and fills by 6 inches every minute when it is closed.
9. **Electric Trap.** The floor is made of a rough grey stone, the walls are covered in light hardwood, and the ceiling is painted copper. Copper metal arches are installed 12 FT east of the west end, 22 FT east of the west end, and at the bottom of the stair. Any person wearing metal armor who walks through an arch arcs hp1d12 of electricity (half damage on 1d20 roll GTET [30-Stamina]; after hp60 has been delivered a 1 hour recharge period is required. A stair at the east end leads upward to the south. An iron door (padlock, -8 open lock) at the stair's top gives access to the Prediction Room (#10).
10. **Prediction Room.** The floor is white marble, the walls are mirrors, and the ceiling is painted silver. A clear box is in the room's center with an enchanted

lock, inside the box is an ornate 8 inch gold box. A nearby table has an open wooden box with eight ivory tiles numbered 1 through 8, and one d8. The latch on the clear box opens when the user selects a numbered tile, rolls the d8, and the two numbers match, allowing the gold box to be retrieved. The gold box is the *Phylactery of Wavina Bactra* (evil artifact).

Pit Five

The fifth Pit confines the *Barterers* or *Barraters* (who, in life, used public office or authority for their own private gain or that of their clan, family, or friends). These souls are confined in a roiling river of hot, bubbling, boiling pitch and tar which covers the entire pit to a depth of 15 FT. The air reeks with the choking odors of tar, methane, and burnt offal. The tar gives off a constant stream of heavy dark smoke which collects and hangs 30 to 40 FT above the surface, so there is one-tenth the light inside the Pit that is present in other parts of the Circle. The souls bob about, swim and tread in place, trying as best they can to avoid and hide from the flying squads of **Pitch Devils** who tear at their bodies with their crooks.

Because pitch is so thick, mortals all 'float' on its surface; it takes [25-Strength] minutes to swim across the Pit. Adventurers lacking heat protection suffer hp5 damage/minute of immersion. Swimming persons are attacked by 1d10 **Pitch Devils** on 1d20 rolls GTET 14, checked every 2 minutes; by 1d12 **Manes** on 1d20 rolls GTET 12, checked every minute; and by 1d3 HD2 **Scorpion Crabs** (hp14, AC32, 2x Pincer 1d8+2, Tail Stinger 1d6 plus 1d8 hours *paralysis*, save 1d20 roll GTET [28-Stamina]) on 1d20 rolls GTET 11, checked every 2 minutes. The smoky fumes cause mortal within 50 vertical FT of the pitch surface to become *unconscious* 1d8*10 minutes, save 1d20 GTET [30-Stamina].

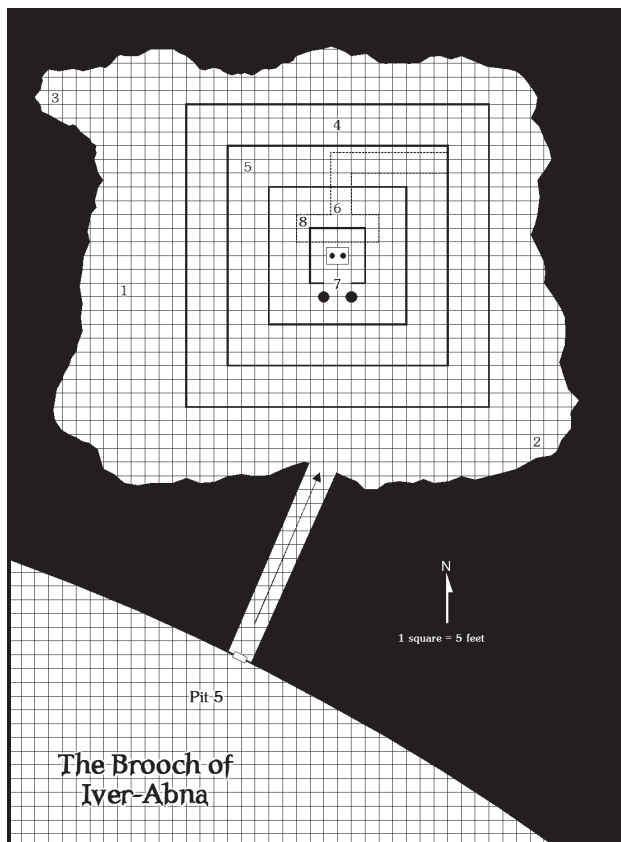
The Brooch of Ivner-abna

A steel door (-10 open lock) in a rounded frame is accessible from an 8 FT by 6 FT wide ledge in the outer pit wall, in the northwest part of the Circle. The ledge is 12 FT above the pitch surface. The ledge is difficult to discern from the top of the Pit (-12 to find, in part because of the clouds and fumes). The door is hidden by an *illusion* (disbelieve 1d20 GTET [32-Will]) that it is part of the pit wall. The door opens outward; a *glyph of priest's bane* (Priests/Crusaders are unable to perform prayers for 2d100 minutes, save 1d20 GTET [32-Will]).

Eighth Circle, Pit Five

Eighth Circle, The Brooch of Ivner-abna, continued

A descending ramp is behind the steel door, leading to a single large cavern room whose floor is 35 vertical FT below the door's elevation (8 FT below the Pit floor). The room is at 65 degrees. The floor and walls are rough grey stone with streaks of copper and lines of blue; the walls are considered to be very difficult to free-climb. The cavern roof is 86 FT above the floor. The room contains a single three-tier ziggurat with a one room building on the uppermost tier; the ziggurat is constructed of a pale green stone and the building at the top is constructed of dark blue stone. The first tier is 10 FT high, the second and third tiers are 15 FT high, and the building is 20 FT tall. The vertical surfaces are smooth, slippery, and considered difficult to free-climb.



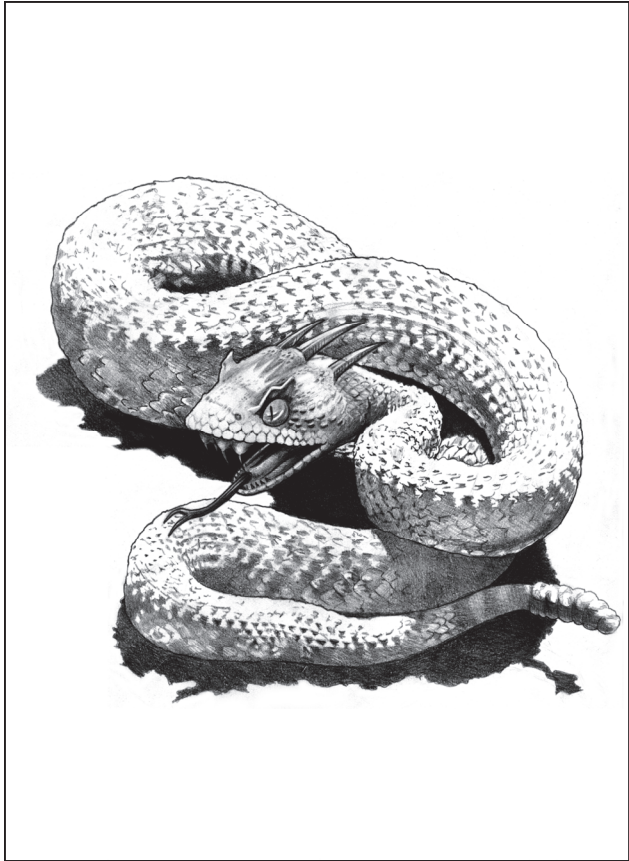
1. **Sun Disk.** An 8 FT diameter pale yellow stone disk, 3 FT thick, is found on the floor, the image of a face in the middle of a sun with its surrounding rays of light is carved on the disk. A Pitch Devil's legs extend from beneath the disk. When a Wizard touches the face image, a circular panel is reveal which

screws out; a compartment beneath the face holds a *Restallan's Tonic* (regeneration), an *Antidote Tonic*, two doses of *Insect Repelling Powder*, and *Sulphon's Cloak* (hp100 acid protection/day).

2. **Stone Plug.** A 5 FT diameter stone cylinder is fitted into a smoothed section of cavern wall; 2 FT of the cylinder is visible, fitted into a blue metal collar, 1 FT wide and thick. An 18 inch iron ring is through the outer end of the plug. Persons touching the smoothed wall section or the metal collar discern they are warmer than the surrounding area on 1d20 rolls GTET [26-Intelligence]. The plug can be removed by applying total Strength GTET 50, revealing a pitch-filled pipe which immediately begins to flow into the room; the plug cannot be inserted again. A 4 inch layer of pitch flows at 25 FT/minute. It takes 10 minutes to cover the entire floor, the cavern is filled 1 FT deep after 30 minutes, the opening for the descending ramp is covered after 5 hours, and flow stops when the cavern is filled 23 FT deep {just below the top of the second tier} after 11 hours. Noxious gasses fill the entire cavern in 3 minutes, causing 1d100*1d8 minutes *unconsciousness* (save 1d20 GTET [30-Stamina]).
3. **Graven Image.** A section of wall 20 FT across by 20 FT tall is filled with the inscribed image of a curved, looped and intertwined figure of a snake-like being with a serpent's head, ten pairs of eagle claw legs, a forked tail with stingers and feathers along its body. Its eyes are two large clear crystals. Once in 30 seconds a beam of blue light emanates from the eyes (ranged to the foot of the first tier), persons hit by the beam suffer hp1d4 damage and *take on the shape* of a Pitch Devil for 1d6 minutes without their powers or abilities (avoid 1d20 GTET [32-Agility]). The crystal deactivate for 1 hour when each eye has been hit three times by an arrow or other missile.
4. **First Tier.** The sides between the floor and top are inscribed with scenes of bearded men in loincloths fighting with spiked clubs. The top of the tier is covered in green ceramic tile. Six HD3 **Vipers** (hp1d8 bite, fatal poison, Humans save 1d20 roll GTET [28-Stamina], Dwarves/Gnomes [30-Stamina], Elves or Half-Elves [32-Stamina]) roam the top area.

Eighth Circle, Pit Five

Eighth Circle, Brooch of Ivner-abna, continued



5. **Second Tier.** The sides between the first and second tier are inscribed with scenes of bearded men in loincloths bowing in front of groups of Type 8 Devils. The top of the tier is covered in purple ceramic tile. Six HD4 **Scorpion Crab** roam the top area.
6. **Third Tier.** The sides between the second and third tiers are inscribed with scenes of bearded men in loincloths carrying loads, being whipped by Type 8 Devils. The top of the tier is covered in dark blue ceramic tile and copper braziers burn on each corner. Three HD8 **Harpies of Hell** are on the top, armed with Dirks, Scimitars, and Bows with 25 arrows each (2x *Human Slaying*, save 1d20 roll GTET [30-Stamina]; 2x *blindness* 1d100 minutes, save 1d20 roll GTET [32-Stamina]).
7. **Temple Room.** The exterior walls are painted with tall bearded men with jaguar, leopard, and wolf's heads and tails. Two 16 FT blue stone columns stand

in front (south) of the entrance, carved to resemble bearded male Giants. The room contains an altar constructed of black wood covered by a black tablecloth, two burning copper braziers, a 6 FT tall black candle on a silver stand (122 GP), an unlocked copper box, and two stuffed Parrots on copper perches in the wall. A 5 FT diameter (130 pounds) silver Unholy Symbol hangs on the north wall. A copper bowl on the altar is filled with mistletoe leaves and berries. An evil person touching the altar wood can summon a HD8 **Efreet** for 15 minutes (expires in 24 hours); 1d4 **Efreet** appear when good or neutral persons touch the altar and attack the Adventurers.

The copper box holds thirty brooches (aura of enchantment): ten are copper with images of Harpies, ten are silver with images of Centaurs (400 GP), and nine are gold with images of Minotaur (800 GP). One brooch is platinum with images of the moon and tragedy; persons wearing this brooch suffer an addition +1 damage from every hit they suffer (*cursed*). The copper, silver, and gold brooches act as *beacons* (10 miles) for Types 7, 8, and 9 Devils.

8. **Feathered Jaguar.** An arch filled with plaster comprises a section of the first tier eastern wall near the northeast corner, with an exterior cover to match the wall (-12 to find). The arch can easily be cleared with a pick or hammer; persons exposed to the stale air released by the breach become unconscious 1d100 minutes (save 1d20 GTET [32-Stamina]). The plaster-filled arch does not constitute a hidden or secret door. An L-shaped corridor extends into the ziggurat, ending at a small room beneath the ziggurat center. The floor is covered in white tile, black ceramic tiles cover the walls, and the ceiling is painted pale blue with murals of bearded men in loincloths and feathers cutting the hearts out of bound men. Ten nozzles in the ceiling continually spray the room with acid, hp2 damage/round plus permanently reduces the AC of each item of armor by -1 for every round of exposure. A life-sized stuff Jaguar with a feather cloak on its back holds the **Brooch of Ivner-abna** (evil artifact) in its jaws. The feathered cloak provides an *additional AC+20 against* the beak and talon attacks of giant birds.

Pit Six

The sixth Pit confines the *Hypocrites*, who wear knee-length cloaks of lead gilded on the outside with dazzling gold, kept moving in endless circles by **Type 8B Devils**

Eighth Circle, Pit Six

Eighth Circle, Pit Six, continued

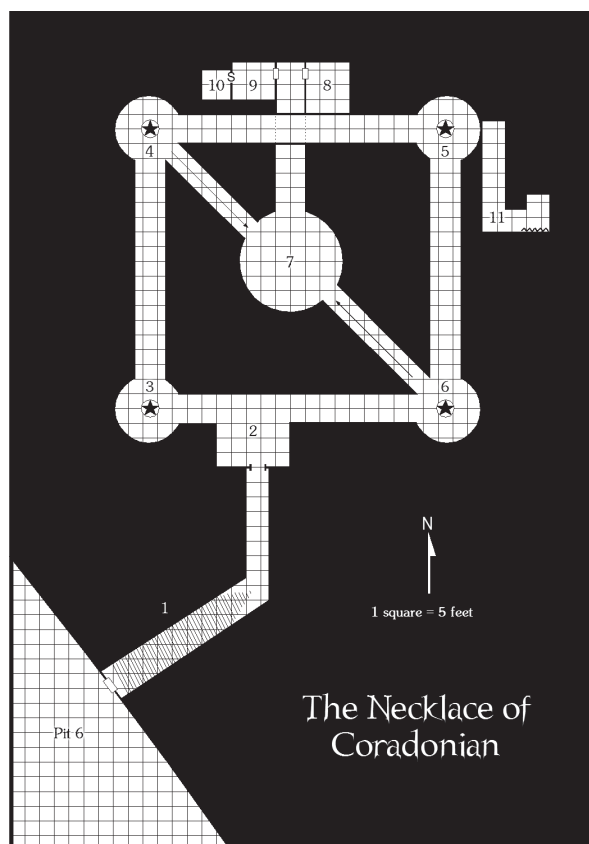
armed with *Wands of Fire*; the weight of lead each must bear is just below the limit of their strengths so that each one must continually struggle to move at all. The sand surface at the pit's bottom is flat and smooth, without significant obstacles, and is heated to an uncomfortable temperature (no damage, noticed by barefoot persons). As seen from above, the souls glimmer and gleam as their gold coats reflect the light, like twinkling lights. Mortals looking directly (avoid 1d20 GTET [34-Will]) at a *Hypocrite* from LTET 50 FT suffer a visual *impairment* (apply -1 TH modifier 1d6 minutes, save 1d20 GTET [28-Stamina]), those looking from distances LTET 20 FT suffer a significant visual *impairment* with bright spots in their eyes (apply a -4 TH 4d6 minutes, save 1d20 GTET [30-Stamina], a roll of 1 indicates 1d12 hours *temporary blindness*). Each mortal has 1d20 chances to look directly at a gilded soul.

Adventurers crossing the Pit are attacked by 1d12 **Type 8B Devils** on 1d20 rolls GTET 13, checked every 5 minutes. Groups of **Manes** move too slowly because of their burdens to be credible threats.

The Necklace of Coradonian

A steel door (-10 open lock) in a rounded rectangular frame is found in the outer wall at the level of the Pit floor, in the east-northeastern part of the trench. The door is hidden by an *illusion* (disbelieve 1d20 GTET [32-Will]) that it is part of the pit wall. The door opens outward, a *glyph against Warriors* (20 FT range, reduces the direct attacks of Warriors-Crusaders-Rascals-Warlocks by -3 TH for 1d100*1d10 minutes, avoid 1d20 GTET [34-Agility], save 1d20 GTET [34-Will]) is inscribed on the back side.

1. **Entry Stairs.** The stairs alternate bright yellow and gold steps, with a wood handrail on the right side. The handrail is an *illusion* {disbelieve 1d20 GTET [32-Will]} that hides a long knife edge, persons touching the 'handrail' suffer hp1d4 to the hand and apply a -2 TH modifier until healed. The walls are painted tan and the ceiling is a dark brown. The stair bottom is 40 FT below the top. The walls of the passage leading north to the Gold Blanket (#2) are covered with dark brown wallpaper striped in gold. Five oil paintings of infamous hypocrites hang in gold frames (2000 GP) hang on the right side; they are labeled Nayla Thenning (woman), Basil



Enorot, Morkanstrad, Eimmia Spolbock (woman), and Yungadossan. A scroll on the back of Basil's painting claims to be three 3d8 Fireball spells, but actually *paralyzes* the caster and their companions for 1d100 minutes (save 1d20 GTET [32-Stamina]). A prayer scroll sandwiched between the canvas of Yungadossan's picture and its backing (-12 to find) has six 2d8 *Heal Serious Wound* prayers.

2. **Gold Blanket.** A rectangular room entered from the Entry (#1) through an arch in the south wall, the room forms an alcove on the south side of the corridor connecting the Devil Statue and First Blinding Statue (#3, #4). The room is floored in dark hardwood, the walls are a pale yellow with a mural of bright sun over a desert landscape, and the ceiling is painted ochre. A small metal chest (padlock, -6 open lock) is on the floor, covered by a 600 pound blanket of gold, 4 inches thick. Six pairs of dark sunglasses inside the chest, sufficiently dark to prevent blindness form the blinding statues at locations #4 and #6 {they spontaneously and permanently break after 1d20 hours}. The dried-up corpse of an elderly male Human wearing long robes is on the floor, with a

Eighth Circle, Pit Six

Eighth Circle, Necklace of Coradonian, continued

2. **Gold Blanket...** wooden stake through the heart; a copper ring (*saving rolls versus poisons* +1) is hidden (-5 to find) in an interior pocket.
3. **Devil Statue.** The floor is covered in light blue ceramic tile, the walls are painted light aquamarine, and the ceiling is a tan stucco. A circular room entered from the east from the Gold Blanket room (#2) and the Second Blinding Statue room (#6), with an exit to the north to the First Blinding Statue (#4). The room has a 10 FT dark green statue of a Type 8B Devil on a white pedestal. A hidden compartment (-5 to find) in the base is empty.
4. **First Blinding Statue.** The room is entered from the south from the Devil Statue room (#3) and from the east from the Centaur Statue room (#5). The floor is polished white granite, the walls are painted reflective silver, and the ceiling is a polished black stone. A 10 FT crystalline statue of Samael stands in the room's center, brightly glowing, persons entering the room from any direction are *blinded* by the glow (save 1d20 GTET [35-Stamina] checked every minute). Persons wearing the sunglasses found at the Gold Blanket room (#2) are protected from blindness. A blinded Adventurer only finds the descending ramp to the Henge Room (#7) on 1d20 rolls GTET 13.
5. **Centaur Statue.** The floor is covered in light green ceramic tile, the walls are painted light green with a mural of a forest with trees, birds, and animals, and the curved ceiling is covered in light hardwood panels. An arch in the east wall leads to Pieces of Jade (#11). The arch is filled in with plaster and painted like the rest of the wall (-12 to find); the plaster is easily removed with hammers and picks. Persons exposed to the stale air behind the wall become unconscious 1d100 minutes (save 1d20 roll GTET [30-Stamina]). The plastered section of wall does not constitute a secret or hidden door. A 12 FT statue of a Centaur archer stands at the room's center. A hidden compartment (-8 to find, -4 open lock) in the statue's base holds a *Deafness Tonic* labeled as a *1d12 Healing Potion*.
6. **Second Blinding Statue.** The room is entered from the west from the Gold Blanket (#2) and Devil Statue rooms (#3), and from the north from the Centaur Statue room (#5). The floor is polished white granite, the walls are painted reflective silver, and the ceiling is a polished black stone. A 10 FT crystalline statue of Lucifer stands in the room's center, brightly glowing, persons entering the room from any direction are *blinded* by the glow (save 1d20 GTET [35-Stamina] checked every minute). Persons wearing the sunglasses found at the Gold Blanket (#2) are protected from blindness. A blinded Adventurer only finds the descending ramp to the Henge Room (#7) on 1d20 rolls GTET 13.
7. **Henge Room.** A circular room entered from the northwest and southeast by descending ramps from the First and Second Blinding Statues (#4 and #6), and a corridor to Eagle's Nest (#8) and Crow's Nest (#9) exits to the north. The floor is 22 vertical FT below the floor level of locations #2 through 5#. The floor is covered by moderately-dark hardwood panels, the walls are painted pale pink, and the curved ceiling (15 FT at the walls, 20 FT at the center) is pale yellow with ten silver ribs. The sturdy wood doors to Eagle's Nest (#8) and Crow's Nest (#9) are not locked. Four upright pieces of black stone, each 9 FT by 4 FT by 2 FT thick, stand along the southwest wall, connected by three cross pieces, three upright pieces of the same stone are along the northeast wall, connected by two cross pieces. Two **Zoybim** are found here, kicking a ball to each other. An eagle is engraved onto the center cross piece to the southwest (aura of enchantment), persons touching this piece *gain the ability to speak Eagle* for 48 hours.
8. **Eagle's Nest.** The floor is smooth white granite, the walls are painted ochre, the south wall is covered in long brown and white eagle's feathers, and the ceiling is covered in orange stucco. A 9 FT diameter eagle's nest sits on a 4 FT wide tree stump in the room's center. A stuffed Giant Eagle in the nest covers a 6 pound gold-and-amber egg (2000 GP); a HD6 **Giant Rattlesnake** (fatal poison, save 1d20 GTET [28-Stamina]) is inside the nest. A combination wall safe in the south wall is underneath the eagle's feathers, the lock has 36 digits (combination is 20-10-30-15; -15 open lock); the lock also opens for any person commanding it to open using the Eagle language. Inside the wall safe are 28 GP, a 3230 GP diamond, a 6732 GP ruby, a 9901 GP emerald, a vial of blade venom, a *1d12 Healing Potion*, a magnetic compass, a box of twenty matches, and a steel wind-up key

Eighth Circle, Pit Six

Eighth Circle, Necklace of Coradonian, continued

8. **Eagle's Nest...**{for a toy; fits the metal cabinet at Pieces of Jade (#11) and the Knight toy found in the Crow's Nest (#9)}.



9. **Crow's Nest.** The floor is covered in light yellow ceramic tile, the walls are covered by mauve wallpaper, and the ceiling is painted dull black. A secret door (-8 to find, -6 open lock) in the west wall leads to the False Necklaces (#10). The ceiling is 40 FT above the floor, a thick sturdy 33 FT wood pole is located at the room's center, with metal climbing rungs every 18 inches; a crow's nest (look out platform) from a sailing ship is mounted on the pole 27 FT above the floor. Eight HD2 **Giant Crows** occupy the crow's nest, they have 23 GP, four platinum pieces, two electrum pieces, a silver-bladed Dirk blade +2 (no hilt), a plain silver ring (102 GP), a

small hand-mirror, and a 14 inch tall mechanical wind-up toy shaped like a knight in armor. When the key obtained from the wall safe in the Eagle's Nest (#8) is used to fully wind the toy (2 minutes), the figure *transforms* into a 6 FT HD6 **Golem** (hp40, AC50, Punch 1d6, Sword 1d10) under the command of the person holding the key; the toy requires winding every hour, after it has been animated for 500 hours it permanently breaks on 1d100 rolls GTET [100-Operating Hours above 500], checked hourly.

10. **False Necklaces.** The floor is a grey ceramic tile, the bottom half of the walls are a light hardwood paneling, the upper half of the walls are covered by pale yellow wallpaper with images of gold flowers. The ceiling is covered in redwood sections. A 30 inch diameter copper bowl on a wood table holds thirty necklaces (aura of enchantment): ten are bronze interspersed with white ivory (300 GP), ten are silver interspersed with amber pieces (700 GP), nine are black ivory interspersed with aquamarine (1000 GP), and one is gold interspersed with turquoise (4500 GP). The bronze, silver, and ivory necklaces act as *beacons* (12 miles) for Type 7, 8, and 9 Devils. The person wearing the gold and turquoise necklace (*cursed*) is *compelled to act as a hypocrite* whenever an opportunity occurs (acts opposite from professed beliefs, save 1d20 GTET [32-Will] checked per opportunity; an affected person may act in any manner but a person performing good acts would be compelled to claim evil beliefs), the wearer *perceives* all evil persons as neutral leaning toward good (save 1d20 GTET [34-Will] checked per person).

