

NOD

13



NOD

13

By John M. Stater

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NEW CLASS

Evolution of a PC

Illustrations by Jon Kaufman

Evolutionaries are strange men and women who devote themselves to the writings of a mad monk who described, in startling detail, the physical path that led from the basic oozes (i.e. oozes begat plants with begat vermin which begat animals which begat magical beasts which begat monstrous humanoids with begat humanoids which begat humans) to the human form. Within their bodies, he claims, lies the potential for stepping into future stops on this mystic path, allowing these evolutionaries to actually change their form as they learn and grow. With each form, they gain new abilities.

Hit Dice: Evolutionaries roll 1d8 per level for hit points up to 10th level. After 10th, they add 2 hit points per level.

Attacks: Evolutionaries attack as clerics.

Weapons Permitted: Any.

Armor Permitted: Leather armor, ring armor and shields.

All evolutionaries are human. They tend to be arrogant and overbearing, for they believe they know a truth beyond truth. It is for this reason that their relations with clerics and druids are somewhat strained, though they acknowledge their power and accept their blessings. Evolutionaries adventure so that they might grow and collect monies to support their church and its sage fathers and mothers, the "Last Men".

At each level, an evolutionary changes his or her physical form. All evolutionaries enjoy a +2 bonus to save vs. polymorph and other effects that would forcibly transmogrify them. If an evolutionary is killed and *reincarnated* (per the spell), they always lose one level and return to the form of a sub-man (see below).

An evolutionary's ability scores remain fairly stable from form to form, although some forms do increase or decrease them slightly. Their memories are unaffected by their evolutions, but their personality does change in minor ways from form to form.

First Man: The first men and women are humans. They learn insights in defeating the ancient forms of humanity, gaining a +1 bonus to hit and damage oozes and a +2 bonus to save against the special attacks of oozes.

For old school games, first men save as first level fighters.

Second Man: Upon attaining the second level, the evolutionary's form changes. They become taller, adding at least 3 feet to their forms. Their necks thicken and their heads grow over-large for their bodies (improve Wisdom by 1 to a maximum of 18), their legs become as stout as a



dwarf's and their toes merge together. The second man's skin becomes as firm as carved granite and finely molded, their skin luminous and their eyes large and the color of jade. A second man gains the ability to use ESP three times per day and gains combat insights against plants.

For old school games, second men save as second level fighters.

Third Man: The third man shrinks in stature, becoming slight and lithe (improve Dexterity by 1 to a maximum of 18). He has sunny brown skin covered by downy red gold hair. His eyes are golden, his face compact and with a cat-like muzzle, with full lips and distinctive large ears. The third man's six fingers are long and supple, like antennae of living steel. The third man loses the ESP ability of the second man, but gains a thief's ability (as a 3rd level thief) to move silently, climb and pick pockets.

For old school games, third men save as third level thieves.

Fourth Man: The fourth man makes a startling transformation into a giant, floating brain. The fourth man improves his intelligence and wisdom scores by 1 (to a maximum of 18) and gain the ability to cast spells as a 4th level magic-users. They store their spells in their minds, rather than spellbooks, and begin with as many spells as they can cast per day, determined randomly. Fourth men move by flying at the normal movement rate and can levitate in place. Since they have no bodies or hands, they cannot wear armor or use weapons or other forms of equipment. Their thick skins give them an armor bonus of +2 and they can attack by slamming into opponents,

dealing 1d4 points of damage. As in previous forms, they gain combat insights against vermin.

For old school games, fourth men save as fourth level magic-users.

Fifth Man: In the form of the fifth man, the evolutionary regains a humanoid form, twice the height of a human being (+1 bonus to Strength, to a maximum of 18). Armor in this form costs twice as much as normal and they are capable of using two-handed swords in one hand. They have eight fingers on their hands (the sixth finger of their third form splits in this form into two tiny fingers and a thumb), and regain the ability to pick pockets as a 5th level thief. A fifth man has no hair other than a thick skull cap of ruddy brown hair and large eyebrows to shade their eyes. The fifth men gain resistance to fire and combat insights against normal and giant-sized animals.

For old school games, fifth men save as fifth level fighters.

Sixth Man: The sixth form of an evolutionary is a bit of a throwback. They become much reduced in stature, to roughly the size of a halfling or dwarf, and their Intelligence and Strength are both reduced by 1 point (to a minimum of 3), while their Dexterity and Constitution increase by 1 point (to a maximum of 18). Sixth men are expert hunters, gaining the ability to track as a ranger of 6th level, and their combat insights extend to magical beasts.

For old school games, sixth men save as sixth level thieves.



Seventh Man: The seventh man increases in height, being about as tall as an elf, and his bones become hollow (-1 penalty to Strength and Constitution, to a minimum of 3). In this lighter form, they suffer only half damage from falls. He develops skin flaps under his arms, which give him the ability to fly at twice his normal movement rate. He also improves his Dexterity score by 1 point (to a maximum of 18). These folk must wear specially prepared armor (costs double normal) if they are to fly while armored. Their vision becomes exceedingly keen, allowing them to see in darkness as well as a dwarf and to find secret doors as well as an elf. They retain the sixth man's ability to track as a ranger, and their combat insights extend to monstrous humanoids.

For old school games, seventh men save as seventh level thieves.

Eighth Man: The eighth form of an evolutionary is that of a substantial humanoid (+1 to Strength and Constitution, to a maximum of 18) with a long, narrow head (-1 to Wisdom and Charisma). Eighth men are rather pedestrian and conservative in their views, and have a straight-forward attitude pleasing to dwarves. Their minds are logical and their insights piercing them, giving them a +2 bonus to save vs. illusions and mind-controlling or altering effects, and the ability to find and remove traps as a thief of 8th level. Their combat insights extend to all non-human humanoids, and they gain the ability to modify a human being (per *polymorph*) into any other humanoid form once per day.

For old school games, eighth men save as eighth level fighters.

Ninth Man: The form of the ninth men is that of a dwarfish human, almost as broad as he is tall. They are thickly muscled (+2 bonus to Strength, to a maximum of 18) and have thick skin that provides an additional +2 armor bonus. Ninth men have a +2 bonus to save vs. *hold* spells and any effect that would check a person's progress or hinder their ability to move. Their combat insights apply to all humanoids, including humans. They are immune to poison.

For old school games, ninth men save as ninth level fighters.

Last Man: The last man is the final form of the evolutionary, the end of all his struggles and tribulations. The final form is highly variable. It is always humanoid in form, but its precise form is determined by the player.

Last men exist in a group mind with all other last men, giving them an effective bonus of +2 to intelligence, wisdom and charisma, to a maximum of 18. They can communicate telepathically to a range of 1 mile, and can set up a telepathic group mind with up to six other humanoid creatures once per day, allowing them to communicate telepathically with one another at a range of up to 1 mile.

The last men's group mind also allows them to *contact higher plane* once per day, asking the group mind questions as though they were actually contacting a higher power.

Last men have an alien mindset that gives them a +2 bonus to save vs. mind reading and mind control. They can use *ESP* one per day on other humanoid creatures, and can use *polymorph* other once per day on any non-humanoid creature, though its new form must be in of type only one level higher or lower than its original type (i.e. a plant could be polymorphed into an ooze or a vermin form).

The Last man is immune to polymorph and shapechange.

For old school games, last men save as clerics of their current level.

LVL	XP	ATK	FORT	REF	WILL	TITLE
1	0	+0	13	15	15	First Man
2	2,000	+1	12	15	15	Second Man
3	4,000	+1	14	12	14	Third Man
4	8,000	+2	14	14	11	Fourth Man
5	16,000	+3	11	13	13	Fifth Man
6	35,000	+3	13	10	13	Sixth Man
7	70,000	+4	13	10	13	Seventh Man
8	150,000	+5	9	12	12	Eighth Man
9	300,000	+6	9	12	12	Ninth Man
10	500,000	+6	8	12	8	Last Man
11	700,000	+7	8	11	8	Last Man
12+	900,000	+8	7	11	7	Last Man

Sub-Men

The sub-men are brutish humanoids who stand about the size of an elf, but are much broader and bulky. They have a

+1 bonus to starting Strength and Constitution (to a maximum of 18) and a -1 penalty to starting intelligence and wisdom (to a minimum of 3).

Sub-men may advance as fighters.

Future Men for *Space Princess*

Although the evolutionary class would not work well in *Space Princess*, given that game only using three classes, the various incarnations of future evolutions of mankind could certainly be used as alien species. Perhaps as man has evolved and traveled, pockets of humans at different evolutionary levels were separated from the species and, while their fellows evolved into new forms elsewhere, they retained their forms. The different future men could also represent human colonists who evolved to meet the challenges of different worlds, much like the Heavy-Worlders and Light-Worlders.

Second Men (Secondians)

Secondians are humanoid aliens with +1 MEN and -1 DEX. They have the ESP ability. Secondians usually follow the path of the Psychic or Star Warrior.

Third Men (Tertians)

Tertians are humanoid aliens with +1 DEX and -1 STR. Their cat-like muzzles give them the Super Scent power. Tertians are usually Space Rangers or Scoundrels.

Fourth Men (Quadrians)

Quadrians are of the weird alien type, and thus are immune to mind reading and have a +1 bonus on tests against the use of psychic powers. Quadrians move by levitation (treat as flight at normal speed) and are capable of using the Telekinesis power of Psychics. Quadrians are usually Psychics, and less commonly Scientists.

Fifth Men (Quintians)

Quintians are humanoid aliens with +1 STR and -1 KNO. Quintians can add their level to Defeat Security tests. They are often Scoundrels or Star Warriors.

Sixth Men (Sextians)

Sextians are humanoid aliens with +1 DEX, +1 MEN and -1 KNO. They are natural Space Rangers and Primitives, and even as Space Rangers often prefer primitive weapons.

Seventh Men (Septians)

Septians are avian aliens, and thus have a -1 STR and +1 DEX. Their skin flaps allow them to fly at fast speed and they have the Infra-Vision ability. Septians are natural Scoundrels and Space Rangers.

Eighth Men (Octians)

Octians are humanoid aliens with +1 STR, +1 KNO and -1 MEN. With their highly logical minds, Octians make excellent Scientists.

Ninth Men (Nonians)

Nonians are humanoid aliens with a +1 STR and -1 MEN. They have the Bulk special ability. Nonians are especially tough and make excellent Star Warriors and Primitives.

Last Men (Ultimates)

Ultimates are humanoid aliens with a +1 MEN and -1 STR. They have the Mind Control power and can spend one starting luck point to gain the ESP power.

DRAGONS

Shades of Red

Illustration by Marta S.

Yeah, yeah - the mighty red dragon, paragon of scaled evil. But where's the subtlety, the range? Leave your players guessing what trying to kill them with the following six sub-species of the venerable red dragon.

Note, the primary statistics below are for the soon-to-be-released *Blood & Treasure RPG*. Numbers after the slash can be used with the *Swords & Wizardry RPG*.

Carnelian Dragon

Large Dragon, Chaotic, High Intelligence; Solitary

HD	10
AC	17 / 2
ATK	2 claws (1d8) and bite (3d10)
MV	20, Fly 60 / 9, Fly 24
SV	Fort 7, Ref 8, Will 7 / 5
XP	1,000 / CL 12 (2000 XP)

The carnelian dragon is medium-sized for a red dragon and always intelligent, though never capable of speech. They communicate telepathically in a screeching voice that raises the hairs on the nape of the neck.

A carnelian dragon replaces the red dragon's cone of fire breath with a psychic pulse that disrupts the synapses of the brain. All within 30 feet must pass a Will save or be affected. For the next six rounds, the person must pass a saving throw whenever they want to perform an action other than running away or dodging blows (but without the benefit of a shield, which requires active thinking). Any



other act - attacking, spell casting, talking, tap dancing, playing checkers - requires a successful save.

Spells: 3/day – detect evil, detect thoughts (ESP); 1/day – legend lore, suggestion

Special Qualities: Immune to sleep and charm

Crimson Dragon

Huge Dragon, Chaotic, Low Intelligence; Solitary

HD	11
AC	17 / 2
ATK	2 claws (1d8) and bite (3d10)
MV	20, Fly 40 / 6, Fly 15
SV	Fort 6, Ref 8, Will 9 / 4
XP	1,100 / CL 13 (2300 XP)

The crimson dragon is a large, ponderous beast with a shortened snout and heavy eyes. Crimson dragons never speak and are relatively un-intelligent. They relish the infliction of distress and pain, and are as often on the move as in their lairs.

In place of fire breath, a crimson dragon can breathe a blast of scorching wind that destroys water (i.e. reduces all water stores by half), withers plant life (11d6 damage to plant creatures) and sucks the moisture from other living creatures (6d6 points of damage to non-plant creatures of flesh and blood).

Special Qualities: Immune to sleep and charm

Florid Dragon

Large Dragon, Chaotic, High Intelligence; Solitary

HD	10
AC	17 / 2
ATK	2 claws (1d8) and bite (2d10)
MV	25, Fly 60 / 9, Fly 24
SV	Fort 7, Ref 8, Will 7 / 5
XP	1,100 / CL 13 (2300 XP)

The florid dragon is an ill-tempered brute of medium size. They have shinier scales than most red dragons, and

smaller, saw-like teeth in their mouths. A florid dragon has the normal chances for speech and magic use.

In place of fire breath, a florid dragon radiates a wave of punishing heat from its body. The heat causes 1d6 points of damage per round to creatures within 10-ft of the dragon, 1d4 points to creatures from 10 to 20 feet away from the dragon and 1 point of damage per round to creatures within 20 to 40 feet of the dragon. Wearing metal armor increases this damage to 1d8/1d6/1d4 respectively. The florid dragon can maintain this heat for 10 minutes per day.

Special Qualities: Immune to sleep and charm

Ginger Dragon

Medium Dragon, Chaotic, High Intelligence; Solitary

HD	9
AC	17 / 2
ATK	2 claws (1d8+1) and bite (3d10)
MV	30, Fly 60 / 12, Fly 24
SV	Fort 9, Ref 9, Will 8 / 7
XP	900 / CL 11 (1700 XP)

The ginger dragon is a smaller, less wicked cousin of the red dragon. Lonely and somewhat sensitive, its evil nature usually manifests in flashes of murderous rage when rejected or criticized. When not murderously angry, though, it is a welcoming companion.

Where the florid dragon radiates intense heat, the ginger dragon absorbs heat, making the area around him very cool, and thus his warm presence (think of him as a radiator with a 5-ft radius range) all the more pleasant. Within 100 feet of the dragon, the air is absolutely frigid, and people unprotected from the cold suffer 1d6 points of damage per turn from the frost. Within 1 mile of the dragon, things are notably cold, though not damaging.

Ginger dragons are always capable of speech and have the normal chance for magic use. Their claws are overly long and razor sharp.

Special Qualities: Immune to fire, sleep and charm

Sanguine Dragon

Medium Dragon, Chaotic, High Intelligence; Solitary

HD	9
AC	17 / 2
ATK	2 claws (1d8) and bite (3d10)
MV	25, Fly 60 / 9, Fly 24
SV	Fort 9, Ref 9, Will 8 / 6
XP	900 / CL 12 (2000 XP)

These infernal brutes are ever in league with the dark powers of Hell, acting as their messengers and assassins in the world of mortals. They are small for red dragons and possessed of black, branching antlers that are lovely to behold if they aren't gouging out your eye or spleen.

Sanguine dragons can always speak and cast spells, and choose their spells from the anti-cleric's spell list. They replace the red dragon's cone of fire with a cone of hellfire, which numbs the soul and robs one of their common decency. Those hit must pass a Will save or be drained of one level. Those drained of a level must pass a second Will save or have their alignment move from Lawful to Neutral or Neutral to Chaotic for the span of one month.

Spells: If can cast spells, chooses from the cleric spell list

Special Qualities: Immune to fire, sleep and charm

Vermilion Dragon

Large Dragon, Neutral, High Intelligence; Solitary

HD	11
AC	17 / 2
ATK	2 claws (1d8) and bite (3d10)
MV	25, Fly 60 / 9, Fly 24
SV	Fort 7, Ref 8, Will 7 / 4
XP	1100 / CL 13 (2300 XP)

The noble vermillion dragon replaces the fury of the red dragon with a sense of superiority and mild disdain for lesser creatures. Nevertheless, they are as close as a red dragon can get to benevolence, and officially have a Neutral alignment (with obnoxious tendencies).

Vermilion dragons, like actors, love nothing more than to talk about themselves and hear others talk about them, especially in glowing terms. They are large, with refined features and have a lust for gold (especially in the form of crowns and other regalia) that borders on the obsessive.

A vermillion dragon's cone of fire causes full damage on Neutral creatures, 150% normal damage on Chaotic creatures and half damage on Lawful creatures. Lawful creatures struck by the breath also have all curses and diseases removed from their person and any drained level has a 50% chance of being restored if drained in the last year. Vermilion dragons can always speak, and have the normal chance for magic use.

Special Qualities: Immune to fire, sleep and charm

PARS FORTUNA



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Circle III: Abaddon

*Illustrations by Ndege Diamond, Jeff Preston,
William T. Horton and Wallace Smith*

The wind and rain swept circle of Erebus gradually gives way to Abaddon, the circle of Hell reserved for gluttons. Unlike the mile high cliffs that separate Asphodel and Erebus, the border between Erebus and Abaddon is a more gradual, though slippery, slope.

In Abaddon, the constant rain of Erebus becomes slowly falling flakes of snow. This snow, unfortunately, is not pristine and white, but rather raw sewage in snow form. These putrid flakes fall from the sky and collect between great hills in the form of slush. The slush is rarely more than a foot or two deep, though sometimes it hides deeper pits that are home to otyughs. In places, these slowly moving rivers of sludge are clogged by bulrushes.

Mulling through this sludge are the damned souls of Abaddon. No longer shades, they have been transformed into great, bloated humanoids with faces suggesting swine. These gluttons roam through the muck, rooting in it for bits of more solid waste, which they devour as though it were truffles or some other fabulous viand. The swine-things are slow moving and pay little attention to folk unless they catch the scent of food or drink. They mostly serve as prey for the devil dogs that roam Abaddon.

The hills of Abaddon are not much better. They are slick and slimy in some places and covered with growths of stinkweed, black horehound, poison hemlock, thorn-apples, devil's dung, stink grass, skunk cabbage, wild mandrake, chokecherry and poisonous sumac. Amidst the

mud and the plants there are great heaps of broken crockery and glass and rusted tools and weapons – all irreparable and long forgotten. Most of these hills are inhabited by the various races native to Abaddon.

Miasma of Entropy

Abaddon is not just disgusting, it is catching. A miasma of entropy covers this circle, affecting everything unfortunate enough to have entered it.

Each living being traveling in Abaddon must pass a saving throw each day or succumb to a disease (see below). This save must be made each day, with a new disease being added to the victim's repertoire each time they fail.

DISEASE	INCUBATION	DAMAGE
Blinding sickness	2 days	1d6 Str
Cackle fever	1 day	1d6 Wis
Demon fever	1 day	1d6 Con
Devil chills	3 days	1d6 Str
Filth fever	2 days	1d6 Dex & Con
Mindfire	1 day	1d6 Int
Mummy rot	1 day	1d6 Con
Red ache	2 days	1d6 Str
Shakes	1 day	1d6 Dex
Slimy doom	1 day	1d6 Con

Objects must likewise save each day or fall into disrepair, as if by magic. Each time armor fails a save, it's armor value is reduced by one. Armor with a value of +0 simply falls apart. Weapons have their damage dice reduced by one size (i.e. 1d10 to 1d8, 1d8 to 1d6, 1d6 to 1d4, 1d4 to 1d3, 1d3 to 1d2, 1d2 to 1, 1 to 0), with the weapon falling apart when its' damage potential falls to 0. Glass and stone items become dirty and grimy, cloth items become frayed, then tattered, then useless, metal items become tarnished or rusted, then pitted and then useless, etc. Magic items are unaffected by this rot.

Characters that dawdle too long in Abaddon may soon be naked, weaponless and wracked with disease.

Races of Abaddon

Abaddon, like most of the other circles of Hell, is not only inhabited by pitchfork-carrying devils and their victims. Three races known to people of the surface world dwell in

NOTE ON MAPS

The hex map for the Hellcrawl appeared in black and white form in **NOD 11** and **NOD 12**. A better version of the map can be downloaded here:

<http://www.mediafire.com/i/?al1kfq88c4fmcv6>

For the dungeon maps in this issue, the “*” marks the entrance to the dungeon, while a “?” indicates a tunnel that can be expanded on if the Referee wishes to extend the dungeon.

Abaddon, though these races have been changed in many ways by their habitation in Hell.

Goblins: The goblins of Abaddon are scurrilous little squabs with fat, red faces and gleaming white eyes. They are junk collectors who carry large packs filled with all manner of useful and useless items (1 in 6 chance of any given small item, 1 in 20 chance of any given large item). Any tool they have that is in working order is bound to carry some manner of curse. Abaddonite goblins have acidic saliva and, once per day, can summon 1d12 giant rats.

GOBLINS: HD 3 hp; AC 6 [13]; Atk 1 weapon (1d6) and bite (1d4 + 1d4 acid); Move 9; Save 14; CL/XP 5/240; Special: Acid bite, summon rats.

Orcs: Orcs, being creatures of gluttony, are eminently suitable for Abaddon. The orcs of Abaddon have piggy faces and grotesque, bloated bodies. Their skin is pale and blotchy and their eyes are pink. Abaddonite orcs are immune to disease and poison and have the paralyzing touch of ghouls (save at +3 to negate). When they paralyze or fell a foe, they usually fall to devouring them.

ORCS: HD 4; AC 3 [16]; Atk 1 weapon (1d8) or 1 bite (1d6); Move 9; Save 13; CL/XP 5/240; Special: Immune to disease & poison, paralyzing touch.

Troglodytes: Like the troglodytes of Nod, the troglodytes of Hell dwell underground, burrowing into the muddy hills and the bedrock the underlies them. They have bilious green scales and fan-like crests that run from head to tail. The odor of the troglodytes of Abaddon is so foul that those within 10 feet of them not only suffer the normal penalty but also fall to vomiting until they pass an additional save, which they may attempt once per round.

TROGLODYTES: HD 6; AC 4 [15]; Atk 2 claws (1d3), Bite (1d4+1) or by weapon with shield (1d8); Move 12; Save 11; CL/XP 6/400; Special: Stench, chameleon skin (surprise on 1-4 on 1d6).

Lords of Abaddon

Abaddon is ruled by Beelzebub, who usually takes the form of a great fly. He sits at the center of all the intrigues of Abaddon and many of the intrigues of Hell as Lucifer’s chief rival and most bitter enemy. Under his dominion are the lords Demoriel and Behemoth (who is usually away from his domain in Abaddon serving as butler in the palace of Lucifer in Dis). The primal demon lord Jubilex also dwells on Abaddon, though he pays no tribute (and scant attention) to Beelzebub. The terrible three-headed hound Cerberus also roams Abaddon.

Random Encounters

Random encounters should be diced for once per hex. They occur on a roll of 1 on 1d6.

D20	Monster
1	Abyssal Larva (5d6)
2	Algoids (2d6)
3	Carriion Fly (2d6) or Devil Dog (2d6)
4	Catoblepas (2d6)
5	Effluvial Grubs (2d6)
6	Geruzou (2d6) or Nupperibo (5d6)
7	Grey Ooze (4d6)
8	Mudman (4d6)
9	Mushroom-Man (4d6)
10	Ochre Jelly (3d6) or Slithering Tracker (3d6)
11	Ooze Demon – Lesser (3d6) or Greater (1d10)
12	Orcs (3d6) or Goblins (4d6)
13	Otyugh (2d6)
14	Phycomid (4d6)
15	Retch Hound (5d6)
16	Sloorg (3d6)
17	Stirge-Demons (2d6)
18	Troglodytes (3d6) or Yurmp (3d6)
19	Violet Fungus (4d6)
20	Walking Slime (5d6)

GLUTTONS: HD 1; AC 9 [10]; Atk 1 strike (1d4); Move 9; Save 17; CL/XP 1/15; Special: None.

Keyed Locations

20.52 Memory Stealers: A gang of 10 yurmps has made a home for themselves atop a low, horseshoe-shaped hill (about 500-ft. in diameter). The lower slopes of the hill are rocky and feature dozens of small burrows that are home to cave morays. The upper portion of the hill is covered with a mass of chokecherry trees. Either end of the hill rises about 10 feet above the remainder of the hill. Among the trees there are shards of stained glass (many of them sticking into the trees, as though thrown by a terrific wind), bits of crockery and the carcass of a blue whale, which the yurmps have hollowed out and turned into a lair.

Folks hit by the yurmps in combat must pass a saving throw or lose one of their memories, which pass to the yurmps in the form of a sheen of oil on its hand. When dipped later into water or wine, it makes the liquid cloudy and allows that memory to be swallowed by another.

The yurmp are led by a reclusive magic-user called the Scarlet Shroud (Mage 8; HP 19). Beneath the shroud, almost half of her skin having been eaten away by green slime. She is thoroughly chaotic and insane, and can only be with a stake of oak driven into her heart. When seemingly killed, she regenerates 3 hp per round until she is healed to half her normal hit point total.

CAVE MORAY: HD 4; AC 1 [18]; Atk 1 bite (1d6); Move 6; Save 13; CL/XP 4/120; Special: Recoil attack, surprise (3 in 6).

YURMP: HD 5+3; AC 4 [15]; Atk 1 polearm (1d8); Move 12; Save 12; CL/XP 5/240; Special: Backstab.

20.59 Death Temple: A low, round hill rising from the muck here is covered by giant mushrooms. The mushrooms grow around and through dozens of humanoid corpses, rotting timbers and rubble. Rising above these mushrooms there is an ancient temple of cracked and stained stone dedicated to Death itself.

The temple consists of an antechamber filled with murky water to a depth of three feet. This water is home to a sewage weird. Beyond the fetid pool there are tarnished bronze doors decorated with hundreds of tiny skulls that appear to have been embedded in the door and then covered with a layer of bronze. Opening these doors without removing a trap causes the floor under the pool to

collapse, sending the water and the characters into a deep pit that connects to the secret sanctum of Death below.