11. **Pieces of Jade.** A J-shaped corridor entered after breaking down the wall in the Centaur Statue room (#5). The floor is a light hardwood, the walls are covered in ochre wallpaper, and the ceiling is painted white with a mural of a clergyman performing sacrifices in a temple in front of an Unholy Symbol. A 4 FT square tapestry depicting dueling Type 8B Devils hangs at the south end, concealing a *glyph of blindness* inscribed on the wall (avoid 1d20 GTET [32-Agility], 1d100*1d6 minutes, save 1d20 GTET [32-Stamina]). An upright 6 FT metal cabinet is found at the end of the corridor, the upper 2 FT consists of two side-by-side doors; below each door is a hole with a recessed hexagonal shaft. When the toy key obtained at the Eagle's Nest (#8) is inserted into one of the two holes and turned counterclockwise, the corresponding door is cranked open.

Eighth Circle, Pits Six and Seven

Eighth Circle, Necklace of Coradonian, continued

11. Pieces of Jade...The right compartment holds a blue jade necklace which places the person who dons it into *stasis*. The left compartment holds the **Necklace of Coradonian** (evil artifact, gold sections interspersed with jade, beads of amber).

Pit Seven

The seventh Pit confines *Thieves*, who are continually chased by, and fed upon, by poisonous serpents of all kinds; prominent thieves found here include *Vannifucci*, *Caccus*, *Buosoabatti*, and *Galgalai*. The Pit floor is rough and uneven, with many small pits, ledges, outcroppings, and numerous small caves which provide hiding and resting places for the serpents. Although the floor region is dark and gloomy the rocks are warmed from below so the reptiles are very active, the air temperature on the floor is 90 degrees. Dusts and dark-colored smokes vent from vents in the pit sides and floor, so there line-of-sight vision beyond 75 FT that only rarely. The dusts *irritate* mortal eyes (save 1d20 GTET [28-Stamina], +2 for Dwarves/Gnomes, affected persons suffer -2 TH). Adventurers may be attacked by serpents on 1d20 rolls GTET 15 when they climb to within 50 FT of the floor (determine the serpent type per the paragraph below). The **Manes** are in continual transformation between human and **Serpmen** (see *Inferno: Denizens*) form; at any time one-third are Humanoid (Human, Elf, Dwarf, Gnome), one-third are Serpmen, and one-third are in the transformation.

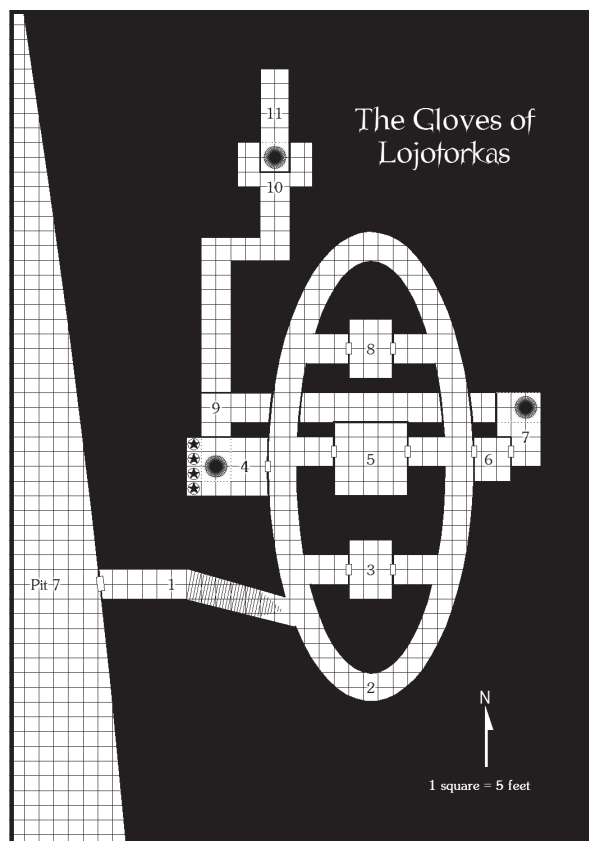
Traversing the Pit floor takes (30-Agility) minutes because of the broken terrain. Adventurers crossing the pit are attacked by 1d10 **Type 8C Devils** on 1d20rolls GTET 17 checked every 5 minutes, by 1d12 **Manes** on 1d20 rolls GTET 10 checked every 3 minutes, and by **Serpents** on 1d20 rolls GTET 8 checked every 10 minutes [roll each check independently]. When serpents are encountered, determine the specific type using 1d12: (1) 1d3 **Ancient Lizards**, (2) 1d4 **Giant Boa Constrictors**, (3) 1d3 **Spitting Cobra**, (4) 1d6 **Giant Coral Snakes**, (5) 1d4 **Gila Monsters**, (6) 1d6 **Komodo Dragons**, (7) 1d6 **Greater Monitor Lizards**, (8) 1d6 **Giant Rattlesnakes**, (9) 1d3 **Three-Headed Hydra**, (10) 1d3 **Wyverns**, (11) wingless **Green Dragon**, (12) wingless **Red Dragon**. Adventurers camping on the Pit floor encounter a group of 1d12 **Manes** every hour, and a **serpent** every two hours, and 1d8 **Type 8C Devils** once every

six hours (mortals with appropriate Passes will not be interrupted a second time).

The Gloves of Lojotorkas

A steel door (-10 open lock) in a rounded rectangular frame is found in the outer wall at the level of the Pit floor, in the eastern part of the trench. The door is hidden by an *illusion* (disbelieve 1d20 GTET [32-Will]) that it is part of the pit wall. The door opens outward, a *glyph of fear* is inscribed on the backside (2d100 minutes panic, save 1d20 GTET [30-Will]). 1d100 minutes after Adventurers enter the door, the area is visited by a patrol consisting of a **Type 8C Devil** and nine **Type 8A Devils**, they find the door open on 1d20 rolls GTET 8.

1. **Entry Stair.** A 30 FT corridor leads to the top of a descending stair which leads down to the Ring Corridor (#2). The corridor has a white marble floor, dark green wallpaper, and the ceiling is painted black. The stair steps are light blue stone, the stair walls are painted dark red, and the ceiling is white with gold stars; the stair bottom is 15 vertical FT lower than the top. Two 5 FT by 2 FT by 2 FT deep niches in



Eighth Circle, Pit Seven

Eighth Circle, Gloves of Lojotorkas, continued

1. **Entry Stairs**...the wall are across from one another, midway from the door to the stair; the north niche holds a 3 FT tall wood carving of a Medusa (aura of enchantment), the south niche holds a portrait of Samael painted on a 4 FT tall piece of curved metal. Mortals touching the Medusa carving are protected from stoning for 5*Stamina minutes.
2. **Ring Corridor.** The floor is a light tan stone, the walls have dark wood paneling on the lower half and are painted cherry-red on the upper half, the ceiling painted a dark orange. The ceiling is arched, 13 FT high at the center. A fresco of the Styx Swamp is on the wall at the north point, and a fresco of the Wood of Suicides is on the wall at the south point. The corridor is occupied by nine HD4 **Giant Vampire Bats**.

The steel door to the Stoning Rays room (#4) has a padlock (-6 open lock); the steel door to the Rogue's Gallery (#6) has a padlock (-6 open lock); the west and east doors to the Inner Ring Center (#5) are reinforced wood with a steel keyhole (locked, -8 open lock). The west and east doors to the Inner Ring South room (#3) are reinforced wood and only open to a person wearing the earring found in Inner Ring North (#8). The west and east doors to the Inner Ring North room (#8) are reinforced wood and do not have locks.
3. **Inner Ring South.** The doors open only to a person wearing the earring found on the bust in the Inner Ring North (#8). The room is floored with dark red tile, the walls are covered by light purple wallpaper, and the ceiling is painted black. Thirty pairs of human-sized gloves are on a wood table (aura of enchantment). Ten pair are a copper mesh with brass fingertips, ten pair are a copper mesh with silver fingertips, nine pair are a silver mesh with gold fingertips, and one pair is a platinum mesh with blue silk fingertips. Persons wearing the platinum mesh gloves are compelled to steal from their companions (cursed, save 1d20 GTET [32-Will], checked per opportunity). The copper and silver mesh gloves act as a *beacon* (15 miles) for Types 7, 8, and 9 Devils.
4. **Stoning Rays.** The floor, walls, and ceiling have a smooth highly reflective coating. An 8 FT opening in the floor is the top of a 24 FT vertical shaft (very

difficult to free climb) down to Pickpocket Alley (#9) and to (#7). Four 7 FT tall white marble Medusa (hp60, AC50) statues stand along the back wall, each having 2500 GP topaz eyes; *purple rays emanate from each eye*, bouncing off the reflective surfaces, so that the entire room is affected. Mortals touched by the rays are *permanently transformed to stone* (save 1d20 GTET [35-Stamina], checked every 10 FT). A statue is disabled for 1d20 hours when it is reduced to hp20; apply a +3 save modifier for the first, second, and third statues the become disabled.

5. **Inner Ring Center.** The floor is a thick blue carpet, the walls are painted light blue, and the ceiling is paneled with light wood. Eight pewter lamps are on the wall, four on the north and four on the south, each shaped like a monkey. The room has the aura of enchantment. An open wooden coffer is in the room's center, 8 FT long by 6 FT wide, the sides 3 FT tall, sitting on a wood block 10 FT by 8 FT by 3 FT thick. The coffer is filled with 30,000 lead coins (1000 pounds), an *illusion* makes them appear to be gold (disbelieve 1d20 roll GTET [33-Will]). If the coffer (300 pounds) is emptied and moved, a 5 FT by 3 FT hole in the top of the wood base is revealed, 20 FT deep; this hole contains 8720 CP, 22,083 SP, an 35,305 GP. The room's enchantment causes 4000 loose *coins* carried by each person who enters to *disappear* from their person and be added to the trove hidden under the coffer.
6. **Rogue's Gallery.** The room is floored in dark hardwood, the walls are painted off-white, and the ceiling is covered in white stucco. A sturdy wooden door in the east wall leads to Stoning in the Rain (#7); it has a padlock (-5 open lock). A life-sized (7 FT tall) portrait of a female Elf dressed in black hangs on the north wall next to a life-sized portrait of a red-bearded Dwarf in leather armor and red cape. Similar portraits on the south wall depict a male Human in nobleman's clothing and a female Human in a ball gown. The Elf is labeled Duballiah, the Dwarf Galadonian, the male Human Thadassin, and the female Human Aurellia; each of them is a famous Thief who lived from 750 to 1500 years ago. A scroll on the back of Thadassin's portrait provides directions for a ritual that creates *Boots of Spider Walking*, and *Pietro's Gloves* (hands stick to walls).

7. **Stoning in the Rain.** The floor is covered in a white ceramic tile, the walls are covered in tan and brown

Eighth Circle, Pit Seven

Eighth Circle, Gloves of Lojotorkas, continued

7. **Stoning in the Rain...** tiles, and the ceiling is brown stucco. A 5 FT spider and 4 FT lizard are in the room, both stoned. A light misting rain continually drops from the ceiling, persons exposed to the rain 30 seconds or long are *permanently stoned* (save 1d20 GTET [32-Stamina], checked every 30 seconds). Ordinary *metal items* (helms, shields, armor, etc.) exposed to the rain *become stoned* on 1d20 rolls GTET 17, checked every minute; a stoned item reduces its protection by AC-2, and shatters in combat on natural rolls of 1. An open 7 FT diameter hole in the floor is the top of a 24 FT smooth vertical shaft (very difficult to free climb) and leads down to Pickpocket Alley (#9) and then to the Rays room (#4).
8. **Inner Ring North.** The flooring is light hardwood, the walls are painted tan, and the ceiling is stained dark brown. A copper ring of twenty candles hangs from the ceiling by three chains. The room is furnished with a six-seat poker table. A pewter tankard, marked deck of cards, box of 200 gaming chips, and a pair of light blue cotton gloves (aura of enchantment) are on the table; a person wearing the gloves *gains +1 when picking pockets*. A bust of a bearded male Human is on a white marble column; the bust has a single *gold earring* (825 GP, aura of enchantment, gives entry to the Inner Ring South Room, #3) on the right ear; the bust is labeled in Infernal Cant, 'Garchabba, King of Thieves,' dated 593 years ago.
9. **Pickpocket Alley.** The corridor connects the shaft from the Stoning Ray room (#4) at the west end to the shaft from the Stoning in the Rain room (#6) at the east end; the ceiling is 24 FT below the floor of rooms #2 through #8. The floor is made of rough stone, the walls are white stone with numerous 7 inch holes in the north and south sides, and the ceiling is dark grey. An arch in the north side of the northwest corner leads to the Banana Trees (#10); the arch is filled with plaster which can be easily broken through using a hammer or pick, the plaster is painted just like the wall and is difficult to discern (-14 to find). A person exposed to the stale air when the arch is broken through becomes *unconscious* for 1d100 minutes (save 1d20 GTET [30-Stamina]). The plaster-filled arch does not constitute a secret or hidden door.

As Adventurers move through the east-west part of the corridor (from either direction), skeletal hands appear through the wall openings and try to relieve *them of any small item on their person*, in their outer clothes, or in the pockets of their backpack. Any item that can be removed survives on 1d20 rolls GTET 07, checked every transit.

10. **Banana Trees.** The corridor and room to the north are floored in long green grass, the walls are painted in a mixture of mottled shades of green, brown, grey, tan, and yellow, and the ceiling is covered by a layer of large green leaves. The room at the north end is 20 FT tall and contains six mature 15 FT banana trees, each tree having 1d6 bundles of eight ripe bananas. Adventurers can discern the location of a 7 FT diameter hole in the ceiling from the movement of the large leaves that cover the opening (the hole is directly above one tree trunk, the leaves easily cut apart).



11. **Going Ape.** An 8 FT hole in the south end floor is the top of a 30 FT vertical shaft down to (#10); a hp26 **Rust Mold** inhabits the smooth shaft. The floor is covered in blue marble tiles, the walls are paneled in a dark wood, and the ceiling is a brown stucco.

Eighth Circle, Pits Seven and Eight

Eighth Circle, Gloves of Lojotorkas, continued

11. **Going Ape.** A single brass gas lantern is attached to the north wall. The northernmost 15 FT section is a jail cell with a padlock (-5 open lock). An animated, stuffed, **Great Ape** inside the cell is wearing the **Gloves of Lojotorkas** (evil artifact); he trades the gloves for ten bananas (does not require opening the door). If the cage is opened, the **Ape** (hp42, AC38, punch 1d10, crushing hug 2d8) attacks the Adventurers.

Pit Eight

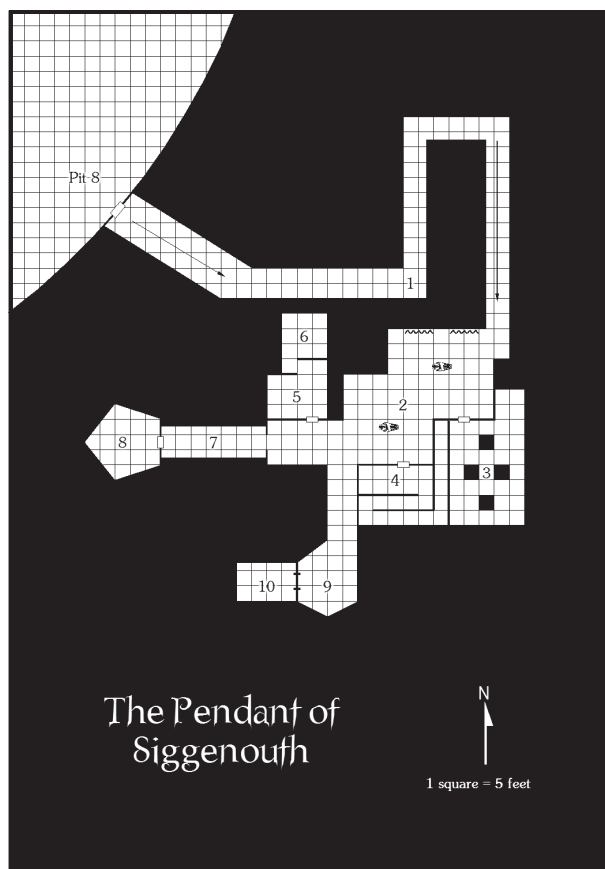
The eighth Pit confines the *Evil Counselors*, who intentionally caused the ruin of their masters or lieges through false advice and counsel, or who falsely served their master, including *Svancha*, *Parmen Gratchko*, *Oswulf the Younger*, *Bors Hightower*, and *Kristin Amirra*. The evil counselors are punished by being wrapped in burning flames and kept running by groups of **Type 8C Devils** with long silver-headed spears. The Pit floor is relatively flat and even and generally free of significant obstacles. The area is kept perpetually in deep purple haze and twilight so the red, yellow, and orange running figures look like torches as they run past.

Adventurers crossing the Pit floor are attacked by 1d8 **Type 8C Devils** on 1d20 rolls GTET 10, checked every 5 minutes or once/hour while stopped, and are attacked by 1d12 flaming **Manes** on 1d20 rolls GTET 8, checked every 3 minutes or once every 30 minutes while stopped (rolled independently). The flames surrounding Manes *melt* ordinary metal weapons (damage is taken by the Mane) on a single hit; enchanted weapons have their 'to hit' bonus permanently reduced by one after every 3 hits against a Manes. Enchanted weapons of cold are protected against the flame effect. A mortal coming into physical contact with a flaming Manes suffers 1d10 fire damage (half damage on 1d20 GTET [28-Stamina]). **Manes** suffer triple-damage from spells or prayers associated with cold. Any spell or prayer which extinguishes fires *stuns* **Manes** for 1d20 minutes.

The Pendant of Siggenouth

A steel door (-10 open lock) in a rounded rectangular frame is found in the outer wall at the level of the Pit floor, in the southeastern part of the trench. The door is

hidden by an *illusion* (disbelieve 1d20 GTET [32-Will]) that it is part of the pit wall. The door opens outward, a *glyph of fumbling* is inscribed on the backside (reduces Agility by 3 points for 1d100*1d6 minutes, save 1d20 GTET [30-Will]). 1d100 minutes after Adventurers enter the door, the area is visited by a patrol consisting of a **Type 8C Devil** and nine **Type 8A Devils**, they find the door open on 1d20 rolls GTET 8.



1. **Ramps.** The floor is covered in dark hardwood, the walls are faced with a rose quartz, and the ceiling is covered in dark grey tiles. The first ramp is immediately inside the door, the bottom 20 vertical FT below the elevation of the door. The second ramp leads to the Two Vampires room (#2), the bottom is 35 vertical FT below the top. Eight oil portraits of infamous evil counselors hang on the south wall at the bottom of the first ramp: Nudgian (male Dwarf), Erhna Waltys (female Human), Andar Lorrack (male Human), Gorgolian (male Human), Sir Ther-gallist of Elph (male Human), Borlarion (male Elf),

Eighth Circle, Pit Eight

Eighth Circle, Pendant of Siggenouth, continued

1. **Ramps...** Vondrokeskian (male Gnome), and Joellina (female Gnome). A Gnome touching Vondrokeskian's portrait is *paralyzed* 1d100*1d6 minutes (save 1d20 GTET [28-Stamina]); an Elf touching Erhna Waltys' portrait is *blinded* 1d100*1d6 minutes (save 1d20 GTET [30-Stamina]). A fresco depicting a counselor in the throne room with their King is on the north wall immediately above the second ramp.
2. **Two Vampires.** The floor is covered in small hexagonal purple ceramic tiles, the walls are painted white, and the ceiling is painted yellow. An irregularly-shaped room with sturdy wood reinforced doors on the south side to the Prince's Scepter room (#3, -10 open lock) and the Vizier's Axe room (#4, -8 open lock), and a metal door on the north side to the Prince's Armor room (#5, -12 open lock). An open arch in the west end leads to the Hall of Pendants (#7). An open passage to the south leads to the Stuffed Horse (#9). Two tapestries hanging on the north wall depict bats flying around a mountaintop castle. Two 8 FT white sarcophagi are in the room, one in the northeast section, one in the southwest; crowns are depicted on the lid of the northeast sarcophagus, while keys are depicted on the lid of the one in the southwest. The northeast sarcophagus holds Beribrennan (male Half-Elf, HD9 **Vampire**, see *Inferno: Denizens*), and the southwest holds Nusuio (male Elf, HD9 **Vampire**). When **Beribrennan** is released, he negotiates with good persons if he can, and fights evil ones; his sarcophagus holds 57 GP, a 5000 GP ruby, a 12,000 GP black pearl, a *1d12 Healing Potion*, and a rolled painting of his wife (4820 GP). When **Nusuio** is released, he negotiates with neutral or evil persons if he can, and fights good ones; his sarcophagus holds a *Short Sword +2* (neutral), 112 SP, 92 GP, two vials *Unholy Water*, a 3200 GP white pearl, a 5206 GP pieces of carved jade, and a spell scroll (Air: 2x *Choke*, 2x *Disperse Magic*, 3d6+4 *Hailstorm* 20x20FT, 2x *Invisibility*). Regardless of any agreements they have made with Adventurers, if Beribrennan and Nusuio see each other, they fight to the death. When Adventurers return to this room after visiting either locations #8 or #9, they are attacked by two HD7 **Fire Elementals** and a HD10 **Earth Elemental**.

3. **Prince's Scepter.** The floor is covered in dark wood,

the walls are covered in white wallpaper with flying bats, and the ceiling is painted dark grey. Four 5 FT wide solid wood pillars form a diamond pattern. An upright wood armoire (-4 open lock) is *invisible* in the northeast corner. An *invisibility glyph* inscribed on the inside of the left armoire door causes all persons who view it to become invisible for 2d100 minutes {including from each other, save 1d20 GTET [30-Stamina]}, a *glyph of the mute* (save 1d20 GTET [32-Stamina]) inscribed on the inside of the right door causes 2d100 minutes of an inability to speak. The armoire holds Beribrennan's scepter, a 3 FT gold rod with rubies, diamonds, sapphires, and pieces of amber, jade, and ivory (31,048 GP, 42 pounds). A hidden (-8 to find) compartment holds a brown fedora (*cap of visualization*).

4. **Vizier's Axe.** The floor in the area immediately inside the door is covered in redwood planks, the tunnel floor beyond is dark grey ceramic tile; the walls in the area inside the doors are covered in a dark purple velvet, the inside wall of the tunnel area is painted glossy black, the outside wall in the tunnel is a long, continuous, mural that depicts flaming souls being goaded by Type 8C Devils with spears. The tunnel area is so narrow that persons must move single-file {cannot pass by one another in the space}, most persons will have to slide along the tunnel because it is not wide enough to walk normally (e.g. ahead). The endmost 15 FT of the tunnel are affected by a permanent *darkness* spell. A narrow upright wood cabinet (-6 open lock; apply an additional [20-Agility] penalty for opening one-handed) is against the north wall. The cabinet holds Nusuio's single-bladed adamantite *War Axe +1* (additional +1 when



Eighth Circle, Pit Eight

Eighth Circle, Pendant of Siggenouth, continued

4. **Vizier's Axe**...used by a neutral person, +2 damage, cleaves goblin-orc-kobold necks on natural rolls GTET 16, save 1d20 GTET [32-Agility]). A hidden (-12 to find, -[21-Agility] to open) compartment that holds a copy of *Olmat's Book* (Priests, Wizards, Shaman permanently use the Warrior combat table, no fighting penalty against Warriors-Warlocks-Crusaders-Rascal-Monsters, gains proficiency with the Long Sword, Two-Handed Sword, and Bastard Sword).
5. **Prince's Armor**. The floor is covered in thick dark blue carpet, the walls are painted light purple, and the ceiling is a yellow stucco. A narrow arch in the center of the north wall leads to the Vizier's Shield room (#6). An upright clear display case (adamantine keyhole, -22 open lock) surrounds a stand that holds Beribrennan's gold-washed Chainmail Armor (*AC+14*), open-face adamantine helm with blue feathers (*AC+10*, *Helm of True Seeing*), dark blue steel Gauntlets (*AC+10*, *Webs* 3/day, 10 FT), and *Girdle of Ogre's Strength* (Strength 23). The adamantine key found under the saddle in the Stuffed Horse room (#9) opens this lock. Persons who attempt to pick the lock and fail experience an hp1d6 electric shock.
6. **Vizier's Shield**. The floor is covered in thick dark blue carpet, the walls are painted light green, and the ceiling is a tan stucco. Eight medium-sized metal shields (yellow with two birds rampant) are on a large wood table: three are *AC-10* (*cursed*, remove on 1d20 GTET [34-Will], checked daily), three are ordinary shields, one is *AC+6* (*reflects dragon's fire*), and one is *AC+10* (Verathan's Shield, opponent's weapon breaks on 1d20 roll GTET 8, enchanted weapon roll GTET 17). Nusuio's large metal *Shield* (*AC+14*, featherweight, reflects Fire and Air magic, reflects gaze attacks on 1d20 rolls GTET 14, reduces all damage by 2 points) is attached to the table's underside and is *invisible*.
7. **Hall of Pendants**. An iron door (-8 open lock, requires Strength GTET 20 to move) at the west end leads to the False Pendant room (#8). The floor is royal blue ceramic tile, the walls are painted light tan, and the ceiling is covered in redwood planks. Seven colorful banners hanging from the ceiling are from cities conquered by Beribrennan and Nusuio, two tapestries hanging on the north wall depict a naval attack led by Beribrennan, and four pendants hanging on the south wall are from estates owned by Beribrennan's wife, Sithfra.
8. **False Pendants**. The floor is covered in dark green ceramic tile, the walls are covered in light red wall-paper with gold leaves and flowers, and the ceiling is painted ochre. A large wooden table in the room's center has thirty pendants (aura of enchantment): ten are silver disks with five-pointed sun and diamonds (each 6500 GP), ten are gold disks with six-pointed sun and emeralds (each 13,250 GP), nine are gold disks with ten-pointed stars and pearls (each 18,200 GP), and one is platinum with a six-pointed copper star and jade. The silver and gold pendants act as *beacons* (10 miles) for Types 7, 8, and 9 Devils. The platinum pendant reduces the wearer's effective Intelligence statistic to 10 and their Will to 12 (save 1d20 GTET 16, checked daily); the wearer is *compelled to betray* any friend whenever the opportunity occurs (save 1d20 roll of 20, checked per opportunity); the pendant is *cursed* (remove on 1d20 rolls GTET 18, checked weekly).
9. **Stuffed Horse**. A hp2d6 4 FT blast radius explosive mine is hidden under the tiles midway down the corridor between #2 and #9, avoid 1d20 GTET [31-Agility] if not detected, [22-Agility] if detected. An arch in the east wall leads to the Prince's Castle room (#10); the arch is filled in with plaster and is easily broken through with hammers and picks; persons exposed to the stale air behind the arch become unconscious 1d100 minutes (save 1d20 GTET [32-Stamina]). The plaster exactly matches the east wall; the filled in arch does not constitute a hidden or secret door. The floor is a grey marble streaked with blue and tan, and the walls are white with a highly realistic wrap-around mural from the northwest to the east walls that depicts a large cavalry engagement; Beribrennan and his horse are painted over the filled-in arch. The ceiling is 18 FT high, and covered in (ordinary) brown leather saddles. Beribrennan's stallion, *Battleracer*, is stuffed and stands on a 2 FT thick wood platform, 18 FT long. *Battleracer* is wearing an ornate saddle (1620 GP), bridle, blue saddle blanket and surcoat, and a full set of gold-plated barding (*AC+30*, 27,800 GP, 96 pounds). An adamantine key hidden (-10 to find) under the saddle unlocks the display case in the Prince's Armor room (#5).

Eighth Circle, Pits Eight and Nine

Eighth Circle, Pendant of Siggenouth, continued

10. **Prince's Castle.** The flooring is light hardwood, the walls are white with murals of a pine forest on the north wall, and mountain meadows on the south wall, and the 18 FT ceiling is painted light blue with pictures of flying birds. A 5 FT by 9 FT model of Beribrennan's home castle, Cablingarth, sits on a 3 FT thick wooden slab in the room's center. An *illusion* depicts the castle's final siege and ruin, the action taking place over a five-minute period (continually repeats). The tops of the front left and front right towers are hinged and open, revealing three-position switches, found in the center position – if each switch is moved to the back position, the gatehouse portcullis retracts, allowing a person to reach inside and retrieve the **Pendant of Siggenouth** (evil artifact, a platinum disk with eight-pointed gold sun and rubies, on a platinum chain). If both switches are moved to the forward position, an *aura of hopelessness* spell is triggered (save 1d20 GTET [34-Will]) lasting 1d100*1d8 minutes; affected persons will immediately surrender (save 1d20 GTET [36-Will]) to the next intelligent opponent they encounter {cannot be to a companion}, a 1d20 roll GTET [30-Will] must be made for the affected person to fight non-intelligent foes.

Pit Nine

The ninth Pit confines the *sowers of scandal and schism*. These souls have their torso=s continuously split open by **Type 8D Devils** wielding *Long Swords* +3 (flaming against good persons, protects the wielder from Fire magic) so their entrails hang out, have to be gathered together, and are dragged about, healing every 24 hours to be split open again as devils hunt them down. The souls are picked at by vultures and other birds, which feast on their steaming entrails. The Pit is well illuminated and the floor is flat, level, and generally free of significant obstacles. Adventurers are attacked by **Birds** (see below) on 1d20 rolls GTET 14 when they climb to within 75 FT of the floor.

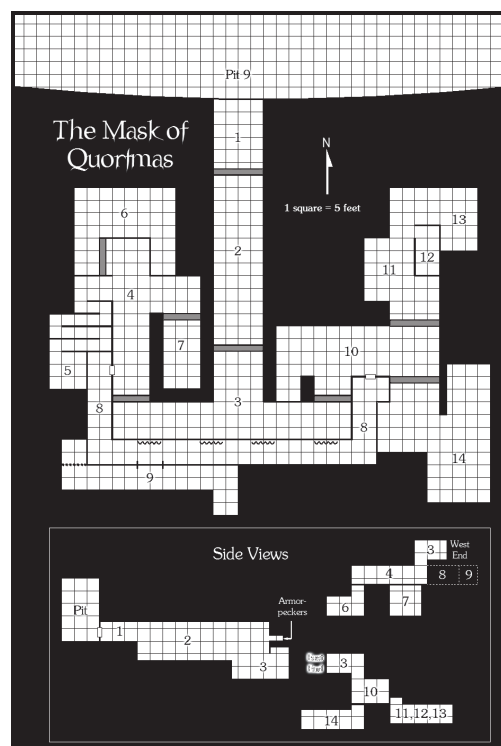
Adventurers crossing the Pit floor are attacked by 1d8 **Type 8D Devils** on 1d20 rolls GTET 9, checked every 10 minutes, or hourly when stopped; they are attacked by 1d6 **Manes** on 1d20 rolls GTET 17, checked every 5 minutes or every 15 minutes when stopped; they are attacked by **Birds** on 1d20 rolls GTET 8 (rolled inde-

pendently). When birds are indicated, determine the type from 1d12: (1) 1d3 **Giant Vultures**, (2) 1d2 **Warbler Birds**, (3) 1d3 **Giant Ravens**, (4) 1d6 **Giant Owls**, (5) 1d3 **Ghost Owls**, (6) 1d6 **Great Magpies**, (7) 1d3 **Giant Hawks**, (8) 1d2 Greater **Firebirds**, (9) 1d4 **Giant Falcon**, (10) 1d10 **Giant Crows**, (11) 1d4 **Stinger Birds**, (12) 1d6 **Club-Tailed Birds**.

The Mask of Quortmas

A steel door (-10 open lock) in a rounded rectangular frame is found in the outer wall at the level of the Pit floor, in the southern part of the trench. The door is hidden by an *illusion* (disbelieve 1d20 GTET [32-Will]) that it is part of the pit wall. The door opens outward, a *glyph of weakness* is inscribed on the backside (reduces Strength to 8 for 1d100 minutes, 75 pound carry limit, lift 200 pound limit, save 1d20 GTET [32-Will]). Two **Iblis** enter the dungeon 2d100 minutes after the Adventurers.

Most areas in this adventure area are separated by vertical steps, with smooth metal plates attached to the vertical surface: these plates are considered very difficult to free climb, wood stakes splinter, and pounding in a metal spike requires Strength GTET 20 with 5 minutes rest. One 6 inch hole is at the top of each vertical



Eighth Circle, Pit Nine

Eighth Circle, Mask of Quortmas, continued

surface, which fits a grapple (assuming Adventurers carry this item of equipment), although the location changes with each surface. If Adventurers do not note and remember the location of each grapple site, the Games Master should not provide this information.

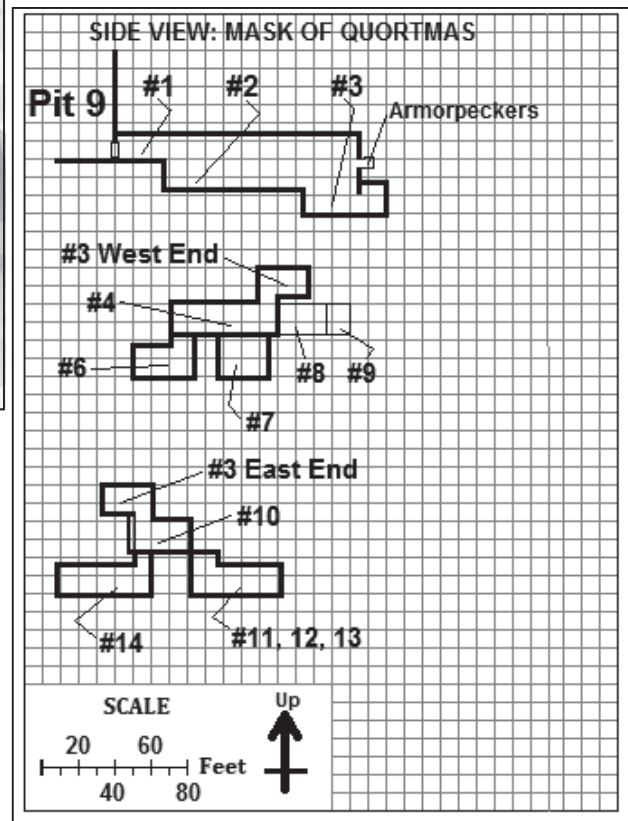
1. **Entry.** The floor is covered in white ceramic tile inlaid with the image of an eagle, the walls are painted dark brown with a line of eagle's feathers along the top, and the 15 FT tall ceiling is painted ochre. A 15 FT vertical step separates this area from the First Landing (#2) immediately to the south; the grapple point is near the west wall. The Entry area ceiling continues over the First Landing and the center part of the Second Landing (#3). Adventurers in this area are attacked by 1d6 HD4 **Armorpeckers** on 1d20 rolls GTET 15.



2. **First Landing.** The floor is covered in pale blue ceramic tile inlaid with the image of a hawk, the walls are painted a dark brown with a line of eagle's feathers along the top, and the ochre ceiling is 30 FT above the surface. This area lies 15 vertical FT below the Entry (#1), and is separated from the Second Landing (#3) by a 15 FT vertical step; the grapple point is near the east wall. Two lit bronze oil lamps shaped like doves are attached to the west wall, two more to the east wall. Adventurers in this area are attacked by 1d6 HD4 **Armorpeckers** on 1d20 rolls GTET 13.

3. **Second Landing.** The floor is covered in pale grey ceramic tile inlaid at the T-intersection with the im-

age of a raven. The west and east walls {continued from locations #1 and #2} are painted dark brown, the walls in the crosspiece are painted burnt orange. The floor lies 15 FT below the First Landing (#2) and 30 FT below that of the Entry (#1). The ochre ceiling is 45 FT above the surface in the north-south segment, with a south wall that comes within 10 FT of the surface; the ceiling in the west-east crosspiece is 10 FT high. A 20 FT drop at the west end leads down to the Third Landing West (#4); the grapple point is near the east wall. A 20 FT drop at the east end leads down to the Third Landing East (#10); the grapple point is near the center. Four 10 FT wide tapestries depicting raptors fighting other birds hang on the south wall. A lit bronze oil lantern shaped like a dove is attached to the west wall of the center segment, another to the east wall; three bronze lanterns shaped like jays are attached to the south wall. Twelve HD3 **Armorpeckers** have a nest in a niche halfway up the south wall {above the center segment, 28 FT above the floor}.



4. **Third Landing West.** The floor is a light blue ceramic tile with an inlaid owl where the cruciform arms

Eighth Circle, Pit Nine

Eighth Circle, Mask of Quortmas, continued

4. **Third Landing West**...cross, the walls are painted light grey, and the 20 FT ceiling is covered in rough wood planks. The floor is 20 FT below the level of the Second Landing, 55 FT below the Entry. A sturdy wood door (unlocked) at the base of the step leads to a U-shaped corridor (Tunnel of Swords, #8) that connects to Third Landing East (#10). A narrow opening in the west end leads to the Spider Lair (#5); the twisted passage is so narrow that Adventurers must go single-file; a spike in the floor at the second bend causes hp1d6 damage (avoid 1d20 GTET [35-Agility] if not detected, GTET [28-Agility] if detected, -6 disarm trap). A 20 FT drop in the north end leads down to the Ordinary Masks (#6) and a 20 FT drop in the east end leads down to the Lower Spider Lair (#7), a *curtain of darkness* at the overlook conceals the spiders below. Three wooden masks hang on the east wall of the south segment, one green, one blue, and one orange (aura of enchantment); when a mortal dons the orange mask they are *paralyzed* (save 1d20 GTET [34-Stamina]) until someone removes the mask (there is no stasis effect). The **spiders** in the Lower Spider Lair (#7) fly up and attack Adventurers in the east segment on 1d20 rolls GTET 14; they can be heard moving about on 1d20 rolls GTET [30-Intelligence].
5. **Spider Lair**. The room is entered through an arch in the north wall after traversing a narrow, twisted corridor from the Third Landing West (#5). The floor is covered in redwood tiles, the walls are painted dark grey, and the ceiling is white stucco. The room is furnished with a ruined bed, a small overturned table, three broken chairs, and an upright armoire missing its doors. The room is occupied by four HD5 **Yas-sakko's Spiders** (1d10 Cold Breath 3/day) and three HD4 **Zithrebee's Spiders** (1d12 Steam Breath 3/day). A hidden compartment in the armoire holds 102 SP, 43 GP, a 3200 GP pearl, a 6083 GP topaz, a 9148 GP piece of polished green jade, 377 GP silver ring, and a 14,245 GP platinum-sapphire-ruby-amber-amethyst tiara.
6. **Ordinary Masks**. A U-shaped area at the bottom of the 20 FT step, down from the Third Landing West (#4), 70 FT below the level of the Entry. The floor is covered in ochre ceramic tile, the walls are painted light blue, and the ceiling is painted glossy black.
- Three bronze oil lamps shaped like a phoenix are on the north wall. A mural of a flock of giant flightless birds is on the east wall. Ten teak wood masks (stylized monsters) hang on the west wall in two rows of five, a silver *Antidote Ring* is tied to the back of the north-most mask in the upper row. An HD3 **Recluse Spider** (bite causes gangrene in 1 hour, save 1d20 GTET [32-Stamina]) is in the southeast corner.
7. **Lower Spider Lair**. This area is located at the bottom of a 20 FT step from the Third Landing West (#4), 70 FT below the level of the Entry; a curtain of darkness screens this area from observation from above. The floor is covered in dark hardwood planks, the walls are covered in dark green wallpaper, and the ceiling is tan stucco. Two unlit bronze oil lamps shaped like whirlwind cones are on the west wall, two more unlit lamps are on the east wall. The room is furnished with two wooden roll-top desks, a small overturned table, two broken chairs, and a locked wooden chest (padlock, -6 open lock). The room is occupied by nine HD4 **Blue Winged Spiders**. A pair of *Faoron's Gloves* (cursed item handling) is found in a drawer of the second desk. The chest has a fatal *poison needle trap* (avoid on a 1d20 roll GTET [28-Stamina]), expire in Stamina+4 rounds, save 1d20 GTET [32-Stamina]). The chest contains 1000 GP, two *1d12 Potions of Healing* (one is labeled as a Cordial of Herekleese), a glass vial with a *Human Death Flower*, a closed-visor *Helm against Illusion* (AC+8), a *Sky Hook*, and a cursed *Bishoff's Ring* (-10 save versus mental attack); the coins cover the items so they are not visible when the chest is opened.
8. **Tunnel of Swords**. Entered on the west end from the Third Landing West (#4), and on the west end from the Third Landing West (#10), both through unlocked doors. The floor consists of alternating rows of white and silver tiles, the north wall is covered with white wallpaper having black bird images, the south wall is white with a mural depicting the Type 8 Devils dueling with swords; the ceiling is painted dark blue. Four 10 FT tapestries hanging on the north wall depict Devils with swords flaying and cutting Manes. An arch in the south wall near the west end leads to Flightless Skeletons (#9), the arch is filled with plaster, painted to exactly match the south wall; the plaster can be easily broken through with hammers and picks; persons exposed to the stale air behind it become *unconscious* 1d100 minutes (save 1d20 GTET [32-Stamina]).

Eighth Circle, Pit Nine

Eighth Circle, Mask of Quortmas, continued

8. **Tunnel of Swords...** The tunnel is occupied by ten **Flying Scimitars** (fights as Warrior L12, hp30, AC55).
9. **Flightless Skeletons.** An east-west closed passage entered at its midpoint through a plaster-filled arch concealed in the south wall of the Tunnel of Swords (#8). The floor is covered in mauve carpet, the walls are covered in light green wallpaper, and the ceiling is covered in dark wood tiles. Five oil portraits of giant royal birds (eagle, owl, raven, hawk, kestrel) hang on the south wall. A pewter mask, the **Mask of Quortmas** (evil artifact), hangs on the north wall at the west end behind adamantine bars secured with a padlock (-18 open lock); a pewter mask hangs on the south wall at the east end behind adamantine bars secured with a padlock (-10 open lock), this mask has no special properties, a fast-acting *contact poison* is applied to the back side (fatal 1d6 rounds, save 1d20 GTET [30-Stamina]). An *invisible* 2 inch by 6 inch niche behind the owl portrait holds the key to the west end padlock, a similar niche behind the hawk portrait holds the key to the east end padlock. The passage is occupied by three Giant Flightless Bird **Skeletons** (HD8, hp48, AC52, Beak 1d12, 2x Kick 1d10, Trample 2d8).
10. **Third Landing East.** The floor is a light blue ceramic tile with an inlaid owl between the two vertical steps down to the Fourth Landing North (#11) and the False Masks (#14), the walls are painted light grey, and the 20 FT ceiling is covered in rough wood planks. A sturdy unlocked wood door leading to the Tunnel of Swords (#8) is around the corner to the right from the step bottom (below the Second Landing). The floor is 20 FT below the level of the Second Landing, and 50 FT below the level of the Entry. A 20 FT step on the north side leads down to (#11), a 20 FT step on the south side leads down to (#14). A *glyph of blindness* (range 15 FT, 2d100 minutes, save 1d20 GTET [32-Stamina]) is inscribed on the south wall, in the niche around the corner to the left of the step.
11. **Fourth Landing North.** This area is 20 FT below the Third Landing East, 70 FT below the level of the Entry. An opening in the northeast corner leads to the Three Axes room (#12) and the Boobrie Pair (#13). The floor is covered in light blue carpet, the walls are painted light purple, and the ceiling is painted flat black. The nauseating and decaying carcasses of two sliced-up Giant Flightless Birds are on the floor, causing mortals to retch 1d12 rounds (save 1d20 roll GTET [28-Will]). Mortals detect an additional rotten-fish aroma on 1d20 rolls GTET [24-Intelligence], which emanates from the Boobrie Pair room (#13).
12. **Three Axes.** The room is entered from the Fourth Landing North through an opening in the northwest corner; the floor is covered in a thick white carpet, the walls are painted pale burnt-orange, and the ceiling is covered in light hardwood planks. The room holds three upright wooden cabinets: a double-bladed war axe hangs in each one behind a glass sheet (no cabinet doors, must break the glass to obtain the axe, Strength GTET 18 required to break); a label in Infernal Cant is fixed to each cabinet translates as, '*Danger, Cursed Axe.*' One axe has a gold blade and adamantine shaft, one axe has a platinum blade and gold shaft, and one axe has an adamantine blade and steel handle. The gold-bladed axe is -4 TH, -1 damage, berserk against Priests, detect prayer-users 150 FT {save 1d20 GTET [33-Will]} (cursed), the platinum-bladed axe is the **Hammerfold War Axe** (artifact), and the adamantine-bladed axe is -2 TH, -4 damage, berserk against Shaman and Wizards, detect spell-users 150 FT (cursed).
13. **Boobrie Pair.** The room is entered from an opening in the north wall of Fourth Landing North (#11). The floor is covered in rough wood, the walls are cream-colored, and the ceiling is painted dark grey. The room is occupied by a mated pair of HD11 **Boobrie Birds** (hp90, AC44, Beak 3d8, 2x Kick 1d10, Panic Scream/15 minutes {save 1d20 GTET [28-Will]}, immune to poison, 8 FT to 10 FT, Strength 24). The floor is littered with broken bones and torn pieces of cloth and leather; among the litter is found: 27 SP, 11 GP, 1100 GP jade, 8800 GP pearl, 16,000 GP diamond, Dirk +2. 3x vial *Holy Water*, 8 war arrows, and a magnetic compass.
14. **False Masks.** The room is 20 FT below the Third Landing East (#10), and 70 FT below the level of the Entry. The floor is covered by dark hardwood tiles, the walls are covered in gold-colored wallpaper, and the ceiling is tan stucco. A brass chandelier hangs from the ceiling in each of the three room areas

Eighth Circle, Pits Nine and Ten

Eighth Circle, Mask of Quortmas, continued

14. **False Masks**...(west, northeast, southeast). The room is furnished with two antique stuffed couches, two large stuffed chairs, and a wooden chest (padlock, -5 open lock; *poison needle trap* {2d100 minutes sleep}, avoid 1d20 GTET [34-Agility], save 1d20 GTET [30-Stamina]). The chest holds 4000 CP, a 2858 GP piece of ivory scrimshaw, a 1600 GP rare book of original musical scores, and five bottles of fine brandy (each 1d100*1d6 years old at 2 GP/year); the coins cover the items so that are not visible when the chest is opened. Thirty masks (aura of enchantment) hang on the east wall, in three rows of ten: ten are teak wood with silver eye holes, ten are copper with gold eye holes (each 525 GP), nine are gold with platinum eye holes (each 3250 GP), and one is pewter with gold eye holes and inlaid crystals of white quartz. The teak, copper, and gold masks act as *beacons* for Types 7, 8, and 9 Devils (10 miles). A person wearing the pewter mask speaks with birds (continuous), applies a +1 save versus Air magic and -2 save versus Fire Magic, summons 1d6 HD4 **Giant Falcon** (15 minutes, 2/day), *Foul Wings* (3/day); canines ignore the wearer and feline monsters become enraged and attack them mindlessly; the wearer is permanently transformed into a **Giant Vulture** on 1d100 rolls of 1, checked daily (*cursed*).

Pit Ten

The tenth Pit confines the *Falsifiers of things* (for example, Forgers), *words* (for examples, Perjurers), and *deeds* (for example, Rebels). These souls lay about on the Pit floor, often with one on top of the other, with great weakness and torpor, amid an atmosphere of horror. The air in the pit is dark and gloomy with little light (deep twilight) except from weakly glowing lichens on the pit walls and the occasional rock. A disgusting and nauseating stench of rotting and putrid limbs and flesh rises out of the pit. Their bodies are affected by many diseases and they are covered in scabs and pus and boils, while an irresistible urge causes them to itch their skins to a bloody mess.

Mortals retch uncontrollably 1d12 minutes (save 1d20 GTET [32-Stamina]) when they climb to within 25 FT of the Pit floor (avoid falling on 1d20 GTET [33-Agility]). Mortals on the Pit floor become *unconscious* 1d20 rounds (save 1d20 GTET [28-Stamina], checked every 75 FT traveled or every 30 minutes stopped) due

to the thick and very tainted/foul air found at the floor. Adventurers crossing the Pit contract a serious disease (save 1d20 GTET [32-Stamina], checked hourly) which expresses itself in 1d6 days; determine the disease from 1d8: (1) *Leprosy*, (2) *Jaundice*, (3) *Amrenian Boils*, (4) *Whooping Cough*, (5) *Scarlet Fever*, (6) *Scurvy*, (7) *Mumps*, (8) *Smallpox*. See *Codicil of Maladies* for details about the diseases.

Adventurers are attacked while they cross the pit by 1d12 **Type 8D Devils** on 1d20 rolls GTET 7, checked every 10 minutes or hourly while stopped; they are attacked by 1d20 **Manes** on 1d20 rolls GTET 17, checked every 5 minutes, or every half-hour while stopped.

The Mask of Bavrawaskis

A steel door (-10 open lock) in a rounded rectangular frame is found in the outer wall at the level of the Pit floor, in the southwestern part of the trench. The door is hidden by an *illusion* (disbelieve 1d20 GTET [32-Will]) that it is part of the pit wall. The door opens outward, a *glyph of lethargy* is inscribed on the backside (affected persons want to stop and rest for 2d100 minutes and do as little as possible, they cannot spare the effort to use spells prayers, save 1d20 GTET [32-Will], required to perform any activity). The open inverted pyramid area (locations #5 through #9) is constructed of dark yellow stone, the vertical surfaces are paler. See the *Codicil of Maladies* for details on the diseases present in the area; *Banish Disease* prayers performed by Priest or Crusaders of GTET L14 are required to banish diseases contracted here; *Patur's Tonic* (disease negating) is successful at negating an active disease on 1d20 rolls GTET 8. See the map on page 114.