Beyond the doors lies the inner sanctum, where stands the great bronze idol of Death, covered in verdigris, eyes downcast, hands gripping a scythe. The idol is surrounded by several large hepatizon bowls holding rotting fruit and tarnished copper and silver coins (about 300 cp and 100 sp) and twenty grimy jars filled with greenish liquid (50% chance of a strong liquor, 50% chance of acid). A secret door in the inner sanctum leads to stairs that descend 50 feet into the earth, to a subterranean abbey.

The abbey is home to twelve priestesses (Cleric 3) and their mother superior, Mergsta (Cleric 10; 31 hp; *potion of healing*). All of the women have had the skin flayed from their backs (each carries a bloody scourge), and wears nothing but a long, black loincloth and a string of pearls wound into their hair (worth 50 gp each for the priestesses, 300 gp for Mergsta). Besides their scourge, they are armed with heavy maces. Their abbey consists of several living chambers, a pantry of unpalatable, rotting food, a large dining chamber decorated with soiled tapestries and bunches of sickly purple mushrooms growing from the walls and a secret sanctum.

The secret sanctum holds a smaller idol of Death carved from black marble and garbed in the same manner as the priestesses. The back of this idol is hollow and contains the *Codex of Saint Death*, which permits anti-clerics who read it daily to cast one additional evil or reversed spell of each level open to them per day, and a single large ruby worth 15,000 gp. Those who touch the idol without first supplicating themselves to it have their backs break out in painful welts that soon burst open (per a *cause serious wounds* spell). Removing the ruby from the secret sanctum causes a swarm of biting flies (i.e. *insect plague*) to be summoned to defend the idol.

SEWAGE WEIRD: HD 8; AC 5 [14]; Atk 1 bite (1d8); Move S12; Save 8; CL/XP 8/800; Special: Grab, drown, cause disease (as giant rat), reform.

20.61 Shuttered School: On top of a 40-ft. high oval hill, about 70 feet in diameter, there is a ramshackle old house. The building looks like it fell out of the sky and landed on the hill, as it leans quite a bit to one side. The house is Victorian in design, with wooden clappers that show a bit of yellow paint and a roof missing many of its gray slates.



Most of the windows are broken. Around the base of the house there are rusty mining tools and leafs of soiled and torn paper, each one from a different book. An hours search grants one a 1 in 6 chance of finding a minor magic scroll among the papers.

The house rests atop crusty goblin burrows thick with rubbery, yellow mushrooms. The burrows and house are home to 200 goblins wearing bits of human clothing that are soiled and generally too large for them. The poison mushrooms do not seem to bother the goblins, other than to give them a great deal of gas. The goblins are ruled by their shaman Afak (Cleric 4; 19 hp; ring armor, mace, *scroll of cause fear, light, purify food and drink*), who is loyal to Beelzebub.

The goblins have a horde of 590 sp, 2,886 gp and a crystal rose worth 105 gp.

GOBLINS: HD 3; AC 6 [13]; Atk 1 weapon (1d6) and bite (1d4 + 1d4 acid); Move 9; Save 17; CL/XP 2/30; Special: Acid bite, summon rats. Leather armor, short sword, darts (6; dipped in blinding poison).

21.47 Foul Fortress: A yellowish fortress looks over the putrid landscape here. The stronghold is a large concentric castle with six towers (including the gatehouse) and a large keep. Around the base of the hill, hundreds of rotting corpses have been staked to the ground. They are covered with swarms of flies. Around the base of the castle there is a copse of stinking wattles.

The fortress is covered in reddish pustules that pop and burst, oozing gray ichor down the walls. The feel of the walls is like leathery flesh. Dozens of mangy cats roam the courtyard and fortress, licking at the ichor with long, purple tongues. These cats can shapeshift into feminine ghouls with bloody faces, cat's eyes and those same grotesque tongues licking their ruby lips. Much of the courtyard is taken up by a garden of hemlock, henbane and horehound that is watered by a tarnished fountain depicting a vomiting angel.

The fortress is the domain of Axbea, a marilith who once served in the personal guard of the demon lord Gremory before carrying on an ill-considered affair with a member of his harem. She now seethes with rage on Abaddon, ruling as a free lord by order of Lucifer (mostly to frustrate Beelzebub). Axbea is as reckless as ever, and her temper is even shorter than normal. Her guard consists of 3 companies of orcs, and more are on the way, as she plans to expand her dominion on Abaddon. Her elite guard consists of a squadron of ghouls armed with lances and mounted on the gluttons of Abaddon.

ORC: HD 2; AC 3 [16]; Atk 1 weapon (1d8) or 1 bite (1d6); Move 9; Save 16; CL/XP 3/60; Special: Immune to disease and poison, paralyzing touch.

GHOUL: HD 2; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch.

AXBEA: HD 8 (43 hp); AC -3 [22]; Atk 6 weapons (1d8), tail (1d8); Move 12; Save 8; CL/XP 13/2300; Special: Magic resistance (80%), +1 or better magic weapon required to hit, demonic magical powers.

21.50 Coffins: Three dozen warped coffins bob up and down in the sludge here, apparently caught up in the bulrushes. Folk walking among them are attacked by the coffer corpses that inhabit them. The coffer corpses look like skeletons with long, silver hair and missing lower jaws.

COFFER CORPSE: HD 2; AC 5 [14]; Atk 1 slam (1d6); Move 9; Save 16; CL/XP 5/240; Special: Death grip, weapon resistance, deceiving death, cause fear.

21.56 Diggers: Ten skeletal trolls scrape at the sides of a rocky hill with little progress. Inside the hill, behind a cave-in, there is an evil *+3 longsword* called Himon. Himon has a reddish blade and the pommel is set with a cluster of tiny rubies. The sword sheds darkness in a 10-ft. radius but allows the wielder to see through it. The sword can also animate up to 20 HD of creatures it has killed – the troll skeletons are its servants, and they are attempting to unbury it. Its former owner, the reaver Vigon, lies dead underneath all of the rocks. He entered the cave to avoid a pack of demon dogs.

TROLL SKELETON: HD 6; AC 8 [11]; Atk 1 strike (1d8); Move 12; Save 11; CL/XP 8/800; Special: Regenerate 3 hp/rd.

21.65 Abandoned Barrels: Six barrels are half-buried in the side of a slimy, muddy hill. The barrels contain plump, pale sausages that wriggle and flop about. There is a 1 in 6 chance each minute that one of them explodes, sending masses of rot grubs flying in a 10-ft. radius. Each person in that radius must pass a saving throw or be struck by 1d8 rot grubs, which immediately burrow into exposed flesh.

ROT GRUB: HD 1hp; AC 9 [10]; Atk 1 burrow; Move 1; Save 18; CL/XP 1/15; Special: Burrows to heart.

22.46 Zhebeha's Monastery: A monastery dedicated to primal chaos has been constructed here by its mistress, the marilith Zhebeha. Zhebeha teaches her thirteen monks the secrets of sword play, and each fights with twin scimitars. The monks are emaciated and stained with opium smoke, which they consume in frightful quantities. This keeps them in an eternally dozy state, which only seems to heighten their weird, drunken fighting technique. The monks wear black robes and necklaces of jet beads (worth 100 gp each) around their necks.

The monastery has stained, crooked walls and is composed of large, vaulted chambers filled with a miasmal mist. The mist stains clothing a mustard yellow and forces folk to pass a saving throw each day or come down with a case of devil chills. The chambers of the monastery are humid and uncomfortable. Each room is graced with a device of torture; the monks use these devices on one another as a means of becoming one with the cosmos' pain. The two largest chambers are the dining hall, in which the monks gorge themselves on reeking food, and the nearby vomitorium, where they drink noxious wine that helps

them void their stomachs. The walls are painted with frescoes depicting crimson-skinned demons carrying great platters of food fit only for cannibals.

Zhebeha does not partake in these feasts or foul revels, for she is too busy sending her monks out on an errand that has driven her for the past century – the assembly of the necessary components of a spell that will conjure a powerful primal demon called Apollyon. Should he arise, he could sweep away Lucifer (it is believed) and batter down the very gates of Hell.

MONK: HD 5+5; AC 6 [13]; Atk 2 swords (1d6+1); Move 15; Save 12; CL/XP 6/400; Special: Unarmed grapple with hit 4+ over number needed.

ZHEBEHA: HD 8 (40 hp); AC -3 [22]; Atk 6 weapons (1d8), tail (1d8); Move 12; Save 8; CL/XP 13/2300; Special: Magic resistance (80%), +1 or better magic weapon required to hit, demonic magical powers.

22.47 Mudmen: There is a low, broad hill here covered with stinkgrass and hundreds of white, stone pillars that jut from the ground at odd angles. The pillars are covered with assassin vines. Between the pillars there are muddy pits that are home to communities of mudmen. They attack whenever folk come near their pits in groups of 1d3 per adventurer. Folk who climb to the top of one of these pillars (they are usually about 20 feet tall) can see into the surface world as though they were sitting on the throne of one of the great city-states of Nod at that very moment. If that throne happens to be occupied at that moment, they can communicate with that monarch telepathically.

MUDMEN: HD 2; AC 7 [12]; Atk 2 slams (1d4) or mud bomb; Move 6; Save 16; CL/XP 5/240; Special: Engulf, mud bomb, +1 or better weapon to hit, mindless, mud pool.

22.55 Skyra: A craggy hill of rubble here supports a collection of pitted, rusted iron towers that seem to have erupted from the rubble like things alive. Surrounding this fortress are patches of grass and wild mandrake. Burrows in the rubble disgorge waxy-skinned men and women, unclothed, to the shores of the island to fish with their bare hands in the raw sewage. Whatever they pull out they greedily devour. Shards of crystal balls litter the shore, cutting the feet of the miserable savages.

This is the fortress of a bebilith demon called Skyra. Skyra commands four companies of giant spiders, using them to collect odd treasures from the mountains of junk that fill

Abaddon in search of a gemstone with a resonance that will render her enemies helpless before her, for she plans to rule all Abaddon one day. The largest of the six towers atop the rubble houses her own grand court and such ancillary chambers as her bedchamber, harem of corpsespun zombies and treasure chamber, which contains 11,500 cp, 30,000 sp, 6,000 ep, 9,900 gp, 10 pp, a bracelet of some blue metal that causes one's hand to turn blue and be immune to cold damage, a *+1 battle axe*, *+3 vs. plant creatures*, a mahogany statue of a harpy worth 100 gp, a blue velvet pillow embroidered with the arms of the Guelphian house of Dabo (25 gp) and a silver short sword.

Skyra's enemy-of-the-moment is the marilith Zhebeha [22.46], of whom she would very much like to drink deeply and leave her with a belly full of eggs.

Aiding Skyra in her quest is her court mage, Glossik, a rather unique demon with a long, horse-like face and four glaring, black eyes. Glossik has a tusked mouth, a long, rubbery torso, humanoid arms with suckers on its hands and hooved legs. His warty skin gives off a pink glow that causes an annoying ringing in the ears to those who fail a saving throw, and the demon reeks of death.

GIANT SPIDER (80): HD 2+2; AC 6 [13]; Atk 1 bite (1d6 + acid); Move 18; Save 16; CL/XP 4/120; Special: Acid (2d6 damage), surprise (5 in 6).

CORPSESPUN ZOMBIE (12): HD 3; AC 3 [16]; Atk 1 slam (1d6); Move 6; Save 14; CL/XP 4/120; Special: Vomit spiders (3/day; 20-ft cone; 3d6 swarm damage + save vs. poison or 1d6 more damage).

GLOSSIK: HD 6 (28 hp); AC 2 [17]; Atk 1 bite (1d8) and 1 touch (level drain); Move 12; Save 9; CL/XP 10/1400; Special: Touch drains one level (save or permanent), cast spells as 6th level magic-user, aura of annoyance, stench forces all within 10 feet save or -2 to all rolls, normal demon traits and immunities.

SKYRA: HD 12 (63 hp); AC -1 [20]; Atk 1 bite (2d6 + poison) and 2 claws (2d4) or web (as spell); Move 15 (C9); Save 3; CL/XP 18/3800; Special: Poison (save or die), rend armor, web, +1 or better weapon to hit, plane shift, create corpsespun zombie, telepathy 100 ft., normal demonic traits and immunities.

22.62 Pitted Statue: The remains of a giant iron statue – humanoid, but unrecognizable – stands here, overlooking a vast miasma of waste in which float hundreds of wicker baskets containing wailing infants (glamered madragoras). A tribe of winged kobolds flit around the statue, gnawing at the metal (for metal is their only source of nutrition). The kobolds prefer precious metals, and can devour up to

one pound of the stuff before they are sated. For every pound of precious metal brought into the hex, there is a 5% chance of an encounter with 3d6 of the kobolds.

MANDRAGORA: HD 1; AC 3 [16]; Atk 2 tentacles (1d4); Move 12 (B9); Save 17; CL/XP 3/60; Special: Constrict, light blind, resistance to fire (50%), magic resistance (10%).

WINGED KOBOLD: HD 2; AC 1 [18]; Atk 1 bite (1d6); Move 6 (F18); Save 16; CL/XP 3/60; Special: Devour metal.

22.65 Giant Pile: Rising from the muck and grime here there is a pile of giant corpses – storm giants, stone giants, frost giants, etc. The mound rises about 30 feet and is about 60 feet in diameter. None of the bodies are clothed and there is no equipment to be found. Standing on the hill brings a 1% chance per turn of another corpse falling from the sky and landing on anyone who fails a saving throw. This falling body causes 10d6 points of damage. The mound is infested with 60 giant maggots.

GIANT MAGGOT: HD 3; AC 6 [13]; Atk 1 bite (1d6); Move 9 (B9); Save 14; CL/XP 3/60; Special: None.

22.68 Skull Hill: A 30-ft. high and 430-ft. diameter hill here is covered with piles of orc skulls. Swarms of poisonous spiders dwell within these skulls and attack (1d6 swarms) on a roll of 1-3 on 1d6 made each hour. The skulls obscure an iron-clad shaft that leads down into the hill to a series of dank caverns occupied by a tribe of hobbled gnolls (they wear heavy chains) who worship Yod the Mighty, a sentient iron golem who is not only immune to most magic, but can actually turn it back on the caster. Yod puts the gnolls to work mining a vein of adamant that he plans to cover himself in, provided he can find a dragon to melt it down and some azer to apply it. He already has 50 pounds of adamant in raw ore form.

GNOLL: HD 4; AC 4 [15]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 13; CL/XP 5/240; Special: Unnerving laughter.

YOD: HD 20 (80 hp); AC 3 [16]; Atk 1 weapon or fist (4d10); Move 6; Save 3; CL/XP 19/4100; Special: Poison gas, +3 or better weapon to hit, slowed by lightning, healed by fire, immune to most magic, reflect most magic.

23.44 Twok's Village: A tribe of 100 bulging orcs dwells here in a village of houses made of bits of wood and tin and standing on stilts. The orcs have simple rafts that allow them to travel through the sludge in relative comfort. The largest building in the village is a tavern of sorts run by the

boss orc Twok. This tavern serves an unappetizing, greasy stew and rotgut in chipped and cracked crockery. Drinking the rotgut forces a saving throw to avoid suffering a -1 penalty to all rolls for one week due to intestinal distress. The village is surrounded by a picket of wooden spikes driven into the ground at odd angles. Some of the larger bunches of spikes protect wooden guard towers manned by orcs wearing rusty chainmail and carrying heavy crossbows and spears.

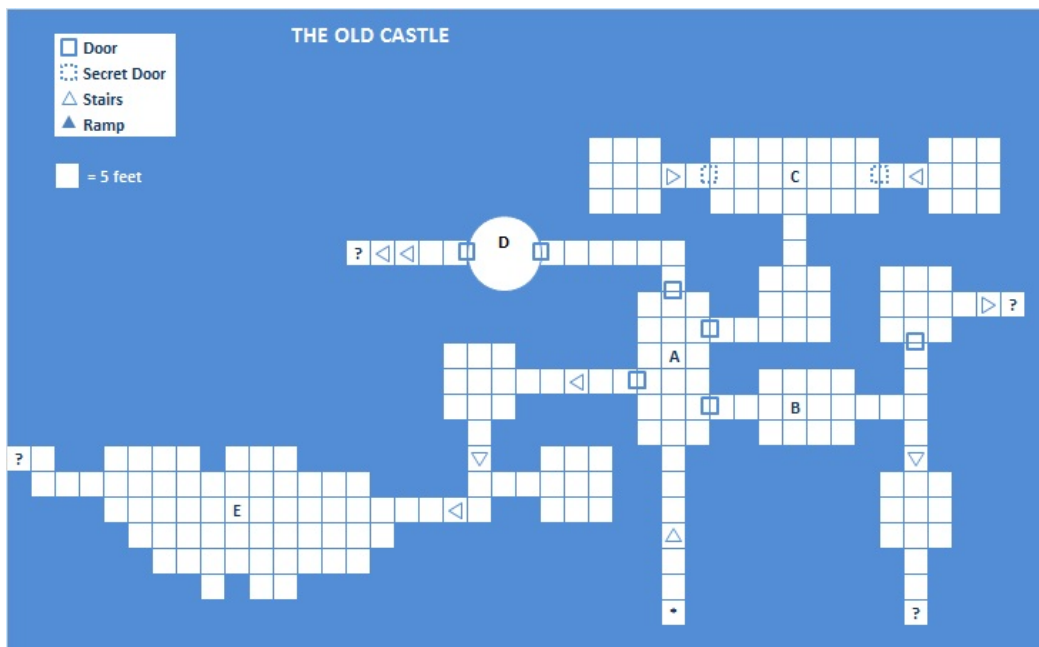
The orcs' treasure is kept in a locked iron chest suspended from the rafters by an iron chain. Three other chains hang nearby and are animated – they attack any who attempt to touch the chest. The chest contains 30,000 cp, 6,000 sp, 3,870 gp, four letters tied in a silk ribbon (they are soiled and smudged, but appear to be love letters with a crude treasure map scrawled on the back of one letter), a small silver throwing hammer, a tiny umber box that has been burned and contains a golden ring set with three emerald chips worth 900 gp and an agate earring worth 400 gp.

ORCS: HD 4; AC 3 [16]; Atk 1 weapon (1d8) or 1 bite (1d6); Move 9; Save 13; CL/XP 5/240; Special: Immune to disease & poison, paralyzing touch.

ANIMATED CHAIN: HD 4; AC 2 [17]; Atk 1 strike (1d6 + entangle or strangle); Move 15; Save 13; CL/XP 5/240; Special: Victims of attack must make a save or be entangled. If they roll a 1 they are instead strangled for automatic damage each round.

TWOK: HD 6 (26 hp); AC 3 [16]; Atk 1 battleaxe (1d8+1); Move 9; Save 16; CL/XP 7/600; Special: Immune to disease and poison, paralyzing touch.

23.46 Silvery Oozes: A ridge (30-ft. tall and 300 ft. long) snakes through this hex. The ridge is composed of chalcopyrite and laced with veins of lead. Several mines have been borne into the ridge, but all of them now appear to have been abandoned. Silvery oozes crawl through the mines, feeding on the lead.



SILVERY OOZE: HD 6; AC 8 [11]; Atk 1 strike (2d6 + poison); Move 3; Save 11; CL/XP 8/800; Special: Acid (as grey ooze), immune to spells, heat, cold, and blunt weapons, poison (save or 2d6 damage), cause insanity.

23.49 Crumbling Walls: There is a tall hill here with steep, slippery slopes littered with bones, skulls and rusty weapons. Some adventurer has driven stakes into these cliffs to make climbing easier. Atop the hill there are a set of crumbling walls. The roof of this structure, whatever it was, has collapsed, but one can still see ancient frescoes on the wall, including one depicting a skeletal man on a pale horse. The man holds a golden heart pierced by a black arrow.

The arrow is pointing down at an angle, and if followed to the floor one might find a loose brick hiding a bronze clasp. When pulled, the clasp causes a 5 ft. x 5 ft. section of the floor next to the clasp to collapse, dropping people 10 ft. down into a small, dusty well. The well holds a door covered in silver (worth 50 gp) and framed in white marble. Behind the door there is a long gallery with bleeding walls. This gallery is home to a dozen bloody bones. When the gallery is entered, the door slams closed (per a *wizard lock* from a 16th level magic-user) and the walls begin bleeding in earnest, the blood pooling on the ground. Each round, the blood level rises 1 ft. The gallery has a ceiling 8 ft. tall.

Behind the walls there are four beating hearts that were torn from the bodies of titans.

BLOODY BONES: HD 5; AC 3 [16]; Atk 4 tendrils (see below) and 2 claws (1d6); Move 12; Save 12; CL/XP 7/600; Special: Tendrils, slippery, resistance to fire (50%).

23.52 The Old Castle: A large castle rises directly from the muck and sludge. The castle has a myriad of chambers, passages and secret doors, and hides many wonders. Its most prominent inhabitant is a being known only as “The Phantom”. The Phantom is an inky black creature – not undead, but not truly alive – with glaring white eyes and a mouth of jutting teeth. He moves like a shadow but is capable of *polymorphing self* and created *phantasmal images* at will. The Phantom’s primary motivation seems to be keeping people in the castle, for each hour spent there requires a person to pass a saving throw or lose one point of a random ability score. These “points” leap out of a person in the form of a shadow that resembles them. These shadows immediately flee. Until they are caught and destroyed, the ability point cannot be restored.

SHADOW: HD 3+3; AC 7 [12]; Atk 1 touch (1d4 + ability drain); Move F12; Save 14; CL/XP 4/120; Special: Drain 1 point of ability that created it with hit, hit only by magic weapons.

THE PHANTOM: HD 12; AC 7 [12]; Atk 1 touch (1d6 + paralysis 1d4 rounds); Move F12; Save 14; CL/XP 14/2600; Special: Paralysis touch, +2 or better weapon to hit, phantasmal force, polymorph self.

[A] This rectangular chamber is about 30 feet long and 15 feet wide. Two 6-ft. deep trenches run along the sides of the room, and in these trenches there are a dozen clerics (six on each side) chained to the walls. They have open wounds on their bodies that seep, filling the trench with blood about 1 inch deep. The clerics are actually mohrgs obscured by an illusion. The space between the hexes contains three covered pits, each one 10 feet deep and containing six zombies.

ZOMBIE: HD 2; AC 8 [11]; Atk 1 strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.

MOHRG: HD 14; AC -2 [21]; Atk 1 slam (1d8) and tongue (paralysis 1d4 minutes); Move 12; Save 3; CL/XP 15/2900; Special: None.

[B] This long room is clad in tiles of swirling blue marble. Every few feet there are two golden nodules on rods sticking out of the ceiling and floor. Each round, electricity arcs between two of the nodules (one on the ceiling, the

other on the floor), determined randomly. Any creature caught between those two nodules when the electricity arcs is struck for 3d6 points of damage.

[C] This cavernous chamber is quiet and damp. Sprawled around on the floor there is a tiny, shriveled body, limp and drowsy. When people approach, it raises its tiny hand as though it is begging for help. The creature tells people that its name is Phieristo, and he was once a titan of slaughter and war. He will beg people to rescue him from this terrible place. If people do, he will be as helpful as he can. In his present state, he is a 0-level creature without the ability to cast any spells.

Each time Phieristo is in the presence of bloodshed, he gains one Hit Dice. As he gains HD, he becomes taller (gaining on foot of height per HD) and more vigorous, not to mention more bloodthirsty and obnoxious. For every two HD, he gains access to another level of spells.

HD	PHIERISTO’S SPELLS
2	Magic weapon, protection from good
4	Desecrate, spiritual weapon
6	Magic vestment, protection from good, 10-ft radius
8	Divine power, unholy blight
10	Dispel good, flame strike
12	Blade barrier, create undead
14	Blasphemy, power word blind
16	Power word stun, unholy aura
18	Power word kill, summon monster IX

Phieristo will work as an ally of the party at first, but as he grows, he becomes more domineering, and eventually will attempt to finish his reinvigoration by killing his rescuers.

[D] This chamber is ovoid in shape. A bridge of bones strung together with dried sinew runs from one side to the other. Below the bridge there is a pool of molten gold. High in the chamber there is a small cave mouth.

[E] This vast cavern is filled with a forest of giant mushroom. Strange creatures called nymoks glide through the cavern at high speed, snatching at small prey and then sticking to the opposite wall. A small trail of polished white stones zigzags through the mushroom forest, eventually leading to a large clearing. In the middle of the clearing there is an iron chest.

From the clearing, one can see clearly two crystalline statues. One depicts a bald woman with eight arms, an hourglass figure and pure white skin. This woman is clothed only in a loincloth and several beaded necklaces. On the opposite side, there is a statue of a muscular youth with vinaceous skin and long, crimson hair. He holds a golden orb in his uplifted hands. Both statues wear a stern, melancholy expression.

The clearing is guarded by a black knight (Fighter 18; 90 hp) mounted on a black rhino. He wears black platemail and carries a black shield and flail, and challenges any who enter the clearing to single combat.

If he is defeated, the chest can be claimed and opened. It contains a chunk of amber carved in the shape of a person folded into a fetal position, their face hidden in their hands. If this is held aloft in the clearing, the eyes of the two statues glow and send beams of light to strike the little statue. Upon doing this, the statue grows and then changes into a muscular humanoid with amber colored skin and silver eyes. He introduces himself as Gane, the son of Calpha (depicted by the male statue) and Luage (depicted by the female statue). Gane was imprisoned here in ages past, and will gladly help adventurers find their way out of Hell, so long as they renounce evil.

RHINO: HD 8; AC 6 [13]; Atk 1 horn (2d6); Move 12; Save 8; CL/XP 8/800; Special: Double damage on charge.

GANE: HD 10 (42 hp); AC 2 [17]; Atk 2 strikes (1d8); Move 18; Save 13/2300; Special: Smite evil (double damage vs. chaotic creatures), spells (At will – *continual light*; 3/day – *protection from evil*; 1/day – *bless*, *cure disease*, *cure serious wounds*, *detect evil*, *dispel evil*, *neutralize poison*), immune to disease, +1 or better weapon to hit, magic resistance (25%).

23.54 Gullveig Temple: Gullveig is an ancient titan who was cast into Hell long ago for her rebellion against Law. Chaotics worship her as a goddess of rebirth and prosperity, and a temple dedicated to her has been constructed here on a muddy hill covered with mushrooms and bits of rusty armor (some of which still contain the partially skeletal remains of warriors).

The temple is constructed of golden-brown marble. It has stained glass windows of green, brown and yellow depicting clergymen feasting on their starving paritioners set high in the walls and two thick doors of warped oak. Inside, there is more marble and a great central platform

of rusting, wrought iron holding a throne. Torches line the walls, burning with a smokeless green flame that casts eerie shadows on the walls. Atop this throne sits a gullveig hag, Ildora, a daughter of Gullveig and the high priestess of her temple. Under Ildora there are fourteen priests, each appearing as a clergyman in soiled and bloody robes holding his own mitred head on a tarnished silver platter. In combat, body and head can attack and act separately.

Ildora seeks the magic sword *Himon* located in hex [21.56], and will pay handsomely for its return. She also has a treasure of her own, consisting of 9,000 cp, 6,200 sp, 2,800 ep, 640 gp, 112 pp, two garnet dice (worth 100 gp each), a locked iron box holding a black, velvet mask stained with the tears of an innocent woman, a +1 *hand axe* covered in the ichor of a barbed devil and a statue of an crooked old man carved from lapis lazuli (worth 500 gp). This is kept in soiled leather sacks hanging on the walls and glamered to appear as the aforementioned torches.

PRIEST'S BODY: HD 3; AC 6 [13]; Atk 1 mace (1d8); Move 12; Save 14; CL/XP 3/60; Special: Immune to mind effects.

PRIEST'S HEAD: HD 3; AC 5 [14]; Atk 1 bite (1d3) or spells; Move F15; Save 14 (12 vs. spells); CL/XP 5/240; Special: Cast spells as 5th level cleric.

ILDORA: HD 8 (43 hp); AC 3 [16]; Atk 2 claws (1d4); Move 12; Save 13; CL/XP 14/2600; Special: +1 or better weapon to hit, immune to cold and fire, regenerate 3 hp/round, magic resistance (35%), gold gaze (causes intense lust for wealth for 1 hour in those who fail a saving throw), spells (At will – *detect magic*, *polymorph self*; 3/day – *locate object*, *phantasmal force*, *suggestion*).

23.59 Eggs of Rebirth: 50 lizard men and women dwell here, each having a small wicker den atop a mound of filth. The lizard folk dive into the waters in search of food, and relish the taste of outsiders. They have constructed a pyramid of mud and bits of stone. It stands about 20 feet tall and is topped by a small shrine overseen by a female lizard folk named Zvix (Cleric 3; 11 hp) and her pet crocodiles (creatures with white scales and spiked backs). The shrine is dedicated to Tiamat. This shrine holds three eggs of rebirth – large eggs carved from marble. A dead body placed in one is reincarnated 24 hours later. A live body is polymorphed into a lizardman.

The floor of the shrine is made of gold bricks and is worth at least 3,000 gp. Each brick is stamped with the sigil of Tiamat and is considered holy to her.

GIANT CROCODILE: HD 6; AC 3 [16]; Atk 1 bite (3d6), 1 tail (1d6); Move 9 (S12); Save 11; CL/XP 6/400; Special: None.

LIZARDMAN: HD 2+1; AC 5 [14]; Atk 2 claws (1d3), bite (1d6); Move 6 (S 12); Save 16; CL/XP 2/30; Special: Breathe water, immune to disease.

23.68 Ziggurat: Rising from the sludge here there is a ziggurat of orange stone. Each level of the stepped pyramid is covered in bas-reliefs of a noble procession of kings, queens, princes and princesses, knights, attendants and unicorns, all of them swatting helplessly at flies that buzz around their heads and bite their faces.

The interior of the ziggurat is clad in thick ice. Frozen bodies of past tomb robbers are embedded in this ice, and as people walk by they open their mouths to scream but emit only a black vapor and slime that congeals into a walking slime that pursues the new tomb robbers.

At the heart of the ziggurat there is a large, stone chamber that holds a massive stone compass. The compass is frozen in place and pointing north. If pointed south (it will take a total strength of 60 to move the thing unless the ice is melted), the temperature quickly warms. The ice melts and turns to fog as the walls and floors become painfully warm (1 point of damage per round to unprotected feet). The released corpses now animate as zombies. If the compass points east or west, it returns to normal stone. The bodies do not animate as zombies in this case.

Underneath the compass there is interred the essence of a vanquished demon prince, Zephus, in a sealed funerary jar marked with a permanent *symbol of death*.

WALKING SLIME: HD 2; AC 9 [11]; Atk 1 (1d6 + turn to slime); Move 6; Save 16; CL/XP 4/120; Special: Transform to slime.

ZOMBIE: HD 2; AC 8 [11]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.

24.40 Bell Ridge: A low, long ridge of mud is home to 100 loutish, blue troglodytes. They dwell in cramped, reeking burrows, their sleepy eyes gazing out over the sludge and bulrushes that obscure their homes. The top of their ridge is littered with tarnished and rusted bells of every shape and size imaginable. One of these bells has been claimed by the troglodytes, who keep it in a shrine deep within the ridge. When struck (the trogs use their stone axes), it causes thousands of mosquitos to crawl from the mud and swarm all over the hex (per the *insect plague* spell).

TROGLODYTES: HD 3; AC 4 [15]; Atk 2 claws (1d3), Bite (1d4+1) or by weapon with shield (1d8); Move 12; Save 16; CL/XP 3/60; Special: Stench, chameleon skin (surprise on 1-4 on 1d6).

24.41 Kalerth: The ancient black dragon Kalerth dwells here in a cave set high in a black pinnacle, well above the muck (but not the stench) of Abaddon. The cave entrance leads to rough-hewn steps that wind down to an expansive cavern filled with a softly glowing mist.

In the center of the cavern, atop his horde of treasure, Kalerth sleeps to the gentle drumming of a score of bandy-legged priests in tattered cloaks. Naitha (Bard 10; 43 hp normally, currently 13; *scroll* of three 1st level magic-user spells) of the Violet Eye, is held by an iron chain and plucks her lyre with bloody fingers and tired, hopeless eyes.

Kalerth's treasure is composed of 7,000 cp, 1,300 sp, 400 ep, 300 gp, 10 pp, a small violet candle (the finger bone of a lich is hidden inside, allows chaotic magic-users to cast spells as though they were one level higher), a kilt of bronze scales (worth 30 gp), a lapis lazuli worth 600 gp and seven cold iron spears (x2 damage against fey creatures).

KALERTH: HD 8 (64 hp); AC 2 [17]; Atk 2 claws (1d4), 1 bite (3d6); Move 9 (Fly 24); Save 8; CL/XP 10/1400; Special: Spits acid.

24.44 Mud Flats: The sludge gives way to wide mud flats here littered with dead bodies in rusted armor. In places there are bronze urns sticking out of the mud. Each turn spent on the flat there is a 1 in 6 chance that one of these urns spews forth either a scorching gas (all in the party must save or suffer 3d6 points of fire damage) or a paralyzing toxin (save or paralyzed for 1d4 hours). The flats are stalked by a large, arachnoid beast covered in green chitin. Its foremost legs end in hard balls that it uses like clubs. The touch of these clubs forces a person to pass a saving throw at +2 or lose a random limb. The limb then animates and attacks its former owner.

IZIMP: HD 8; AC 4 [15]; Atk 2 clubs (1d8 + limb loss); Move 9 (C9); Save 8; CL/XP 10/1400; Special: Save or lose a random limb, which animates and attacks its former owner.

ANIMATED LIMB: HD 1; AC 7 [12]; Atk 1 strike (1d4); Move 6 (C6); Save 17; CL/XP 1/15; Special: None.

24.58 Tower of Rojan-Ko: Rojan-Ko is a glabrezu demon who took possession of this tower by having its former owner slain by a band of adventurers (among them Naitha

[24.41]). He now dwells in this tower of black glass. The walls are covered in golden sigils that twist and move, sometimes forming *glyphs of warding* randomly.

The glass tower rises 80 feet and is about 40 feet in diameter. The entrance is a large, open gate that sends lightning bolts (10d6 damage) surging through anything that enters without its master's permission. Within there is a circular hall mostly taken up by a glass staircase that spirals up into the upper level. This hall is guarded by an abyssal basilisk, which Rojan-Ko uses as a mount when he leaves the tower in search of mischief. The upper portions of the tower are guarded by a company of yurmps in soiled tunics of rose-colored silk and tarnished silver helms.

In Rojan-Ko's personal quarters there are three viewing pools that allow him to communicate with chaotic cultists on Nod, Veneris and Saturnis. He seeks a way to enter these viewing pools to escape Hell, and believes something powerful hidden in the Sepulcher of Vagor [25.46] will make this possible.

Rojan-Ko's treasure consists of 11,060 sp, 4,380 gp, 2,900 gp, a leather traveling chest, locked, containing a roll of 20 yards of lace worth 5 gp/yd and three gemstones: A cymophane (3,000 gp) and 2 smoky quartz (165 gp each).

YURMP: HD 5+3; AC 4 [15]; Atk 1 polearm (1d8); Move 12; Save 12; CL/XP 5/240; Special: Backstab.

GREATER BASILISK: HD 10; AC 2 [17]; Atk 2 claws (1d8 + poison) and bite (1d8); Move 9; Save 5; CL/XP 13/2300; Special: Foul breath, petrifying gaze, poison.

ROJAN-KO: HD 10 (56 hp); AC -3 [22]; Atk 2 pincers (2d6), 2 claws (1d3), 1 bite 1d4+1; Move 9; Save 5; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers.

24.66 Etanilip: Etanilip is an enterprising stirge demon with grand schemes to carve out a kingdom in Hell. Loosely associated with Jubilex, he subtly opposes Mammon at every opportunity. He rules over a city-state on behalf of Jubilex. The city-state is composed of 30-ft. tall walls (once white, now stained and grimy) and hundreds of stout, white towers topped by domes carved from what had to be massive emeralds and rubies. The city-state is alive with swarms of flies, carrion flies and giant flies that torment the gluttons that roam in the flooded streets.

Inside his stronghold, which looks like a wasp nest made of dried dung, Etanilip has imprisoned the succubus Azoka, a member of Mammon's harem. He torments and tortures her, hoping to learn of some weakness to exploit.

ETANILIP: HD 8 (33 hp); AC 0 [19]; Atk 2 claws (2d6) and bite (1d10); Move 9 (F24); Save 8; CL/XP 16/3200; Special: Blood drain, drone, spells, magic or silver weapons to hit, immunity to electricity and poison, magic resistance (40%), spider climb, telepathy 100 ft.

25.42 Witch Hunter: At the end of a winding little tunnel of gaps and tumbled spaces that worms through a hill of rubble and twisted metal there lies the lair of Garel, a hunter of magic-users employed by Beelzebub, who prefers to stock his pantry with them. Garel is a cambion with red skin, no nose, yellow slit eyes and a third, larger eye in his forehead that allows him to see through illusions and invisibility (i.e. *true seeing*). Garel carries a +1 *man-catcher*, long sword and six throwing knives.

His lair is a small pocket of space within the rubble mound that contains an ancient copper throne. By sitting in the throne and gazing into any mirror, Garel can discover the location of any magic-user within Abaddon. On the periphery of the cavern there is an oak bedframe with a soiled mattress. Hidden under the mattress there is a locked iron chest. The chest contains 4,410 sp, 490 gp and a porcelain jug containing 24 lb. of mercury (8 gp/lb.).

GAREL: HD 8 (44 hp); AC 1 [18]; Atk 2 claws (1d6) or weapon; Move 15; Save 8; CL/XP 12/2000; Special: Spells (*cause fear*, *ESP*, *levitate*, *polymorph self*), +1 weapon to hit, immune to electricity and poison, magic resistance (20%), telepathy 100 ft.

25.46 Sepulcher of Vagor: This is the mausoleum of Vagor the cruel, a duergar lord who once served Lord Jubilex. Vagor was a doughty warrior with a perverse sense of justice that usually involved torture and death using oozes.

His tomb is contained within a large island of mud, tangled grass and thousands of broken or corroded musical instruments. The entrance is unblocked and open. Within, the tomb is constructed of megaliths thick with green slime. Anyone moving through the entrance tunnel is attacked 1d4 times by green slime. Midway through this tunnel there is a covered pit trap (10-ft. deep) at the bottom of which is a gelatinous cube.

At the end of the tunnel there is a locked iron door. Anyone who attempts to pick this lock must pass a save or have their picks instantly rust and fall into dust. Those who get through the lock find themselves in a large chamber (12-ft. x 12-ft. by 20-ft. ceiling). One of the megaliths on the far wall is carved in bas-relief in the visage of Vagor. Beneath this megalith there are three oddly shaped stones. One of these stones, if removed, grants access to a cache holding a lock. This lock must be picked with only one hand (-5 or -25% to open). If successful, the megalith falls, forcing anyone in its way to pass a saving throw or suffer 8d6 points of damage.

The other two stones, if removed, cause an entropic ooze to pour out of the open mouth of Vagor, giving the ooze a free attack against the person who moved the stone. The ooze pursues the tomb robbers until it is destroyed.

Behind the megalith there is a narrow, low-ceilinged chamber containing the sarcophagus of Vagor. The walls of the chamber are lined with shelves holding 12 terracotta idols of Jubilex (worth 5 gp each). The sarcophagus is embedded in the ground and has an alabaster lid. Within the sarcophagus there is the jellied remains of Vagor, now an ooze zombie. He waits underneath a displacer beast-pelt cloak (worth 300 gp), and beneath him one finds a +2 *battle axe*, +4 vs. *law*.

GELATINOUS CUBE: HD 4 (18 hp); AC 8 [11]; Atk 1 (2d4); Move 6; Save 13; CL/XP 5/240; Special: Paralysis, immune to lightning and cold.

ENTROPIC OOZE: HD 10 (48 hp); AC 8 [11]; Atk 1 pseudopod (2d6 + level drain); Move 6; Save 5; CL/XP 11/1700; Special: Magic resistance (25%), devour soul (drains two levels)

OOZE ZOMBIE: HD 6 (33 hp); AC 3 [16]; Atk 1 slam (1d6 + green slime); Move 6; Save 11; CL/XP 7/600; Special: Touch affects as green slime, vomit a cone of acid (3/day; 20' x 10'; 6d6 damage), immune to acid, immune to bludgeoning attacks.

25.74 Floating Bones: The skeleton of a lizard man floats on the surface of the water here, a white-fletched arrow having pierced its skull. Beneath the skeleton, in a hidden pit there is a demonic giant octopus.

GIANT OCTOPUS: HD 10; AC 7[12]; Atk 8 tentacles (1d6); Move 2 (\$10); Save 5; CL/XP 14/2600; Special: constriction and pinioning, immune to fire, electricity and cold – can store such energy and use it on next successful tentacle attack.

26.65 Rotting Herd: A herd of six massive elephants march through this hex, dredging corpses and other delicacies from the murky waters. The elephants have bloated, black flesh and empty eye sockets (though they still can see, apparently). A ratling called Jezel rides on the largest of the elephants and controls the herd.

ROTTING ELEPHANT: HD 20; AC 4 [15]; Atk 1 trunk (3d6 + level drain), 2 gore (2d6), 2 trample (4d6); Move 12; Save 3; CL/XP 21/3800; Special: Silver or magic weapon to hit, drain 1 level with trunk attack.

JEZEL: HD 8; AC 6 [13]; Atk 1 bite (1d6 + poison); Save 8; Move 12; CL/XP 9/1100; Special: Diseased bite, control elephants.

26.67 Tomb of Relik: A low, flat island of mud that is covered by poisonous sumacs hides a small clearing. The clearing holds a single statue of a sage gentleman. The gentleman points his arms to either side, his fingers pointing at two stone scrolls (part of the same statue). The left scroll bears three symbols, one atop the other – a triangle, cross and circle. The left hand points with two fingers. The right scroll bears a cross, circle and triangle. The right hand points with a single finger. The base of the statue has this inscription: “I see by the lamp of learning.”

This riddle is fairly simple. The left hand indicates a cross, as does the right, as the number of fingers indicates the symbol. The cross is created by holding a lamp or torch in front of the statue’s face, creating a cross-shaped shadow on the ground behind the statue.

By standing at the intersection of this cross, one sinks into the ground (ethereally), dropping onto the deck of a longship floating in a subterranean pool. The body of the barbarian Kildan the Klaw lies here on an unlit pyre. He wears a suit of +1 *scale armor* and carries a +1 *flaming bastard sword*. Touching the body or the magic items causes the entire boat to burst into flames. Worse yet, each round, 1d3 fire mephits are summoned from the flames until a total of 12 mephits is on the ship.

Even if one survives the fire and the mephits, they must still figure out a means of escape from the cavern, which lies under a 10-ft. thick ceiling of solid rock.

FIRE MEPHIT: HD 3; AC 3 [16]; Atk 2 claws (1d4); Move 12 (F24); Save 14; CL/XP 4/120; Special: Cone of fire (1d8), scorching ray 1/hour, heat metal 1/day, regenerate 2 hp/round in fire, summon fire mephit (25%).

26.72 Xala's Castle: A mound of moldering bricks supports a grey castle here. The castle is home to a tribe of 30 lizard men under the command of Korhi (Druid 7; 25 hp), a lizard woman who serves as the high priestess of Xala, a love goddess among the lizard people. A wavy causeway/ramp leads up to the castle from a muddy island (1 in 6 chance of losing one's boots in the mud). The causeway is protected by a tendriculous that hides beneath the water.

The lizardmen worship a dragon-headed idol that looks like a sensual marilith. This idol is stored in the castle's great hall, which is also set with stools and tables on which one might find wooden platters of rotting fish. In each hand it holds a black pearl (worth 500 gp) that steals one's soul if touched. In the belly button of the idol there is an amethyst worth 5,000 gp. This amethyst holds the captive spirit of Xala. If removed, the amethyst attacks everyone within 30 feet, attempting to drain one level from each (save to negate). If the amethyst steals at least 10 levels, it shatters and releases the form of Xala.

Xala will have as many hit dice as there were levels stolen. If Xala is killed, the castle immediately begins sinking into the muck while the walls (and doors) begin to crystalize. Each adventurer in the castle must pass a saving throw at -6 to escape with their lives – or if you have prepared a map, play the escape out, with the water level rising 1d4 feet every turn, depending on the size.

TENDRICULOS: HD 8; AC 4 [15]; Atk 2 tendrils (1d6), 1 bite (2d6); Move 9; Save 8; CL/XP 9/1100; Special: Swallow whole.

LIZARDMAN: HD 2+1; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (Swim 12); Save 16; CL/XP 2/30; Special: Breathe underwater.

XALA: HD varies; AC -3 [22]; Atk 2 claws (1d8), bite (2d6); Move 18; Save varies; CL/XP varies; Special: Breath gas (3/day; per green dragon), +3 or better weapon to hit, magic resistance (50%), immune to fire, spells (as 7th level druid and 5th level magic-user).

26.74 Ruby Ridge: A craggy ridge of stone stands here, its interior filled with ruby mines worked by the 600 kobold slaves of a gang of 12 yurmps. The ridge is cluttered with the headless marble statues of beautiful women, sculpted in the classical style.

The kobolds all wear iron chains around their necks and muzzles over their mouths. The yurmps are a ragged crew, clothed in soiled finery and carrying whips and spiked

clubs. The ridge in which they dwell produces about 1d6 x 2,000 gp worth of rubies each month, and there is usually a supply of 6d6 uncut rubies (worth about 20 gp each) on site. The yurmps are ruled by a cackling green hag called Grimy Gert, who dotes on a pet killer frog called Squeaks.

YURMP: HD 5+3; AC 4 [15]; Atk 1 polearm (1d8); Move 12; Save 12; CL/XP 5/240; Special: Backstab.

GIANT KILLER FROG: HD 4+4 (27 hp); AC 7 [12]; Atk 2 claws (1d2), bite (1d4+1); Move 3 (150' leap); Save 13; CL/XP 5/240; Special: Leap.

GERT: HD 8 (44 hp); AC 1 [18]; Atk 2 claws (2d8), bite (1d8); Move 12; Save 8; CL/XP 10/1400; Special: Hug and rend, polymorph, call mists.

27.44 Shadow Obelisk: A shadowy obelisk rises from the slime here. The obelisk stands 45 feet in height and appears to be made of a cold, black material of indistinct origins. The interior of the structure, which sinks 10 feet below the surface of the sewage, is hollow and holds nothing but a *silver flute* with the ability to create phantasms (as *phantasmal force*) when played by a master. This flute is desired by Baba Yaga the hag queen.

The obelisk is inhabited by 13 shadow thieves, shadowy creatures about the size of a halfling with no facial features and long, slender fingers and toes. Their silver flute rests upon a silver pedestal on the floor of the obelisk. If the flute is taken from the pedestal, the obelisk and shadow thieves flicker out of the material universe and into the ethereal universe, causing the sewage outside to flow in. This inflicts 2d6 points of damage, forces a save vs. disease and might drown people.

SHADOW THIEVES: HD 5; AC 4 [15]; Atk 1 touch (1d4 cold); Move 18 (C18); Save 12; CL/XP 7/600; Special: Surprise on 1-4 on 1d6, meld into shadows (incorporeal), immune to cold, skills of 5th level thief.

28.41 Smoldering Island: A great mound of reddish sand rises from the sludge here, the sludge steaming and boiling at the shore. The sand is hot to the touch and forms something of a desert in the midst of this swamp. The island is 2 miles in diameter, and those traversing it must pass a saving throw each hour or suffer 1d4 points of damage from the heat.

The island is covered in large piles of shed snake skin, most of it from giant snakes. In the midst of this island, there is a large war galley half buried in the sand. The ship has a

figurehead depicting the goddess Minerva, shed of her divine robes and with an axe buried deep in her belly.

The ship is inhabited by a withered, desiccated old shaman called Taino (Druid 8; 18 hp). Taino has tawny skin and a bland face, with long, dark hair in greasy ringlets. His slanted little cabin is decorated with snake skins.

Jutting up from the burning sand in his cabin is a glint of gold. The gold belongs to a golden idol of a desert goddess – with ample curves, a beguiling smile and hands cupped and reaching out to any who might give her worship.

The idol cannot easily be unburied from the burning sand – especially by non-magical means. Using magic, the idol can be unburied, but there is a percentage chance equal to the level of the spell used that the sand becomes unstable and the entire ship sinks. Those who fail a save are trapped within and buried forever with their golden idol.

28.77 Waterfall of Filth: The ground falls away here, the sludge pouring over the cliff in a slow-motion, viscous waterfall of filth. Naturally, there is a tunnel hidden behind the waterfall – I mean, what's the point of a waterfall if it doesn't hide anything. The tunnel slopes downward to a large cavern filled with heavier-than-air methane, which lurks at a depth of 3 feet. If touched off with a torch or lantern, it explodes, inflicting 10d6 points of damage on all within the cavern and setting the sludge waterfall aflame as well (treat as a *wall of fire*).

The cavern's ceiling is 30 feet high. The floor of the cavern is marked with pools of blood and heaps of junk, including shredded tapestries and broken wagon wheels. Seven stone pillars, 12 feet tall, have been erected in the cavern, each topped with a burning brazier. At the back of the cavern there is a 3-ft. diameter stone set into the wall and carved to look like a dragon's head.

By pushing the stone inward (requires a 16 or greater strength), two things occur. First, a portal in a different wall begins to lower, revealing a treasure horde beyond. Second, the pillars begin to descend. The stone must be pushed inward a total of three feet to completely release the stone door of the portal. For each foot it is pushed in, the pillars descend 1d6 feet and set off the gas!



The treasure horde beyond the portal contains 7,800 sp, a green dragon's fang (worth 500 gp), a pair of brass bracelets (worth 50 gp), a necklace of emerald and copper beads set with a sapphire pendant (worth 2,500 gp), a bronze gladius (short sword) and a book of fairy tales bound in dull, brown leather. Underneath the leather, there is a thin silver plate engraved with a glyph that depicts the second syllable of Beelzebub's true name.

28.78 The Hexagon: A rocky island here is littered with splintered, singed bits of oak and smoldering bits of Dear John letters. The island holds a hexagonal arena wherein three plague-ridden warriors challenge all comers. One holds a copper amulet that protects the bearer's equipment from decay in Abaddon. Another has a silver amulet that protects the wearer from all disease. The final warrior holds a gold amulet that protects the wearer from level drain by passing that level drain on to others.

PLAGUE WARRIOR: HD 8; AC 2 [17]; Atk 1 sword (2d4 + mummy rot); Move 9; Save 8; CL/XP 9/1100; Special: Mummy rot.

29.37 Rogue Island: A rogue island wanders this hex – actually a massive pill bug covered by many feet of soil.

The pill bug is encountered on a roll of 1 on 1d4 made each day in the hex. The island is inhabited by a clan of 100 goblin pelt traders. The goblins dwell in a circle of crude stone huts, where they keep furs and pelts taken from the beasts of Abaddon and from items cast away here.

Besides their furs and pelts, the goblins hold twenty small ivory boxes containing various bone powders (useful to alchemists and magic-users) worth 50 gp each. Hidden under one pallet of rotting furs they have the *Silver Sword of St. Sabine the Severe*, a paladin who perished in Hell over four hundred years ago. The sword is a +3 *holy weapon* that inflicts 6d6 points of fire damage on any chaotic creature that touches it. It doubles the amount of damage a paladin can heal with his lay on hands ability.

GOBLINS: HD 1+1 hp; AC 6 [13]; Atk 1 weapon (1d6) and bite (1d4 + 1d4 acid); Move 9; Save 17; CL/XP 2/30; Special: Acid bite, summon rats.

29.40 Silk Pavilions: Hundreds of tattered silk pavilions flap in the breeze here. The ground is solid here, and about six feet above the surface of the sludge, and is littered with broken arrows and bolts. Each pavilion is inhabited by a single female shade, their grey skin painted with mauve and white paint and their bodies clad in skimpy costumes composed of copper coins (100 cp each). These shades (there are 100 in all) are completely silent, and when they discover intruders they approach warily and begin dancing and cavorting about, trying to lure them into their pavilions. Those who enter the pavilions discover a warm, comfortable space, dimly lit, with velvet pillows and silver platters of dumplings, croquets and other foods. There are flagons of wine and the sound of silver chimes. Any person that disbelieves this feast will “see through it”, seeing nothing but wooden platters of rotten food, soiled pillows, etc. In fact, the food and comfort is real, but only lasts a single night. In the morning, the pavilions and their weird inhabitants have disappeared.