1. **Entry Stairs.** The stairs are pink marble, the walls a dark grey with streaks of silver, green, and ochre, and the ceiling is covered in orange tiles. The stair bottom is 20 FT below the entry. A metal door (-4 open lock) at the south end leads to the Scurvy Room (#2). An oil portrait hanging on the left wall at the stair bottom depicts a male leper wearing rags, a portrait on the right wall depicts a young woman with Bubonic Plague (aura of enchantment, no properties).
2. **Scurvy Room.** Entered from the north through a door to the Entry Stairs (#1), with a door to the Tetanus Tier (#5, -6 open lock) to the south. A secret door (-6 to find, -14 with table) on the west end leads to (#3), and a secret door (-6 to find, -14 with table)

Eighth Circle, Pit Ten

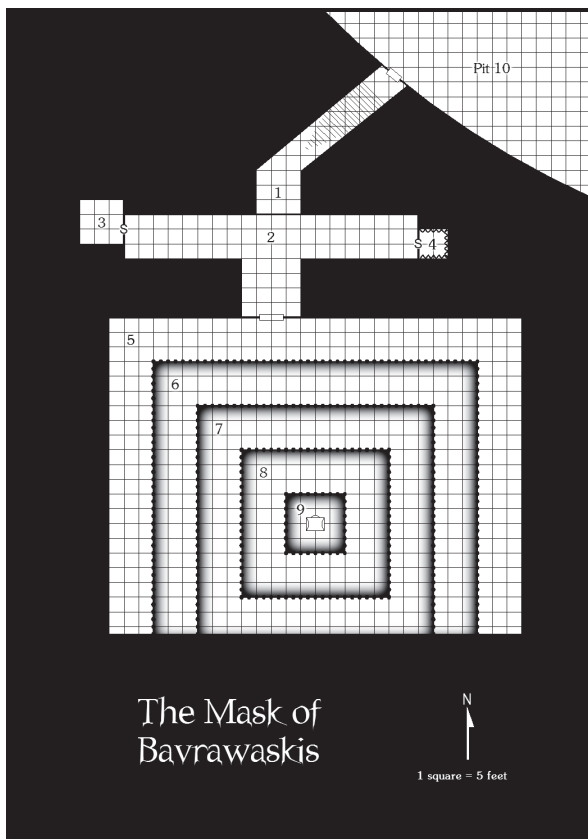
Eighth Circle, Mask of Bavrawaskis, continued

2. **Scurvy Room**...on the east end leads to the Tapestries (#4). The floor is covered in grey ceramic tile, the walls are white and painted in murals of sailing ships on the ocean, and the ceiling is painted dark blue with image of clouds. A wooden table stands at the west end with four copper bowls of fruit (table must be moved to access the hidden door); a person eating any fruit immediately contracts the disease and has the symptoms of Scurvy (save 1d20 GTET [32-Stamina]). A wooden table stands at the east end with a 47 pound silver model of a sailing ship (table must be moved to access the hidden door). A very small key is attached to the underside (-10 to find) is used at the Scroll Library (#3).
3. **Scroll Library**. The flooring is red ceramic tile, the walls are painted pale orange, and the ceiling is covered in black ceramic tile. A 20 x 25 scroll rack is attached to the west wall, holding 210 scrolls: 104 scrolls have 1d8 *Cause Disease* spells, 66 scrolls have 1d8 *Cause Sleep* spells, 30 scrolls have 1d4

Banish Disease prayers, and 10 have directions for a *ritual that causes a plague*. An upright secretary's roll-top is against the north wall, with four unlocked drawers and one locked drawer (-7 open lock; the key found under the sailing ship in the Scurvy Room fits the lock). The desk has a selection of ordinary desk supplies (parchment, ink, quill pens, etc.); the locked door contains 11 GP, a magnetic compass, one vial *Unholy Water*, and a *Patur's Tonic* (negates disease) labeled as a Coward's Draught. The **Mask of Bavrawaskis** (evil artifact) hangs from a hook in the northwest corner, between the desk and the corner, hidden by an *invisibility* spell.

4. **Tapestries**. The floor is covered in dark grey tile, the walls are covered in the hides of giant rodents, with the fur remaining, and the ceiling is ochre stucco. A 4 FT stoned Giant Rat is on the floor. A 2286 GP tapestry hanging on the north wall depicts Giant Rats on a ship in port. A 3072 GP tapestry hanging on the east wall depicts Giant Rats biting farmers in a barn. A 4208 GP tapestry hanging on the south wall depicts an assembly of Giant Rats in a cave, around a particularly large master rat. All of the tapestries hang from metal rods. A *gold pendant of a Rat* on a thin gold chain is found inside the rod on the south wall [the right end cap unscrews, -12 to find]; the pendant's wearer is *immune to diseases* and *speaks with rats* of all kinds, all Rats within 200 FT become *infected with Bubonic Plague*, so that a plague outbreak occurs 1d12+6 days after the wearer has passed through.

5. **Tetanus Tier**. The room is entered from the Scurvy Room (#2) through a door in the north wall. The other tiers (Mumps, Whooping Cough, Smallpox, and Scarlet Fever) can be seen looking inward and down; a 10 FT tall chain link fence separates the tier from the Mumps Tier (#6), which is 15 FT below. Eighteen white wooden comedy masks (aura of enchantment) hang on the north wall; a mortal donning a mask is *made mute* 1d100 minutes (save 1d20 GTET [28-Stamina]). Twenty HD3 **Skeletons** carrying War Hammers occupy the tier; any mortal touched by a skeleton immediately contracts (save 1d20 GTET [30-Stamina]), and has the symptoms of Tetanus.
6. **Mumps Tier**. This tier lies 15 FT below the Tetanus Tier; the other tiers (Whooping Cough, Smallpox, Scarlet Fever) can be seen looking inward and down;



Eighth Circle, Pit Ten

Eighth Circle, Mask of Bavrawaskis, continued

6. **Mumps Tier.**...a 10 FT tall chain link fence separates the tier from the Whooping Cough Tier (#7), which is 15 FT below. Fourteen blue wooden tragedy masks (aura of enchantment) hang on the north wall; a mortal donning a mask is *blinded* 1d100 minutes (save 1d20 GTET [28-Stamina]). Twenty HD3 **Zombies** carrying Spiked Clubs occupy the tier; any mortal touched by a zombie immediately contracts (save 1d20 GTET [32-Stamina]), and has the symptoms of Mumps.
7. **Whooping Cough Tier.** This tier lies 15 FT below the Mumps Tier; the other tiers (Smallpox, Scarlet Fever) can be seen looking inward and down; a 10 FT tall chain link fence separates the tier from the Smallpox Tier (#8), which is 15 FT below. Ten green wooden comedy masks (aura of enchantment) hang on the north wall; a mortal donning a mask is *made deaf* 1d100 minutes (save 1d20 GTET [28-Stamina]). Twenty HD5 **Uber-Skeletons** carrying double-bladed War Axes occupy the tier; any mortal touched by an Uber-Skeleton immediately contracts (save 1d20 GTET [34-Stamina]), and has the symptoms of Whooping Cough.
8. **Smallpox Tier.** This tier lies 15 FT below the Whooping Cough Tier, the Scarlet Fever Tier can be seen looking inward and down; a 10 FT tall chain link fence separates the tier from the Scarlet Fever Tier (#9), which is 15 FT below. A total of thirty masks hang on the wall, eight on the north wall (copper inlaid with black ivory, each 850 GP), eight on the south wall (pewter inlaid with jade pieces, each 2230 GP), and seven each on the west (six are gold inlaid with pink pearls, each 6797 GP; one is teak wood inlaid with yellow jasper) and east walls (silver inlaid with turquoise pieces, each 4841 GP). The copper, pewter, silver, and gold masks are *beacons* (10 miles) for Types 7, 8, and 9 Devils. Persons donning the teak mask (cursed) are *immune* to all diseases, *Cause Disease* (touch, save 1d20 GTET [30-Stamina], 3/day), *Cause hp 1d6 Wounds* (touch, save 1d20 GTET [30-Stamina], 3/day), *Putrefy Food* (20 pounds, 3/day), *Create Poison* (save 1d20 GTET [33-Stamina], 1/day); mortals wearing the mask are permanently *transformed* into Giant Hogs on 1d100 rolls of 1, checked daily. Fourteen HD7 **Uber-Ghouls** carrying Long Swords occupy the tier; any

mortal touched by an Uber-Ghoul immediately contracts (save 1d20 GTET [36-Stamina]), and has the symptoms of Smallpox.

9. **Scarlet Fever Tier.** This area lies 15 FT below the Smallpox Tier. The floor is covered in a pink dust, moving around stirs up the dust, mortals breathing in dust immediately contract (save 1d20 GTET [34-Stamina] per round), and has the symptoms of Scarlet Fever. A large teakwood chest is in the area's center, with a platinum keyhole (-10 open lock); a poison gas (*paralysis* 2d100 minutes, save 1d20 GTET [32-Stamina], range 10 FT, supply for 3 doses) trap (-6 find trap, -8 disarm trap) is set off when the lid is raised. The chest contains 2000 CP, a silver-bladed *Short Sword* (-2 TH, *cursed*), a *Physic of Ghouldom*, a *Shape-Shifting Potion* (black Skeleton), a *Draught of Sholeum* (amnesia), a potion labeled Patur's Tonic (disease cure) that causes the quaffer to be a carrier of Bubonic Plague for 1d10 days, a closed visor *Helm* (AC-4, *blocks all vision*, *cursed*), a Leather Armor Shirt sized for Dwarfs (appraised as AC+12 while actually AC-6 and reduces Agility by 3 points, *cursed*), and a Leper's Cloak (wearer permanently has leprosy, no save, *cursed*).



Eighth Circle, Guard Station

Guard Stations

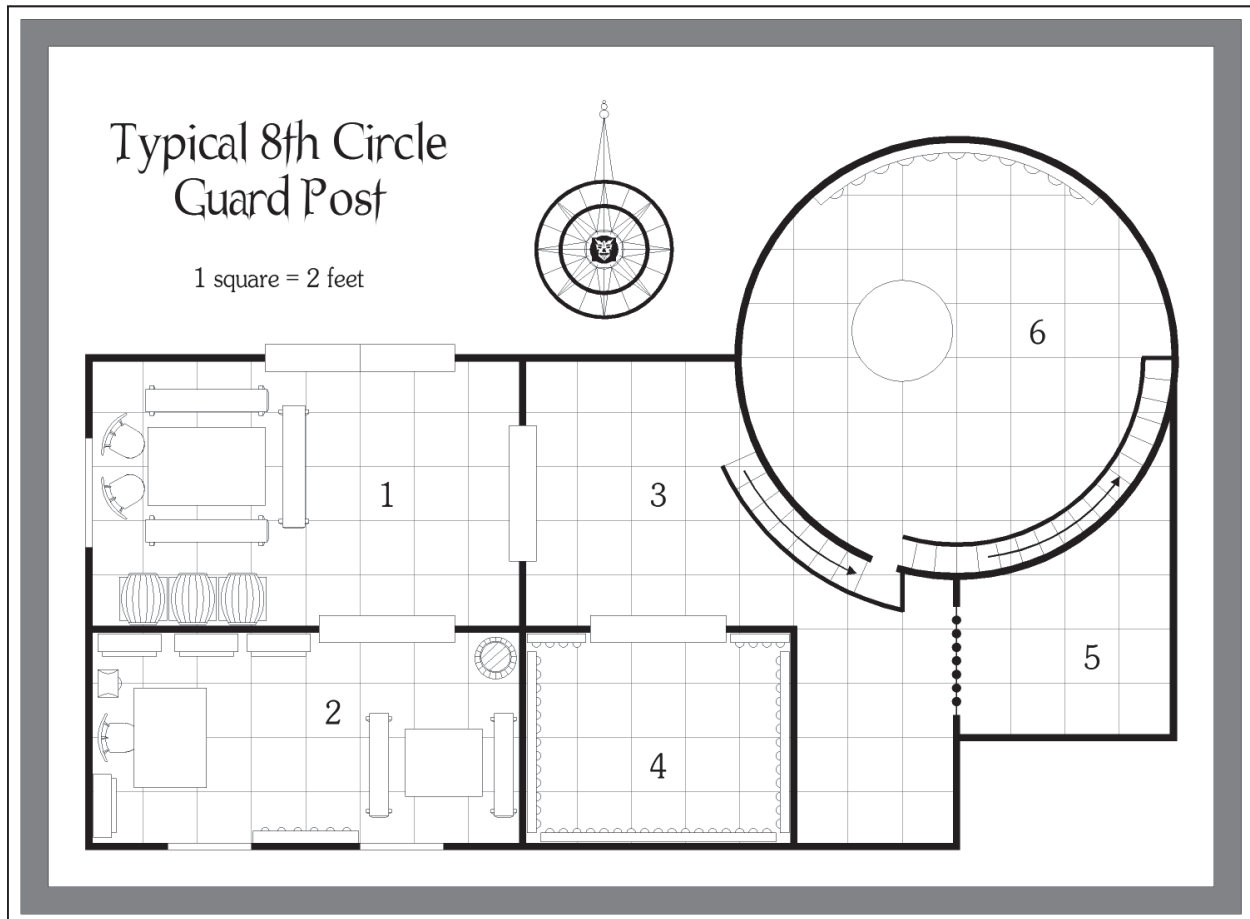
Each ridge has three guard stations, located three-quarters mile, 2 miles, and 3¼ respectively from the outer perimeter. Each station is essentially identical, with thick stone walls, a circular stone signal tower, and no windows. Lead in the walls prevents enchanted passage. Two **Type 8B Devils** stand at attention outside each station, each armed with a pike and a mace. See the map below.

1. **Ward Room.** A rectangular room with a wooden exterior door on the north wall, a wooden door with keyhole (-7 open lock) on the south wall leading to the Commander's Room (#2), and a wooden door in the east wall leading to (#3). A window is in the west wall. The room contains a wooden table, three benches, two straight chairs, and a rack with two kegs of beer and a keg of ale; lit oil lanterns are attached to each wall by iron hooks. On the table are

pewter mugs and plates, and a serving dish with a haunch of lamb. The room is occupied by five **Type 8A Devils**.

2. **Commander's Room.** A rectangular room with a wooden door in the north wall leading to the Ward Room (#1), two windows are in the south wall. The room contains a wooden desk with a wooden office chair, a wooden table, two benches, a locked metal footlocker, a weapon rack, an upright barrel of beer with a hand pump spigot, and three four-drawer file cabinets. The room is occupied by a **Daiyyas** (named *Panchtek, Vrolland, or Nebragga*), an **Iblis** Sergeant is present on 1d20 rolls GTET 11.

The wooden desk contains 38 platinum pieces, 180 GP, a leather bag with 22 diamonds (each 3d12*100 GP), blank pieces of parchment, quill pens, five vials of black ink, a silver seal in the shape of a pentagram (214 GP), a *Wand of Paralysis* (19 charges), two



Eighth Circle, Guard Station

Eighth Circle, Guard Station, continued

2. **Commander's Room**...silver-bladed daggers (+2 *TH when thrown*), and two smoke grenades. The metal footlocker has a combination lock with five tumblers (marked A to G; the combination is DEADB); a *stink-bomb* (strong repugnant odor, forced from room in tears, save 1d20 roll GTET [31-Stamina]) is set off on the third incorrect combination. The footlocker contains a Short Bow, arrow Quiver (12x 1d10 *Explosive Arrows*, 6x *Arrows of Human Slaying* {save 1d20 GTET [32-Stamina]}, 3x *Arrows of Elf Slaying* {save 1d20 GTET [33-Stamina]}), a *Cloak of Invisibility* (devils and undead are immune), six flasks of oil, two whetstones, three hp1d10 *explosive grenades*, a *smoke grenade*, five *Unholy Water* vials, and three 2d8 *Potions of Greater Healing*. The weapon rack holds: Metal Shod Staff (+1 *TH and double damage against Giants*), two ordinary cutlasses, a silver-bladed *Rapier* +2, a Double-bladed *Axe* +3 (cleaves limbs against good opponents on natural rolls GTET 15 {save 1d20 roll GTET [28-Agility]}), wielder speaks Dwarvish, wielder can project a tactile *illusion* of looking like a Dwarf, three ordinary spears, and a *Javelin of Lightning*. The file cabinets are locked; they all contain personnel records written in Infernal Cant.
3. **Cell Guard Room**. An L-shaped room, a door on the west wall leads to the Ward Room (#1), a locked (-6 open lock) door in the curved east wall leads to the Signal Tower (#6), a door in the south wall leads to the Armory (#4), and a door in the straight east wall leads to the Cell (#5). The room is occupied by 1d8 **Common Devils** on 1d20 rolls GTET 12; if **Habblo** is confined in the Cell then four **Common Devils** are here, watching his every move.
4. **Armory**. The room contains wooden wall racks holding 25 Spears, 10 Morning Stars, 13 Military Picks, 6 Metal Shod Staves, 8 single-blade War Axes, 9 Pikes, 3 Two-Handed Swords, and 15 Long-handled Maces. Determine the individual weapon bonus using 1d100: (01 - 50) ordinary weapon, no bonus, (51 - 77) +1, (78 - 90) +2, (91 - 96) +3, (97 - 99) +4, (100) +5. A weapon is also +1 damage on 1d20 rolls GTET 17.
5. **Cell**. A rough stone cell with a triangular cut out along the wall of the Signal Tower (#6). The door is -14 open lock. The cell is occupied on 1d20 rolls

GTET 8; determine the occupant(s) from 1d4:

- (1) Four **Type 8A Devils** transformed into three male Humans and one female Human, dressed in prison rags with wild unkempt beards and hair; the female is very attractive. They claim to be **Cleriadus** (neutral Warrior L11), **Walfrid Elf Friend** (good Warrior L14), **Nudd Gottengrim** (good Priest L10), and Falliolla (neutral female Rascal L9), the remaining companions from a failed attempt to kill Prince Asmodai. The prisoners plead to be set free, ask to be given equipment, and ask to accompany the Adventurers; during the first combat with Devils they return to their actual shape and join the attackers.
- (2) **Gyrth Halsteen**, a large Minotaur.
- (3) **Habblo Tenannan**, a Gnome Rascal L13.
- (4) **Garlo** and **Nathan Silverthorn**, brothers and Dwarves of the Bronze Hollow Band. Garlo is a Warrior L5 and Guildmaster of the Narohollow Metalworkers Guild. Nathan is a Warrior L15.
6. **Tower Base**. The first floor of a two-story circular signal tower, entered from the Cell Guard Room (#3) through a locked door; a curved stair along the outer wall leads up to Tower Second (#7). There are no furnishings in the room. There is a 25% chance that 1d6 Ordinary Devils are in the room.
7. **Tower Second**. The second floor of a two-story circular signal tower, entered from the Tower Base (#6) by a curving stair along the wall which after a short landing continues upward to the roof (#8). The room contains a wooden table on which sits a thick leather-bound book of signals, written in Infernal Cant. Forty long poles attached to large single-color rectangular flags are in a wooden wall rack, eight flags each of blue, white, black, green, and yellow. 1d6 **Ordinary Devils** are in the room on 1d20 rolls GTET 14.
8. **Tower Roof**. The circular roof of the tower, 18 feet in diameter, entered from the Tower Second (#7) by a curving stair in the floor. Two **Type 8C Devils** are here, each equipped with a 25-power binocular and two large rectangular black flags.

Eighth Circle, Barbaricciae and Alchemists

Encounter with Barbaricciae

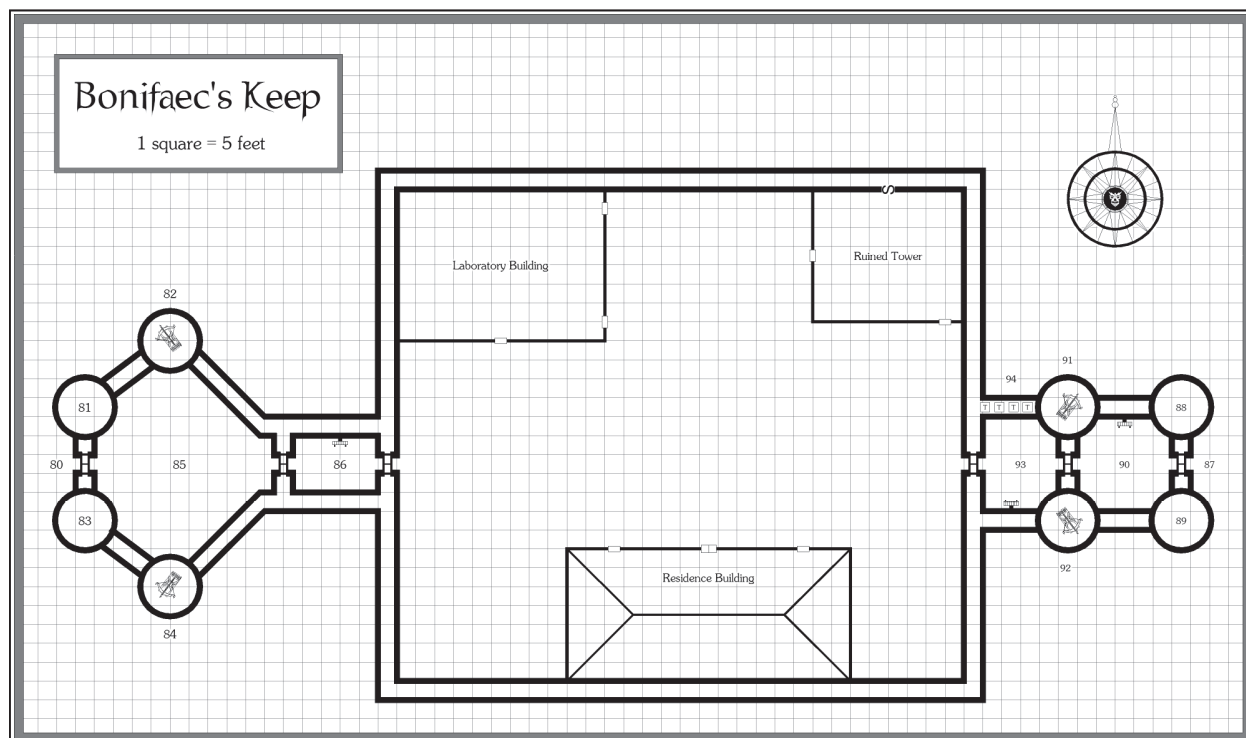
Regardless of whether Adventurers travel the raised ridges or whether they cross the empty spaces between the pits on the plain, they encounter **Diabolic General Barbaricciae** and his entourage between the Fifth and Sixth Pits. He is accompanied by his **Daityas** officers **Farfarrello**, **Cagnuzzo**, **Calcabrina**, and **Alichino**, along with four **Iblis** and twenty **Romatyas** troopers. The General challenges the mortals and threatens to imprison them for a century in the Fifth Pit unless they can tell him what is found in the ziggurat in the pit of the Barraters (answer: *The Brooch of Ivner-abna* or show him the Brooch). **Barbaricciae** can be bribed to allow them passage without combat though he expects mortals to know this; offers of at least 50,000 GP per person plus two enchanted objects are required. **Barbaricciae** allows mortals to retreat to go find the *Brooch*, although if they try to cross to the Sixth pit at a different location, he always finds them. **Barbaricciae** responds to Adventurer attacks and only initiates fighting if Adventurers try to reach the Sixth Pit without reaching accommodation with him.

The Keep of Bonifaec (Alchemist's Keep)

Regardless of the path they choose across the Circle, Adventurers see a dark red stone castle standing a mile away to their north (the clockwise direction) between the Eighth and Ninth Pits. As they approach they see a rectangular keep with two two-story buildings, crenelated walls, and two gates oriented along the Circle radius. The keep is obviously old but well maintained with a decrepit three-story tower on the northeast corner. The Keep walls are 25 FT high, 3 FT thick, and built with embedded lead which prevents magical passage. A secret door (-12 to find, -8 open lock) located in the north wall 20 FT west of the northeast corner gives entry to the crumbling tower at location #46; apply. The keep is occupied by **Bonifaec** (Master Alchemist), his mistress **Perevida**, his assistant **Lionors** (Alchemist), and their house servant **Minnedora**, along with the Devils guarding the gates. The decrepit tower is not in regular use. While the East and West Gates are continually guarded, patrols around the Keep perimeter are rare.

West Gate

The West Gate consists of a six-sided walled enclosure with very smooth 20 FT high vertical walls and 30 FT



Eighth Circle, Alchemist Keep

Eighth Circle, Alchemist Keep, West Gate, continued

high towers, connected to the west wall of the Keep proper by two parallel walls. Each wall is 6 FT thick with a lead core and a paved walkway on top, protected by a flat wall on the outside. Each tower has a rectangular ground floor opening with an open (e.g. no wall or banister) winding interior stairway. The West Portcullis (#80) is usually open and mortals are permitted to enter and speak to the **Iblis** Sergeant in the Outer Courtyard (#85), unless they are obviously acting suspiciously or threatening the Keep. The Inner Portcullis (#86) will not be raised (permitting entrance to the keep) unless Adventurers give a coherent and logical story explaining their presence (succeeds on 1d20 roll GTET [35-Will]). The Sergeant thoroughly questions any unexpected mortal visitors to establish whether they actually have orders bringing them to the Keep. If the mortal's story is dubious the Sergeant attempts to confirm it with higher authorities on 1d20 rolls GTET [{Player's} Will-7]. The tower and courtyard guards do not attack until commanded by the Sergeant (they immediately attack if he is killed or incapacitated).

80. **West Portcullis.** An arched opening in the wall, 7 FT across by 15 FT tall, with an adamantine portcullis raised to about 9 feet; the portcullis is in the open position unless the Devils possess definite information that attackers are in the Keep's vicinity. The portcullis mechanism is along the inside wall of the courtyard (#85).
81. **Northwest Tower.** A 30 FT high stone tower. Two **Type 8A Devils** are on the roof, each armed with a Long Bow, three 20 arrows quivers each, three Javelins (+4 TH versus Good-Aligned, +2 damage), and four ten-pound stone weights.
82. **North Ballista.** A 30 FT high stone tower. Two **Type 8B Devils** are on the roof, each armed with a bladed pike, a sling with a leather bag holding 50 bullets, and a Battle Axe. A ballista is installed on the roof on a swivel which covers 270 degrees of arc and can fire at ranges as short as 50 yards. One ballista bolt is always loaded and 20 more are located in a nearby large wooden box.
83. **Southwest Tower.** A 30 FT high stone tower. Two **Type 8A Devils** are on the roof, each armed with a Long Bow, three 20-arrow quivers, three Javelins

(+4 TH versus Good-Aligned, +2 damage), and four ten-pound stone weights.

84. **South Ballista.** A 30 FT tall stone tower. Two **Type 8B Devils** are on the roof, each armed with a bladed pike, a sling with a leather bag holding 50 bullets, and a Battle Axe. A ballista is installed on the roof on a swivel which covers 270 degrees of arc and can fire at ranges as short as 50 yards. One ballista bolt is always loaded and 20 more are located in a large wooden box.
85. **Outer Courtyard.** A flat open area paved in large rectangular black stones, entered from the west through the open West Portcullis (#80), from each of the four towers through a rectangular opening at the courtyard level, and from the courtyard at the Inner Portcullis (#86) to the east after the closed portcullis is raised. An **Iblis** commanding four **Romatyas** is in the courtyard; each Romatyas has a *Two-handed Sword* +2 (evil aura, versus Good, cleaves limb on rolls of 20 on 1d20, save 1d20 GTET [34-Agility]); the Iblis has a *Flail* +4.
86. **Inner Portcullis.** An normally-closed adamantine portcullis is at the west end controlling entry from the Outer Courtyard (#85), and a 12 FT tall by 8 FT wide wooden gate in the east wall gives entry into the Keep Courtyard area; the portcullis mechanism is along the north wall of the courtyard. The area is paved in large smooth rectangular black stones. A **Daityas** (commanding the whole detachment) with two Romatyas is in the courtyard. Each Romatyas has a *Two-handed Sword* +2 (evil aura, versus Good, cleaves limb on rolls of 20 on 1d20); the Daityas has two *Bolo* +2 (escape 1d20 GTET [29-Agility]) and a *Flaming Sword* +5 (evil aura, cleaves necks on rolls GTET 17 on 1d20 {save 1d20 GTET [32-Agility]}), reflects Fire magic, *summons Fire Elemental* 1/day).

East Gate

The East Gate consists of two interconnected squares with very smooth 20 FT high vertical walls and four 30 FT high towers, connected to the east wall of the Keep proper. Each wall is 12 FT thick with a lead core and a paved walkway on top, protected by a flat wall. Each tower has a rectangular ground floor opening, 40 with an open (e.g. no wall or banister) winding interior stairway. The outer north and south towers (#88, #89) are accessed from the Other Courtyard (#90), while the inner

Eighth Circle, Alchemist Keep

Eighth Circle, Alchemist's Keep, East Gate, continued

north and south towers (#91, #92) are accessed from the Inner Courtyard (#93). The Outer Portcullis (#87) is usually open and mortal are permitted to enter to speak to the **Iblis** Sergeant, unless they are obviously acting suspiciously or directly threaten the Keep. The portcullis giving access to the Inner Courtyard (#93) will not be raised (giving entrance to the Keep) unless Adventurers give a coherent and logical story explaining their presence (succeeds on 1d20 roll GTET [35-Will]). The Sergeant thoroughly questions any unexpected mortal visitors to establish whether they actually have orders bringing them to the Keep. If the mortal's story is dubious the Sergeant attempts to confirm it with higher authorities on 1d20 rolls GTET [{Player's} Will-7]. The tower and courtyard guards do not attack until commanded by the Sergeant (they immediately attack if he is killed or incapacitated).



87. **Outer Portcullis.** An arched opening in the wall, 7 FT across by 15 FT tall, with an adamantine portcullis raised 9 FT; the portcullis is kept in the open position unless the **Devils** possess definite information that attackers are in the Keep's vicinity. The portcullis mechanism is along the north inside wall of the Outer Courtyard (#90).

88. **Outer Tower North.** A 30 FT tall stone tower. Two **Type 8B Devils** are on the roof, each armed with six hp2d8 explosive Grenades, a Crossbow with 25 bolts, six ten-pound weight, and ten Throwing Stars.

89. **Outer Tower South.** A 30 FT tall stone tower. Two **Type 8B Devils** are on the roof, each armed with six

hp2d8 explosive Grenades, a Crossbow with 25 bolts, six ten-pound weight, and ten Throwing Stars.

90. **Outer Courtyard.** A rectangular courtyard paved with smooth circular red stones, separated from the Inner Courtyard (#93) by a normally-closed portcullis in the west wall, and from the exterior by the normally-open Outer Portcullis (#87) in the east wall. The mechanism for operating the outer portcullis is along the north interior wall. An **Iblis** Sergeant and four **Romatyas** occupy the area; the Romatyas are armed with long-handled Tridents +2 (reflects Water magic) and Sergeant carries a weighted steel net, three adamantine Throwing Stars (+2 damage), and a *Scimitar* +3 (evil aura, chain mail ripper, wounds bleed hp/round 1d6 rounds, kills Dwarves in a single stroke on rolls of 20 on 1d20 {save 1d20 GTET [32-Stamina]}). The entries to the North and South exterior towers (#88, #89) are in this courtyard.

91. **Interior North Tower.** A 30 FT tall stone tower. Two **Type 8C Devils** are on the roof, each armed with a Bladed Pike, a sling with a leather bag holding 50 bullets, and a Long Sword. A ballista is installed on the roof on a swivel which covers 270 degrees of arc and can fire at ranges as short as 50 yards. One ballista bolt is always loaded and 20 more are located in a large wooden box.

92. **Interior South Tower.** A 30 FT tall stone tower. Two **Type 8C Devils** are on the roof, each armed with a Bladed Pike, a sling with a leather bag holding 50 bullets, and a long sword. A ballista is installed on the roof on a swivel which covers 270 degrees of arc and can fire at ranges as short as 50 yards. One ballista bolt is always loaded and 20 more are located in a large wooden box.

93. **Interior Courtyard.** A rectangular courtyard entered from the Keep proper through an arched wooden door 7 FT wide by 12 FT tall in the west wall and from the Outer Courtyard (#90) through a normally-closed portcullis on the east side. The north and south Towers (#91, #92) are accessed from this courtyard. A **Daiyyas** officer (overall Gate commander) and three **Romatyas** are in the courtyard; the Romatyas are armed with Short Bows and quivers holding 12 *poisoned* arrows (1d100 minutes paralysis, save 1d20 GTET [26+{number arrow wounds}-Stamina], death from cardiac arrest on roll of 1); the Daiyyas is armed with a *Shocking Staff*

Eighth Circle, Alchemist Keep

Eighth Circle, Alchemist's Keep, East Gate, continued

93. **Inner Courtyard**...(42 charges, 1d12 electrical damage, save 1d20 GTET [28-Stamina]) and a *Short Sword* +3. The portcullis mechanism is located along the south interior wall of the courtyard.

94. **Wall Cells**. The Devils use the top of the north courtyard wall to house temporary prisoners. Four bronze trap doors are in the pavement top, each secured with a heavy metal slide and padlock (-9 open lock). There are no stairs from the courtyard level to the top of the walls, though the cells can be seen from the top of the inner towers. Underneath each door is a single cell, 7 FT by 10 FT, lined with a thin layer of lead; a chamber pot is in one corner and a thick heap of straw is in another. The first cell holds an HD5 **Common Troll**, the second cell is empty, the third cell holds **Rernor**, a HD7 Doppelganger, and the last cell holds **Kevern Aethirn**, a Dwarf Warrior L10.

The Residence Building

A rectangular two-story stone building taking up the entire south side of the keep courtyard, 75 FT by 35 FT, with two single doors and one double-door along its north wall. The south wall also form part of the Keep's walls. If Bonifacec, Perevida, Lionors, or Minnedora are not in a room 1d4 **Type 8A Devils** are present on 1d20 rolls GTET 17. Determine the initial locations of the inhabitants using 1d20:

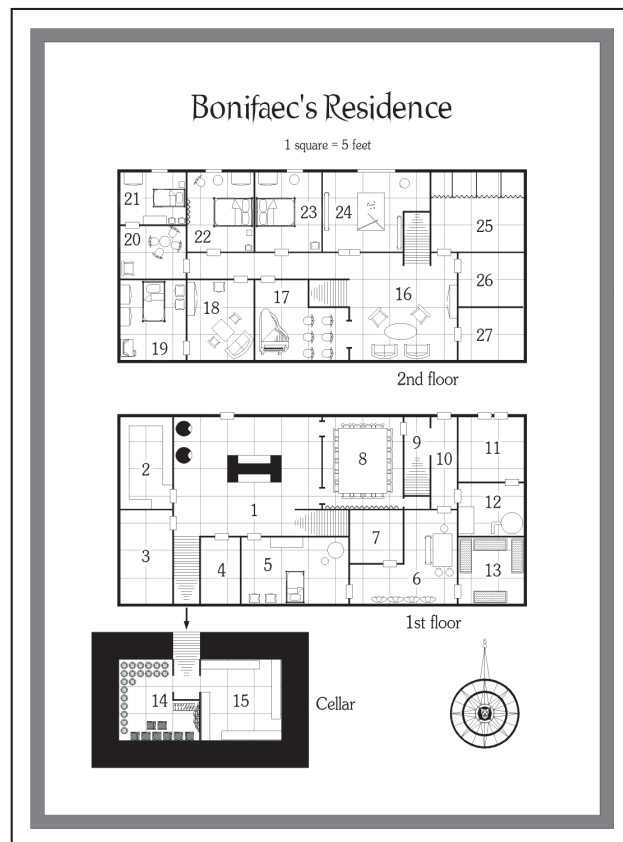
Bonifaec. (1) away from the Keep, (2) #8, (3) #8, (4) #8, (5) #16, (6) #17, (7) #18, (8) #18, (9) #19, (10) #19, (11) #24, (12) #25, (13) #28, (14) #28, (15) #28, (16) #31, (17) #38, (18) #39, (19) #39, (20) #40.

Perevida. (1) #1, (2) #6, (3) #6, (4) #8, (5) #8, (6) #8, (7) #17, (8) #17, (9) #17, (10) #18, (11) #18, (12) #18, (13) #19, (14) #22, (15) #24, (16) #24, (17) #24, (18) #25, (19) #39, (20) #40.

Lionors. (1) #1, (2) #8, (3) #8, (4) #16, (5) #16, (6) #16, (7) #18, (8) #20, (9) #20, (10) #21, (11) #21, (12) #24, (13) #25, (14) #25, (15) #25, (16) #39, (17) #39, (18) #40, (19) #40, (20) #40.

Minnedora. (1) #1, (2) #1, (3) #1, (4) #2, (5) #4, (6) #4, (7) #5, (8) #5, (9) #5, (10) #5, (11) #6, (12) #6, (13) #8,

(14) #8, (15) #13, (16) #14, (17) #15, (18) #16, (19) #16, (20) #25.



First Floor

1. **Kitchen**. The exterior door is locked (-5 open lock) on 1d20 rolls GTET 16. Stairs on the south wall leads to the underground root and wine cellars (#14, #15), stairs in the southeast corner lead to the Second Floor (#); the door to Minnedora's room (#5) is locked (-4 open lock). The room contains a large brick-lined hearth in the center of the room, two beehive-shaped ovens, a brick charcoal-box topped with a large iron griddle, three wooden tables, five wooden stools, a stone chest *spelled* to remain at 38 degrees, a padded rocking chair, a stone water cistern with metal hand pump, and four buckets of sand. Iron and copper pots and skillets hang from iron ceiling hooks. Kitchen utensils hang from a metal rack on the west wall. An upright wooden cabinet against the east wall contains additional cooking implements, along with half-pound clay pots of ground pepper, salt, sugar, sage, oregano, cinnamon, paprika, coriander, garlic, cloves, and dill. A bronze

Eighth Circle, Alchemist Keep

Eighth Circle, Alchemist's Keep, Residence Building, continued

1. **Kitchen**...bell attached to the south wall between rings whenever Bonifae rings a small little silver hand bell he carries.
2. **Larder**. Each wall in this room is lined with wooden shelves at 1, 3, and 5 FT off the floor. The shelves contain many wooden boxes which hold ten varieties of vegetables and six types of fruit. Also on the shelves are flasks of honey, clay pots of salt, ground white flour, corn meal, sugar, dried wild rice, lard, and molasses, along with five wheels of white cheese. In the room's center of the room are casks of good quality red wine, medium white wine, apple cider, and grape juice, and barrels of oil, dried red beans, excellent brown ale, and pickles. This food is in good condition and bears recent wax seals (consumption does not tie the user to Inferno).
3. **Cold Locker**. The south wall has wooden shelves at 1, 3, and 5 FT off the floor. Three rows of eight large hooks are firmly mounted in the ceiling. *Spells* maintain the room at 36 degrees. The room contains six sides of beef, two swine carcasses, six whole chickens, two whole turkeys, three braces of coney, four whole quail, a side of venison, and half a goat. Wooden boxes on the shelves hold boxes of pork sausage links, blood sausage, iced fish, oysters in the shell, pickled pigs feet, and pheasant meat. This food is in good condition and bears recent wax seals (consumption does not tie the user to Inferno).
4. **Broom Closet**. The room has wall racks holding ordinary brooms, wide push-brooms, mops, and dusters. Also in the room are aprons, wooden buckets, a box with five pairs of thin leather gloves, sponges, metal garbage pails, flasks of liquid soap, clay pots of lye and potash, pumice stones, cloth sacks full of rags, and a clay pot of silver polish.
5. **Minnedora's Room**. Both doors have bronze key locks (-4 open lock). The room contains a large four-poster bed with canopy, a circular table with stool, a well-made rocking chair, two unlocked wooden chests, and an upright armoire with silver key lock (locked, -6 open lock). An oval red rug is on the floor, two lit oil lamps are attached to the south wall by iron brackets, and a graveyard tapestry hangs on the north wall. Three cross-stitches in their frames are on the table along with an empty pewter stein and plate, and a pewter candlestick with white candle. **Minnedora** is in bed asleep on 1d20 rolls GTET 11 (when she is here).
- The wooden chests contain work dresses, short-sleeved tunics, woolen pants, underclothes, linen blouses, night dresses, thick towels, sweaters, a torn apron, and long-sleeved work shirts. The armoire contains a hooded leather cloak, wide-brimmed hats, two woolen blankets, two pairs of ordinary leather gloves, a woven poncho, four pocketed vests, three pairs of leather shoes, a pair of knee-length leather boots, leather belts, two ankle-length dresses, and a leather jacket. In the armoire's wooden drawers are a 3 GP silver hairbrush, a 20 GP ivory-and-ruby comb, 2 platinum pieces, a 6 SP glass mirror set in a copper handle valued at 6 GP, two 25 GP diamonds, a 67 GP silver-turquoise locket, an oval picture of a middle-aged man set in a silver frame, two pictures of male children painted on a glossy black wooden square, a leather sewing kit, a 50 GP plain gold ring, a 340 GP antique dagger with silver blade and emeralds on the cross guard, and a 46 GP silver harmonica. Hidden (-9 to find) inside the second hassock is four 1d12*150 GP pearls, 42 platinum pieces, and a parchment map marked in Common: '*Hidden Hoard of the Minotaur Prince*,' dated 24 years ago.
6. **Sewing Room**. The door on the west side to Minnedora's Room (#5) is locked (-4 open lock). The room contains a large wooden table, stools, a wooden coffer, a wooden bench, four upright torso manikins (two female/two male), two wooden blanket racks holding three unfinished quilts, a rectangular shelving unit holding twenty bolts of cloth (each 2d20 SP), eight large pieces of tanned leather, and fourteen spools of colored yarn, two wooden boxes each containing 30 needles stuck into pin cushions, a rack of fifty spools of thread in many colors, and nine circular sewing frames. Three metal irons hang on the wall. The coffer holds: six 4 GP silver thimbles, thread pullers, seam rippers, a pouch of 38 ivory buttons totaling 6 GP, a pouch of ten 1 GP gold buttons, three 45 SP silver buckles, a leather pouch of 40 black buttons, and copper knitting needles.
7. **Storage**. The room is empty except for a large dust-covered rug loom.

Eighth Circle, Alchemist Keep

Eighth Circle, Alchemist's Keep, Residence Building, continued

8. **Dining Room.** The room has honey-colored parquet flooring and darker wood paneling, with a large crystal chandelier hanging from the center of the ceiling. A 620 GP tapestry depicting Centaurs and the River of Blood hangs from a gold rod on the south wall. Four portraits of men in antique-styled robes hang on the east wall in ornate devil-image gold frames cast. The northmost picture is valued at 3680 GP, it depicts the infamous Wizard Tanninhowser and was painted 400 years ago by the master Ieganorim; the other pictures are valued at 225 GP each; each gold frame is valued at 140 GP; behind (-5 to find) the third picture from north is a scroll with a spell which *disintegrates up to 8 Devils of LTET HD8* (save 1d20 GTET 18, 50 FT). The room is furnished with a massive rosewood table, 12 FT by 9 FT wide, with twenty elaborately-carved leather padded sandalwood chairs, an upright liquor cabinet, and a large china cabinet with hutch. The liquor cabinet contains twenty-two 100 GP fine crystal (quart) decanters, filled with a variety of fine wines, brandy, cognac, vodka, rum, and other distilled spirits (contents are each 1d12*75 GP). The china cabinet holds full place settings for twenty-four at 50 GP each, twelve large serving dishes at 18 GP each, and silver flatware for twenty-four at 22 GP/set.
9. **Bottom Landing.** The stairs lead up to the Second Floor.
10. **First Floor Hallway.** The exterior door has a lock (-6 open lock) but is found unlocked on 1d20 rolls GTET 4. The walls are paneled in rosewood, the floor is white tile with blue grout, and the ceiling is painted like a sunny sky. A long red tasseled floor runner is down the center of the hall. Five portraits of young blonde women hang on the west wall, each one are dressed in a formal gown and wearing a silver tiara; the portraits are labeled (north/south) 'Keznha,' 'Fausta,' 'Maeritta,' 'Grekinnia,' and 'Thomasinna.' The eyes of Maeritta are spelled (*illusion*) to open and close and they appear to track passers by. The portrait of Thomasinna holds a *hidden Class C Demon* sent to spy on activities in the Keep; if the portrait is damaged or destroyed the demon manifests.
11. **Coal Bunker.** The room is filled with crushed coal; three metal shovels stick out of the large pile and there are four scuppers. A **Type 8A Devil** is in this room (assigned to feed the boiler in #12) on 1d20 rolls GTET 13.
12. **Boiler Room.** The room is 98°F and lit by the deep red flickers of a large cylindrical boiler; a thick cold water pipe comes through the floor and turns into the boiler and several pipes exit the boiler top and disappear into the ceiling; one hot water pipe runs to the kitchen. A heavy wooden workbench is along the west wall. Four filled scuppers of coal stand ready to be thrown into the boiler. A variety of good quality tools are on the bench, including hammers, a wood mallet, pipe wrenches, hacksaw with bent blade, screwdrivers, a 130 GP pair of adamantite pliers, a 55 GP adamantite metal punch, C-clamps, roll of copper-alloy solder, and a pair of calipers. On the east wall hang two long pairs of tongs, a metal stoking rod, a long-handled metal scoop, a long leather apron, a pair of blue-tinted spectacles, and a pair of insulated leather gloves. A **Type 8A Devil** is here on 1d20 rolls GTET 5.
13. **Laundry.** The room has a white tile floor with a 3 inch drain pipe in the center. A pipe through the north wall ends in a valve (the pipe is hot to touch; if the valve is opened the water is scalding). The room contains four water-filled stone troughs, a scarred wooden table, a tapered wood table, two stools, a (dry) wooden washtub with metal washboards and attached hand-cranked roller press, three large metal buckets, and six oval baskets stacked on top of one another. On a wooden shelf on the south wall are clay pots of white and pink soap, two glass jars of vinegar, a hand scrub brush, a jar of mint leaves, a glass jar of bleach, and a jar of camphor.
14. **Root Cellar.** An L-shaped room 14 FT underground, entered from the stairs descending from the Kitchen (#1) through an arched opening on the east wall, kept at 44°F. The room contains a barrels of carrots, green beans, corn on the cob, cucumbers, turnips, red onions, spinach, red apples, and small oranges. Burlap sacks hold dried beans, dried peas, wheat flour, white flour, salt, white sugar, and ground corn. Wooden crates hold strawberries, blackberries, and dates and figs. Metal urns hold raw milk, cream, and butter. Wooden shelves on the north wall hold a variety of pickled and persevered foods, jams and jellies, and honey. There are also

Eighth Circle, Alchemist Keep

Eighth Circle, Alchemist's Keep, Residence Building, continued

14. **Root Cellar**... fifteen small glass jars of spices, each jar valued at 1d20*1d4 GP. This food is in good condition and bears recent wax seals (consumption does not tie the user to Inferno). The room is occupied by five HD4 **Hell Rats** (disease, fire breath).
15. **Wine Cellar**. The room is entered through an archway at the bottom of from the stairs descending from the Kitchen (#1), is 14 FT underground, and is kept at 44°F. The floor and walls are red brick while the ceiling is made of old oaken beams. The room holds four 9 FT bottle racks; each 18 bottles by 5 rows high for a total of 90 bottles/rack or 360 total bottles. Two racks hold red wines, one rack holds white wines, and the last rack holds a variety of fruit wines. Each bottle is valued at 50+(1d20*20) GP. The room is occupied by four HD5 **Hell Rats** (disease, fire breath).

Second Floor

No (random) **Devils** are found in rooms 18, 19, 20, or 21, if these are not occupied.

16. **Parlor**. A corridor leading to the bedrooms exits the west wall; the doors to Bonifac's parlor (#18), and Lionor's parlor (#20) are reinforced wood and are locked (-10 open lock); the doors to guest rooms #23 and #24 have locks (-5 open lock) but are found unlocked. The room is furnished with two plush couches, two stuffed chairs, a padded rocking chair, an upright cabinet, a low oval table, two square tables, four tall brass candlesticks each with a 20 inch white candle, and a small game table. A dart board hangs on the south wall. A 215 GP ivory chess set is on the table. The cabinet holds decks of cards, game score sheets, a leather bag of round ivory chips, a cribbage board, a 42 GP box of ivory dominos, five 50 SP silver steins, two 25 GP crystal decanters filled with red wine, four 15 GP crystal goblets, a set of adamantite {game} darts, and twelve 1d12 GP books (seven written in foreign languages).
17. **Music Room**. The room has a light parquet floor, whitewashed walls, and a red ceiling with 3 (unlit) silver chandeliers, one in each area of the room. The room is furnished with six silver straight-backed chairs with plush yellow cushions, eight silver music

stands (two with sheet music), an upright harpsichord with bench, and a shelf on the west wall with three 100 GP gold metronomes, two conducting wands, three 20 GP hand bells, two empty leather scroll tubes, an 80 GP porcelain figure of a woman playing a flute, and a bronze megaphone. Also in the room on upright silver instrument stands are a guitar, banjo, violin, saxophone, french horn, and trumpet. Each instrument has the *aura of enchantment*; any person handling an instrument is capable of playing with at least minimal skill, even without previous musical training. When the *banjo* is played by a Minstrel or Bard, it causes all creatures to dance uncontrollably (40 FT, save 1d20 GTET [26-Will], checked every 3 minutes). When the *trumpet* is played by a Minstrel or Bard, it causes all creatures to be deafened 1d00 minutes (50 FT, save 1d20 roll GTET [28-Stamina], checked every 3 minutes; a person is also *confused* 1d100 minutes on a saving roll of 1, 2, or 3). 1d8 HD5 **Hell Boar** (flame breath) are summoned by playing the saxophone, the Boar attack the summoner.

18. **Bonifac and Perevida's Parlor**. The stout wooden door to the Bedroom (#19) has an adamantite lock (-14 open lock); Bonifac and Perevida carry keys. The floor is carpeted with an another circular rug in the center; the walls are paneled in light wood, and the ceiling is painted a light blue, with an unlit crystal chandelier. The room is furnished with a polished wooden table with a white tablecloth (Adventurers notice a pair of eyes in the center of the sheet on 1d20 rolls GTET [34-Intelligence]), three padded wooden chairs, a stuffed sofa, low oval table, two hassocks, five 5 FT brass cylindrical candlesticks with lit blue candles, an upright open cabinet, and a brass trunk (-10 open lock). Four gold lanterns are attached to the walls by gold brackets. A 10 SP pewter vase, two 14 SP pewter steins, a 21 GP silver table setting and a 45 GP crystal serving dish are on the table.

An arsenic-coated dagger (fatal in 1d8 rounds, save 1d20 GTET [32-Stamina]) is hidden (-6 to find) in the sofa where it can be easily reached. The fourth brass candlestick is hollow and can be unscrewed (clockwise) to reveal a scroll which appears to be the spell *Fire Attack* (user is actually *paralyzed* 3d20 rounds, save 1d20 GTET [28-Will]). The upright cabinet holds four 3d10*20 GP carved ivory pieces (2 tigers, a six-armed Naga with swords, and a

Eighth Circle, Alchemist Keep

Eighth Circle, Alchemist's Keep, Residence Building, continued

19. **Bonifae and Perevida's Bedroom**...Warrior in plate armor), a 1630 GP antique gold plate with a painted city scene done by the master Nolnorrian, a 280 GP antique brass flute, two 100 GP crystal candlesticks, and three 10 inch oval oil portraits: a mature couple (Perevida's parents), a young blonde girl (Perevida's sister), and a group of three young men (Bonifae's brothers).

The tablecloth (strong aura of evil, aura of enchantment) is of a light material. It becomes an HD6 **Ghost** (silver weapons, panic, gaze, Agility drain, aging touch) if mortals ransack the room or enter the Bedroom (#19).