29.75 Cabbages and Kings: A muddy island here is covered with patches of stink cabbage and the corpses of hundreds of dead horses, their bodies bloated and sometimes clad in rusty barding. If one traverses the island, they risk encountering a trio of ghostly kings, Udun, Borga and Mainn, who rise from beneath their rotting mounts to harass and destroy the treasure hunters.

The ghosts are the least of one’s worries, though. As one walks through the sucking mud, they begin losing their memories, from their earliest memories to their most recent. Each turn, a character must pass a saving throw or lose the following “memories” in order: Their own name, their own family, their allegiances (including alignment), the identity of their friends, the reason for entering Hell, and finally they forget that they ever dwelled anywhere other than Hell. Each sip from the magic spring in [E] can reverse this memory loss, in reverse order.

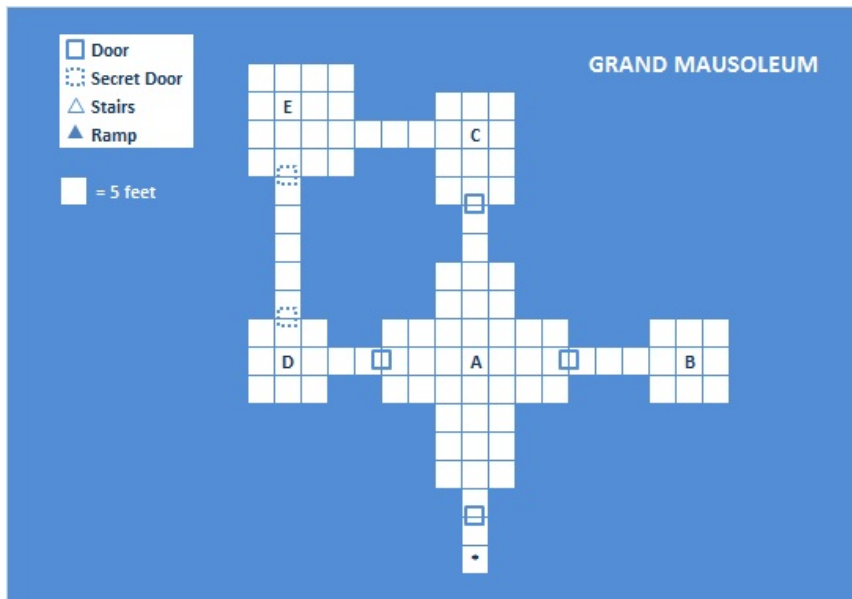
GHOST: HD 6; AC 4 [15]; Atk 1 touch (1d4 ability damage) or hurled object (1d4); Move F12; Save 11; CL/XP 7/600; Special: Incorporeal, frightful moan (save or fear), telekinesis every 1d4 rounds, rejuvenation.

29.78 Grand Mausoleum: There is a mausoleum here that measures about 300 feet wide and long. It rests upon a platform 25 ft. tall while the mausoleum itself is 15 ft. tall. The mausoleum is surrounded by caryatids (spaced 5 ft. apart) of beautiful men covered with painful sores, as though they were stung by wasps.

The mausoleum presents no obvious entrance. The walls are made of marble and are 2 ft. thick. The roof has a small trapdoor (locked) that opens into a shaft (the sides are also marble and 2 ft. thick. At the bottom of the shaft, there is a second locked trapdoor and a secret door in the northern wall of the shaft. The secret door is safe, though difficult to fit through, but the trapdoor is a trap – it is spring-loaded and will eject people from the shaft and 40 ft. into the air and about 10 feet away from the mausoleum.

The secret door leads to a cramped tunnel (one must crawl) that exits into [A].

[A] This cross-shaped chamber is littered with old terracotta statues of warriors, each about 3 to 4 ft. tall and many broken. There is an old chariot in the room as well, with bronze scythes on the wheels. Resting in the chariot there is a jar of clear liquid (alcohol) in which two human eyes, each as clear as if they were still part of a living body, float. The jar is connected to a wire that runs through the bottom of the chariot and into the floor. If pulled, the wire opens several holes in the ceiling which pour tomb dust into the room, filling the air. Each person must pass a saving throw to cover their mouths or they breathe in the dust and suffer 1 point of constitution damage per day until they receive a *cure disease* or better spell.



Also invisible in this room are a dozen swinging blades, razor sharp. Each step a person takes into the room forces them to make a saving throw. If they fail, they are struck by a blade for 1d10 points of damage. If the damage rolled is a 10, they must make a second saving throw or lose a hand or foot. The skull is located about 6 paces from the door to the room.

[E] The spring in this chamber can restore a person's memory (or lost intelligence points) if one dunks their head into it for at least one minute. Drinking the water has no effect. At the bottom of the spring there is a skeleton – probably a dwarf – caked in limestone deposits.

[B] The door to this chamber has a row of large holes in it. The holes form a crescent shape across the middle of the door. If the door is opened, iron jaws spring up from the floor, impaling the person for 4d6 points of damage.

The room beyond contains many piles of bones, most of them from wild asses. Hidden among them is a human jawbone.

[C] This rather plush chamber is occupied by an androgynous automaton and his pet, a giant cat of the Cheshire variety. The room is well furnished, though it smells of mildew covered up by a sweet perfume. The automaton wears a silk robe and has clawed adamant fingers. Around its neck it wears a small bottle that holds a preserved human tongue.

AUTOMATON: HD 4+1; AC 4 [15]; Atk 1 weapon (1d8+1); Move 12; Save 13; CL/XP 5/240; Special: Ignore critical hits 25% of the time.

CHESHIRE CAT: HD 5; AC 4 [15]; Atk 2 claws (1d6) and bite (1d4); Move 15; Save 12; CL/XP 6/400; Special: Invisibility at will.

[D] The walls and floors of this room is invisible to a depth of three feet. Beyond them there basalt rock. Giant rat skeletons that have been hacked to bits lie on the floor here and there is also the skull of a dwarf with a cube of obsidian implanted in the forehead, between the eyes. A permanent silence spell has been cast in each corner of the room (and the room is a cube, so there are eight corners).

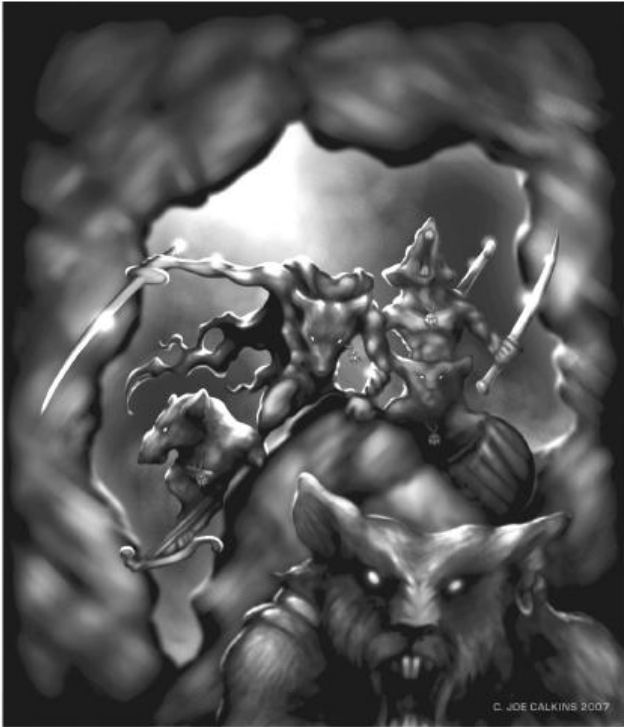
If the body parts found in this dungeon are dropped into the spring, which holds the skeleton that belongs to them, they reform over the course of ten rounds, eventually becoming Bora, a dwarf queen of ancient days with the powers of a 9th level elemental.

30.33 Lake of Sludge: The sludge becomes especially deep here, becoming a large lake. The edges of this hex form the shores of this lake. The sludge laps on this shore lazily, sucking small objects in and vomiting others back up. A village of 200 goblins rests on the shores of this lake. The village is constructed of blue marble, as is its rampart and its quays. The goblins row (with some difficulty) into the lake and throw iron nets down to gather the tarnished silver and rotting wooden holy symbols that float beneath the surface.

GOBLINS: HD 1+1 hp; AC 6 [13]; Atk 1 weapon (1d6) and bite (1d4 + 1d4 acid); Move 9; Save 17; CL/XP 2/30; Special: Acid bite, summon rats.

30.80 Cloaca: A low, flat plain of mud covered with rotting vegetation and shed scales and teeth is punctuated by a large fort of mud ramparts topped by a picket of rotting timbers. The fort is occupied by 400 stout, black ratlings with long snouts and wearing tattered loincloths.

The ratlings hate and fear everything that isn't a black ratling wearing a tattered loincloth. They survive on the rotting vegetation and by hunting. Their village is collection of shanties constructed of driftwood and bits of stone,



brick and metal. The village is dominated by a large, round tower of chipped red brick. The tower has no roof and contains a deep pit in which lived the slumbering form of Cloaca, a titan of sewage who acts as a patron of rats, ratlings and otyughs.

The ratlings are currently gathered before their “temple”, their high priest Urdish leading in them in wild chanting while a feast of captured adventurers is being prepared over open fires. One of the adventures, a magician named Gonda has been saved, for she is sought by Cloaca. Cloaca has long dallied with both Beelzelbuth and Jubilex, playing one off the other. Gonda has caught her intention because she is currently carrying the cambion son of Jubilex in her belly, on her way to deliver him to a waiting cult.

RATLING: HD 4; AC 9 [10]; Atk 1 bite (1d6+poison) or weapon; Save 13; Move 12; CL/XP 5/240; Special: Diseased bite, haste 1/day.

CLOACA: HD 20 (91 hp); AC -1 [20]; Atk 1 weapon (2d8); Move 21; Save 3; CL/XP 22/5100; Special: Spells (*animal growth*, *animal trance* (rats and reptiles only), *cause light wounds*, *cause serious wounds*, *contagion*, *disintegrate*, *earthquake*, *eyebite*, *harm*, *implosion*, *magic fang*, *poison*, *shapechange*, *shatter*, *summon swarm*).

31.75 Hupzlora’s Keep: Hupzlora is an ambitious succubus that conquered this fortress from a loyal servant of Jubilex by guile and was thereafter cursed by the demon lord. She

has retained her lovely face, but her body is now mostly skeletal and covered with bleeding gibbets of flesh.

The stronghold sits on a rocky island in the midst of a churning sea of sewage. It is a large concentric castle with six massive towers and outer walls 30 ft. tall. The towers are 50-ft. tall and are manned by 20 heavy crossbow-armed orcs each. Beyond the walls there is a mucky field of grass and clover on which grazes a small herd of stench kows. The orcs use the kow’s milk to produce a truly pungent cheese.

Hupzlora’s keep has the appearance of a coiled serpent. It is composed of greenish-gray stone and the interior hallways undulate and drip with poison (save each turn or suffer 1d6 points of poison damage). Hupzlora dwells in an upper apartment in a dark room without mirrors, sitting on a pretty throne of slightly warped ebony, flanked by her “pet” iron cobras, and plotting on how best to serve Beelzebub in his wars with Jubilex and mighty Lucifer. She currently has three adventurers (comrades of Gonda [30.80]) in her dungeon, torturing them in an attempt to learn some secret that she can use to her advantage. She is advised by a shaggy demodand named Asastohaehat.

ORCS: HD 4; AC 3 [16]; Atk 1 weapon (1d8) or 1 bite (1d6); Move 9; Save 13; CL/XP 5/240; Special: Immune to disease & poison, paralyzing touch.

IRON COBRAS: HD 3; AC 1 [18]; Atk 1 bite (1d4 + poison); Move 9; Save 11; CL/XP 5/240; Special: Poison.

ASASTOHAEHAT: HD 15 (67 hp); AC -3 [22]; Atk 2 claws (1d8) and bite (2d6); Move 15 (F18); Save 3; CL/XP 22/5000; Special: Spells (At will – *ESP*, *gaseous form*, *invisibility* (self); 3/day – *cloudkill*, *obscuring mist*; 1/day – *charm monster*, *dispel magic*), +1 or better weapon to hit, magic resistance (75%), immunity to acid and poison, immune to mental effects

HUPZLORA: HD 12 (59 hp); AC -1 [20]; Atk 2 claws (1d4); Move 15 (Fly 24); Save 11; CL/XP 14/2600; Special: Magic resistance 70%, only harmed by magic weapons, half damage from cold, electricity, fire and poison, level drain, spells (*charm person*, *clairaudience*, *ESP*, *etherealness*, *shapechange*, *suggestion*), summon.

31.79 Great Barge: A great barge of pitted and warped wood makes its way through the piles of junk and debris in this hex drawn by a team of six giant slugs. The slugs are guided by a rusty mechanical man that looks more like a frog than a human being. This automaton is called Yengel, and he frankly has a few screws loose.

The barge is occupied by an ophidian magic-user named Jaena and her 20 inphidian servants. Jaena is loyal to Beelzebub, but only just. They are on their way to deliver a message to Hupzlora [31.75].

INPHIDIAN: HD 4; AC 3 [16]; Atk 2 bites (1d4 + poison); Move 12; Save 13; CL/XP 5/240; Special: Blinding spray, poison.

GIANT SLUG: HD 12; AC 8 [11]; Atk 1 bite (1d12) or acid squirt; Move 6; Save 3; CL/XP 13/2300; Special: Spit acid.

YENGEL: HD 8 (38 hp); AC 2 [17]; Atk 2 claws (1d6); Move 9 (jump 15); Save 8; CL/XP 9/1100; Special: Resistance to critical hits (25%).

JAENA: HD 6; AC 4 [15]; Atk 1 two-handed weapon (1d8+1) or weapon with shield (1d8) and bite (0); Move 12; Save 11; CL/XP 9/1100; Special: Reproductive bite, spells as 8th level magic-user.

32.80 Yancia: The sewage in this hex laps against the thick, stone walls of the stronghold of Yancia (Demonologist 12; 35 hp). Yancia was a favored servant of Beelzebub and was granted his memory, his powers and this stronghold to serve as a bulwark against the machinations of Jubilex. The fortress is constructed in the late renaissance style, with sharp angled towers equipped with bronze cannon that fire 6 dice fireballs is protected by of halberd-armed orcs.

Beyond these outer walls and ramparts there is a tangled woodland of evil treants and brambles. Rising from this woodland (haunted by thoroughly depraved pixies) is the spire of Yancia, a stained, white tower 100 feet tall topped by a tarnished silver globe. It is in this globe (the rest of the thin spire is taken up by a winding stair and many traps) that Yancia makes her home.

TREANT: HD 10; AC 2 [17]; Atk 2 strikes (3d6); Move 6; Save 5; CL/XP 10/1400; Special: Control trees.

DEPRAVED PIXIE: HD 1; AC 5 [14]; Atk 1 dagger (1d4) or arrow; Move 6 (F15); Save 17; CL/XP 5/240; Special: Arrows, magic resistance (25%), spells (at will – *invisibility*, *dancing lights*; 1/day – *dispel magic*, *permanent confusion*).

ORCS: HD 4; AC 3 [16]; Atk 1 weapon (1d8) or 1 bite (1d6); Move 9; Save 13; CL/XP 5/240; Special: Immune to disease & poison, paralyzing touch.

33.30 Primordial Ooze: A primordial ooze has been trapped here in a massive globe of force. It churns and pounds against the force to escape, but cannot.

PRIMORDIAL OOZE: HD 20 (93 hp); AC 4 [15]; Atk 3 slams (4d6) or 1 spit (4d6); Move 9; Save 3; CL/XP 24/5600; Special: Degeneration, spawn, spit goo, regenerate 5 hp/rd.

34.26 Logas: Logas is a gaunt troglodyte with a mind superior to most of his backward kin, perhaps because he has a portion of dragon blood flowing through his veins. He dwells in a cave born into a great mountain of rubble and garbage. Deep within this mountain he has cultivated a virtual army of leper zombies, all chained and ready at a moment's notice to be set loose on Abaddon.

In the meantime, Logas gathers information on his rivals. He is quite wise and has a tremendous store of knowledge in his rather fragrant library.

LOGAS: HD 15 (78 hp); AC 2 [17]; Atk 2 claws (1d4) and bite (1d6+1); Move 12 (F24); Save 3; CL/XP 20/4400; Special: Stench, chameleon skin (surprise on 1-4 on 1d6), breath acid gas (1/day, 30 ft. cone, 6d6 damage), spells as 18th level magic-user, immune to acid, sleep and paralysis.

34.83 Bottles of Rum: Hundreds of bottles of rum float in the sewage in this hex, each one corked and sealed with wax. The rum is safe to drink, save for the throat leech that dwells within each bottle. The bottles are actually enchanted, and one might mistake them for magic potions. Candles placed in an empty bottle and lit create a *protection from evil*, 10-ft. radius effect for 1 hour.

35.26 Bone Market: A village of 100 painfully thin goblins with turned up noses and rheumy, dripping eyes run a bone market here. Their village is constructed of bits and pieces dragged out of the sludge. It rests on a muddy flat punctuated by noxious herbage. In the middle of the village there is a square in which dozens of little tents and booths have been erected selling every kind of bone imaginable – assume a gold piece cost equal to a tenth of the original owner's XP value. In the center of the square the goblins keep a large kettle ever on the boil, making a thin, greasy soup using some of their precious bones.

Each of the goblin houses has a trapdoor in it that leads to a stark chamber with spiked walls located well beneath their village. Here, they keep instruments of torture and yet another kettle for stripping the flesh from bones. Beware an invitation to enter one of those homes and share some tea and biscuits.

GOBLINS: HD 1+1 hp; AC 6 [13]; Atk 1 weapon (1d6) and bite (1d4 + 1d4 acid); Move 9; Save 17; CL/XP 2/30; Special: Acid bite, summon rats.

35.32 Fountain of Wishes: A conglomeration of rusty pipes spouts from the ground in this hex. The stone head and a

few other bits of an efrete cling to these pipes, suggesting this was once a fountain. Filthy water spouts from the pipes. Those who bathe in this water gain a troglodytes' stench until they once again bathe, but also the ability to grant the wishes of others for 24 hours. The power is an unconscious one, and might easily go awry.

35.82 Bunker of Wonders: A short bunker made of bricks rises from the much here. The walls are covered by clinging assassin vines, and a trapdoor on the roof is the only way into the place. The trapdoor leads into a circular room with four doors colored blue, red, yellow and black. The blue door can only be passed through by magic-users and their ilk – others are tossed back violently into the room, suffering 2d6 points of damage and activating an illusory face that appears in the center of the room and warns people that the “blue door is for masters of magic”. The same event occurs when non-clerics try to enter the yellow door, non-fighters try to enter the red door and non-thieves try to enter the black door. Just as distressing is the fact the trapdoor through which the party entered has apparently disappeared, leaving folks trapped beneath 6 feet of stone with no apparent way out but through the class-exclusive doors.

[BLACK] There are four doors in this room, and all of them are false. The room has a 20-ft. high ceiling. One each wall there is a 12-ft. tall idol. The true door is a secret trapdoor located in the center of the ceiling.

The statues can be toppled with a bit of effort. If they strike the wall, there is a 1 in 6 chance they break through, releasing poisonous gas (save or die in 5 rounds) that fills the chamber. If all four are toppled at the same time, they meet in the middle, providing a platform from which one can access the ceiling and the trapdoor.

[BLUE] This long chamber has two spiked walls that slowly close on the occupant, causing death in 10 rounds. The only exit is a door of adamant with an adamant lock. Hidden behind the masonry walls, floor and ceiling are prismatic walls. A key lies on the floor, but the adamant lock has a tiny prismatic sphere inside blocking the action. The only way out is to cast the spells necessary to destroy the *prismatic walls*. A magic-user without all of these spells is not entirely lost. There is a secret compartment on the wall opposite the door containing the appropriate scrolls.

Unfortunately, each scroll is held by a wax seal that, when broken, drains the magic-user of one level if they fail a saving throw.

[YELLOW] Clerics emerge into a giant black space. In the distance there are four glowing white doors, all of which offer escape. One round after the cleric enters the room, ten ghouls appear from the darkness, blocking their way. If these ghouls are turned or destroyed (or rebuked or commanded), they fade into the shadows to be replaced by ten wights. This replacement by turning, each new group of undead being more powerful than the last, continues *ad nauseum* (wights replaced by wraiths, who are replaced by mummies, then spectres, vampires, etc.) until the cleric either dies or finally gives in and destroys them the old fashioned way.

[RED] Fighters emerge from a stinking cave (it is shallow) into a landscape of mottled, lifeless hills. Waiting for the fighter there is a grinning crone sitting atop a black horse. Her challenge is simple – race her to a point of light in the distance and escape this pocket dimension. If you fail, you are her prey. Another horse is provided for the fighter, a fine, white charger the equal of the crone's horse.

The landscape is a torturous one to race through. It is littered with boulders. The race is 500 yards in all. Each round, fighter and hag must roll 3d6. Subtract their rolls from their dexterity scores (the night hag has a dexterity of 12). Whoever has the higher score increases their lead by one yard per point difference between their final riding scores. A roll of three indicates a stumble by the horse – the rider must pass a saving throw or fall from their mount, suffering 2d6 points of damage and having to spend the next round mounting their horse.

NIGHT HAG: HD 8; AC 8 [11]; Atk 1 bite (2d6); Move 10; Save 8; CL/XP 11/1700; Special: Magic resistance (65%), +2 or better magic weapon to hit, magical abilities.

All other chambers exit into this chamber. The chamber is circular and the floor is one great sucking whirlpool of filth. Rising from the whirlpool there are six pillars of wood that sway back and forth. A dexterity check is required to jump on one of these poles and keep your balance. The door on the other side of the chamber is a fake; touching it sucks away 1d4 points of dexterity. The only way to escape is to jump into the filth. This requires one to hold their breath

for two full minutes, and the ride inflicts 3d6 points of damage. When everything goes black and silent, they will find themselves in the shallow waters of Stygia.

36.29 Nethis: A 1-mile diameter area in this hex is walled off with thick, yellow stones. Within the ground is dry (relatively) and covered by exquisite gardens. Unfortunately, the flowers, trees and even grass is poisonous, dealing 1d6 points of damage to anyone who so much as brushes up against it.

In the middle of the gardens there is a tower of gold – untarnished gold! The tower rises four stories and is constructed of gold bricks – it is easily worth millions of gold pieces. The front doors are 10-ft. tall and made of solid marble. A company of orcs in platemail and armed with heavy flails protect the doors.

The floors inside are made of white marble and the décor is plush – there are pedestals and tables covered with all manner of jewelry collected from the junk heaps of Abaddon and restored to beauty by the wizard Nethis (Magic-User 12; 33 hp), a favorite of Beelzebub. All of the jewelry is cursed – once it is touched, it can never be removed or thrown away. Nethis lures people into her home with the most wonderful hospitality, making a gift of everything they admire and knowing that all of that weight may never be shed and in fact may sink them into Abaddon’s mud.

Should one break the curse of the jewelry, it disappeared, returning to the tower of its mistress.

Nethis appears as a gaunt woman draped in robes of velvet and damask. She wears a crown of rusted nails, a gift from Beelzebub that protects her from poison, disease and the ill effects of Abaddon.

ORCS: HD 4; AC 3 [16]; Atk 1 weapon (1d8) or 1 bite (1d6); Move 9; Save 13; CL/XP 5/240; Special: Immune to disease & poison, paralyzing touch.

36.85 Bog Mummies: Dozens of bodies bob and float in the water here, caked in filth and bits of stray paper and cloth. Encounters with these 3d6 of these mummies occur on a roll of 1-3 on 1d6, and 1 in 6 of them has a magic scroll among its coverings.

MUMMY: HD 6+4; AC 3[16]; Atk 1 fist (1d12); Move 6; Save 11; CL/XP 7/600; Special: Rot, hit only by magic weapons.

37.81 Junk Geyser: An island of dry sand rises in a cone from the ground here. Once every hour, it explodes in a geyser of junk, debris and detritus. Everything within 1 mile of the center of the hex is struck for 6d6 points of damage (save for half).

37.82 Great Wall: A massive wall (12-ft. thick) rises from the sewage here at an angle – as though part of a fortress that partially sunk into the muck. The wall is topped by crenellations and several semi-circular towers jut from the upper portions of the wall. At its height, the wall is 60 feet tall, with the remainder having been sheared off and presenting a steep, though climbable face.

Through the towers, one can find spiral stairs leading into the inner wall – narrow passages with small chambers blocked by locked iron doors. Here, a cabal of cat sorcerers holds secret inquisitions of those who cross their paths. The cats can force people (using their gaze) to reveal their darkest secrets. People who succumb to the gaze, fall to their knees and, while screaming in pain (suffer 2d6 points of damage) a blue smoke curls from their mouths and forms shapes that tell the story of their darkest deed.

Those who are evil enough are permitted to leave, while those of a neutral or lawful bent are led into deeper chambers where they are chained and beaten until they have properly paid for their lack of sin.

CAT SORCERER: HD 6; AC 3 [16]; Atk 2 claws (1d6) and bite (1d4); Move 18; Save 11 (9 vs. magic); CL/XP 8/800; Special: Gaze of command, cast spells as 3rd level magic-users.

37.85 Chemical Soup: This hex is composed of a chemical soup that bubbles and froths. New additions of dangerous chemicals fall from the sky in great columns (1 in 20 chance per hour of one falling close enough to a party to do damage – acts as either [1-6] alchemist’s fire, [7-12] alchemist’s frost, [13-19] acid or [20] a random potion).

Weird trees with twisted, purple trunks veined with black grow from this soup. Shriveled fruit, pale green with black spots, hangs from the branches. This fruit is highly acidic (1d4 damage from eating). Near the center of the hex there is a deeper section of the swamp in which dwells a great chemical toxiderm.