Any living person who passes through the door triggers a summoning spell (two HD8 **Gorgon**; password '*Unholy Ahrimann*'). A good Priest or Crusader feels a strong aura of evil on their skin upon entering.

The room is carpeted in a long blue carpet, the walls are paneled in a light wood, and the ceiling is painted white with scenes of flying devils. The room is furnished with a large queen-sized four-poster bed with thick red hanging curtains (the curtains completely *filter any airborne poisons*), a dresser with attached mirror, two upright armoires (-9 open locks), two stout wooden chests (-6 open locks), an upright clothes stand, and a tall thin dressing table. On the clothes stand are a man's and woman's robe, a fur-lined hooded white woolen cloak (*Cloak of Winter Concealment*), a short-sleeve tunic with a large gravy stain on the front, a 52 GP blue low-cut pastel gown, and a bowler hat (wearer *hears any mention of their name*, 200 FT). A highly reflective full-length mirror is mounted on the inside of the door. A shallow copper dish on the dressing table is filled with cold ashes.

The first armoire belongs to Perevida. It contains a variety of sexy underclothes, a leather bag of women's personal hygiene supplies, a cloth bag of curlers and hair pieces, beaded gowns, silk blouses, sweaters, woolen tunics, tartan skirts, a pair of knee-high boots, brown leather shoes, slippers, white towels, and three pairs of leather gloves. A set of *Shadow Garb* is in a hidden (-8 to find, -6 open lock)

compartment in the bottom (accessed from the rear).

The second armoire belongs to Bonifae and is found unlocked. The armoire contains men's underclothes and socks, brown shirts, tunics, red vests, an ankle-length robe, short pantaloons, a pair of leather pants, leather belts, a sash, two derby hats, two leather aprons, leather shoes with hardened toes, a pair of goggles, and a pair of thin leather gloves.

The first chest belongs to Perevida (-8 open lock; -8 find trap, -6 disarm trap, 3x *poison needle trap*, avoid 1d20 GTET [28-Agility], *paralysis* 3d12 minutes, save 1d20 GTET [32-Stamina]). An person allergic to the poison *dies* (save 1d20 GTET [36-Stamina]; a Human is *allergic* on 1d100 rolls of 1, a Dwarf on 1d100 rolls GTET 90). The chest contains a silk purse holding two 1400 GP rubies a 2800 GP pearl, three 7403 GP sapphires, eight 500 GP topaz, and a 63 GP piece of turquoise. The chest also holds a thick quilt made by her grandmother, a small rosewood box with a 13,500 GP string of pearls, a small teak box holding two 100 GP gold-and-amethyst rings, a small teak box holding a pair of 300 GP gold-and-ivory earrings, four 4 SP copper armbands, a long-stem pipe, six pouches of good quality pipe weed, a leather pouch containing a pipe lighter and pipe cleaning supplies, 50 FT of quarter-inch rope (*enchanted* to 1500 pound breaking strength), a bur-lap sack holding 12 adamantite spikes (*enchanted* to be silent), and a 14 GP good quality harmonica.

A floor compartment hidden (-7 to find, -4 open lock) underneath Perevida's chest {must move the chest} holds a leather Cap, open metal *Helm AC+10*, leather Armor *AC+14*, studded leather arm protection, leather *Gauntlets AC+10*, a set of *Lockpicks +1*, a pair of *Gloves of Identification*, a pair of *Lockpick Gloves +3*, a pair of *Winged Boots*, and a *Handbook of Stealing* (Rascal adds 25,000 XP by reading).

The second chest belongs to Bonifae (-8 open lock; -10 find trap, -10 disarm trap, *bladder of acid vapors* released when the lid is lifted unless a peg on the left side is located and held down). A person breathing the fumes suffers hp1d8 immediate damage plus hp1/hour for 2d20 hours (save 1d20 GTET [32-Stamina], permanently reduce Stamina 1d4 on save roll of 1). The chest contains a leather bag with 42 SP, 310 GP and 12 platinum coins, two *1d12 Potions of Healing*, a *Tonic of Disease Reversal*, two doses of *Poison*

Eighth Circle, Alchemist Keep

Eighth Circle, Alchemist's Keep, Residence Building, continued

19. **Bonifae and Perevida's Bedroom**...*Antidote*, a *Potion of Invisibility*, three leather-bound journal notebooks (diaries) written in a foreign language, a prayer book to Ahrimann (aura of evil), two 60 GP strings of black opals consecrated to Ahrimann (aura of evil), a 15 GP wooden icon of Ahrimann dressed in a high-colored black robe and holding a staff topped by three gold snake heads (aura of evil), a 10-inch long gold (metal) snake head (a mechanism for delivering precise doses of poison, aura of evil), and a long black woolen scarf. (Once translated) His diaries mention a patron, Ghergallius, from {insert city and province in the Games Master's campaign}; Ghergallius has a connection with Prince Amayon and arranged for Bonifae to spend 5 years here in the Keep following a notorious poisoning incident in {insert town and country from the Games Master's campaign}.

20. **Lionor's Parlor**. The corridor door has an adamantite lock (-10 open lock, Lionors has the key); a silver door (-6 open lock) in the north wall leads to Lionor's Bedroom (#21). The floor is a light brown tile, the north and south walls are paneled in redwood while the west and east walls are painted brown with waist-high redwood paneling, the ceiling is whitewashed with a mural of a ring of five fire Demons. The room is furnished with a thick stuffed chair, soft stuffed hassock, a small round table with four straight chairs, three tall bronze candlesticks with green candles (lit if Lionors is present), and a small cast-iron heater with a scupper of coal, coal scoop, and an iron poker. On the table are a 28 GP crystal decanter of with 66 GP of brandy, three glass shot glasses, a copper ash tray, three 2 GP long cigars, a book of thirty matches, a deck of tarot cards, and a scroll of twenty crossword puzzles. A 1420 GP antique tapestry hanging from a silver rod on the north wall depicts a desert sundown over a deep canyon.

A chemical bladder concealed in the ceiling (-12 to find, -8 disarm trap) opens when the door to the Bedroom is opened, allowing air to mix with the chemicals it contains, creating a heated thick white poisonous smoke. Persons submerged in the smoke suffer 2d4 burn damage and suffer temporary cataracts (1d20 days, save 1d20 GTET [32-Stamina]); affected

persons have a -2 TH modifier. Breathing the smoke causes hp1d12 lung damage and intense coughing fits upon exertion for 1d12 hours (save 1d20 GTET [28-Stamina]), apply a -5 TH modifier while affected. The right support bracket for the tapestry conceals (-6 to find) a small metal stud which protrudes one-half inch from the wall when the north door closes; pressing the stud disarms the poison gas trap.

21. **Lionor's Bedroom**. The floor is tiled in a white-blue-yellow pattern, the walls are a honey-colored paneling, and the ceiling is painted a pastel yellow. The room is furnished with a queen-sized four-poster bed with thick yellow curtains, oaken night stand, a padded rocking chair, a three-drawer dresser with small rectangular mirror at the top, an unlocked up-right armoire, and two iron-banded chests. A thick yellow-and-green oval rug is on the floor next to the bed. A tapestry of a chemistry laboratory with many colorful bubbling potions hangs from a wooden rod on the west wall.

The armoire contains ordinary male underclothes, a hard leather shaving kit, typical male toiletries, heavy linen shirts, short-sleeve tunics, a leather vest, long pants, a 22 SP red leather belt with silver buckle, a black silk cape, two pairs of black knee-high boots, brown leather shoes, a thick woolen robe, a pair of dark green leather gloves, a leather riding crop, two knit caps, and a wide-brimmed hat.

The dresser drawers contain eight leather-bound books on alchemical processes written in foreign languages (each 125 GP). A person reading all books *gains the ability to perform Alchemy* to a minimally proficient degree. A shallow ceramic dish on top holds eight small brown pills; two pills taken within a minute of exposure are an *antidote to the poison gas*.

The first iron-banded chest has no lock and contains blankets, a quilt, a pillow, bedding changes, and thick knit towels. The second banded chest has a 12-letter combination lock, labeled A through L; the correct combination is LAB (-12 open lock). An 1d10 *exploding glyph* is inscribed on the lid's underside (6 FT blast, save 1d20 GTET [32-Stamina]). The second chest contains a leather folio with six watercolor pictures of family members, a foil-wrapped packet of love letters written to a woman named Brionwen in a foreign language, a leather bag holding: 32 SP, 73 GP, a vial of *Ahab's Storm Dust*,

Eighth Circle, Alchemist Keep

Eighth Circle, Alchemist's Keep, Residence Building, continued

21. **Lionor's Bedroom**...a *Deck of Fortune* with one card already picked, a copper *Pitcher of Thirst*, a silver *Sweetwater Goblet*, a *Telekinesis Wand* (52), a small 10 GP silver box containing a silver-turquoise *Ring of Flying* (30), a *Stoning Draught*, a *Shapeshifting Potion (Giant Spider)*, a *Weakness Draught*, and a pair of dark brown leather *Flaming Fingers Gloves*.
22. **Left Guest Bedroom**. The stout wooden door is found unlocked (-5 open lock when locked). The floor is dark hardwood with an oval green rug. The room is furnished with a twin-size four-poster bed with white lace curtains, a cedar night stand, an (empty) cedar chest with a silver lock (-6 open lock, unlocked), a rocking chair, an (empty) upright armoire, chamber pot, and a small round table with a copper shaving basin and copper pitcher. A faded tapestry of a Warrior riding a Green Dragon hangs from a wooden pole on the west wall. The room is unoccupied.
23. **Right Guest Bedroom**. The stout wooden door is found unlocked (-5 open lock when locked). The floor is dark hardwood with a rectangular blue rug (*Swimming Carpet*). The room is furnished with a twin-sized four-poster bed with thick blue curtains, a small round table with a shaving basin and pewter pitcher, two straight chairs, a simple oaken box with hinged lid (blankets, pillow, sheets), an (empty) upright armoire, chamber pot, and a small coal-fired heater with a scupper of coal and iron poker. A small 34 GP oval mirror valued at hangs on the east wall. The room is unoccupied. A loose (and squeaking) floorboard in the northeast corner hides (-8 to find) a spell scroll (Fire: *Invisibility*, *Identify Enchanted Object*, *Daylight*, *Remove Blindness*).
24. **Billiards Parlor**. The room is carpeted in dark green with green-silver wallpaper on the walls, and a dark red ceiling with two crystal chandeliers. The room is furnished with a large antique billiards table, padded benches against the west and east walls, and a small circular table. A rack on the west wall holds eight billiard sticks, two triangles, a wooden pointer, and several pieces of blue chalk. A thin rod attached to the north wall has 40 white and 40 dark wooden beads. Three lit gold oil lanterns are attached to the south, west, and north walls by gold brackets.

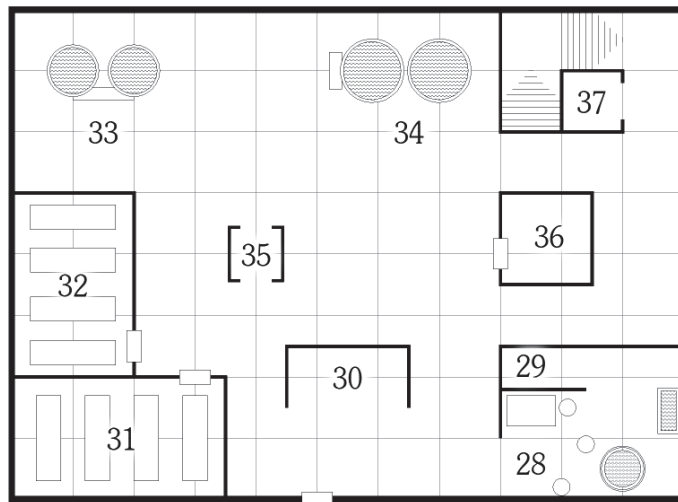
The billiard table is decorated with many flower flourishes and other carvings. The north and south ends of the table each have six carved knobs in horizontal row across the top; in both cases when the second knob from the left is pulled out it reveals a wooden handle with an adamantite *Rapier* +2 blade attached (+1 damage).

25. **Baths**. The floor, walls, and ceiling are a dark slate. Along the back (north) wall are four curtained stalls or enclosures each with a floor drain, and two pipes coming through the floor to a metal plate with many holes positioned above the drain; when the left valve is manipulated cold water flows through the metal plate to the drain; hot water flows when the right valve is manipulated. In the middle of the room are two large oval wooden tubs with pipes connecting the tub with the floor on both the west and east ends; the tubs are filled with water, one lukewarm to the touch and the other hot. A smaller tub is filled with cold water.
26. **Catoblepas Room**. The floor is a bare grey stone, the walls are whitewashed but turned grey, and the ceiling is painted red, with no furnishings. A HD6 **Catoblepas** is imprisoned here on 1d20 rolls GTET 13 (death gaze, death breath).
27. **Dorofiea's Prison**. The floor is a bare grey stone, the walls are whitewashed but turned grey, the ceiling is painted red, with no furnishings. Two dirty tin pans are on the floor with the remains of food, and a partially-filled chamber pot is in the northeast corner. **Dorofiea**, an HD4 Medusa, is kept here by Bonifae for the venom and scales from her snakes.

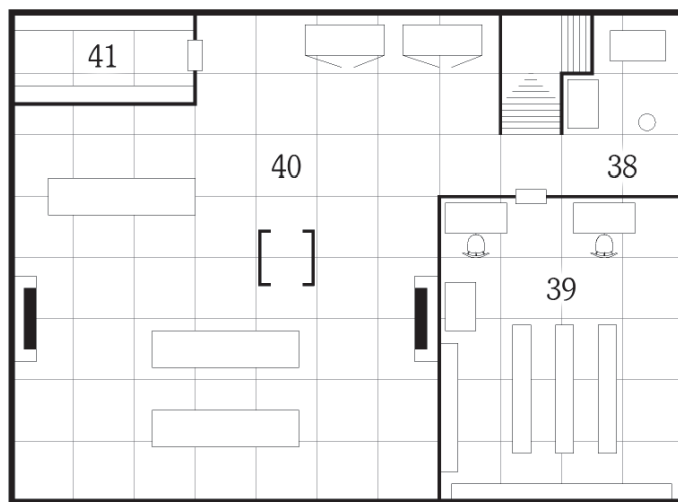
Laboratory Building

A rectangular two-story stone building with a flat wooden roof, 55 FT by 40 FT, located in the northwest corner to the keep. Steel doors with adamantite locks (-9 open lock; always locked, Bonifae and Lionors carry keys) are located in the center of the south wall, and at the north and south ends of the east wall. When Bonifae and Lionors are both inside the building each door is also barred from the inside (two ironwood beams per door). An area described as empty holds 1d4 Type **8B Devils** on rolls GTET 14. See the map on page 128.

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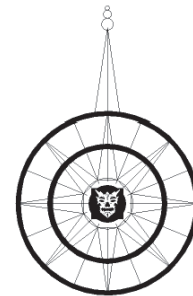
1st floor



2nd floor

Alchemist Laboratory

1 square = 5 feet



First Floor

28. **Glass Shop.** The north wall extends across the western half of the area and separates the shop area from the storage area (#29). The working area has a 4 FT by 3 FT tall circular fire pit filled with softly glowing heated charcoal, three tall wooden stools, a shallow rectangular

stone trough of water, a 3 FT by 1 FT by 1 FT stone block, two foot-operated leather-wood bellows connected to the base of the fire pit, and a heavy wooden table in the northwest corner. Two metal pokers and three breathing tubes lean against the fire pit. Tools found in the area include metal tongs of various sizes, three pairs of thick fire-resistant mittens, a metal face

Eighth Circle, Alchemist Keep

Eighth Circle, Alchemist's Keep, Laboratory Building, continued



28. **Glass Shop**...shield with eye slit, a scorched leather cap, a sharp knife, a leather bag of cloth rags (very flammable), pots of glass polish, a fine metal file, a small clay pot of resin putty, and a wooden form (for making beakers). Long leather aprons hang on pegs on the south wall. Five (unlit) oil lanterns are attached to the north and south walls by iron brackets and hooks.

29. **Glass Storage**. The alcove holds twenty 3 FT square panes of glass, eighteen rectangular pieces of glass, fifty hollow glass tubes of various diameter, twelve 20-inch blocks of glass, and four large metal buckets of glass shards.

NOTE: This area (#30) contains fine charcoal dusts with high explosive potential. The dust explodes for *3d10 damage* on 1d20 rolls GTET 11 if open flames (e.g. torch, candle, or open lantern) are carried into the area. Any use of enchanted fire spells resulting in flames larger than those of a lamp causes an explosion on 1d20 rolls GTET 4. A fire here spreads to the chemical storage area (#31) on 1d20 rolls GTET 6. An explosion in this area causes damage to the second floor on 1d20 rolls GTET 16 (if the fire spreads to the second floor, the laboratory area (#40) is affected on 1d20 rolls GTET 7, the library (#39) is affected on rolls GTET of 10. An explosion here causes a secondary explosion in the chemical stock (#31) on 1d20 rolls GTET 7.

30. **Charcoal Stock**. This area is enclosed on three sides and contains large open piles of enriched charcoal briquettes, along with five large metal buckets, two

long-handled scoops, two metal shovels with square blades, and a straw broom.

NOTE: This area (#31) contains a variety of flammable chemicals, as well as chemicals which produce toxic vapors when burned. A *4d12 explosive fire* occurs on 1d20 rolls GTET 8 if torches or other large open source of flames is carried into this area; any use of fire or electrical magic in this area also causes a fire. No fire occurs if Adventures take reasonable care with candles, lamps, lanterns, and other small light sources (succeed on 1d20 roll GTET [22-Agility]). Persons in the room when a fire starts are trapped unless succeeding on a 1d20 roll GTET [27-Agility]. Exposure to the smoke from a fire in this area causes 1d100 minutes *unconsciousness* (save 1d20 GTET [34-Stamina], die on roll of 1). Chemical fires are not extinguished by water (or water spells), and are extinguished by removing oxygen only on 1d20 rolls GTET 7 (self feeding). Explosions in this area cause a second floor fire damage on 1d20 rolls GTET 15. An explosion in the charcoal stock (#30) causes a secondary explosion in the chemical stock on 1d20 rolls GTET 7, delayed by 1d20*10 seconds. An explosion here causes a secondary explosion in the charcoal stock (#30) on 1d20 rolls GTET 13, delayed 1d20*10 seconds.

31. **Chemical Stock**. The stout wooden door in the east wall has a steel lock of Dwarven manufacture (-6 open lock). A sign on the door in Infernal Cant translates as, '*Danger, Flammable and Corrosive Materials.*' The room has four rows of shelves that hold more than three hundred fragile clay pots, glass jars, and other containers. Each container holds 3 to 5 pounds of dry chemical, or 1 to 2 quarts of liquid chemicals. The contents include: jars of ordinary mold, oils and rendered fats, cured lard, weak and strong vinegar, pH solution, pure alcohol, weak and strong fuming hydrochloric acid, weak hydrofluoric acid, weak citric acid, moderate acetic acid, strong sulfuric acid, saline solution, brine and pickling solution, weak and strong alkali solution, ether solution, peroxide, benzene, kerosene, turpentine and gum spirits, common salt, rock salt, bitumen, soda ash, ground pumice, ground limestone, ground sea shells, potash, powdered charcoal, diatomaceous earth, powdered sulfur, powdered aluminum, flasks of mercury, bars of lead and brass and copper, blocks of wax, blocks of tree resin, powdered chalk, rubber sap, Aqua Tofani, Cadmia, Calonel, Fulminating Silver, Blue and Green Vitriol, and Quicklime.

Eighth Circle, Alchemist Keep

Eighth Circle, Alchemist's Keep, Laboratory Building, continued

32. **Equipment Stock.** The sturdy wood door is latched but not locked. The room contains has four rows of shelves, holding a variety of ordinary alchemical equipment and gear, including: steel wool, glass cubes, plaster mix, blocks of putty, ink, soap solution, copper basins, bar and horseshoe magnets, packing moss, empty glass distilling columns, retorts with tubing, cylindrical glass beakers, measuring cylinders, mercury thermometers, clamps, funnels, metal and glass stirring rods, sponges, glass alcohol burners, glass tubes, corks and stoppers, metal piping and condensing coils, aprons, apothecary jars, bellows, sponge, a barrel-type fruit/herb press, tinted goggles, face shield, filter cloths, hot pads, ceramic mortars with pestles in various sizes, scales, and a balance.

33. **Water Tanks.** Two tanks of water located in the northwest corner of the common room. The large cylindrical bronze tanks, each 4 FT diameter by 7 FT tall, are connected to the floor, ceiling, and to each other, by a complex arrangements of copper pipes and valves. Each tank has a spigot located 2 FT off the floor. Two steel buckets full of water are next to the tanks.

34. **Acid Tanks.** Two tanks of highly concentrated acid located in the northwest corner of the common room. The large clay tanks (metal and glass lined) are 5 FT in diameter by 6 FT tall, are connected to a 3 FT by 1 FT by 4 FT tall metal box, and to each other, by a complex arrangements of platinum piping and valves (each 1 FT pipe length valued at 450 GP, each valve valued at 600 GP). The metal box has four platinum lines running up through the ceiling each with two isolation valves and a spigot between them.

NOTE: If the acid tanks or associated pipes are breached or punctured, the acid stream inflicts hp1d3 damage to exposed skin/round. Persons in the area also suffer hp1d8 lung damage from the fumes (save 1d20 GTET [28-Stamina], checked every minute. Wetted skin or skin in contact with acid-soaked clothing continues to suffer hp1/round until thoroughly washed off. Armor permanently loses AC1 protective value for every 30 seconds of exposure. Weapons permanently lose hp1 damage for every minute of exposure; enchanted weapons lose +1 to hit per 5 minutes exposure.

NOTE continued...Large amounts of a toxic vapor are generated if the acid mixes with water, quickly filling the entire building (save 1d20 GTET [33-Stamina], checked every minute). Persons exiting the toxic cloud are blinded for 2d100 minutes (save 1d20 GTET [30-Stamina, permanent on roll of 1).

35. **Dumbwaiter.** The interior of a 5 FT wide wooden column in the center of the common room, houses a manually operated (ropes on a pulley) dumbwaiter, which connects to a similar column in the center of the laboratory room (#A40).

36. **Tool Shop.** The slatted wooden door on the west wall is latched but not locked. The room contains a foot-powered drill press with a set of 40 bits, a foot-powered circular saw, a foot-powered grinder with a 16-inch diameter stone, and a wooden bench. The east wall is covered with hooks and hangers for various tools, including files, C-clamps, screwdrivers, ball-type and claw hammers, pliers, wrenches, glass cutters, a pry bar, awls, a leather punch, chisels, a plane, levels, trowels, and several polishing and sanding cloths. On the floor are 2 metal buckets, a leather bucket, a cask containing dry plaster mixture, an open tin of long nails, an open tin of long screws, and an open tin with long bolts with nuts.

37. **Closet.** Wall hooks line the room, holding two leather cloaks lined in fur, a woolen hooded cloak, an ordinary woolen cape, two leather aprons, a leather sword belt and scabbard (*Long Sword* +1), two 10 GP ornate canes with silver toppers, and two empty leather satchels with leather straps.

Second Floor

The second floor is generally a single open room except for the Library in the southeast corner and the storage area in the northwest corner. A stair in the northeast corner descends to the First Floor.

38. **Drafting Room.** The area is furnished with a drafting table, stool, and two-door wooden cabinet. An unlit oil lantern hangs above the drafting table on an iron hook. The cabinet is latched but not locked and contains sheets of blank rolled parchment, ceramic inkwells, quill pens, an 18-inch metal ruler, metal calipers, a metal protractor, a 15 GP ivory abacus, and charcoal sticks.

Eighth Circle, Alchemist Keep

Eighth Circle, Alchemist's Keep, Laboratory Building, continued

39. **Bonifae's and Lionor's Office.** The room contains two large wooden desks (Bonifae's to the west, Lionor's to the east) with chairs, a rectangular scroll and map rack on the west wall, and four large bookshelves. The rear wall is entirely taken up by three-shelf bookshelves. An oval blue-and-white rug is on the floor just inside the doorway (covers a symbol of *sleep* inscribed on the floor, 2d100 minutes, save 1d20 GTET [32-Will]). An unlit gold lamp hangs from the ceiling above each desk, another lamp hangs above the scroll case, and four hang across the back of the room.

Bonifae's desk is locked (-5 open lock) unless he is in the room. It contains two 120 GP books on alchemy, blank parchment scrolls, charcoal sticks, 24 GP in a cloth bag, a silver dagger, a 5x magnifying glass, a nicked scalpel, a small candle, three 25 GP amethysts, a pouch of filter paper, a pouch of colored blue crystals with a pungent odor, a small clay pot of glue, and a 48 GP onyx paperweight shaped like a devil's head with ruby eyes.

Lionor's desk is locked on 1d20 rolls GTET 12, always open when he is in the room. It contains five 100 GP alchemical scrolls written in a foreign language, vials of red ink, four 10 GP vials of invisible ink, old corks, a small flask of mediocre-quality red wine, a 32 GP spool of gold wire, a medicinal draught (stimulant), and two medicinal draughts for eye fatigue.

The bookshelves contain 920 alchemical texts, 233 written in Common, 48 in Infernal Cant, and the remainder in foreign languages. Five hundred twenty four are ancient classics which do not survive on the Material Plane; each of these books is valued at 1d12*1000+2000 GP. Any person reading these books increases their skill at Alchemy after 15, 35, and 85 books are read. The rack holds 160 alchemical scrolls, each valued at 1d12*20+75 GP. Thirty-four scrolls are in Common, nine are in Infernal Cant, and the remainder in foreign languages.

A fire starts here on 1d20 rolls GTET 13 if Fire Magic is used in the room, or if hot oil is spilled (avoid on 1d20 roll GTET [23-Agility]). A fire can only be put out by ordinary means in the first three

minutes after it starts. A fire here spreads to the Laboratory (#40) in 1d12*15 seconds, with a *secondary explosion* occurring in 1d12 minutes. A fire inflicts hp1d4 damage/round, and exposure to the smoke causes *unconsciousness* (save 1d20 GTET [30-Stamina], checked every minute); an unconscious person *dies* after a number of rounds equal to their Stamina (save 1d20 GTET [32-Stamina], checked per round).



40. **Laboratory Room.** The floor is a light brown tile, the walls are paneled in dark ironwood, the ceiling is covered with a layer of fire-resistant moss and is painted light blue. A wood-paneled storeroom (#41) with an iron door is in the northwest corner (-14 open lock). A 5 FT wood column in the center of the room houses the dumbwaiter from the First Floor Common Room. The room has three 12 FT work benches with polished stone tops, two wooden cabinets against the north wall by the stair, and six wooden stools. Lit hooded oil lanterns are attached by iron brackets to each wall at intervals of 6 FT. Each work bench is filled with apparatus, supports and clamps, heating sources, and many bubbling and swirling colored solutions. The whole area smells of vinegar and turpentine, and the fumes cause a mild headache after 1d10 minutes of exposure.

The apparatus and equipment includes, a hand-cranked centrifuge, small copper and steel anvils, metal rulers, caliper sets, copper basins, wood bowls, mortars and pestles, cylindrical and conical glass flasks, empty glass vials with corks, empty glass test tubes in racks, insulated mittens, ceramic trivets, filled distilling columns, retorts, several (gas)

Eighth Circle, Alchemist Keep

Eighth Circle, Alchemist's Keep, Laboratory Building, continued

40. **Laboratory Room**...burners, measuring cylinders, mercury and *enchanted thermometers*, clamps, funnels, magnifying glasses, metal flask stands, wood and metal and glass stirring rods, two precision scale sets, a long-armed balance, shallow wooden vats, glass measuring cups, and alcohol burners. On a wall shelf on the south side are a 68 GP water clock, 8 GP metronome, bellows, a brass bell hood to extinguish flames, a 12 GP bladder of flame retarding chemical, a tin of dry chemical to put out fires, and a glass jar holding a pickled frog.

NOTE: If Fire Magic is used in this room (#40), or if hot oil is spilled (avoid 1d20 roll GTET [25-Agility]), a fire begins on 1d20 rolls GTET 12. A fire can be put out by ordinary means only in the first five minutes after it starts. A massive *hp6d12 explosion* destroys the entire Second Floor 1d20 minutes after a fire starts, with extensive damage to the First Floor. Persons surviving the explosion are deafened 1d100*5 minutes (save 1d20 GTET [35-Stamina], permanent on roll of 1). The upper floor collapses into the First Floor 1d12 minutes after the explosion (hp1d12 falling damage, hp1d8 fire damage, half damage on 1d20 roll GTET [32-Stamina]). A person exposed to the smoke becomes *unconscious* (save 1d20 GTET [30-Stamina], checked ever minutes; an unconscious person *dies* after a number of rounds equal to their Stamina (save 1d20 GTET [35-Stamina], checked every minute).

41. **Product Storage.** A 62 FT long lead-lined room with wall covered in dark wood paneling, in the northwest corner of the Laboratory (#40). The sturdy copper-steel door on the east wall is locked (-14 open lock); a secondary padlock (-8 open lock) is on a hasp. A bladder of *paralyzing gas* (2d100 minutes, save 1d20 GTET [33-Stamina]) is attached to the door and is released when it opens, unless a catch disguised (-12 to find, -6 disarm trap) as part of the upper hinge is rotated in the clockwise direction.

The room is lined three shelves high on the north and south sides. The shelves on the north side have clay jars holding Dragon's Acid, Grain Alcohol, Antimony, Aqua Tofani, Basilisk blood, Giant's blood, Manticore blood, Roc's blood, Blue Vitriol, Calomel, Cinnibar, Dried Curse Root, Dried Forget

Flower, Dried Nightshade Root, Basilisk Eye, Fulminating Silver, ground Madder Plant Root, Litharage Red, and Quicklime. The shelves on the south side hold flasks of finished product: 3x *Kellern's Tonic* (blindness cure), 2x hangover-curing draughts, a draught restoring 10 free casts of Basic spells or Devotion-level prayers, 2x *Cordial of Endurance* (Stamina enhancing), 2x draughts which give 1d8 hours Infrared vision, a draught which induces a 1d8 hour trance, 4x doses of *Insect Repellant* powder, 2x doses of *Rodent Repellant* powder, a dose of *Snake Repellant* powder, a pot of powdered Mummy Bone, a pot of powdered Unicorn horn, 2x pots of anti-bacterial salve, 2x pots of anti-snake venom salve, a pot of hair-removing salve, 3x pots of skin-numbing salve, 2x pots of dark brown skin dye, a pot of wart-removing salve, a flask of Coral Snake venom (fatal 1d10 rounds, save 1d20 GTET [33-Stamina]), and a flask of Widow Spider venom (fatal 1d6 rounds, save 1d20 GTET [36-Stamina]). Also on the shelves are a *Physic of Age*, a *Cordial of Beauty*, a *Disease Draught* (tetanus), a *Potion of Displacement*, a pot of *Elven Death Dust*, 2x *1d12 Healing Potions*, a *Flying Potion*, 2x *Potions of Greater Sleeping*, 2x *Liqueurs of Haste*, 4x vials of *Holy Water* and 6x *Unholy Water*, 2x *Liqueurs of Heroism*, a *Physic of Levitation*, a *Vampire's Draught*, and a pot of *Life Restoring Balm*.

A trapdoor in the floor at the west end of the room is protected by an *aversion spell* (save 1d20 GTET [30-Will] otherwise compelled to not notice, then -10 to find, -5 open lock). The compartment holds a metal box with a rusted (Strength GTET 18 to open) latch; a *Glyph of Blindness* (1d100*5 minutes, avoid 1d20 GTET [28-Will], save 1d20 GTET [32-Stamina]) is inscribed on the inside cover. The box contains 112 GP, a leather pouch with 55 platinum pieces, a *Getter's Ingredient Pouch*, a pair of blue leather *Faoron's Gloves* (cursed item handling), a leather bag with 10x *Dragon's Tooth Seeds*, a silver *Ring of Telepathy* (63), a platinum *Ring of All Breathing* (52), a *Wand of Death Rays* (40 FT, save 1d20 GTET [32-Stamina], 11), a glass vial sealed in wax with 5x *Beanstalk Seeds*, and a pewter Vessel of *Endless Fog*.

Eighth Circle, Alchemist Keep

Eighth Circle, Alchemist's Keep, continued

Ruined Tower

A shabby and decrepit three-story stone building, 36 FT by FT feet, with a flat stone roof. Stone gutters form horizontal lines around the outside of each floor, with weirdly-winged and horned stone humanoid figures as the cornices and spouts. The north and east outer walls also form part of the keep wall. A large wooden door with iron bands, hinges, and lock (-5 open lock) is in the center of the west wall leading to (#42). A secret door (-10 to find, -6 open lock) in the north wall west of the northeast corner gives entry to the crumbling tower under the first floor stairway and through another secret door into (#46).

Pieces of ceiling fall onto Adventurers each time they enter room; on the first floor it occurs on 1d20 rolls GTET 17, on the second floor on 1d20 rolls GTET 16, and on the third floor on 1d20 rolls GTET 14. Falling ceilings cause hp1d4/person (avoid 1d20 GTET [25-Agility]). A piece of the floor cracks or falls out when an Adventurer enters a second floor room on 1d20 rolls GTET 16, on the third floor on 1d20 rolls GTET 14; holes in the floor are 1d6 FT across (avoid 1d20 GTET [26-Agility]). If a large area spell is used in a room (e.g. *Fireball*, *Lightning Bolt*, *Meteor Swarm*, etc.) perform an additional check, applying a +5 modifier.

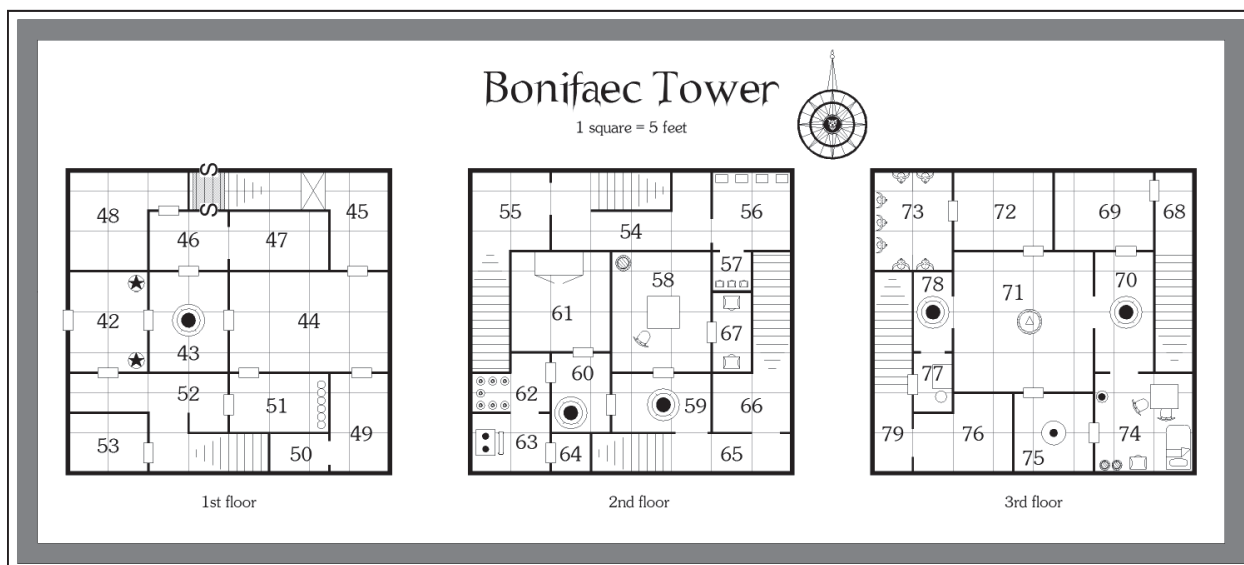
The entire building collapses into a rubble heap on 1d20 rolls of 20, checked on every room entry after a total of

ceiling or floor pieces have been dislodged in ten locations. Adventurers on the roof when it collapses suffer hp2d12 damage, those on the Third Floor suffer hp4d12, on the Second Floor hp1d100+2d12, and those on the Ground Floor suffer hp4d100. Persons immediately outside the building (within 25 FT) when it falls are subject to missile bombardment by fragments and suffer hp1d20 damage. Any uncollected objects or treasure in the building when it collapses are destroyed, except for the *Elixir of Immortality*, which is magically protected but buried deep in the rubble. Adventurers in the tower get some warning of its imminent collapse, and safely traverse a number of rooms equal to $\frac{1}{2}$ *Agility statistic.

Unless specified otherwise, all tower floors are made of irregular polished stones fitted together with black grout, and are somewhat uneven; the walls are made of dark brown stone bricks and are generally smooth; and the ceiling have a layer of whitewash over dark brown stones. The whitewash is worn and has crumbled in irregular patches. The doors are of wood with iron hinges and hardware, but are without locks; doors are rotted and can be easily splintered by a single axe stroke. Most doors are warped and stuck in the closed position, requiring the application of GTET 16 Strength (GTET 24 splinters the door).

First Floor

42. **Tower Entry.** Six-FT statues of bird-headed humanoids stand in the northeast and southeast corners of the room; a thin black thread stretches between them



Eighth Circle, Alchemist Keep

Eighth Circle, Alchemist's Keep, Tower, continued

42. **Tower Entry**...at 2 inches off the floor; if the thread is jerked or broken (avoid 1d20 GTET [26-Agility]), an alarm bell rings in the Cobra Lair (#61). The eastern door has a wooden pin (-6 to find) in the door which keeps a chemical bladder in the next room closed; if the door is opened without disarming (-4 disarm trap) the pin, the bladder causes a *toxic chemical reaction* in the Gurgling Cauldron (#43).

43. **Gurgling Cauldron**. The room is furnished with a rotting couch, several partially broken wood chairs, and an empty bookcase. A circular blue rug on the floor is rotted and there is broken glass underfoot. A 32 inch by 3 FT high bronze cauldron sits on a circular platform which provides enough heat to keep the liquid inside bubbling. A large black bladder is suspended from the ceiling over the cauldron with a metal clamp over the lower mouth; black cords run from the clamp up to the ceiling then along the ceiling to the doors on the west and east sides. When either door is opened and tension on the lines are released, the clamp opens, spraying a black liquid onto the bubbling cauldron, causing a chemical reaction which gives off a *paralyzing gas* (strong ammonia odor) for three minutes ({50-Stamina} minutes or 1d20 hours on saving roll of 1, save 1d20 GTET [30-Stamina], checked every minute).



44. **Desecrated Chapel**. The room holds an overturned altar, pieces of smashed kneelers, two dented bronze incense burners, a lot of broken glass, squashed pieces of wax candles, various pieces of torn or cut fabric, and a nicked and scarred wooden podium. The room is occupied by five **Type 8A Devils**. On the floor are a three-bladed *War Axe* +2 (Giant's Bane, kills in single swing, save 1d20 GTET [34-Will], 14 charges), a fire-resistant backpack holding 40 FT of good rope, ten metal spikes, four flasks of oil, and a dented metal hooded lantern.

If Adventurers exit through the west door and have not previously disarmed the bladder trap in the Gurgling Cauldron (#43), the west door has a wooden pin (-6 to find) in the door which keeps a chemical bladder in the next room closed; if the door is opened without disarming (-4 disarm trap) the pin, the bladder causes a *toxic chemical reaction* in the Gurgling Cauldron.

45. **Stair Bottom North**. The stairs lead up to a Landing Darkly (#54). A *pit trap* (3 FT by 5 FT by 18 FT deep) is located immediately to the west of the corner, activated by a pressure plate (-10 to find, avoid 1d20 GTET [32-Agility] if not found, avoid GTET [22-Agility] if found, -10 disarm trap) in the center of the corner area. The pit has knives embedded in the walls and the bottom is covered by 3 FT of water.

46. **Mental Mold**. The room is empty and covered by a thick layer of dust. Ordinary shelf fungi grow in the upper corners of the room. A HD4 **Psychic Mold** (attacks mortal with lowest Will statistic, mental damage plus dazed and confused, dominate person) grows on the north wall. The secret door to/from the Keep exterior enters this room in the northeast corner (-10 to find, -5 open lock).

47. **Bones and Three Keys**. The room is unfurnished but occupied by an 8 FT HD8 **Skeleton** in a steel visored helm, carrying a medium steel round shield and easily one-hand wielding a two-bladed *Battle Axe* +1 (+3 damage versus good). Large silver and gold keys hang on a black string around the skeleton's neck; these keys have no special significance. A small *invisible* gold key is in a secret (-8 to find) compartment in the metal shield; the key fits the gold padlock found at the Elixir Chamber (#71).

Eighth Circle, Alchemist Keep

Eighth Circle, Alchemist's Keep, Tower, continued

48. **Sadistic Mural.** The room is filled with a deep layer of dust and general garbage and refuse. A mural on the west wall depicts a Type 8C Devil whipping a Type 8A Devil. A pouch of pipeweed is found on the floor (*poisoned*, fatal in 1d10 minutes, save 1d20 GTET [28-Stamina]).

49. **Chilling Fog.** The room is filled with a dense, cold, wet fog, so that visibility for all modes of vision is limited to 2 FT. An Adventurer *trips* on a loose human skull on 1d20 rolls GTET 15.

50. **Cloak Room and Dagger.** Hanging on the walls are four ordinary woolen hooded cloaks (a silver-bladed Dirk is in an inside pocket of one), an ordinary cape, a knitted black shawl, a *Hood of Strangulation*, and a *Cloak of Constriction*.

51. **Acid Wash.** Six large bronze cylinders in the east end of the room interconnect through a complex series of lines and valves to a wide spray nozzle aimed generally toward the west end. Motion sensors are attached inside and 3 inches from the bottom of the west and north doors, triggering 10 second bursts of concentrated acid (supply for 25 bursts) in 15 second intervals. The acid does hp1d6 immediate damage to skin and an additional hp1d3 damage for 1d4 rounds. The protective value (AC) of ordinary metal armor is permanently reduced by 3 points for every round of acid exposure; the AC of every exposed piece of enchanted armor is permanently reduced by 3 every 5 rounds of exposure (save 1d20 GTET 14, checked each period). Weapons enchanted to +1, +2, or +3 are permanently reduced by +1 after every 10 rounds of exposure, those enchanted GTET +4 are reduced by +1 after every 20 rounds of exposure. Armor and weapon acid exposure continues until the items are thoroughly cleaned.

52. **Hell Rats.** The stairs lead up to up to Fungi Landing (#65) on the Second Floor. The alcove is occupied by nine HD3 **Hell Rats** (Flame Breath); the area is filled with small bones, rendered fur, and general garbage.

53. **Broken Stuff.** The room has four broken wooden barrels, a battered steel helm, a rusted chain mail shirt sized for a Dwarf, a split scabbard, unidentified

able pieces of leather and cloth, three empty clay flasks, a bent dagger, two split steel shields, and a broken staff with a burn mark under it. On the black wall is scribbled in blood, in nearly illegible writing, 'What did it have in it's pocket?'

Second Floor

54. **A Landing Darkly.** The entire room is affected by a *Darkness Spell* (extinguishes natural light sources, degrades Infrared Vision by 50%). A pendulum bob curved blade (*trap*) continually swings from the ceiling parallel to the stairs, 20 inches from the wall. Adventurers who listen carefully (1d20 GTET [28-Intelligence]) hear the pivot movement and swoosh as the blade moves; any person impacted by the blade suffers 1d12 damage (avoid 1d20 GTET [34-Agility], GTET [25-Agility] if the *darkness* is banished).

55. **Manticore Prison.** The stairs lead up to Spike Launcher (#79) on the Third Floor. The room is occupied by a large HD9 **Manticore** (hp91, lethal poison, spine missiles, paralysis) wearing a welded iron collar. It is chained to the north wall with sufficient chain to reach all parts of the room.

56. **Cat's Paw.** Four rectangular boxes along the north wall are occupied by four large orange tabby cats. A circular pipe attached to the ceiling continually sprays a fine mist (*shrinking potion* quickly absorbed through the skin) into the air, with the scent of lemon. A mortal who comes into **any** skin contact with the spray lasting GTET 10 seconds is reduced **to a height of 4 inches** within 15 seconds (save 1d20 GTET [36-Stamina], checked every half-minute). None of the affected person's inanimate equipment shrinks with them (e.g. clothing, backpack, armor, or weapons). Scattered about on the floor, previously unnoticed, are equipment appropriately scaled to a 4 inch height: three Long Swords, two Short Swords, two Spears, a double-bladed Battle Axe, four iron shod Staves, four medium metal Shields, and three small wooden Shields (no clothing). Treat the **cats** as being 10 FT tall by 16 FT long, HD9, hp64, AC40, Bite 1d12, Fore Claw 1d6 (one), Pounce 1d12+1d10 (when running). Eight pieces of *Red Enlarging Fungus* is found the cat boxes; Adventurer are restored to their former height by eating one fungus, and they have immunity to the potion for the subsequent 2 hours.

Eighth Circle, Alchemist Keep

Eighth Circle, Alchemist's Keep, Tower, continued

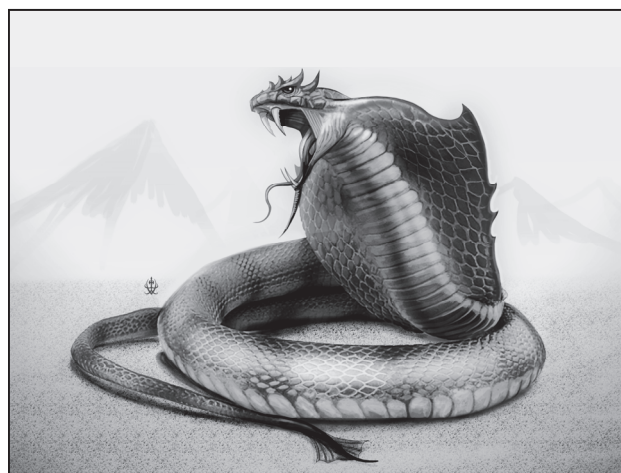
57. **Cat Food.** A secret door (-7 to find, -5 open lock) in the south wall leads to (#67). The room contains three stone coffers with hinged stone lids, *enchanted* to remain at 38 degrees; the coffers are full of pieces of cut meat.

58. **Skeleton or Uber-Skeleton.** The room is furnished with a large wooden table, a barrel of ale, a circular mirror set into a silver frame, a large green rectangular rug, and an elaborately-carved rocking chair. Two lit gold oil lanterns are mounted to both the west and north walls. The room is occupied by **Lanaspass** (HD11 **Lich**) and four HD6 **Uber-Skeletons** (hp26, AC35, immune to Earth magic, one quarter damage from electricity) armed with double-bladed War Axes. If Adventurers bypass this room, Lanaspass casts *Darkness* in (#60) and ambushes them as they come out of the dead end.

59. **Deja Cauldron.** The room is empty except for a 4 inch circular platform supporting a large bronze cauldron, filled with a thick bubbling liquid. A large black bladder with a metal clamping device is suspended above the cauldron, with taut black cords running to the doors on the north and west walls. The cords are held taut by pins set into each door frame; if the cords are cut or doors opened, the clamp relaxes and releases a black liquid from the bladder into the cauldron. The subsequent chemical reaction causes a heavy blue fog to emanate from the cauldron; every person breathing this fog suffers a 1d20 minute *crippling coughing attack* (save 1d20 GTET [32-Stamina], an affected person's Strength is temporarily reduced 1d6 points for 1d20 hours).

60. **Third Cauldron.** The room is empty except for a large bronze cauldron, filled with a thick bubbling liquid. A large black bladder with a metal clamping device is suspended above the cauldron, with taut black cords running to the doors on the west and east walls (locked, -5 open lock). The cords are held taut by pins set into the door frames. If the cords are cut or doors opened, the clamp relaxes and releases a black liquid from the bladder into the cauldron. The chemical reaction causes a red airborne mist to emanate from the cauldron. Any person exposed to the red mist is *blinded* 2d100 minutes (save 1d20 GTET [32-Stamina]).

61. **Cobra Lair.** The room contains a large upright cabinet made from tempered ironwood, built with iron rings on the exterior; a thick adamantine chain is wrapped twice around the cabinet through the iron rings with two Dwarven-made padlocks (-10 open lock, -12 open lock second). The cabinet contains a blue metal plate 5 inches in diameter from which extend six blue metal fingers each 10 inches long; a black wire 16 inches in length is attached to the underside of the plate which splits at the end into two gold rods each a quarter-inch in diameter by one inch long with rounded tips; the equipment is used to dispel the energy field in the Elixir Chamber (#71). The room is occupied by seven HD6 **Spitting Cobra** (blinding venom).



62. **Beer gone Bad.** The room contains seven bronze urns of stale beer accompanied by a heady sour aroma. An hp17 **Rust Mold** (Spore Cloud corrodes iron) grows on the south wall, west of the door.

63. **Killer Incense.** The room contains a black wood altar against the west wall, along with four tall bronze candlesticks topped with heavy black (lit) candles, an elaborately-carved kneeler with leather made from black dragon hide, a 55 GP small gold gong suspended from a bronze frame, a 5 FT polished black obelisk 6 inches wide, and a 3 FT statue of a pony-tailed woman's head on a frog-like body. Eight thin 1 FT ebony disks across hang from the ceiling. On the altar are two sets of polished obsidian prayer beads (aura of evil), a 102 GP gold incense burner, four sticks of 12 GP brown incense, two 30 GP gold bracelets (auras of evil, 250 yard *homing signal* detectable by **Devils**), and three wide 8 GP shallow silver bowls filled with tannin powder.

Eighth Circle, Alchemist Keep

Eighth Circle, Alchemist's Keep, Tower, continued

63. **Killer Incense**...and raw sulfur and mint leaves. Any person breathing the scent from the burning incense experiences 1d8 hours of temporary insanity (uncontrollable rage); save 1d20 GTET [32-Will]; affected persons feel extraordinarily paranoid and immediately attempts to kill off all of their associates.
64. **Toadstool Closet**. The room has a thick layer of dust; many ordinary toadstools grow on the floor and from the ceiling.
65. **Fungi Landing**. The floor is covered in a thin layer of slick oil, reducing an Adventurer's effective Agility statistic by 3 points. The east half of the ceiling is covered by a **Hanging Fungus** (hp72, 1d6 exploding pods, spore spray).
66. **East Landing**. The stairs lead up to Knife's Edge (#68) on the Third Floor. The disjointed remains of five ordinary skeletons lay on the floor covered in heavy red dust.
67. **Two Chests**. The sturdy wood door from Skeleton or Uber-Skeleton (#58) is locked (-8 open lock); a secret door in the north wall is -7 to find, -5 open lock. The room holds two heavy wooden chests with steel keyholes (-8 open lock).