CHEMICAL TOXYDERM: HD 24 (102 hp); AC -1 [20]; Atk 1 slam (2d6 + 2d6 acid); Move 9; Save 3; CL/XP 25/5900; Special: Engulf, breath weapon (50-ft. cone, 15d6 acid damage), immune to acid.

37.86 Cursed Causeway: When folk enter this hex, they see a brick causeway 10-ft. wide rising from the sludge and pointed in whatever direction the party is traveling. The causeway rises at a gentle slope, but after 3 miles it is about 60 feet high. At the mid-point of the hex, the causeway stops. When people turn back, they discover that what was behind them has faded away, leaving them with no more than 40 feet worth of causeway. It is at this point that a flock of twelve erinyes attack, trying to grasp people and carry them to the dungeons of Behemoth in the fiendish city of Dis (see **NOD 14**).

38.85 Wooden Island: This hex holds a makeshift island composed of rotting logs of pine and hickory. Dwelling within this island is a clan of 400 troglodytes – rather scrawny specimens who do their best to keep their heads down. The troglodytes wear bone armor and wield stone axes. They keep pet rust monsters which they use to keep metal-armed and armored folk at bay.

RUST MONSTER: HD 5; AC 2 [17]; Atk 2 antennae (0); Move 12; Save 12; CL/XP 5/240; Special: Cause rust.

TROGLODYTES: HD 3; AC 4 [15]; Atk 2 claws (1d3), Bite (1d4+1) or by weapon with shield (1d8); Move 12; Save 16; CL/XP 3/60; Special: Stench, chameleon skin (surprise on 1-4 on 1d6).

39.29 Giant Spiders: There is a chalk white statue in this hex, about 50 feet tall, depicting an angel bowing down, his fists held fast to the ground by chains, his head hung low. The angel is covered in thick strands of webbing and crawling with giant spiders. The spiders appear to crawl in and out of the statue, suggesting it is hollow.

GIANT SPIDER: HD 2+2; AC 6 [13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 5/240; Special: Lethal poison, surprise (5 in 6).

39.87 Oktomon: The landscape here turns into a wide canyon. One end of this canyon has been plugged by swollen carcasses of large beasts that are unidentifiable. This has created a lake of murky water, with smaller carcasses and rotting vegetation floating on the surface. Beneath these waters there dwells a small clan of oktomon, mutated, savage creatures. The oktomon hunt zombie sea creatures and sacrifice living creatures to a copper idol of Dagon, which takes the form of a ring of

twisted tentacles, each about 20 feet long and place in the manner of a stone circle.

Anything placed in the center of these tentacles, while the oktomon chant, is sucked into the palace of Dagon deep within the River Styx.

OKTOMON: HD 6; AC 5 [14]; Atk Up to 4 weapons (1d8); Move 12 (S18); Save 11; CL/XP 7/600; Special: None.

40.22 Bitter Swamp: This landscape in this hex gradually turns into a swamp of urine that is clogged with trees composed of rotting flesh. Screaming, demonic monkeys dwell in the trees, swinging down to snatch at loose items. A tribe of lizard men dwell in the swamp, tapping the rotting trees for bodily humors which they collect and sell to the alchemists of Dis. The lizard men have long sought a being they call the White Witch, and frankly any light-complexioned magic-using female will do. They will attempt to adorn her with foul ornaments (glass eyes, strings of finger bones, etc.) and make her their queen.

LIZARD MAN: HD 5+1; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (S12); Save 12; CL/XP 5/240; Special: Breathe underwater.

40.25 Gambling House: On an island of obsidian pinnacles, tumbled and jagged, a weird gambling hall has been constructed. The island is patrolled by black cougars that can shift their shape into startling attractive women with glossy black skin. The cougar-women attack any they find on the island outside of the gambling hall – inside the hall, they deal the cards and roll the dice.

The hall is frequented by the yurmps that dwell around the island. The yurmps pole through the hex on skiffs, collecting anything edible they find floating in the sludge. They dwell in stilt houses – large houses that hold 20 to 30 yurmps, but do their best to avoid going home for fear of their fierce wives and unruly children.

COUGAR WOMAN: HD 6; AC 3[16]; Atk 2 claws (1d4), 1 bite (1d10); Move 12; Save 11; CL/XP 6/240; Special: None.

40.84 Mountain of Filth: A mountain of excrement has been piled in this hex. The mountain rises 2 miles high and is riddled with caves. Giant flies buzz around the mountain, and a race of fly men hide deep within, growing their spawn in the warmth of the excrement and plotting their eventual conquest of Beelzebub's kingdom.



Goblins dwell on the lower slopes of this mountain in little huts made of stone. The goblins are quite brave (one might say foolhardy) for they make a living collecting the eggs of the giant flies for their food and to raise the creatures as guard and hunting beasts.

GOBLINS: HD 1+1 hp; AC 6 [13]; Atk 1 weapon (1d6) and bite (1d4 + 1d4 acid); Move 9; Save 17; CL/XP 2/30; Special: Acid bite, summon rats.

GIANT FLY: HD 3; AC 5 [14]; Atk 1 bite (1d6); Move 12 (F24); Save 14; CL/XP 4/120; Special: None.

FLY MEN: HD 4; AC 5 [14]; Atk 1 weapon (1d8); Move 12; Save 13; CL/XP 5/240; Special: Immune to disease, vomit (5-ft. range, 1d6 acid, once every 1d4 rounds).

41.28 Forest of Rusty Poles: This hex is devoid of large islands of debris, but it filled with hundreds of long, rusty poles. One of the poles in sight of the adventurers has a red scarf tied to it. There is another about 50 feet away, and so on, leading those who follow them on a pointless journey through the hex. There is a 1 in 6 chance per hour that the adventurers come across a strange woman balanced atop one of the poles on one knobby-kneed leg.

The woman is called Geirl, and she is a rather strange entity. She beckons people to climb her pole and speak with her in hushed tones, promising them one wish – anything, including escape from Hell – in return for killing one of their companions and delivering their heart to her.

42.22 Shadow Spring: This hex is especially blighted, the sludge here becoming darker at the periphery and finally pitch black in the center of the hex, where a spring of shadow bubbles up from a dimension of darkness.

Giant, black frogs swim through this murk. Their touch drains people of charisma (in essence, draining them of their personality and their hope).

Floating in this hex there are large, grey lily pads and pure white lotus flowers. Each flower is inhabited by a single pure spirit, proving that hope can spring even in Hell.

GIANT SHADOW FROG: HD 3; AC 7[12]; Atk 1 bite (1d8); Move 3 (or 100ft leap); Save 14; CL/XP 5/240; Special: Leap, swallow whole, incorporeal, shadow blend, surprise (3 in 6), 1d4 charisma drain.

42.88 Dank Monastery: This hex holds a forbidding plateau of grey stone and remarkably fertile soil. Atop this island there is a dank, old monastery now inhabited by 100 dour goblins. The plateau is covered by a vineyard of assassin vines (attack by 1d6 of the plants is a certainty when one approaches the vineyard). Muck and slime covers the ground between the vines, and the assassin vines' are well fed with all manner of rotting corpses.

The goblins pluck the assassin vines' berries (at great personal risk) and use it to make a heady liqueur, lulling the plants into a stupor by burning weird incense they make from mold that grows in the catacombs beneath the monastery, where the goblins dwell.

The inner sanctum of the monastery is shut by massive, iron doors that radiate intense cold (2d6 points of damage from a touch, 1d6 points of damage within 10 feet). Within the inner sanctum there is a tremendous idol of Mammon made of granite covered by gold leaf, with two massive tusks of ivory (worth 500 gp each) jutting from its mouth. In Mammon's lap there is a golden reliquary inlaid with coral (worth 2,500 gp). Statues (or bits of statues) litter the floor of the inner sanctum – the remains of robbers who discovered the hard way that the reliquary holds the severed and preserved head of Medusa. Those who view the head must pass a save at -10 or be turned to stone.

GOBLINS: HD 1+1 hp; AC 6 [13]; Atk 1 weapon (1d6) and bite (1d4 + 1d4 acid); Move 9; Save 17; CL/XP 2/30; Special: Acid bite, summon rats.

ASSASSIN VINE: HD 7; AC 5[14]; Atk 1 vine (1d6+1); Move 1; Save 9; CL/XP 8/800; Special: animate plants.

43.22 Orc Engineers: A village of 100 orcs loyal to Jubilex dwells in a vast field of shabby huts. The village has several forges and a large, central area where the orcs are working on massive siege engines – cannons to put anything ever constructed on the surface of Nod to shame. The orcs scavenge metal from all over and melt it down here in massive furnaces that belch acrid smoke across the land.

Not surprisingly, goblin slaves do most of the dangerous, uncomfortable work in the village, the orcs overseeing them with the help of semi-tame slime crawlers.

The leader of the orcs is a bearded devil called Omezol, an ill-tempered lout always on the lookout for something he can torture. He prefers to dip people into deep pits holding gelatinous cubes, slowly dissolving them as a sacrifice to his slimy lord, Jubilex.

GOBLINS: HD 1+1 hp; AC 6 [13]; Atk 1 weapon (1d6) and bite (1d4 + 1d4 acid); Move 9; Save 17; CL/XP 2/30; Special: Acid bite, summon rats.

ORCS: HD 4; AC 3 [16]; Atk 1 weapon (1d8) or 1 bite (1d6); Move 9; Save 13; CL/XP 5/240; Special: Immune to disease & poison, paralyzing touch.

SLIME CRAWLER: HD 4; AC 4 [15]; Atk tentacles (1d3) and bite (1d4); Move 9 (C6); Save 13; CL/XP 4/120; Special: Constrict, slippery.

GELATINOUS CUBE: HD 4; AC 8 [11]; Atk 1 (2d4); Move 6; Save 13; CL/XP 5/240; Special: Paralysis, immune to lightning and cold.

43.90 Nekron: Nekron is the massive citadel and city of Beelzebub, a mass of weird, abstract buildings made of obsidian, basalt, brass and smoky glass. Nekron is inhabited by 25,000 gluttonous shades, all of them covered with sores from which spring the issue of giant flies.

The towers and buildings are divided by a number of canals filled with rot grubs. These canals are crossed by bridges composed of bound earth elementals. The elementals despise the demons, and as folk attempt to cross them they shake and shiver, attempting to drop creatures into the canals to be eaten alive by the rot grubs.

Beelzebub's ziggurat dominates the city-state, rising 500 feet tall and large enough to house 2,500 lesser and greater demons. The ziggurat is protected by his demon hordes and by his favored guard beasts, fiendish hell toads. He commands 66 companies of demons, including 40

companies of lemures, a fighting legion of 10 companies of mariliths and 16 companies of erinyes. Beelzebub is a bewitcher of young nuns, luring them into witchcraft. He has a harem of 300 of these women's shades, all of them magic-users of level 1st to 3rd.

All who enter the ziggurat must pass a saving throw or be polymorphed into a giant fly, and thousands of these creatures roam the halls and clog the chambers of the palace. At the center of the palace there is a grand court, 1 mile wide with a ceiling 200 feet high. The court is paved in obsidian and ornamented with gold and a myriad of precious stones. In the center is the throne of Beelzebub, raised on a pillar of salt with a dozen royal shades, former gourmands and bon vivants, bound to the pillar by iron chains and starving. Beelzebub throws them scraps and watches them tear at one another over the morsels.

The court is occupied by various greater demons, devils and night hags, and a few visiting demodands and daemons. His harem is always present.

BEELZEBUFO: HD 6; AC 6 [13]; Atk 1 bite (1d8); Move 6 (Hop 30ft); Save 11; CL/XP 8/800; Special: Hop, double damage vs. lawful creatures, resistance to cold and fire (50%), +1 or better weapon to hit.

BEELZEBUB: See *Pandaemonium VI* in this issue.

45.25 Flooded Village: There is a ruined village here. Strangle vines cover the buildings. The interior of the buildings are foul, with smeared walls and warped floorboards hiding rotting corpses. The spirits of these bodies rise as apparitions when people enter.

APPARITION: HD 8; AC 4 [15]; Atk spectral strangulation; Move 12 (F24); Save 8; CL/XP 9/1100; Special: Strangulation, detect living, incorporeal, sunlight powerlessness.

STRANGLE VINE: HD 4; AC 6 [13]; Atk 4 vines (1d6); Save 13; Move 0; CL/XP 6/400.

46.20 Subterranean City: This hex holds a subterranean city of putrid waterfalls, wide shelves connected by rickety bridges and cliff dwellings decorated with images of flies and frogs. The shelves and subterranean river valleys are clogged with massive fungi (including violet fungi, basidiron and shriekers) from which one can derive dozens of hallucinogens – items much in demand in a place as horrible and bleak as Abaddon. Two tribes, one of 200

troglodytes, the other of 400 kobolds, fight for control of this subterranean forest.

KOBOLDS: HD 2; AC 4 [15]; Atk 1 weapon (1d6); Move 6; Save 16; CL/XP 2/30; Special: None.

TROGLODYTES: HD 3; AC 4 [15]; Atk 2 claws (1d3), Bite (1d4+1) or by weapon with shield (1d8); Move 12; Save 16; CL/XP 3/60; Special: Stench, chameleon skin (surprise on 1-4 on 1d6).

46.87 Erinyes: Thirty erinyes have been posted as guards of a lonely watch tower composed of rusted iron (but very thick and almost impenetrable). The tower is 50 ft. in diameter and 200 ft. tall and is composed of hundreds of tiny prison cells organized around a central shaft. Since the erinyes can fly, there are no stairs or elevators. Only one cell in the place is inhabited (unless the Referee has reason to locate another prisoner there), a lawful hermit with no special powers, but a man incorruptible. In Abaddon, his body blazes forth in a powerful aura of light that escapes the prison through its windows and keeps the erinyes in an eternally agitated state. The man is a prisoner of Beelzebub, who thinks he might one day figure out a way to use him against Lucifer.

ERINYES: HD 6; AC 2 [17]; Atk 1 bronze sword (1d6 + paralysis); Move 12 (F24); Save 11; CL/XP 9/1100; Special: Magic resistance (25%), fear, immune to fire and cold, entangle.

47.21 Carrion Flies: Carrion flies riddle the trunks of massive, rotting trees that grow from the slime in this hex. The trees hold large platforms in the tree tops. These platforms are connected by rope bridges. The platforms are now uninhabited, but the rope bridges still bear ancient enchantments, and there is a 1 in 6 chance per day of one of the bridges animating and attacking a crosser.

ANIMATED BRIDGE: HD 6; AC 5 [14]; Atk 1 bite (1d3), 1 constrict (2d4); Move 10; Save 11; CL/XP 7/600; Special: Constrict.

48.20 The Gorrax: This hex is inhabited by a huge reptilian horror called the Gorrax. The Gorrax has iridescent green scales that pulsate and quiver and glowing red eyes. Its wings are bat-like. The beast is encountered on a roll of 1-4 on 1d6 (roll each day). The hollow that it dwells in is filled with dozens of iron lockboxes – all rusted shut – that contain 3,680 sp, 1,480 gp, a terracotta aquamanile covered in jade tiles (700 gp) and a citrine worth 1,650 gp.

THE GORRAX: HD 14; AC 3 [16]; Atk 1 bite (2d6 + lethal poison) and tail (1d10 + stun for 1d8+1 rounds); Move 15 (F15); Save 3; CL/XP 17/3500; Special: Creatures killed by the Gorrax transform into lemures loyal to Beelzebub in 2d20 days

49.90 Potion Merchant: An ancient drow woman named Athba (Mage 8; 19 hp), wrinkled as a prune, with long ears bearing many gold rings, sells rare potion ingredients, as well as vials of acid and alchemist's fire, from a rickety little shop balanced on the back of what appears to be the carcass of a headless elephant. The carcass is animated via a copper tubes that pierce its flesh in many places, all of them originating in a large vat in the shop. The vat is filled with the bodily humors of some of Athba's more troublesome customers. The shop is guarded by a band of twenty red-cap goblins, fiendish little men with wrinkled, puckered faces, red caps, tunics and axes.

Hidden beneath the floorboards, Athba has a treasure of 1,710 sp, 3,810 ep, 150 gp and a tarnished silver tiara worth 3,000 gp.

REDCAP GOBLIN: HD 2; AC 6 [13]; Atk 1 bite (1d8) and axe (1d8); Move 9; Save 16; CL/XP 3/60; Special: Vicious healing, -1 to hit in sunlight.

49.91 Medrach: Medrach, an ancient wyrm of green and yellow scales, dwells here in a ruined court. The court has lost its roof to a gigantic apple tree. It is still decorated with the skeletons of the courtiers, including two crowned skeletons on thrones (crowns are tarnished silver and set with carnelins, worth 700 gp each). Medrach lies wrapped around the tree, lazily sucking apples into its mouth with its long tongue. Jewels hang in the upper branches, but those who attempt to climb the tree and pluck them discover to their eternal regret that the tree can animate and fight back. The apples are sour, but *cure disease*.

MEDRACH: HD 12 (96 hp); AC -4 [23]; Atk 1 bite (2d6); Move 9 (F24); Save 3; CL/XP 14/2600; Special: Breath weapon (cone of cold).

TREE: HD 12; AC 2 [17]; Atk 2 strikes (4d6); Move 6; Save 3; CL/XP 12/2000; Special: Control trees.

49.92 Goblin Tavern: A low, muddy island here is dotted with the rusted shells of thirty city busses. The busses are inhabited by a tribe of 100 lanky goblins. They have converted one of the busses into a tavern, where rat is roasted on a stick over fires kindled in metal drums and various noxious spirits are served in brown, ceramic bottles. The goblins burn incense in braziers that they may

keep away the giant flies that buzz around the island. Another bus houses Ulachta, mad priestess of Jubilex, who practices a ritual dance that approximates the chaotic movements of chaos beasts.

GOBLINS: HD 1+1 hp; AC 6 [13]; Atk 1 weapon (1d6) and bite (1d4 + 1d4 acid); Move 9; Save 17; CL/XP 2/30; Special: Acid bite, summon rats.

ULACHTA: HD 7 (26 hp); AC 6 [13]; Atk 1 weapon (1d6) and bite (1d4 + 1d4 acid); Move 9; Save 17; CL/XP 2/30; Special: Acid bite, summon rats, spells as 7th level cleric.

50.23 Brick Fortress: A tribe of 400 orcs dwells here in a lumpy fortress of red bricks. Three large, low towers jut from the mass of bricks and hold old catapults that fling barrels of filth, sometimes alight. Among the orcs there are a dozen skilled assassins. They are ruled by a hoary old bearded devil called Mugante. Mugante seeks to maneuver the armies of Jubilex and Beelzebub into a great war, one that will provide many opportunities for the assassins to collect their fees.

ORCS: HD 4; AC 3 [16]; Atk 1 weapon (1d8) or 1 bite (1d6); Move 9; Save 13; CL/XP 5/240; Special: Immune to disease & poison, paralyzing touch.

ORC ASSASSINS: HD 6; AC 3 [16]; Atk 1 weapon (1d8) or 1 bite (1d6); Move 9; Save 16; CL/XP 7/600; Special: Immune to disease and poison, paralyzing touch, death attack (wait 3 rounds, sneak attack, save or die).

MUGANTE: HD 6; AC 0 [19]; Atk 1 bite (1d8) and 2 claw (1d4) or 1 weapon



(1d8); Move 15; Save 11; CL/XP 9/1100; Special: Immune to fire, half damage from cold and poison, spells (at will – *cause fear* (by touch), *pyrotechnics*, *produce flame*), summon bearded devil 35%.

51.20 Bone Carvers: A tribe of 300 grey-scaled troglodytes dwell here within a palisade of giant bones. The troglodytes have two lines of business. The females are giant beetle traders and trainers while the men squat in front of their shabby tents and carve bones into idols, boxes, bowls, back scratchers and pommels. The troglodytes' work is among the finest in the cosmos.

The troglodytes worship neither Beelzebub or Jubilex, but rather give their allegiance to Despair. The troglodytes radiate an aura of despair instead of a stench. They are governed by a human cleric called Sammenthes (Cleric 8; 38 hp), a man so melancholy he is like a black hole of joy.

TROGLODYTES: HD 3; AC 4 [15]; Atk 2 claws (1d3), Bite (1d4+1) or by weapon with shield (1d8); Move 12; Save 16; CL/XP 3/60; Special: Stench, chameleon skin (surprise on 1-4 on 1d6).

52.22 Slime Temple: A massive temple of serpentine has been constructed here in honor of Jubilex. The inner sanctum is a massive court with four slime pits – one filled with a black pudding, another with ochre jelly, the third with grey ooze and the last with green slime. The priests of the temple (there are fifty of them) are walking slimes clad in green robes. The idol is a golem composed of gelatinous cubes. All around the cathedral of slime there is constructed a village of 600 thugtoads, all fanatical worshippers of Jubilex ("Father Slime"). The eldest of the thugtoads is Oggur, the high priest of Jubilex.

THUGTOAD: HD 4; AC 6 [13]; Atk 1 weapon (1d6); Move 4 (S15); Save 13; CL/XP 5/240; Special: Camouflage, hop.

WALKING SLIME: HD 2; AC 9 [11]; Atk 1 (1d6 + turn to slime); Move 6; Save 16; CL/XP 4/120; Special: Transform to slime.

OGGUR: HD 10 (45 hp); AC 6 [13]; Atk 1 weapon (1d6); Move 4 (S15); Save 13; CL/XP 5/240; Special: Camouflage, hop, cast spells as 10th level cleric.

52.91 Juggler: A bow-legged troll skeleton can be found in this hex, juggling nine large clubs. Those who observe the skeleton without tossing it a coin are attacked by the clubs (the skeleton never attacks unless attacked first). Each is a +1 *dancing club* and is tied to one of the circles of Hell.

Asphodel: Victim must save or lose emotions.

Erebus: Victim must save or be blinded.

Abaddon: Victim must save or be struck with mummy rot.

Gehenna: Victim becomes desiccated (6d6 damage) and all of their liquids must save or be destroyed.

Stygia: Victim must save or lose memory.

Dis: Victim must save

Phlegethon: Victim must save or burst into flames (6d6 damage). The victim continues to burn until 1d4 rounds after death.

Malebranche: Victim must save or be struck with a lethal poison (save or die).

Cocytus: Those struck must pass a saving throw or be frozen solid (cannot move; 6d6 damage).

A creature killed by one of the clubs has their soul permanently bound to the circle of Hell represented by the murder weapon. Even if resurrected, they cannot leave that circle of Hell until they have slain a lawful or neutral person on that circle.

SKELETON: HD 1; AC 8 [11]; Atk 1 weapon or strike (1d6); Move 12; Save 17; CL/XP 1/15; Special: None.

54.18 Skeleton Swarms: Hundreds of tiny skeletons skip over the water here, their tiny feet unable to break the surface tension of the water. There is a 3 in 6 chance each day that the skeletons suddenly form a surging swarm and attack travelers, attempting to feast on them from within.

SKELETON SWARM: HD 4; AC 4 [15]; Atk 1 swarm (2d4 + feast); Move 12; Save 13; CL/XP 5/240; Special: Immune to slashing and piercing weapons, half damage from bludgeoning weapons, magic resistance (10%), those hit by the swarm must save or the skeletons crawl inside them and begin feasting on them from within for an automatic 2d6 points of damage per round until they have been turned or drink a vial of holy water.

54.90 Emerald Eye: Crossing this hex, you come across a tall wall of grey-green stones, heavy with fungal growths. The wall is about 40 feet long and 30 feet tall and appears to have been part of a larger structure at some point. Almost centered on the wall there is a dais – about 20 feet in radius and 6 feet tall, with wide steps allowing access. The top portion is only about 6 feet in radius and is mostly covered by a stone altar that has clearly been the site of

blood sacrifice. Set 10 feet above the altar there is a large emerald cut to resemble a multi-faceted eye.

When the dais is stepped upon, the sludge around it begins to bubble and pop, and seconds later leper zombies begin crawling from the muck and making their way to the dais. There are 1d10 zombies per person atop the dais. At the same time, the emerald eye begins to throb, sending out disorienting waves to a distance of one mile. Folk within the area of these waves must pass a saving throw or become nauseous.

If a blood sacrifice on the altar is not forthcoming within 5 rounds the eye gives out a tremendous wave of emerald energy, destroying the zombies but also cursing the people standing upon the dais. Each adventurer swaps their sight with another adventurer. In other words, adventurer X sees through the eyes of adventurer Y. This curse allows no saving throw and can only be reversed by a *miracle*.

The effect is very disorienting, almost more so than being blind. Those suffering it can only move at about half speed and they suffer a -10 penalty on all d20 rolls.

LEPER ZOMBIE: HD 4; AC 6 [13]; Atk 1 claw or bite (1d6); Move 9; Save 13; CL/XP 6/400; Special: Disease, those slain animate as leper zombies.

55.90 Vault of Secrets: There is a large, concentric castle here, seemingly unguarded, constructed of ebony stone well covered by dry blood. It sits upon an island of rusted metal, heavily pitted and inhabited by about seven rust monsters. The citadel was raised from the muck by Beelzebub as a repository for unspeakable secrets. They are kept beneath the castle in vaults, each one with a door of wood protected by a glyph of warding (drains one level) and backed by a *prismatic wall*. Each vault contains a secret that has been made manifest in Hell as a powerful, possibly unique, undead creature.

57.20 Bloody Bones: Pinnacles of yellowish limestone rise from this hex, forming jagged teeth and making navigation of the hex difficult. Sitting atop each of these pinnacles there is a wailing man or woman. As adventurers pass, they throw themselves from the pinnacles, trying to hit the travelers (pick one at random and roll a ranged attack from a 6 HD monster; a successful attack does 6d6 points of damage). Once the body hits the ground, the flesh sloughs

off from the bone, and the skeletons rise as bloody bones. They seek new fleshy sheaves!

BLOODY BONES: HD 5; AC 3 [16]; Atk 4 tendrils (see below) and 2 claws (1d6); Move 12; Save 12; CL/XP 7/600; Special: Tendrils, slippery, resistance to fire (50%).