The north chest is covered with a leather tarp which hides a *1d12 exploding glyph* inscribed on top of the chest (5 FT). A hp1d4 *knife blade trap* (-4 to find, -5 disarm trap) is attached to the locking mechanism. 1000 CP is on a wood tray (-3 to find) which hides the rest of the contents. The chest holds a bone *Cudgel* +2 (2d20 minutes unconsciousness on natural roll GTET 18, save 1d20 GTET [30-Stamina]), a *Skeleton Key*, a leather pouch with a *Wondrous Rope Bridge*, two pouches of *Ahab's Storm Dust*, two *Never-Fail Torches*, a *Deck of Wondrous Cards*, a cloth bag holding 85 platinum coins, a 3400 GP travel chess set with a board made of green ozmadine and white ivory and pieces of red ruby and blue sapphire, the 1745 GP golden dagger used to defenestrate Jalzir III (Caliph of Oeneph) 358 years ago, two books bound in tanned Manticore hide (ancient poetry, foreign language, 1d12*50+400 GP), and a pair of silver *Bracelets of Reaching* (wearer reaches

through solid objects to their elbows, 3/day).

A flowery lilac aroma surrounds the south chest (contact poison on the underside of the lid); a person lifting the chest lid bare handed is paralyzed 1d100*1d4 minutes (avoid 1d20 GTET [33-Agility], save 1d20 GTET [34-Stamina]). A flat wood cover is across the top of the chest opening with a leather loop attached in the center; an attached bell rings loudly unless lifted out very slowly (succeed on 1d20 roll GTET [30-Agility]). The chest holds a *Potion of Vampiricism*, two pots of *Mummy Balm*, a *Physic of Ghouldom*, a *Golden Ankh of Spirit Repulsion*, a quiver holding ten *Arrows of Slaying* (Vampires, save 1d20 GTET [34-Will], single use), three vials of an *enchanted powder* which conceals life energy from undead for 4d20 rounds (effectively making mortals invisible to most undead); a 14-inch bamboo blowgun, a small wooden case holding ten blowgun darts (two tipped with *Elven Death Dust*, two with *Gnome Death Potion*, one with an extract of *Human Death Flower*, and one with *Dwarven Death Balm*), and a small leather bag of gems (four moonstones, eight opals, three pearls, a ruby, two diamonds, five aquamarine, seven topaz, three garnets; 1d100*100 GP).

Third Floor

68. **Knife's Edge**. A *glyph of stunning* is inscribed on the north wall (1d100 minutes, save 1d20 GTET [28-Will]). Numerous knives are embedded in the floor, west wall, and east wall, each person traversing the hall suffers hp1d10 damage (one-third damage on 1d20 roll GTET [30-Agility]). The door to Devil Dice (#69) is locked (-5 open lock).
69. **Devil Dice**. The room has a grey stone floor, wall painted dark red, and a black ceiling. Four **Type 8B Devils** stand around a table playing at dice; a total of 386 SP and 97 GP are on the table. The southern door has a wooden pin (-8 to find) in the door which keeps a chemical bladder in the next room closed; if the door is opened without disarming (-6 disarm trap) the pin, the bladder causes a *toxic chemical reaction* in Black Fog (#70).
70. **Black Fog**. A black bladder with clamping mechanism is suspended from an iron hook in the room's center, above a 3 FT tall bronze cauldron filled with a bubbling dark blue liquid. A black cord runs from the clamping mechanism to the [closed] north door.

Eighth Circle, Alchemist Keep

Eighth Circle, Alchemist's Keep, Tower, continued

70. **Black Fog...** The clamping mechanism (-4 disarm trap) opens when either the cord is cut or the north door opens, releasing a black liquid into the cauldron, causing a violent chemical reaction accompanied by loud popping and hissing sounds. The reaction causes a black fog to emanate into the room, causing hp1d8 acid damage; the skin of any person exposed to the fog has becomes permanently pitted and wrinkled, and all of their hair is permanently turned frosty-white (save 1d20 GTET [33-Stamina], checked every minute; a person is *blinded* 1d100 minutes on saving rolls of 1 or 2). Persons meeting affected Adventurers apply a -4 reaction roll modifier.
71. **Elixir Chamber.** The floor is made of a glossy red tile, the walls are covered in honey-brown wood paneling, and the ceiling is covered with a sheet of beaten bronze. The doors in the north wall to Balls Everywhere (#72) and south wall to the Hallucination Room (#75) are made of sturdy wood with steel keyholes (-6 open lock). A triangular translucent white column stands in the room's center, 4 FT high by 8 inches across; a single 10 inch long by 2 inch thick gold rod extends from the center of the column, supporting a clear box, 8 inches to the side. The top of the box has gold hinges and a gold padlock. Two small gold-lined holes are on the south side of the column 4 inches below the top. The clear box contains two unlabeled vials of a honey-colored liquid (*Lesser Elixir of Immortality*). A 14 inch diameter translucent globe of blue energy surrounds the clear box. The blue energy field prevents any physical contact between the outside world and the clear box. Every minute or so a bright flash of light occurs on its surface as stray molecules make contact with it. If the gold plugs on the device found at the Cobra Lair (#61) are plugged into the gold holes in the pedestal and the fingers touched to the energy field, the field is disrupted and disappears for 1d100 minutes. The clear box is impenetrable by any known enchanted or physical force and the padlock cannot be picked (spells to open the lock succeed on 1d20 rolls GTET [50-Caster Level-Will]); the gold key found at Bones and Three Keys (#47) opens the padlock. The room is occupied by twelve HD1 **Giant Mosquitoes** (malaria).
72. **Balls Everywhere.** A layer of quarter-inch slippery round green balls is on the floor (reduce each Adventurer's effective Agility by 3 points in the room, save 1d20 GTET [35-Agility]). Twenty round 8 inch steel balls studded with 3 inch spikes fly about the room at high speed, bouncing off the solid surfaces and each other in a complex pattern. Each person in the room is attacked (Warrior L6, hp1d6 damage, hp8, AC45) by a **flying ball** 1d3 times/round. Hits by edged weapons redirect a moving ball while hits from blunt or crushing weapons deliver damage (may shatter them). The sturdy wood door to Trophy Heads (#73) in the west wall is
73. **Trophy Heads.** The flooring is white ceramic tile, the walls are covered in dark wood paneling, and the ceiling is whitewashed with a mural of Devils riding Hell Horses and hunting in a forest. The heads of a Manticore and a Hydra are mounted on the north, those of a Gorilla, Great Stag, and White Bear are on the west wall, a Great Ram and a head covered by a heavy burlap cloth wall are mounted on the south wall. The head of a Medusa is under the burlap cloth, which retains its ability to turn to stone (avoid 1d20 GTET [34-Agility], save 1d20 GTET [32-Stamina] checked every 3 minutes). The mounting plaque for the Great Stag is hinged (-12 to find) and opens (-5 open lock) to reveal a wall compartment containing three scrolls: a Fire **spell** scroll (*Detect Traps, Detect Poisons, Night Vision, Remove Blindness, Fire Attack, Magic Timed Blast*), a **prayer** scroll (*Cure Paralysis, Cure Wounds, Dispel Confusion, God's Serpent, Limited Invulnerability, Walk on Water, Disperse Magic*), and a scroll with directions to conduct rituals (*Area Tornado, Livestock Plague*).
74. **Mad Empress Helsatrinna.** The door (-5 open lock) in the west wall leads to (#75). The room is furnished with a bed piled high with blankets, a wooden table with two straight chairs, a plain wooden chest (without lock), two large wooden barrels, a three-legged black iron cauldron, and a very fine 3500 GP rectangular Yssian carpet. On the table are a pewter *Pitcher of Clear Waters*, a *Full Pitcher of Milk*, a pewter stein, a large ceramic bowl, pewter tableware for one, four pewter candlesticks with (lit) white candles, and a deck of ordinary cards. One barrel contains 100 pounds of dry cat food and the other 100 pounds of dried meat jerky. On the floor are two wooden feeding bowls for the cats, and a litter box.

Eighth Circle, Alchemist Keep

Eighth Circle, Alchemist's Keep, Tower, continued

74. **Mad Empress Helsatrinna**...The room is occupied by **Helsatrinna** and her two **Black Cats** wearing black leather collars and small silver bells (*shapechanged* black **Saber-Toothed Cats**, HD7, hp43, Bite 1d10, 2x Fore Claws 1d6, Hind Claws 1d3). Helsatrinna believes herself to be the Empress of Ys and demands that all persons bow down before her, address her as 'Your Supreme Highness,' and pay her tribute in gold (at least 500 GP/person). She is also convinced she is an avatar of the Goddess Artemis and that she has divine powers. She is generally arrogant and demanding, callous towards others, while pampering her pets and other animals. She offers to feed or heal any animals accompanying Adventurers. She is somewhat less demanding of persons she perceives as providing for animals. If Helsatrinna is threatened she releases her cats to their natural form when they are behind her attackers.

Helsatrinna's wooden chest contains women's underclothes, long dresses, a worn tunic, a fur vest, pairs of green leather shoes, a black leather belt, three 20 GP pots of cosmetics, a 12 GP ivory comb, a 240 GP gold bracelet, three pots of 1d10 *Healing Balm*, two pots of 1d12 *Animal Healing Balm*, five 120 GP vials of exotic perfume, a personal grooming kit including a 4 GP silver hand mirror and 9 GP silver-handled brush, a bronze flute, an original book of Yssian poetry by the Fifteenth Poet Laurate, Clorioris of Torgoian (1700 years old, 18,250 GP), and two leather *enchanted bags* each tied closed with a leather strap.



The first *Enchanted Bag* holds three ordinary wands (not enchanted), a pair of brass knuckles, a 20 FT piece of rope, four flasks of oil, a *Physic of Armor-skin* (AC+20), two *Patur's Tonics* (disease antidote),

a *Draught of Sholeum* (amnesia), two *Liqueurs of Heroism*, a *Physic of Lycanthropy Reversal*, a *Wand of Goblin Making* (27, save 1d20 GTET [32-Will]), a *Metal-Dowsing Rod*, *Dictatum's Pencil*, and a *Golden Ball of Time* (7). The second *Enchanted Bag* holds 7500 GP, 1000 platinum pieces, four 3000 GP black pearls, a 2350 GP diamond, nine pieces of 1d10*100+250 GP turquoise, two 45 GP pieces of ivory carved into cat figures, a 780 GP moonstone, four 500 GP pieces of topaz, and two rubies (1100 GP, 6820 GP).

75. **Hallucination Room**. A three-tier pale pink sandstone fountain of consecutively larger bowls stands in the middle of the room, spraying a pale yellow liquid. The aroma of sweet clover hangs in the air. A mortal spending GTET 60 seconds in this room is affected by a powerful hallucinogen (affected person sees a variety of colorful visual hallucinations along with music and other auditory effects for [500-(Stamina*10)] minutes, save 1d20 GTET [34-Will], checked every 30 seconds thereafter). Dwarves and Gnomes apply a +3 to saving rolls. Affected persons fail at performing spells or prayers unless succeeding on 1d20 rolls GTET [34-Will], checked per spell. They also apply a -7 roll modifier to any physical tasks (e.g. picking locks, disarming traps, finding secret doors, climbing a rope, etc.).

The room has an aura of enchantment in addition to the fountain: a *permanent illusion* of three angry and threatening **Type 8B Devils** (disbelieve 1d20 roll GTET [34-Will]; affected persons suffer actual damage from the illusory **Devils**). The Devils appear to *teleport* randomly into the room, attack two rounds, teleport out.

76. **It's a Gas**. Mortals entering the room have a fleeting impression of a strong sour aroma that quickly fades away (nose is numbed). The room is completely filled with a colorless sleeping gas (2d100 minutes, save 1d20 GTET [32-Stamina], checked every 30 seconds). The room two large wooden chests with steel keyholes are against the east wall; each chest contains 3000 CP.

77. **Ogre Gruel**. An *invisible tripwire* across the open door frame in the north wall is connected to a chemical bladder hung above the cauldron in the (#78) by a strong *invisible thread*. The room is furnished with a thick table and massive stool.

Eighth Circle, Alchemist Keep and Nimrod

Eighth Circle, Alchemist's Keep, Tower, continued

77. **Ogre Gruel**...On the table are an oversized wooden bowl, long-handled wooden spoon, and double-sized ceramic mug. The room is occupied by a 10 FT HD9 tall **Ogre** (hp80, AC36, Club 1d12+5, Fist 1d10, one-tenth damage from Cold magic, resists mental control on 1d20 rolls GTET 9, resists fear or panic on 1d20 rolls GTET 4). Adventurers are essentially forced to fight the Ogre one-on-one because of the small room and large furniture; apply a -4 modifier to missile attacks.

78. **Toxic Cloud**. A large bronze cauldron, 3 FT high, is full of a bubbling brown liquid. A black bladder held closed with a mechanical clamp (-5 disarm trap) hangs above the cauldron from an iron ceiling hook. A nutty aroma fills the room. A *strong invisible cord* connects the clamp to an *invisible tripwire* across the door frame to the south at Ogre Gruel (#77). If someone pushes against the cord or tripwire, or either the cord or tripwire are cut, the clamp opens, releasing a green liquid into the cauldron. The ensuing chemical reaction causes a toxic airborne purple cloud to emanate from the cauldron (death in 1d10 rounds, save 1d20 GTET [28-Stamina], Dwarves [36-Stamina]; Adventurers succeeding on their saving roll suffer hp1d8 lung damage). A person bypassing the cauldron runs into the invisible cord (avoid 1d20 GTET [35-Agility], GTET [29-Agility] if the cord is detected). A person who avoids the invisible cord trips the invisible tripwire (avoid 1d20 GTET [32-Agility], GTET [26-Agility] if the cord is detected). A person tripping the tripwire falls to the ground unless succeeding on a 1d20 roll GTET [28-Agility].

79. **Spike Launcher**. A six-round spike launcher is attached to the south wall. A small black box (observe on 1d20 roll GTET [30-Intelligence]), 2 inches to each side, at the top of the stair is connected to the launcher by a thin copper wire. The box is a light detector and timer: a hp1d6 spike (avoid 1d20 GTET [28-Agility]) is launched 15 seconds after a torch or lantern reaches the top of the stairs, with subsequent spikes launched every 2 rounds as long as a light source remains in the area.

Nimrod of the Nephilim

The inner border of the Eighth Circle is the upper edge

of a 1200 FT high cliff. Mortals looking down over the edge see a white reflective surface covered with many small black dots. Looking along the cliff many (5 to 20) plumes of water gush from the cliff side like water spigots, turning into a fine white powder before reaching the bottom. The massive bulk of **Lucifer the Great** is dimly seen through dense white mists, although the details of his body elude even sharp-eyed persons. His head is still below the height of the Eighth Circle, his body is vaguely cylindrical, and he has wings. Incoherent cries and wail are audible along the cliff's edge, although not overpoweringly loud; the cries rise and fall in pitch and convey great anguish, sadness, frustration, and anger (the wails of far-away Lucifer).

A strong cold wind forever flows up from the icy Ninth Circle below, heavy with moisture, at an average speed of 40 miles/hour and gusts of 60 miles/hour. The cliff top temperature is 37°F; mortals without protection from the cold become *numb* in (Stamina+1d6) minutes (save 1d20 GTET [30-Stamina], checked every 5 minutes), and subsequently {after numbness} suffers *hypothermia* after an additional (Stamina*3) minutes (save 1d20 GTET [32-Stamina], checked every 3 minutes). Numbed persons suffer a *temporary reduction* of 3 points to their Agility statistic, 2 points to their Strength statistic, and 1 point to their Will statistic. Persons affected by hypothermia suffer a *temporary reduction* of 6 points to their Agility statistic, and 4 points to their Strength and Will statistics. A person suffering from hypothermia becomes *unconscious* in (Stamina-3) hours (save 1d20 GTET [33-Stamina], checked every 15 minutes). An unconscious person does not awaken until they are warmed, and *dies* after an additional (Stamina) hours (save 1d20 GTET [30-Stamina], checked hourly). See the *Codicil of Maladies* for information about numbing and hypothermia.

The winds carry an incredible stench from below, with the smells of waste and decay mixed with rotting sewage and garbage, heavy with the scent of skunk musk; mortals are overcome with strong nausea for 3d12 minutes (save 1d20 GTET [28-Stamina], checked every 5 minutes within 300 FT of the edge; from 300-500 FT save 1d20 GTET [25-Stamina]). An effected person has their effective Strength reduced by 6 points and Will reduced by 2 points for the subsequent 1d100*1d4 minutes, until they acclimate.

Eight large metal cranes are located along the rim, spaced 5 miles apart. They consist of a permanent 55 FT boom sticking out over the Pit, 8 FT by 8 FT cage

Eighth Circle, Nephilim

Eighth Circle, Nimrod of the Nephilim, continued

supported at the far end of a metal walkway along the boom, and a 40 FT diameter metal drum with similar-sized hand crank, wound with 6 inch diameter steel cable. The cable runs from the take-up reel to the metal cage; there is sufficient cable to lower the cage to the floor of the Ninth Circle. The cage has a sliding door on the front with room for 8 persons or 5000 pounds of cargo. Each cage is found in the fully raised position.

The primeval Giants (Nephilim) walk along the inner rim of the Eighth Circle, led by **Nimrod of Chaldus**. The Nephilim are a tribe of fifty huge Giants, each 1d20+50 FT tall, with horned heads and long beards. Shinar and Anteus are two other Nephilim.

The **Nephilim** are found separated by a mile and three-quarters, always within a quarter-mile of the inner rim. None of the Nephilim are visible when mortals reach the inner rim, however, **Nimrod** appears after 1d20+4 minutes, or as Adventurers are preparing to climb down the cliff. He is initially amused and curious about the mortals rather than hostile, and follows if they flee. Nimrod talks with mortals who do not immediately attack him if they are respectful; he initially speaks in his native tongue of Chaldean, forcing mortals to find a common language in which to converse with him.

An unbreakable compulsion requires **Nimrod** (and all the Nephilim) to prevent access to the Ninth Circle by mortals lacking the appropriate Pass. They are also compelled to kill mortals who are trying to escape the Malebolge Pit or trying to kill major Devils (rank of Diabolic Officer or higher). **Nimrod** orders mortals away from the inner rim on pain of immediate death, unless they can provide authorization. He accepts a diabolic Pass from another Circle, or even an Adventurer's verbal assurance (e.g. lie) that they have orders taking them to the Ninth Circle, even if Nimrod suspects they are lying.

He helps 'authorized' mortals by taking them to the nearest cable car and lowering them safely to the Ninth Circle. If he becomes consciously aware of their intent to escape while they are in the cable car, he is forced by the compulsion to simply let it free-fall the 1200 FT to the ice below. In general, as long as mortals do not initiate fighting and do not obviously force the compulsion, **Nimrod** aids them as much as he can, allowing him some measure of revenge for his captivity here.

BACKGROUND: The **Nephilim** have been held in Malebolge (Inferno) for 18,500 years, since losing the Battle of Dawn in which 91 Nephilim were killed trying to force the Gods out of the Material Plane and take over themselves. They are now compelled to remain in Inferno and serve Samael by a spell powered by the blood and suffering of one Nephilim, named Kenrak. Kenrak is chained to a massive iron table while a 100 FT snake and a 10 FT-long bee continually bite and sting him, and a dwarf-like creature collects his blood as it drips from the wounds. This place of torture is in a metal building in a Plane of its own surrounded by rings of lava and high volcanoes, called Kalmerloggenjod. It can be reached by a doorway created by a spell scroll in the possession of Samael; once invoked the doorway remains open for 100 minutes and leads to immediately outside the metal prison building. If Kenrak is freed and healed then the compulsion spell is ended, the Nephilim raise their fallen number, and a major battle ensues to pay back the Devils for their treatment. If the Nephilim do escape back to the Material Plane, they immediately summon all lesser *Giants* to them and resume their primeval campaign of conquest to rule the Planes.

Climbing the Cliff

Temperatures continue to become colder by 1 degree every 40 FT of vertical movement. After climbers have descended 300 FT, climbers apply a -4 modifier to succeed on falling checks.

Eighth Circle Encounters

Determine whether a random encounter occurs after every mile of travel or after every half-hour stopped in place. When an encounter is indicated determine the result from the Eighth Circle Encounter Table, found on page 142.

King Samael travels alone, disguised as an Ordinary Devil, on 1d20 rolls GTET 12. When He has an entourage, it consists of 8 Myduforyas, 12 Freppi, 30 Cayyas, 1d6 each of Types 9A, 9B, and 9C devils, and 2d8 Evil Warriors (levels 12+1d8; Crusader on 1d20 roll GTET 14). An Evil High Priest (L1d12+10) is present on 1d20 rolls GTET 16, with 1d8 lesser Priests (L1d6+8). An evil Wizard (L1d12+10) is present on 1d20 rolls GTET 13 with 0-3 (1d4-1) Apprentices (L1d6+6).

Eighth Circle

Prince Zimidar travels with an entourage of 6 Daityas, 8 Iblis, 20 Romatyas, 1d6 each of Types 8A, 8B, and 8C devils, and 1d12 Evil Warriors (L1d8+12; a Crusader on 1d20 rolls GTET 15). An Evil High Priest (L1d12+10) is present on 1d20 rolls GTET 17 with 1d8 lesser Priests (L1d6+8). An evil Wizard (L1d12+10) is present on 1d20 rolls GTET 13 along with 0-3 (1d4-1) Apprentices (L1d6+6).

A Diabolic Duke travels with an entourage of 4 Daityas, 4 Iblis, 12 Romatyas, 1d4 each of Types 8A, 8B, and 8C devils, and 1d10 evil Warriors (L1d6+9). An Evil High Priest (L1d8+9) is present on 1d20 rolls GTET 18 with 1d6 lesser Priests (L1d6+5). An evil Wizard (L1d10+10) is present on 1d20 rolls GTET 14 along with 0-3 Apprentices (L1d4+4). A Diabolic General travels with an entourage of 2 Daityas, 4 Iblis, 20 Romatyas, and 0-3

(1d4-1) each of Types 8A and 8B devils. 1d12 evil Warriors are present on 1d20 rolls GTET 12 (L1d8+9); a Crusader on 1d20 rolls GTET 15. An Evil High Priest (L1d6+7) is present on 1d20 rolls GTET 14 with 0-3 lesser Priests (L1d4+3). An evil Wizard (L1d8+8) is present on 1d20 rolls GTET 18 with 0-2 Apprentices (L1d3+3). The Generals include Furfarello, Cagnuzzo, Hiisu, Jutas, Barbariccia, Eligoss, Agares, Baulaum, Alichino, and Caleabrina.

Ninth Circle

This concludes the second book of Inferno: Journey through Malebolge. The third book describes the Ninth Circle of Hell, the escape passage, Purgatorio, and the exit Tower.

Eighth Circle Encounter Table

Row, 1d20	Select Column using 1d8			
	1-2 on 1d8	3-4 on 1d8	5-6 on 1d8	7-8 on 1d8
1	1d8 Hell Rats	1d12 Gargoylges	1d8 Ordinary Devils	1d12 Type 8C Devils
2	1d10 Hell Rats	1d12 Gargoyles	1d8 Ordinary Devils	1d12 Type 8C Devils
3	1d12 Hell Rats	1d12 Gargoyles	1d8 Ordinary Devils	1d12 Type 8C Devils
4	1d12 Hell Rats	1d12 Gargoyles	1d8 Ordinary Devils	1d12 Type 8C Devils
5	1d20 Hell Rats	1d6 Stone Giants	1d8 Ordinary Devils	1d12 Romatyas
6	1d20 Hell Rats	1d4 Chimera	1d10 Zoybim	1d12 Romatyas
7	1d20 Hell Rats	1d6 Manticores	1d10 Zoybim	1d12 Romatyas
8	1d6 Giant Vultures	1d4 Three Head Hydra	1d10 Zoybim	1d12 Romatyas
9	1d8 Giant Vultures	Adult Black Dragon	1d8 Type 8A Devils	1d12 Romatyas
10	1d10 Giant Vultures	Adult Green Dragon	1d8 Type 8A Devils	1d6 Iblis
11	1d10 Giant Vultures	Adult Red Dragon	1d8 Type 8A Devils	1d8 Iblis
12	1d10 Greater Wolves	1d8 Common Devils	1d8 Type 8A Devils	1d10 Iblis
13	1d10 Greater Wolves	1d8 Common Devils	1d8 Type 8A Devils	1d12 Iblis
14	1d6 Common Trolls	1d8 Common Devils	1d8 Type 8B Devils	1d4 Daityas
15	1d6 Fe'eur Trolls	1d8 Common Devils	1d8 Type 8B Devils	1d6 Daityas
16	1d10 Ogres	1d8 Common Devils	1d8 Type 8B Devils	1d8 Daityas
17	1d4 Cyclops	1d10 Common Devils	1d8 Type 8B Devils	Diabolic General
18	1d6 Evil Warriors	1d10 Common Devils	1d8 Type 8B Devils	Diabolic Duke
19	1d6 Evil Crusaders	1d10 Common Devils	1d8 Type 8C Devils	Prince Zimidar
20	1d6 Evil Wizards	1d12 Common Devils	1d8 Type 8C Devils	King Samael