58.18 Hidden Truth: This hex is marked by dozens of heaps of masonry, chipped and cracked, and apparently all belonging to one of a dozen citadels or fortresses. Some of the pieces have old carvings in evidence, or holes where metal bits might have once been attached. Noxious molds and funguses cover most of these piles.

Among these dozens of piles of rubble, there is one that is unblemished by noxious growths. A quick search reveals a gap in the rubble – large enough to allow a halfling to fit through. This gap leads to a zigzag tunnel that goes in just about every direction before finally depositing a person in a tiny hollow. This cave holds a golden holy symbol, a cross at the intersection of which there is molded a beauteous face. This is a symbol of truth. It fills the little hollow with pleasant, golden light that wards away the demons of Hell and doubles a person's natural rate of healing. If the symbol is taken from the rubble, it becomes tarnished, the face becomes plain and the magic no longer functions.

60.21 Will-o'-Wisp: Dancing between tall piles of rubble and junk that are precariously balanced are many will-o'-wisps. Encounters with 1d4+1 of the devilish entities occur on the roll of 1-4 on 1d6. They lead people to piles that have iron chests embedded within them – an obvious attempt to get people to tamper with a chest and bring the entire pile down upon them for 15d6 points of damage (save for half). The chests hold about 100 gp worth of treasure, all of it tarnished or rotting.

WILL-O'-WISP: HD 9; AC –8 [27]; Atk 1 shock (2d6); Move 18; Save 6; CL/XP 10/1400; Special: None.

60.91 Fountain: This hex holds a multitude of broken, crumbling or rusted fountains of every shape and size. Most are twisted beyond recognition, but one, of an aged beauty – a stately woman just beginning a slow descent into the winter of her years – remains largely intact. Pouring from a jug held by the woman are thousands of rot grubs, which gather in the basin and spill over, wriggling into the muck. Each person in the party has a 3 in 6 chance of being attacked by 1d4 of the vermin.

60.92 Palanquin: Four zombie hill giants are carrying a woman across the hex in a shabby palanquin covered with baroque carvings of children being tortured by demons. The demonic woman within has the face of a queen but the body of a long, fat caterpillar. She is Matizah, a minor demon lord in service to Beelzebub, traveling Abaddon collecting tribute (in the form of the coinage of Hell). She has a locked chest (trapped with *symbol of death*) that currently contains 7,400 ep, 4,230 gp and two brass statuettes of goat-headed demons (worth 2,000 gp each).

ZOMBIE GIANT: HD 9; AC 8 [11]; Atk 1 strike (1d10); Move 6; Save 16; CL/XP 9/1100; Special: Immune to sleep and charm.

MATIZAH: HD 17; AC –3 [22]; Atk 2 pincers (2d6), 2 claws (1d3), 1 bite 1d4+1; Move 9; Save 3; CL/XP 18/3800; Special: Magic resistance (60%), demonic magical powers.

61.22 Snake Bones: This hex is home to hundreds of piles of giant snake skeletons. The piles rise as much as 100 feet above the surface of the sludge. There is nothing dangerous about these piles of bones unless somebody is foolish enough to climb them (saving throw or the pile collapses, dealing 10d6 points of damage).

61.93 Boiling Spring: There is a boiling spring here of yellowish water that smells of sulfur. The spring is surrounded by a stout tower of yellowish marble, about 30 ft. tall. A set of stairs winds up the outside of the tower, ending at a wooden door that allows entry into the second floor. The spring fills the first floor of the tower, forming a pool that one can enter from the second story via steps and sit on a wide shelf of stone.

The second floor has a ceiling 20 feet tall, vaulted and hanging with Spanish moss. There are five statues of lovely women (marred and cracked, of course) placed around the second story. The statues are animated and embedded in the walls – they are non-violent, and exist to help bathers with their clothes and to massage their backs.

63.22 Yurmp Robbers: A band of yurmp robbers, twenty in number, have made camp here atop a pile composed of a dozen smashed stone golems. The tents are made of bits of clothing that have been crudely stitched together. The assemblage is led by the shade of Sarnen, a compact female dwarf (Fighter/Thief 8; 28 hp) with a square jaw, matted grey hair and grey eyes.

YURMP ROBBER: HD 5+3; AC 4 [15]; Atk 1 polearm (1d8); Move 12; Save 12; CL/XP 5/240; Special: Backstab.

64.93 Durians: There is a thick copse of durian trees here – at least 100 trees. They are inhabited by about 20 squealers, who jealously guard the fruit. The durian fruit is foul tasting (most compare it to raw sewage), but is clean and to some extent nourishing.

SQUEALER: HD 12; AC 2 [17]; Atk 1 bite (1d8) and 2 claws (1d6); Move 15 (C12); Save 3; CL/XP 12/2000; Special: Rend with claws, sound imitation, surprise (2 in 6) in woodland environments.

66.18 Stone Locust: There is a massive carving here of a locust, carved from granite. It is about 40 feet tall and 90 feet long, and thirty weird zombies crawl, spider-style, over it. Within the locust there dwells 300 goblins who have a large operation capturing swamp gas and putting it in glass spheres which one can throw per flaming oil or alchemist's fire. The goblins are ruled by Ruani (Magic-User 11; 22 hp), an exiled drow necromancer who creates and control those zombies that crawl all over the locust.

GOBLINS: HD 1+1 hp; AC 6 [13]; Atk 1 weapon (1d6) and bite (1d4 + 1d4 acid); Move 9; Save 17; CL/XP 2/30; Special: Acid bite, summon rats.

ZOMBIE: HD 2; AC 8 [11]; Atk 1 strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.

66.19 Fionnet's Tomb: There is a small tower here constructed of dark gray stone and covered with patches of vibrant memory moss. The tower can be entered via a small, round, metal door that must be unscrewed (requires Str 18, releases a gas that paralyzes for 1d6 rounds).

The tower is currently occupied by Theth (Mage 9; 22 hp), an adventuring magic-user who seeks the tomb of Fionnet (Vampire Gourmand 16; 65 hp), a woman renowned for her gluttony and girth. Her tomb lies beneath the tower. The upper stories of the tower are empty. On the roof there is a cistern filled with murky, foul water. The cistern is connected via copper pipes to the bottom floor, the water being released by the turn of a valve. The tomb can only be entered by filling the room with the water and then, by displacing the water with at least 300 pounds (a person is ideal, but anything will do the job), the water level is sent high enough to drain into small holes set about 6 feet above the floor. These, in turn, operate a locking mechanism that collapses the floor, water and all (an ordeal that inflicts 6d6 points of damage).

The tomb is an ornate affair and occupied by Fionnet, now a terribly emaciated vampire with great folds of loose skin hanging from her body. She rules over a court of shadows.

SHADOW: HD 3+3; AC 7 [12]; Atk 1 touch (1d4 + Str drain); Move 12; Save 14; CL/XP 4/120; Special: Drain Hit only by magic weapons.

66.22 Orc Fort: A tribe of 100 ill-tempered orcs dwells here in brick hovels built atop the remains of what appears to be a sunken cathedral. All that remains of the cathedral are a few supports and vaulted arches, through which the sewage of Abaddon flows. Their fort is hidden by a copse of poisonous sumacs. The orcs are cultists of Plague, one of the Four Horsemen, and do their utmost to spread disease and misery wherever they go. Their master is an anti-cleric called Johar (Cleric 8; 21 hp), a heavy-set, pale man with a bland face and devious, impulsive nature. His orcs roam far and wide on skiffs that they pole through Abaddon.

ORCS: HD 4; AC 3 [16]; Atk 1 weapon (1d8) or 1 bite (1d6); Move 9; Save 13; CL/XP 5/240; Special: Immune to disease & poison, paralyzing touch.

67.21 Gluff: Gluff is a large mountain troll who dwells in a sticky cave burrowed into the side of a mountain of garbage. He stands about fifteen feet tall and has greenish skin covered in boils. The eternal souls of five gluttonous friars have been grafted into the troll's skin. Their heads and part of their torsos emerge from the troll, wailing and gnashing their teeth at anything that comes near.

Gluff keeps a treasure of 1,500 sp, 1,400 ep, 2,220 gp and two wooden boxes filled with toasted pine nuts.

GLUFF: HD 12+3; AC 4[15]; Atk 2 claws (1d4), 6 bites (1d6); Move 12; Save 3; CL/XP 15/2900; Special: Regenerate 3hp/round.

68.19 Mystic Lens: A tall pile of cast off horns and glass jars that appear to be filled with bile is surmounted by a glass lens about 10 feet in diameter. If a person casts a light spell on the convex side of the lens, the concave side bursts forth with a powerful beam of light. Anyone in the path of this light is beamed to the other side of Abaddon, and, in the course of their journey, all of their diseases are burned from their body. They also get a fantastic tan.

68.90 Spine Rats: This hex holds a collection of stone pits and deep vaults connected by tunnels barred by iron grates. Dozens of spine rats crawl in and out of these tunnels, gnawing on the bones of a barbarian (you can tell

by the loincloth, furry boots and bastard sword gripped in his bony fist) and the carnivorous ape that killed him.

SPINE RAT: HD 1d4 hp; AC 6 [13]; Atk 1 bite (1d3) or spine (1d3 + poison); Move 12; Save 18; CL/XP A/5; Special: Diseased spines.

68.92 Family Vault: There is a vast crypt located here, the eternal resting place of the Estuar's, a family known throughout the Motherlands for their crimes against humanity. The vault can be entered via a thick, black stone that become incorporeal when doused with holy water.

Behind this stone there is a large, vaulted chamber lined with sarcophaguses holding bodies in various states of decay. Each one bears a seal carved from a large bloodstone (worth 150 gp) each, which, if removed, release the ghost of the sarcophagus's inhabitant.

A pool of unholy water in the center of the room permits access to the lower vaults of the tomb, where the more prominent members of the family (and their treasures) are buried. The pool, when emptied of the holy water, descends 8 feet, revealing four sets of stairs.

The lower vaults are flooded with acid (up to a height of 2 feet), making it difficult to plunder them safely.

GHOST: HD 6; AC 4 [15]; Atk 1 touch (1d4 ability damage) or hurled object (1d4); Move F12; Save 11; CL/XP 7/600; Special: Incorporeal, frightful moan (save or fear), telekinesis every 1d4 rounds, rejuvenation.

69.93 Wugg: A village of 300 troglodytes dwells in a cliff village located on both sides of a great rift in the fabric of Hell. The sewage of Abaddon flows slowly into this rift, forming gooey waterfalls. The rift has no bottom, but rather sends people into the sewers of Dis.

The troglodytes have a bridge that crosses the rift, which they guard with a squadron of warriors at all time, charging travelers a toll to get across.

The warlord of the troglodytes, Wugg, dwells in the largest of the cliff dwellings. He wears a suit of banded armor painted with purple enamel and wields a pair of hand axes. He currently has a paladin, Jalmer (Paladin 8; 46 hp), bound and tied in front of him. He has sent the word far and wide that he is to auctioned to the highest bidder, and demon lords from the upper circles of Hell have sent their representatives to Wugg's village to participate.



Wugg has big ideas about his future in Abaddon, and plans to curry favor with whichever lord wins the bid.

70.91 Dead Titan: The decomposing body of a titan lies here in the muck. A small shrine has been erected on his back and is guarded by four vroock demons. The titan was Glorand, a son of Helios and Iambe, who entered Hell in order to discover the fate of his half-brother.

Within the wooden shrine, one can see a +5 *dagger* that has been plunged into the titan's back.

VROCK: HD 8; AC 1 [18]; Atk 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); Move 12 (F18); Save 8; CL/XP 9/1100; Special: Magic resistance (50%), darkness, immune to fire.

70.93 Laqokuaegk: This is the great city of Jubilex, a primal demon lord imprisoned ages before the fallen angels were consigned to Hell. The city is composed of hundreds of floating islands composed of debris and topped by abstract buildings and towers of polychromatic stone. These islands float in the substance of Jubilex itself, and the great prince among demons covers about three square miles. The

islands are all connected to a large central citadel by thick chains of tarnished bronze, allowing for a very dangerous journey from one island to another or to the citadel itself by baskets suspended over Jubilex.

No souls are assigned to Jubilex by Minos, but the sprawling city-state is crawling with 17,500 disaffected demons (especially ooze demons), slimes, jellies, oozes (their acid being the reason for the abstract nature of the buildings) chaos beasts, gibbering mothers and walking slimes. Each day, at the sounding of trumpets and drums from the citadel, all of them stop what they are doing, face the citadel and begin a weird, swaying dance in honor of their master, Jubilex.

The citadel is 200 feet tall and about 1,000 feet wide. It looks like a misshapen mound of stone with randomly placed towers, ramparts, windows and doors embedded in it. Inside there is a maze of weird, twisting passages and vaults housing Jubilex's army of twenty companies of lesser ooze demons, six companies of greater ooze demons and an elite corp of ten companies of oozes commanded by an elder black pudding. At the center of the citadel there is an oddly shaped pool from which Jubilex manifests to speak to visitors.

Note: You can find more information about Jubilex in the Tome of Horrors Complete from Frog God Games.

LESSER OOZE DEMON: HD 4; AC 4 [15]; Atk 1 slam (1d6) or bite (1d6 + 1d4 acid) and 2 claws (1d4 + 1d4 acid); Move 6; Save 13; CL/XP 6/400; Special: Acid, summon demons.

GREATER OOZE DEMON: HD 10; AC 0 [19]; Atk 1 slam (1d8) or bite (1d8 + 1d6 acid) and 2 claws (1d6 + 1d6 acid); Move 6; Save 5; CL/XP 13/2300; Special: Acid, summon demons, vomit.

JUBILEX: HD 20 (120 hp); AC -2 [21]; Atk 1 slam (3d6); Move 9 (F24); Save 3; CL/XP 30/7400; Special: Acid slime, spells, summon oozes, +3 or better weapon to hit, immunity to electricity and poison, magic resistance (80%), telepathy 100 ft.

72.19 Arena: There is an arena here, about 500 yards long, 200 yards wide and 50 feet tall. The arena is composed of large granite blocks on the outside and brownish bricks on the inside. The place is uninhabited other than a great swarm of giant mosquitos.

GIANT MOSQUITOS: HD 4; AC 6 [13]; Atk 1 bite (1 point + blood drain); Move 6 (F15); Save 13; CL/XP 6/400; Special: Blood drain.

73.19 Amazons of Demoriel: The souls of gluttonous amazons, like all gluttonous souls, are consigned to Abaddon. In the case of the amazons, they congregate at a fortress in this hex as a favored army of warriors in service to the demon lord Demoriel. The demon lord visits their citadel, a large construction composed of rusty iron plates affixed to granite and oozing reddish slime.

The amazons are portly, but no less fierce. They form 5 companies of warriors wearing leather or ring armor and carrying long swords and tarnished shields. Their mistress is an alu-demon named Nin, a daughter/consort of Demoriel by way of an amazon long since lost in battle.

The amazon's citadel's lower portions are actually carved from a granite mount. There are tunnels here that lead to deep vaults where arms, armor and other supplies are stored. These vaults in turn lead to diamond mines – one of the better kept secrets of Abaddon. Captives of the amazons are pressed into service in these cramped, dank and dangerous mines, which are rife with oozes.

AMAZON: HD 5+1; AC 1 [18]; Atk 1 sword (1d8+1) or bow (1d8+1); Move 15; Save 12; CL/XP 5/240; Special: +1 to hit with sword and bow.

NIN: HD 6 (28 hp); AC 1 [18]; Atk 1 sword (1d8) or 2 claws (1d4); Move 12 (F18); Save 11; CL/XP 10/1400; Special: Spells, vampiric touch, immune to poison, magic resistance (15%), telepathy 100 ft.

74.89 Rooting for Mushrooms: Fiendish boars stalk this hex (encounters with 2d6 of them occur on a roll of 1-3 on 1d6) seeking out mushroom men, who hide beneath the muck, popping up only to slay their prey (i.e. adventurers). Groups of 1d6 mushroom men are encountered here on a roll of 1-2 on 1d6. They always attack from ambush, surprising on a roll of 1-4 on 1d6.

The mushroom men are nomads, but often make camp within hollow logs that float throughout this hex. One small band has recently come into possession of a crystal bowl that purifies any food or drink placed in it.

FIENDISH BOAR: HD 3; AC 3 [16]; Atk 1 gore (1d8); Move 15; Save 14; CL/XP 6/400; Special: Ferocity, resistance to cold and fire (50%), magic resistance (15%).

MUSHROOM MEN: HD 3, 2, or 1; AC 5 [14]; Atk Fist (1d6); Move 12; Save 14, 16, or 17; CL/XP 5, 3, or 1/240, 60, or 15; Special: Spores.

75.41 Pounders: Fifty dwarf skeletons work here with mallets, pounding a great heap of stone into powder. New stones fall from the sky every so often (1 in 6 chance per hour of one landing on a PC for 10d6 points of damage), crushing a few skeletons and making more work for the skeletons that survive.

The skeletons were set to this task ages ago by an adventuring necromancer, who believed that a creature of great antiquity and power was sealed in a shaft beneath the mound of stones. This is, in fact, the case. The entity, called Phae-Dathug, is a former consort of Jubilex (who actually budded from that demon lord) who takes the form of a jade green, snake-shaped ooze about 300 feet long.

If released from her prison, her first act will be to consume half of her rescuers and bring the other half into her worship, by whatever means necessary. After that, she will seek out the nearest fortress to use as a base of operations and begin her campaign to destroy Jubilex. Naturally, this will not escape the attention of Beelzebub.

DWARF SKELETON: HD 1; AC 8 [11]; Atk 1 strike (1d6); Move 12; Save 17; CL/XP 1/15; Special: None.

PHAE-DATHUG: HD 15 (100 hp); AC -2 [21]; Atk 1 slam (3d6); Move 9; Save 3; CL/XP 25/5900; Special: Acid slime, spells, summon oozes, +2 or better weapon to hit, immunity to electricity and poison, magic resistance (60%), telepathy 100 ft.

76.23 Grand Temple: In his humility, Beelzebub has erected a grand temple to himself in this hex, staffing it with the souls of his most fervent worshippers who are under the command of Gauria (Cleric 11; 49 hp), a high priestess Beelzebub has blessed with the head of a fly and the ability to vomit a cone of acid (20 ft. long, 10 ft. wide, 3d6 damage) three times per day.

The temple is an imposing monument of greenish marble veined with gold and silver. The lower portion is rectangular in shape, while the upper portion is a grand statue of Beelzebub that stands 50 feet tall.

The entrance of the temple is a set of two bronze doors that open into a tunnel 20 feet long. All along the tunnel there are 6 gulons chained to the walls that snap and bite at any who enter the temple. Beyond the tunnel is a large court, the vaulted ceiling painted black, the floor holding shallow pools of unholy water. Several priests work here,

cleaning the surfaces, trying in vain to hold back the decay that is part and parcel of Abaddon. The right pool of unholy water is actually a portal into the inner sanctum, which holds a golden idol of Beelzebub (scrubbed almost continuously by three priests, one of whom is held aloft on a rope) a font of unholy water and a grand altar of green marble that has seen many, many sacrifices. Three gulons roam the inner sanctum, ever alert for intruders, but ignoring the hapless priests.

Two passages, blocked by thick, mildewed curtains, lead from the inner sanctum to quarters for the priests, the high priestess and supply chambers. There is also an alcove holding a smaller idol of Beelzebub. Those who permit the idol to taste their blood find themselves teleported into his citadel in his city of Nekron [43.90].

GULON: HD 6; AC 3 [16]; Atk 1 bite (2d4); Move 15; Save 11; CL/XP 6/400; Special: Devour corpse.

77.24 Black Hole of Cali: There is a truly massive stone golem in this hex, left to guard a strange cube of reddish stone that is hot to the touch. This stone holds within it, encased in a sphere of pure force, a tiny black hole that will pull anything within 100 feet into itself (one can avoid this with a strength check, suffering a -1 penalty to the roll for every 10 feet closer to the black hole they are than 100 feet) and jettisoning it into another cosmos.

The stone golem has the shape of Cali, with six arms. Each of its six hands contains a large piece of jade, carved with the tusked face of Cali, that permits it to control the waters of this hex within 100 feet (per *control water*).

STONE GOLEM: HD 15 (60 hp); AC 5 [14]; Atk 1 fist (3d8); Move 6; Save 3; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.

78.22 Acrid Airship: A large airship drifts through this hex, pulled by a team of vargouilles. The airship has a long gondola of warped wood in the shape of a serpent, with silver fangs. Through the serpent's mouth one can access the chambers of a haggard old man in dingy, velvet robes. The man, Merturm, was a gluttonous bon vivant in life, a partaker of opium in particular. He still smokes that drug from an ornate hookah that acts something like a *decanter of endless water*. Forever in his drug-induced haze, he speaks in prophetic riddles.

The Referee can replicate these riddles by asking normal riddles and allowing people to guess the answer. They get, as a group, but one guess. If they are wrong, they suffer under a curse (per *bestow curse*) for 1d6 days. If they are correct, they are immune to surprise for 1d6 days and receive a +5 bonus to all saving throws.

VARGOUILLE: HD 1; AC 8 [11]; Atk 1 bite (1d4); Move 0 (Fly 12); Save 17; CL/XP 4/120; Special: Permanent hit point loss.

78.87 Festival of Flies: A platform of slimy stones rises from the muck here. It is the site of the infamous Festival of Flies, in which the inhabitants of Abaddon gather to pay homage to mighty Beelzebub once every 30 days. The revelers bathe in the muck and dance profane dances to the sound of drums and trilling flutes. Some worshippers are cast into pits that hold various oozes and slimes, and giant flies are killed in single combat by champions and then eaten raw by the assemblage. Any folk in Abaddon during one of these festivals that do not make an attempt to reach the festival place and take part are struck blind and deaf until they have a chance to rectify their “blasphemy”. This blindness and deafness can only be removed with a *heal* spell or *miracle*.

79.24 Portal of Shadows: The fetid waters here are affected as though giant stones were being dropped into the center of the hex, sending rings out to the edges. The source of the rings is a swirling black patch of water that throbs to a slow rhythm.

The black water is actually a portal. Stepping into it puts people into a shadowy tunnel. As they move through the tunnel, pale faces (the ghosts of paladins and other holy warriors) emerge from the shadows and attack those of chaotic alignment.

At the other end of the portal there is a pocket dimension holding a small city-state ruled by Demoriel. This city-state is set in the midst of rolling hills covered with pale, coral-colored grasses and stinging, purple nettles. The city has no walls and is surrounded by hedges of poisonous shrubs that burn the flesh. Beyond the hedge there are hundreds of adobe buildings with flat roofs and bright, red doors. The city of Demoriel is inhabited by decadent men and women who, when the weird, purple sun sets in this pocket dimension, transform into gigantic swine that

destroy everything in their path and eat everything that doesn’t move faster than they do.

Demoriel dwells in a large, sprawling adobe palace richly decorated with the flayed hides of demons, baroque furniture with a devilish cast, gold lamps, rich tapestries depicting Roman orgies, etc. He keeps a harem of attractive female and male shades here, using them to serve at his magnificent fetes.

Demoriel commands fifteen companies of manes demons in black, lacquered, Gothic plate armor, three companies of demonic harpy archers and a squadron each of mallor demons and rotund hezrou.

GHOST: HD 6; AC 4 [15]; Atk 1 touch (1d4 ability damage) or hurled object (1d4); Move F12; Save 11; CL/XP 7/600; Special: Incorporeal, frightful moan (save or fear), telekinesis every 1d4 rounds, rejuvenation.

DEMORIEL: see *Pandaemonium VI* in this issue.

79.91 Mummy Hands: This hex contains a great, sprawling ruin of cyclopean stone buildings generously carved with images of skulls and covered in thick vines (non-dangerous) that sprout, long, pale, waxy fruit that smell of rotting flesh.

Within the ruins there are hundreds of funerary jars with copper caps, also bearing the skull motif. When people pass within 10 feet of these jars, they shake, and each round 1d6 of the jars are knocked over, with 1d4 mummified hands crawling from the jar to attack.

Hidden within the ruins is the following treasure: 6,672 sp, 3,731 ep, 414 gp and piece of coral worth 165 gp.

MUMMY HAND: HD 2; AC 4 [15]; Atk 1 rotting grip (1d8); Move 6 (Scramble 12); Save 11; CL/XP 3/60; Special: Mummy rot, continuous damage from strangulation.

80.21 Beware Falling Anvils: This may be among the more dangerous hexes in Abaddon. The sewage is littered with hundreds of anvils that fall from the sky here. Travelers must pass a saving throw each hour to avoid being crushed by an anvil for 10d6 points of damage. These anvils are fed upon by rust monsters of enormous size, which are in turn fed upon by giant crocodiles. These creatures (1d4) are encountered on a roll of 1-3 on 1d6.

GIANT RUST MONSTER: HD 10; AC 2 [17]; Atk 2 antennae (0); Move 12; Save 5; CL/XP 10/1400; Special: Cause rust.

GIANT CROCODILE: HD 6; AC 3 [16]; Atk 1 bite (3d6), 1 tail (1d6); Move 9 (S12); Save 11; CL/XP 6/400; Special: None.

80.23 Mineral Springs: Many small, low hills rise from this hex. Mineral springs flow from these hills, making the surrounding sewage warmer than usual and thus covered with a thick layer of algae. Algoids arise from this muck fairly regularly (1d6 of the algoids are encountered on a roll of 1-3 on 1d6).

ALGOID: HD 5; AC 4 [15]; Atk 2 slams (1d10); Move 9; Save 12; CL/XP 7/600; Special: Immune to electricity and fire, resistance to blunt weapons (50%), mind blast, surprise (3 in 6).

80.26 Tomb of Nero: The landscape here forms into great hills of broken glass and cracked marble. Atop one of the larger mounds (climbing inflicts 3d6 points of damage, save for half damage) there has been constructed a great forum in black marble. This forum is surrounded by stately buildings, all constructed at a tilt and all in poor repair.

The forum is dominated by a marble monument topped by a bronze statue of an obese demon with a curly beard that wrap from ear to ear under his chin and tiny horns. A blood-soaked cloak is wrapped around the statue's neck and a golden crown (hot to the touch, deals 1d6 points of damage per round).

The statue depicts Nero, who ascended (descended, really) to lesser demon-hood in Nod after he passed away on Earth. He is now sealed within this statue by powerful magic, for he offended Beelzebub with his attempted conquest of Abaddon. The forum is now guarded by scrawny looking phase wolves.

PHASE WOLF: HD 2+2; AC 7 [12]; Atk 1 bite (1d4+1); Move 18; Save 16; CL/XP 3/60; Special: Dimension phasing.

NERO: HD 11+3; AC 3 [16]; Atk 1 scepter (5d6); Move 12; Save 4; CL/XP 12/2000; Special: Immune to fire.

81.86 Mount Flatulus: The piles of refuse and slow-moving streams of sewage give way here to a series of basalt foothills and a great, volcanic mountain. This mountain, unsurprisingly, does not belch forth lava and acrid fumes, but rather great gouts of effluence. Inside the caldera, the those who have offended mighty Beelzebub are suspended by chains affixed to their ankles over the foul broth within.

They are caked and coated with the material and most have long ago lost their minds.

83.27 Demoriel's Garden: There is a large construction here that looks like a stout (300 ft. wide, 40 ft. tall), round tower topped by a dome of wavy, green glass. There is no obvious means of entry or exit, not stairs or ladders to climb. The only possible mean of entry (other than magical means) are six large water spouts carved to look like vomiting demons. They drain the tower and emit a constant flow of earthy water.

These chutes lead to small, dank, wet chambers that are fed by many smaller pipes from which water flows into these cisterns, which are guarded by grey oozes. Metal doors, badly rusted, allow entry into a circular passageway that connects to the other cisterns and which has several circular "manhole covers" in the ceiling leading to the top of the tower, which is covered by a large, neat garden.

This garden is owned by Demoriel, and serves as a home to his grove of date palms and the demonic dryads that inhabit those palms and serve as a harem-away-from-home for the demon prince. These dryads have smooth skin the color of a ripe date, sparkling, golden eyes and long, black hair. The garden includes many other fragrant flowers and shrubs, as well as a well-manicured lawn.

The dates, if consumed, cause mortals to fall into a deep, dangerous sleep. In this sleep, they suffer terrible nightmares (treat as an encounter with a phantasmal killer), which, if they survive, cause them to awake in the palace of Demoriel in Dis. The dream transportation simply moves their soul into a new body, a perfect body with slightly demonic traits. While in this new body, they are especially subject to the charms, suggestions and commands of Demoriel (save at -5).

GREY OOZE: HD 3; AC 8 [11]; Atk 1 strike (2d6); Move 1; Save 14; CL/XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons.

DEMONIC DRYAD: HD 6; AC 6 [13]; Atk: Claws (1d3 + 1d3 Cha); Move 12; Save 11; CL/XP: 9/1100; Special: Charisma drain, +1 or better weapon to hit, immune to electricity and fire.

85.29 Glutton Hunters: A hunting party of diabolical pixies is making its way through this hex on behalf of Mared, the alchemist in [86.28]. The pixies are mounted on fiendish boars and fire weird, hollow glass tubes from their bows.

When these tubes strike a person (usually gluttons), they extract one of their bodily humors, throwing them out of balance (per *cause disease*). The tubes inflict 1d4 points of damage per round and are full in three rounds.

FIENDISH BOAR: HD 3; AC 3 [16]; Atk 1 gore (1d8); Move 15; Save 14; CL/XP 6/400; Special: Ferocity, resistance to cold and fire (50%), magic resistance (15%).

DIABOLICAL PIXIE: HD 4; AC 4 [15]; Atk 1 dagger (1d4) or arrow; Move 6 (F15); Save 13; CL/XP 8/800; Special: Arrows, double damage vs. lawful creatures, magic resistance (25%), spells (at will – *darkness*, *invisibility*, *dancing lights*; 1/day – *dispel magic*, *permanent confusion*), immune to poison, resistance to acid and fire, magic resistance (10%).

86.28 Mared the Alchemist: A toppled stone statue, fallen face down in the muck, has a cottage constructed from bits and pieces of debris built atop it. This is the cottage of Mared, an alchemist (Mage 7; 20 hp). Mared is a blond man with a long face with a waxy complexion, droopy mustache and thick lips that quiver uncontrollably.

The cottage holds Mared's laboratory and a small sleeping chamber that he rarely uses. The place is a pigsty – not entirely Mared's fault – and quite crowded with alembics, vials, tubes of glass and copper, porcelain jars filled with all manner of goods scavenged from Abaddon, etc.

On one work table there is a strange device – a sort of truncated crossbow without the crossbar. It is made of metal and has been taken apart, its inner workings of gold laid bare. A cloudy green crystal – an *ioun stone* – lays next to it. Ioun stones power this device, permitting it to project rays that correspond loosely to the stone. This particular stone has been drained of magic. Stones last for 1d20+10 shots of the ray.

86.86 Bleak Bunker: This hex is filled with hundreds of geysers that belch out *stinking clouds*. Each hour of travels brings a 4 in 6 chance of a *stinking cloud* overtaking a party of travelers. Hidden in this bleak landscape there is a concrete bunker – very simply built, about 300 feet wide and 200 feet long and entered through a door of rusted iron. This bunker houses a cabal of mages that specialize in bending time and space. The bunker has 10-ft. thick walls throughout, and is quite dangerous to folks not prepared to deal with the powerful energies being harnessed here.



The leader of the mages is a haggard old woman called Kameline (Mage 10; 24 hp) who thinks herself alluring and has a bitter disposition against women more lovely than she. Her comrades are a palsied elf called Feclond (Fighter/Mage 6; 23 hp), the arch-egotist Channen the Tall (Mage 8; 20 hp) and a slowly rusting mechanical man called Gu-Nic (Mage 7; 20 hp). They are served by three permanent *unseen servants* and their quarters are guarded by a bound invisible stalker they call "The Helper".

The mages have a treasure of 1,690 sp, 2,980 gp, a granite statue of a gloomy bishop, his face splattered with blood, his eyes composed of jade (985 gp), an obsidian axe head (250 gp) and a scroll containing five spells (*detect invisibility*, *dispel magic*, *fly*, *invisibility*, *knock*). Their spellbooks are as follows:

Kameline: 1st-*charm person*, *feather fall*, *grease*, *identify*, *mage armor*, *sleep*; 2nd-*acid arrow*, *mirror image*, *resist fire*, *scorching ray*, *see invisibility*; 3rd-*fireball*, *haste*,

lightning bolt, sleet storm, slow, suggestion; 4th-black tentacles, detect scrying, enervation, improved invisibility, scrying, stonewall; 5th-feeblemind, teleport, transmute rock to mud, wall of force.

Feclond: 1st-cause fear, color spray, enlarge person, expeditious retreat, identify, magic missile, obscuring mist; 2nd-alter self, resist fire, rope trick, scorching ray, see invisibility; 3rd-displacement, fireball, haste, nondetection.

Channen: 1st-color spray, comprehend languages, identify, mage armor, ray of enfeeblement, reduce person, sleep; 2nd-alter self, blur, invisibility, see invisibility, strength; 3rd-dispel magic, fireball, haste, hold person, ray of exhaustion, sleet storm; 4th-charm monster, enervation, polymorph, scrying.

Gu-Nic: 1st-charm person, comprehend languages, identify, mage armor, magic missile, magic weapon, shield; 2nd-acid arrow, alter self, invisibility, knock, strength; 3rd-dispel magic, fireball, haste, protection from energy, slow; 4th-dimension door, lesser globe of invulnerability.

87.25 Pasqual: Pasqual, a minor count of Hell and a squire of Demoriel, commands a fortress of dark gray stone here. The fortress has three outer towers (40 ft. tall) and a triangular curtain wall (25 ft. tall) that guard the approaches to a pinnacle of granite that looks like a headless, armless torso. Atop this pinnacle, where a head should be, is a keep composed of two round towers, each 60 ft. tall and about 30 ft. in diameter. The fortress is covered in harpy dung, and great mounds of filth lean against the outer wall.

The entrance is a gatehouse flanked by two 30-ft. towers. The gatehouse is guarded by a giant hell hound called Yarf and a squadron of lamias, their captain Tissi being a paramour of Pasqual. Beyond the gatehouse there is a court covered with the aforementioned dung as well as dozens of crystalline sculptures of starving children.

The only way to ascend to the keep is to climb the pinnacle of stone (50 ft. tall) or fly. It is always under the guard of the two companies of harpies that serve Pasqual.

Pasqual has a weasel-like head with 2 twisting horns of brilliant azure. His twitching face has one huge, flat black eye and a tiny toothless mouth from which emerges a 3-ft.

long, barbed pink tongue. Attached to his short, muscled torso are four insect arms and the hooved legs of an ass. Pasqual's skin is orange, with green specks on his chitinous arms. He has the wings of a vulture and is surrounded by the acrid stench of urine (though one hardly notices such a thing in Abaddon). Pasqual is an egotistical moaner – always convinced he is being underrated or misused in some way by his usually absent master. He is easily swayed by a handsome voice and the promise of power.

HELL HOUND: HD 7; AC 4 [15]; Atk 1 bite (1d6); Move 12; Save 9; CL/XP 8/800; Special: Breathe fire (14hp).

HARPY: HD 3; AC 7 [12]; Atk 2 talons (1d3) and weapon (1d6); Move 6 (F18); Save 14; CL/XP 4/120; Special: Flight, siren-song.

LAMIA: HD 9; AC 3 [16]; Atk 2 claws (1d6); Move 24; Save 6; CL/XP 12/2000; Special: Spells, touch drains wisdom.

PASQUAL: HD 10 (39 hp); AC -3 [22]; Atk 2 pincers (2d6), 2 claws (1d3), 1 bite 1d4+1; Move 9; Save 5; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers.

87.27 Temple of Sköll: There are five large (30-ft. tall), somewhat abstract sculptures in this hex of wolves, sitting on their haunches, their heads upraised. The wolves are carved from black stone and sit in a circle, with a space about 500-ft. in diameter between them. From the open mouth of each sculpture, there is a ribbon of reddish energy. These ribbons coalesce above the empty space as a “black sun” surrounded by a red halo.

Anyone walking into the empty space is immediately struck by a small ribbon of reddish energy emitted from the black sun. That person must pass a saving throw or be changed into a dire shadow wolf. Those who survive are instead teleported to a temple located beneath the ground, the Temple of the Sun Swallower.

The Sun Swallower is the mythic wolf Sköll Fenrisson, grandchild of the mischief maker Loki. He is fated to one day swallow the Sun and bring eternal darkness to the Cosmos. For this reason, he is idolized by the sun-fearing peoples of the Underworld, especially the duergar. The temple is overseen by thirty duergar acolytes and their high priest, Kalion (Cleric 14; 66 hp), a pale duergar with blue-grey eyes and a long bears of pale blond hair.

The duergar sing dirges to the hated Sun and create weird vibrations by touching crystalline spheres with their fingers

after wetting them with unholy water. With this “music of the spheres”, the duergar can manipulate fate (acts as *bless* for them, *bane* for their enemies), summon 1d6+1 shadow wolves (1/day) or *cause blindness* in all who oppose them. These spheres float about the great basalt idol of Sköll, with its eyes of jet and teeth of silver. Similar teeth hang from cords woven from shadow wolf hair around the duergar’s necks and act as their holy symbols.

The duergar have a treasure of 12,900 sp, 9,400 ep, 7,000 gp. It is shut in a vault within their temple complex, which also contains living quarters, pins for the shadow wolves and a chamber that extracts vitality from living creatures. This vitality flows into the idol of Sköll and animates it as a living weapon when it has absorbed 50 HD or levels.

DUERGAR: HD 4+1; AC 3 [16]; Atk 1 weapon (1d8); Move 9; Save 13; CL/XP 6/400; Special: Surprise on 1-2 on 1d6, +4 to save vs. magic, immune to paralysis, poison and illusion, spells.

DIRE SHADOW WOLF: HD 4; AC 6 [13]; Atk 1 ghostly bite (1d4 Str); Move 18; Save 13; CL/XP 6/400; Special: Incorporeal, shadow blend.

87.30 Tablet of Solomon: The *Tablet of Solomon* is a golden tablet engraved with powerful runes that allow the holder to hold a demon (per *hold monster*) for an amount of time dependent upon the power of the demon.

RANK	DURATION
Lesser (1-7 HD)	3d4 hours
Greater (8+ HD)	3d4 turns
Knight, Baron or Count of Hell	3d4 rounds
Duke, Prince or King of Hell	2d4 rounds
Lucifer	1d4 rounds

The tablet exists in seven pieces that can be re-constructed using something as simple as a *mending* spell, provided they can be gathered together.

One piece lies in this hex in the belly of a bilious green worm that rummages through the muck and great mounds of dirt and rotting flesh for nourishment. Encounters with the worm occur on a roll of 1-3 on 1d6 (check each day).

GREEN WORM: HD 30 (130 hp); AC 6 [13]; Atk 1 bite (2d12), 1 sting (1d8 + poison); Move 9; Save 3; CL/XP 32/7200; Special: Poison sting, swallow whole.

87.82 Keeleb the Sculptor: Keeleb (Psychic 18; 19 hp) is a psychic who settled in Hell after making powerful enemies

elsewhere in the cosmos and striking a pact with Demoriel. He always plays the bored artist in his stronghold of cream-colored stone that sits in a valley of spongy, grass-covered muck in between some large, granite promontories.

Keeleb is a rotund man, with a bald head and a dazzling array of jewelry on his fingers, toes and neck and in his nose and ears. He is a sociopath who finds most other people tedious at best, and uses his mental powers to sculpt their minds (and sometimes their features) into things he finds more interesting.

The fortress is a cluster of eight 80-ft. tall towers studded with jagged crystals of every color and surrounded by a swampy garden of cyclads, ferns and giant killer frogs. The garden is within a grand enclosure and the tower is placed in the middle of the garden. The outer walls of the fortress are covered in brown mold. The dungeons of Keeleb are filled with his victims – at least 100 howling maniacs. The walls of the fortress are guarded by two companies of orcs, while the towers are guarded by a company of gnoll longbowmen.

When adventurers arrive at the fortress, they will find it under attack by a swarm of 20 gargantuan flies sent by Beelzebub just to keep things interesting.

ORCS: HD 4; AC 3 [16]; Atk 1 weapon (1d8) or 1 bite (1d6); Move 9; Save 13; CL/XP 5/240; Special: Immune to disease & poison, paralyzing touch.

GNOLL: HD 4; AC 4 [15]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 13; CL/XP 5/240; Special: Unnerving laughter.

GARGANTUAN FLIES: HD 15; AC 5 [14]; Atk 1 bite (1d6); Move 12 (F24); Save 3; CL/XP 16/3200; Special: None.

88.82 Doll Lake: The sludge in this hex becomes deeper and the islands of junk fewer and further between. The islands here are composed of spongy soil covered with thousands of cast-off dolls of every shape and size. The dolls have cracked faces and torn clothing and the face of any doll a person picks up becomes their own face from childhood. A person who looks into their own childish face must pass a saving throw or become childlike (i.e. 0-level) in manner and memory, cuddling the doll.

If a person remains in a childlike state for more rounds than they had levels, they physically and mentally turn into a child permanently. The doll, on the other hand, becomes

a chaotic clone of their former self – still an artificial person, but having their skills and knowledge. These clones will attempt to force others to pick up and look into the eyes of other dolls. Gangs of 1d6 of these doll people are encountered on a roll of 1 on 1d6 (check each day).

89.31 Peacock Throne: Atop a slimy hill, the sides of which are carved into uneven, slanted steps of cracked, brown stone, there stands an ancient throne. The throne is cast from adamant, with ornate arms bearing leering demon faces and a back made to look like the plumage of a peacock. Each “feather” bears a large, round stone: Topaz, Sapphire, Amethyst, Emerald, Citrine, Ruby, Diamond, Opal, Tourmaline. This is the ancient and infamous throne of Irem, a powerful empire of demon-worshippers that participated in the Great Cataclysm that destroyed both it and the equally evil empire of Nabu.

Non-chaotic creatures sitting on the throne suffer level drain; neutrals lose one level per round, lawfuls lose two levels per round. Moreover, they must pass a saving throw or be held (*per hold monster*) when they sit down.

Chaotics who sit in the throne can use it to find the hidden tomb of Shahryār, the last emperor of Irem. Shahryār’s soul languishes in the dungeons of Dis, but his body and the bodies of his courtiers, soldiers, court magicians, high priests and war camels can be found in Abaddon.

The tomb is found by invoking the names of each of the great princes of Hell, in order of the circles they rule, starting with Azazel of Asphodel, then Asmodee of Erebus, Beelzebub of Abaddon, Mammon of Gehenna, Dagon of Stygia, Dispat of Dis, Moloch of Phlegethon and Lucifer of Cocytus.

As each name is invoked, one of the jewels glows and a *protection from good*, 10-ft. radius forms. With the next seven invocations, a *prismatic sphere* begins to form around the throne, layer by layer. On invoking Lucifer, the prismatic sphere sends out a multi-colored beam of light pointing directly to the entrance of the grand tomb complex, buried two miles away in the side of a hill of jagged basalt covered with stinging nettles and vipers.

90.26 Swamp Coffins: This hex takes the form of a bubbling swamp littered with thousands of stone sarcophagi, each one standing on end and half-buried in

the muck. Hunting amid these sarcophagi (they are empty) are a tribe of nomadic yurmps, who live permanently in the muck, using it as cover to launch ambushes of the weird, long-legged, shovel-tusked elephants that roam the swamp. Encounters with 1d4 of these elephants occur on a roll of 1-3 on 1d6, made each day. Encounters with gangs of 2d6 yurmps occur on a roll of 1-2 on 1d6 made hourly.

YURMP: HD 5+3; AC 4 [15]; Atk 1 polearm (1d8); Move 12; Save 12; CL/XP 5/240; Special: Backstab.

SWAMP ELEPHANT: HD 10; AC 6 [13]; Atk 1 trunk (1d10), 2 gore (1d10), 2 trample (2d6); Move 12; Save 5; CL/XP 11/1700; Special: None.

90.79 The Dark Door: There is a grand, ramshackle manor constructed here. The building leans slightly and is covered with dry vines and weird, pulsating fungi that spit poisonous spores at those who approach within 5 feet (save or 2d6 points of damage). The building is home to a tribe of 100 goblins with cruel senses of humor and terrible, high-pitched laughter.

The interior of the building consists of about 20 dank, dark rooms, lavishly furnished with junk and reeking of the bodily excretions of the goblins. The goblins dwell in the cellar and behind the furniture, skittering around in the dark behind people and sometimes taking pot shots with poisoned darts (save or become sluggish, suffering a cumulative -1 penalty to saving throws and attacks rolls, up to a maximum penalty of -6).

Every room trapped, usually with traps inspired by practical jokes made deadly (i.e. razor-sharp tripwires, jars of acid balanced above doors, etc.)

The goblins’ defenses become stronger as one ascends, for the attic holds a warped door painted black with a locked, ornate doorknob (-5 or -25% to pick lock). If opened, the door burst forth with 1d4 swarms of dragon rats each round for 1d6 rounds. If more than ten swarms are active at the same time, they swarm together and form a gargantuan demonic dragon rat called Zeitan, a minor demon lord who was sealed behind the door by agents of his old rival, Jubilex.

DRAGON RAT SWARM: HD 4; AC 1 [18]; Atk 1 swarm (1d6 + disease); Move 6 (C6, F12); Save 13; CL/XP 6/400; Special: Half damage from weapons, breath weapon (3/day; 6d6 fire).

ZEITAN: HD 1; AC 9 [10]; Atk 1 Weapon (1d4); Move 6; Save 17; CL/XP 3/60 Special: +1 or better weapon to hit, Fear aura.

90.85 Crown of Glory: Emerging from the tangled swamp of twisted, black willows that fills this hex are thirteen chains of black iron that is not only freezing to the touch, but which drains one level from any living creature that touches them. The chains are each 200 feet long with links as thick as a dwarf's thigh. They all converge on a single point, a golden sphere of force that floats 150 feet above the surface. The sphere sheds its golden light throughout the hex, providing illumination not unlike sunset on a drowsy, beautiful summer's day.

The sphere ignores the spells of spell casters of less than 18th level, and even then ignores their spells 15% of the time. Spells from lesser casters are absorbed by the globe, which then shimmers brighter and fires them back as searing rays of light that deal a number of dice of damage equal to the level of the spell caster.

The sphere imprisons the astral deva Galizur, who, if freed, will attempt to lead his rescuers against Beelzebub, with the object of destroying him.

GALIZUR: HD 9 (33 hp); AC -7 [26]; Atk 2 weapons (4d6); Move 24 (F50, S20); Save 6; CL/XP 19/4100; Special: Immune to cold, electricity, *magic missiles*, petrification, poison, total vacuum, level drain and death spells, resistance to fire (50%), +1 or better weapon to hit, magic resistance (65%), spells (at will - *dispel illusion*, *dispel invisibility* and *magic circle against evil*; 1/day - *blade barrier*).

91.34 Crater of the Death Gods: The ground rises here about one mile into the hex, forming an upland that surrounds a 3-mile diameter crater. The air in the crater is rarified and difficult to breath (save or fatigued) and the ground here is perfectly dry and covered with gray sand. The walls of the crater are 300 feet tall and sheer, save for the bas-relief carvings that ring of crater of every death god, worshipped or forgotten, in the cosmos. Clerics of death can find their deity with some searching (takes 1d4 hours), and if they pray here can gain a free use of the *death spell* that must be used within the next 24 hours to prevent it from affecting the cleric.

91.81 Elementalist: An old elemental, stranded long ago in Hell and on shaky mental ground, dwells here in a collection of ruined hovels constructed around what appears to be a beheaded statue of Beelzebub. Roldis

(Elementalist 8; 20 hp), dislikes visitors. If his sanity is restored he might prove a useful ally.

92.29 Shadow Tree: There is a gatehouse here constructed of black stone and surrounded by a bower of pale, yellow roses. The gatehouse is about 30 ft. tall and 20-ft. wide, with a crenelated roof and a wooden gate painted white.

When the gate is approached, a demonic face appears in it and asks the traveler's intentions and reason for entering. Should one answer inappropriately or not to the face's satisfaction, six other faces appear, screaming at the visitors to quit the place or be destroyed. If ignored, the faces emerge on long necks that are attached to a giant, pallid humanoid body crawling on hands and knees – in essence, they are like a human that has been twisted into the shape of a "wight" hydra.

Gaining entrance to the place reveals that the interior is a pocket dimension of brilliant white light, the ground and sky invisible for all being the same color. Set seemingly 5 miles away from the entrance there is the silhouette of a massive, wide tree. The tree is hung with shadowy fruit.

If approached, the shadow tree is suddenly surrounded by a gang of 13 black shapes that emerge from the landscape about 30 feet away from the tree. These shapes make no sound, for they are naught but voids – pockets of un-being that despise all that "is."

The touch of the void acts as a *disintegrate* spell and spells of light, including fire, deal double damage to them. They protect the shadow tree and its fruit, which taste of ash and cause a terrible chill to rise in the belly (1d6 points of damage), but permit a person to see in the blackness of Hell with perfect visual acuity for the remainder of their stay in Hell. In addition, they also provide the following benefits: Protection from shadows and shades for one month (per *protection from evil* spell), resistance to cold for 1 week and immunity to level drain for 1 day.

Each time a fruit is consumed, one must pass a saving throw or be turned into a shadow after one month (i.e. when the protection from shadows effect wears off). Each additional fruit that is eaten applies a cumulative -2 penalty to these saving throws.

WIGHT HYDRA: HD 9; AC 5 [14]; Atk 9 heads (1d8); Move 9; Save 6; CL/XP 12/2000; Special: Drain 1 level with hit, +1 or better weapon to hit.

VOID: HD 10; AC -2 [21]; Atk 1 touch (2d6 cold + lose 1 level); Move 18; Save 5; CL/XP 14/2600; Special: Immune to cold, resistance to fire and electricity.

92.30 Printing Press: This hex of Abaddon is covered by unsteady looking mounds of assorted garbage covered with yellow weeds. One of the larger piles of junk has its own little quay and a rickety ladder leading up to a stone and drift wood shack. The shack is empty and hung with strands of purple-white fungus. Its only occupant is a printing press, tarnished and a bit warped, but in good working order. Anything printed on the press and carried in one's pocket or backpack has a better than normal chance of coming true (especially in unexpected ways). Dice rolls that would make it come true enjoy a +5 bonus.

92.33 Fiona the Fair: There is a great basalt promontory here studded with prison cells, their iron grates looking out over the muck and sludge. Hundreds of starving ghouls sit in these cells, howling for supper. Atop the promontory there is built a tower of black stone; the home of Fiona the Fair, a strange malcarna with platinum blonde hair, large, violet eyes and skin the color of honey.

Fiona is among the finest swordswomen in Hell, and commands a company of bat monsters in service to Demoriel (though truly she serves the demon queen Lilith as her agent in Abaddon). There are a multitude of trap-doors in her tower that slide people into the ghoulish pits beneath the tower – their cells connecting to a large vault that once served as a torture chamber for Beelzebub's old lieutenant, Sandalphon.

BAT MONSTER: HD 8; AC 6 [13]; Atk 1 bite (2d8), 2 claws (1d6); Move 4 (F18); Save 8; CL/XP 9/1100; Special: None.

FIONA: HD 5; AC 3 [16]; Atk 1 tail (1d8) and up to 3 weapons (1d8); Move 12; Save 12; CL/XP 8/800; Special: Magic resistance (25%), +1 or better weapon to hit.

93.30 Zin'Bala: Zin'Bala is the walled city-state of the black orcs who worship Balor, the demon prince or orcs and the titular head of the balor demons. The city has walls 60 feet tall with three gatehouses barred by iron portcullises hung with the heads of their enemies, including the still living head of the marilith Lamtahri.

The walls are patrolled by the orcs, who are armed with heavy crossbows. The moat surrounding the walls is thick with gluttons rooting through the filth for sustenance that they cannot enjoy and do not need. Within the walls, the city consists entirely of palaces and manors. The orcs drive their slaves (mostly shades taken on Asphodel) to deconstruct these massive buildings, using the rubble to build a great idol of One-Eyed Balor. The construction is haphazard, and collapses are common. Yet still they drive the slaves to stack, climb and carve.

The orcs of Zin'Bala are especially large specimens. Each has plucked out his or her right eye in imitation of their demon prince, and visitors of the city are expected to do the same or be bound and thrown to the ravenous gluttons rooting in the moat. Their king is Gorrah, a half-demonic orc encased in black platemail, with large, leathery bat wings, massive tusks pierced by chains holding unholy symbols and vicious clawed hands.

ORCS: HD 4; AC 3 [16]; Atk 1 weapon (1d8) or bite (1d6); Move 9; Save 13; CL/XP 5/240; Special: Immune to disease & poison, paralyzing touch.

GORRAH: HD 8 (33 hp); AC 0 [19]; Atk 1 weapon (1d8) or bite (1d6); Move 9; Save 8; CL/XP 9/1100; Special: Immune to disease & poison, paralyzing touch, immune to poison, resistance to cold and fire (50%), +1 or better weapon to hit, magic resistance (20%), spells (3/day – *darkness, poison*; 1/day – *cause disease*).

93.80 Ancient Inn: An ancient inn of stone and wood stands here amid the rushes offers travelers a place to sleep for the night. The inn is in filthy condition, the serving lads and lasses covered in pock marks and boils, their voices heavy with flim, the crockery and platters stained, the food rotten, the beds lumpy and mildewed, etc.

The innkeeper is Hunbeht, a blue-eyed man with thick scars on his arms and face, long, matted gray hair and hands that haven't been washed in centuries.

93.82 Floating Village: A tribe of people dwell here suspended from fanciful balloons of terrible, grotesque countenance. The people float amid dozens of floating, wooden buildings painted in garish colors. Among them there is an ancient library of incomplete books and books of incomplete spells. The scholars of the community pour over these books, arguing at length over how they must end and getting nowhere. Likewise, the men boast endlessly of their prowess at arms, lovemaking and every

other activity imaginable and the women spend their days bragging about their children.

94.33 Troglodytes: A heap of brick ruins here houses a tribe of 100 troglodytes and their clutch of 40 eggs. The eggs are kept in the center of their little “fortress” in an elevated space and buried in sand. The heap of bricks has a number of small tunnels that wind through it, leading to small air pockets where the troglodytes sleep. The heap is surrounded by tangles of copper wiring with hundreds of barbs. The barbs are covered in filth, and folks unfortunate enough to miss a saving throw are scratched and infected with filth fever.

The leadership of the troglodytes has fallen to a large old male called Ruarsthak (Cleric 5; 28 hp), a priest of Beelzebub who has been granted a chain devil servant.

The kyton guards a lower cavern – the inner sanctum – that has an 8-ft. high ceiling and is filled with 3-ft. of sewage. The room contains an old amphora, and the uneven brick walls here are hung with a dozen stout chains. Hidden beneath the sewage there is a magical circle that surrounds the amphora. If it is touched or tampered with, the kyton is summoned from Beelzebub’s palace to defend the contents of the amphora, a large, faceted jewel that looks something like a petrified fly eye that emits amber-colored rays that turn everything they strike (10-ft. radius) invisible and gives the invisible creatures a 50% magic resistance against divination magic. Both Demoriel and Jubilex (or their agents) would like to possess this jewel, but the jewel itself defies detection.

TROGLODYTES: HD 3; AC 4 [15]; Atk 2 claws (1d3), Bite (1d4+1) or by weapon with shield (1d8); Move 12; Save 16; CL/XP 3/60; Special: Stench, chameleon skin (surprise on 1-4 on 1d6).

CHAIN DEVIL: HD 8 (40 hp); AC -1 [20]; Atk 2 chains (2d4); Move 12; Save 8; CL/XP 14/2300; Special: Dancing chains, unnerving gaze (30’ range, -2 to attack), +1 or better weapon to hit, immune to cold, regenerate 2 hp/rd, magic resistance (20%).

94.34 Circus of Ares: A grand circus has been constructed here of green stone – cracked and worn, of course. The parapets are lined with tarnished idols of Ares, the god of slaughter depicted killing all manner of monstrous creatures with his bare hands.

The interior of the circus is paved in spiky, uneven stones covered with Abaddon’s characteristic filth. The demon lords attend this circus with their followers to pit captives and favored gladiators against one another in races to the death. The chariots have bladed wheels and carry two men each, a driver and another armed with spear and whip. The chariots are pulled by various large beasts native to Hell.

The circus is overseen by a brotherhood of 17 anti-clerics dedicated to the Lord of Slaughter and their high priest, Pippo (Cleric 10; 46 hp; whatever you do, do not make fun of his name), a mountain of man who is solid muscle, with a bristly black beard and large, crazy eyes. All of the clerics of Ares are berserkers (per the monster type).

ANTI-CLERIC: HD 4; AC 4 [15]; Atk 1 weapon (1d8); Move 12; Save 13; CL/XP 6/400; Special: +2 to hit in berserk state, spells as 4th level cleric.

95.37 Secret University: The top of a bell tower rises here from the muck, the tower’s only contents being a cracked bell of bronze. The bell can be heard throughout the hex, and it gives off a never-ending peel that causes headaches in those who listen to it for more than an hour (a saving throw must be attempted each hour to avoid the headache, which imposes a -1 penalty to all saving throws and a 5% spell failure chance to spell casters, who find it difficult to concentrate).

If the bell is silenced, a hidden university of black magicians materializes around the bell tower. The university consists of three lecture halls, each three stories tall, composed of weathered gray stone and gaunt gargoyles. The staff is composed of demonologists between 6th and 9th level. Their apprentices include mage’s captured in Hell and a few who came in search of their knowledge. Their subterranean library is the finest catalog of demons in all the cosmos (mostly year books with embarrassing photos and false names, but still useful to a researcher) and is overseen by a demonic librarian (a marilith who lost four of her six arms).

The head master is Seacius Morandac (Demonologist 12; 54 hp), a black-eyed man of small build and the delicate face of a courtier. He is a lazy man who dresses in velvet and silk and always wears a wide lace collar and a pointed hat made of ermine and traced in silver thread. Seacius is a born romantic (and a determined one) with a keen interest in tall, leggy blondes.

MARILITH LIBRARIAN: HD 8; AC -3 [22]; Atk 2 weapons (1d8), tail (1d8); Move 12; Save 8; CL/XP 12/2000; Special: Magic resistance (80%), +1 or better magic weapon required to hit, demonic magical powers.

95.73 Besieged Castle: There is a castle here under siege by six companies of orcs loyal to Jubilex and under the command of the warlord Goflok. The orcs have three large, bronze cannon which fire shells that explode and cast green slime over a 1d6 x 10-ft. diameter area.

The castle is under the command of a cambion called Makatiel, a melancholy man with extravagant tastes. He has a bald head upon which he wears a wig of long, curled brown hair (it crawls with lice), and a heavy, plain face. Under his command there are five companies of tiefling brigands encased in spiked plate armor (spiked on the inside and outside) and armed with spears, short swords and heavy crossbows with poisoned bolts.

The castle is stout little keep with four towers. The walls of the keep are 35-ft. tall and the towers are 50 ft., tall. The spikes that cover the exterior of the keep are coated in contact poison that paralyzes for 1d4 hours. The keep's gatehouse is equipped with murder holes, through which the tieflings pour boiling oil. The castle is surrounded by a 90-ft. wide moat of raw sewage with a 30-ft. wide

causeway of gray, spiked stone (per the spell).

Makatiel's elite troops are a squadron of manes demons mounted on fiendish amphisbaenas. They carry lances that bear the standard of Makatiel – a red banner emblazoned with a unicorn rampant argent.

Makatiel keeps a treasure of 11,700 sp, 1,820 ep, 800 gp, a soapstone bust of a dying woman (95 gp), an ivory waist chain (1,150 gp) and 2 casks of fine wine (12 gallons, 100 lb.). His real treasures, in his estimation, are ten fiendish falcons he uses for hunting and an ancient relic – a celestial automaton of a unicorn composed of silver and gold. The unicorn is kept in a cage of cold iron bars.

ORCS: HD 4; AC 3 [16]; Atk 1 weapon (1d8) or 1 bite (1d6); Move 9; Save 13; CL/XP 5/240; Special: Immune to disease & poison, paralyzing touch.

TIENFLINGS: HD 4; AC 3 [16]; Atk 1 weapon (1d6); Move 12; Save 13; CL/XP 6/400; Special: Darkness 1/day, half damage from cold.

MANES: HD 1; AC 5 [14]; Atk 2 claws (1d2), 1 bite (1d4); Move 5; Save 18; CL/XP 2/30; Special: Half damage from non-magic weapons.

AMPHISBAENA: HD 6; AC 4 [15]; Atk 2 bites (1d6 + poison); Move 9 (C9, S9); Save 11; CL/XP 7/600; Special: Resistance to cold (50%), split, cannot be surprised.

MAKATIEL: HD 8 (37 hp); AC 1 [18]; Atk 2 claws (1d6) or weapon; Move 15; Save 8; CL/XP 12/2000; Special: Spells (*cause fear*, *ESP*, *levitate*, *polymorph self*), +1 weapon to hit, immune to electricity and poison, magic resistance (20%), telepathy 100 ft.

FIENDISH FALCONS: HD 2; AC 7 [12]; Atk 2 talons (1d4), 1 bite (1d8); Move 3 (F24); Save 13; CL/XP 4/120; Special: Immune to fire.

UNICORN: HD 5; AC 2 [17]; Atk 2 hoofs (1d8), 1 horn (1d8); Move 24; Save 12; CL/XP 6/400; Special: Double damage for charge, magic resistance (25%), teleport.

96.34 Twin Pillars: There are two structures here, both composed of pure blackness and standing about 30 ft. tall. Whatever material was used to construct them, it completely absorbs light, dimming any light source within 30 feet. It also absorbs spiritual light. Neutral characters who touch the towers suffer 1d6 points of cold damage and lawful characters suffer 3d6 points of damage.

Strung between the two towers there is a 20-ft. long chain, and hanging from that chain there are three skeletal corpses. The corpses see all and know all in Abaddon, and if spoken to (with *speak with dead*), can provide many rumors and secrets, though only one to a customer. The



twenty screaming devilkins that flock about the towers make such communication difficult.

SCREAMING DEVILKIN: HD 3; AC 1 [18]; Atk 1 tail barb (1d4); Move 3 (F12); Save 14; CL/XP 4/120; Special: Scream.

96.36 Crater Fortress: The sides of this crater have been carved into ramparts and oddly shaped towers. The ramparts are guarded by eight companies of kobolds wearing platemail and armed with hooked spears, short swords and repeating crossbows.

The fortress is commanded by Kalmiya, a marilith with rotting flesh (she is a carrier of mummy rot). She also commands a squadron of fiendish black dragons (led by Capt. Yehadruza) and is also served by a court mage named Kafir. Kafir is actually just a head kept on a golden platter filled with about an inch of the *elixir of life*. He is carried by a shield guardian and is capable of casting his spells even without the use of hands.

Kalmiya despises beauty (i.e. anyone with Cha 13+ or jewelry and such) and seeks to mar it with her rotting touch. Her fortress, which lies in the center of the crater, is a tower keep composed of salt blocks. It is filled, not surprisingly for the fortress of a servant of Jubilex, with various oozes and has pits of green slime and chambers of yellow and brown mold.

KOBOLDS: HD 2; AC 4 [15]; Atk 1 weapon (1d6); Move 6; Save 16; CL/XP 2/30; Special: None.

FIENDISH BLACK DRAGON: HD 6 (24hp); AC -2 [21]; Atk 2 claws (1d4) and bite (3d6); Move 9 (F24); Save 11; CL/XP 8/800; Special: Spits acid, immune to acid and fire, magic resistance (15%), +1 or better weapon to hit, spells (3/day – *darkness*).

KALMIYA: HD 8 (40 hp); AC -3 [22]; Atk 6 weapons (1d8), tail (1d8 + mummy rot); Move 12; Save 8; CL/XP 13/2300; Special: Magic resistance (80%), +1 or better magic weapon to hit, demonic magical powers.

97.35 Golden Flies: Giant golden flies are stuck to the sides of a black obelisk that screams when people approach it. The flies stir and attack when people come within 20 feet. Their golden shells are proof against magic.

Pulling a gold spike from the top of the obelisk causes it to melt away, creating a pool of shadow that attacks people (as a black pudding), trying to engulf them and twist them into fiendish versions of their former selves.

All that is left when the black material melts is a pole of crystal that has a screaming, throbbing entity of light trapped within. The entity, if one finds a way of freeing it, is a celestial silver dragon called Keevonna. She has a single black scale when she is freed, but this blackness spreads after she is freed. Within 4 weeks, the blackness will have completely covered it and turn it into a fiendish dragon.

CELESTIAL SILVER DRAGON: HD 11 (44 hp); AC 1 [18]; Atk 2 claws (1d8), 1 bite (3d10); Move 9 (F24); Save 4; CL/XP 13/2300; Special: Breathes frost or paralyzing gas, polymorph, double damage to chaotics, spells (*bless*, *cure disease*, *cure serious wounds*, *daylight*, *detect evil*, *dispel evil*, *holy smite*, *neutralize poison*, *protection from evil*), immunity to disease, resistance to cold and electricity (50%), +1 weapon to hit, magic resistance (25%).

FIENDISH SILVER DRAGON: HD 11 (44 hp); AC 2 [17]; Atk 2 claws (1d8), 1 bite (3d10); Move 9 (F24); Save 4; CL/XP 13/2300; Special: Breathes frost or paralyzing gas, polymorph, double damage to lawfuls, spells (*bane*, *cause disease*, *darkness*, *inflict serious wounds*, *poison*, *protection from good*, *unholy word*), immunity to poison, resistance to acid and fire (50%), +1 weapon to hit, magic resistance (25%).

97.36 Ratlings: There is a village here of 400 stout, black ratlings dwelling in crude cottages made of brick. The village is surrounded by a palisade of spiked logs. The ratlings serve a damned voodoo priest called Intebe (Cleric 11; 34 hp) with stark white skin and sharpened teeth. Intebe is working feverishly on brewing up a living storm that will wreak destruction upon Abaddon. All he lacks now are the canine teeth of a lawful magic-user.

RATLING: HD 1; AC 9 [10]; Atk 1 bite (1d6+poison) or weapon; Save 17; Move 12; CL/XP 2/30; Special: Diseased bite.

LIVING STORM: HD 32; AC -5 [24]; Atk 2 slams (4d8); Move F30; Save 3; CL/XP 35/8900; Special: Whirlwind, +2 or better weapon to hit, magic resistance (80%).

97.40 Black Pagoda: There is a tall, black pagoda here with roofs of crimson tiles decorated with brass dragons. Black smoke billows from the dragon mouths, covering the hex in a sleep-inducing fog. Within the pagoda there is a little idol to Papava, the goddess of poppies and opium. Her idol sits in the center of the third floor, and is composed of hepatizon. She is a shapely woman with a thin face, drowsy eyes, four arms and is holding large poppy bulbs.

The pagoda is guarded by 40 shadow ninjas. The head of the idol is actually alive, and can rise from the statue and attack or converse with intruders.

SHADOW NINJA: HD 4+4; AC 7 [12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 13; CL/XP 5/240; Special: Drain 1 point Str with hit, hit only by magic weapons.

PAPAVA'S HEAD: HD 20 (120 hp); AC -4 [23]; Atk 1 bite (4d6); Move F24; Save 3; CL/XP 4/120; Special: Permanent hit point loss, resistance to fire and cold (50%), +2 or better weapon to hit, magic resistance (50%), regenerate 3 hp/round, spells (*detect invisibility*, *dispel magic*, *haste*).

97.42 Lajgu: Lajgu is a village of 300 somber orcs with magenta skin and curled tusks. They dwell in little mud huts that are surrounded by a field of spears topped by the heads of their many enemies. The orcs serve Jubilex, and most of them are now away attacking a castle [95.73]. The remaining orcs guard their master, Kerista (Mage 12; 57 hp), an alchemist who works on breeding new versions of oozes, puddings, jellies and slimes. She currently has a bubbling blue pudding that has a freezing touch.

ORCS: HD 4; AC 3 [16]; Atk 1 weapon (1d8) or 1 bite (1d6); Move 9; Save 13; CL/XP 5/240; Special: Immune to disease & poison, paralyzing touch.

BLUE PUDDING: HD 8; AC 6 [13]; Atk 1 attack (3d8); Move 6; Save 8; CL/XP 9/1100; Special: Acidic surface, immune to electricity, divides when hit with sound attacks.

97.72 Golden Cave: There arises in this hex a high plateau of basalt with a golden cave. The gold of the cave is not tarnished, and around the exterior of the cave there are carved runes in the lawful alignment tongue.

[A] The golden tunnel leads down to a large cavern filled with stalactites and stalagmites and thousands of rotting corpses. One can hear the screech of giant rats and the gnawing of spectral scavengers as they walk through, but if they cause no trouble, they are not disturbed. The cavern has three exits, one a golden portal flanked by sculptures of angels, the second looking like the ornate entrance of a crypt, and the third a simple cave that smells of sulfur.

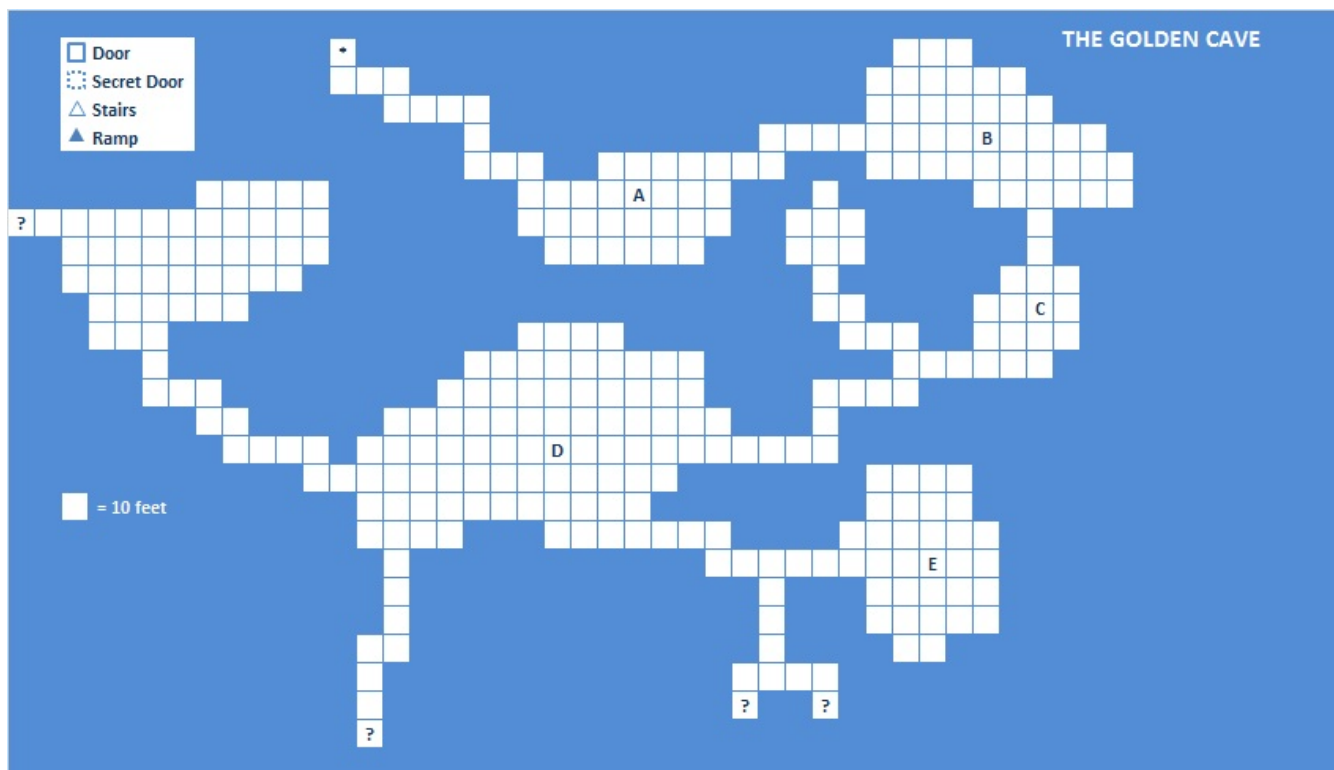
[B] The floor of this cavern is a cluster of graves with crooked, marble monuments. As adventurers walk through the room, beautiful arms with porcelain skin reach out from the dirt, as though ethereal. If they touch a person, they must pass a saving throw or be dragged down into a pocket dimension consisting of a sumptuous feast hall populated by a vampiric nymph. One can only escape this dimension by slaying the nymph. A Referee can expand on these pocket dimensions if they wish.

VAMPIRIC NYMPH: HD 7; AC 2 [17]; Atk 1 bite (1d10 + level drain); Move 12 (F18); Save 9; CL/XP 10/1400; Special: Vampire powers, sight causes blindness or death.

[C] As one passes through this gallery of paintings, all of them depicting martyrs at the moment of death, one random non-magical item carried by a random character becomes the focus of a wild magic effect. The effect extends in a 60-ft. radius around the item, which will detect as magical if one can get their *detect magic* spell to work. Spellcasters must pass a saving throw to avoid the effect, otherwise, use the following table:

d%	Effect
01-19	Spell rebounds on caster with normal effect. If the spell cannot affect the caster, it simply fails.
20-23	A circular pit 15 feet wide opens under the caster's feet; it is 10 feet deep per level of the caster.
24-27	The spell fails, but the target or targets of the spell are pelted with a rain of small objects (anything from flowers to rotten fruit), which disappear upon striking. The barrage continues for 1 round. During this time the targets are blinded.
28-31	The spell affects a random target or area.
32-35	The spell functions normally, but any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's use limit.
36-39	The spell does not function. Instead, everyone (friend or foe) within 30 feet of the caster receives the effect of a <i>cure serious wounds</i> spell.
40-43	The spell does not function. Instead, a <i>darkness 15-ft radius</i> and a <i>silence</i> effect cover a 30-foot radius around the caster for 2d4 rounds.
44-47	The spell does not function. Instead, a <i>reverse gravity</i> effect covers a 30-foot radius around the caster for 1 round.
48-51	The spell functions, but shimmering colors swirl around the caster for 1d4 rounds. Treat this as a <i>faerie fire</i> effect.
52-59	Nothing happens. The spell does not function. The spell slot is used up, and charges or uses from an item are used up.
60-71	Nothing happens. The spell does not function. The spell is not expended from the caster's mind. An item does not lose charges, and the effect does not count against an item's use limit.
72-98	The spell functions normally.
99-100	The spell functions strongly. Saving throws against the spell incur a -2 penalty. The spell has the maximum possible effect.

[D] This large cavern is filled with a sea of pure alcohol. Floating in this sea there is a boat about 30 feet long and made in the Viking style. A gangplank permits one to cross on the ship. If moved to the other side, it allows one to disembark and exit. When a person sets foot on the ship,



the alcohol ignites. People in the chamber begin suffering 1d6 points of heat damage per round, and the ship catches fire in 1d6 rounds. When the ship is ablaze, people on the ship begin suffering an additional 1d6 points of damage from fire and smoke inhalation.

Sitting on the ship there is a simple coffin. If opened, it releases a whirlwind of frigid wind that quiets the flames and inflicts 3d6 points of cold damage on all present.

[E] This seven-sided chamber has walls of dried mud. One wall bears a large, clay seal bearing a drawn human face. If this seal is broken, it releases an aspect of *Famine* into the chamber to destroy the adventurers. At the same time, the walls of the chamber become crimson marble, the door disappears and a new seal appears on the next wall.

The 2nd seal releases *Pestilence*, and causes the walls of the room to turn to steel. The 3rd seal, which summons *War*, turns the walls into spiked steel. The 4th seal, which summons *Death*, causes the walls to become lead.

FAMINE: HD 13 (80 hp); AC -2 [21]; Atk 2 claws (1d8) and flail (1d8 + fatigue); Move 15; Save 3; CL/XP 20/4400; Special: Aura of desolation (500-ft., plants wither, plant creatures suffer 2d6 damage, other creatures sickened), fear, +1 or better weapon to hit, immune to death effects,

illusions, mind affects, resistance to cold, magic resistance (60%), *phantom mount*.

PESTILENCE: HD 13 (80 hp); AC -2 [21]; Atk 2 claws (1d8) or longbow (2d8 + mummy rot); Move 15; Save 3; CL/XP 20/4400; Special: Miasma of contagion (30-ft. radius, breathing creatures save or instant mummy rot), fear, +1 or better weapon to hit, immune to death effects, illusions, mind affects, resistance to cold, magic resistance (60%), *phantom mount*.

WAR: HD 13 (80 hp); AC -2 [21]; Atk 2 claws (1d8) or two-handed sword (2d10 + *dominated*); Move 15; Save 3; CL/XP 20/4400; Special: Battle gaze (10-ft. save or attack nearest creature), fear, +1 or better weapon to hit, immune to death effects, illusions, mind affects, resistance to cold, magic resistance (60%), *phantom mount*.

DEATH: HD 13 (80 hp); AC -2 [21]; Atk 2 claws (1d8) or scythe (2d8 + save or die); Move 15; Save 3; CL/XP 20/4400; Special: Fear, *finger of death* (every 1d4 rounds), +1 or better weapon to hit, immune to death effects, illusions, mind affects, resistance to cold, magic resistance (60%), *phantom mount*.

If the four horsemen are defeated – no easy task – the fifth seal appears and the walls become copper. When the fifth seal is broken, a thunderous voice proclaims a double strength *holy word* that resounds through the chamber.

The sixth seal brings walls of silver and causes an *earthquake* and *firestorm* to erupt in the chamber.

The seventh seal, the final seal, brings with it walls of gold that are wet with salty tears. Breaking this seal summon a trio of trumpet archons who will destroy any chaotic creatures left in the chamber, chastise neutrals, and then release them and lawful creatures from Hell.

TRUMPET ARCHON: HD 12 (54 hp); AC -4 [23]; Atk 1 +2 greatsword (3d6); Move 15 (F36); Save 3; CL/XP 17/3500; Special: +1 or better weapon to hit, immune to electricity and petrification, magic resistance (30%), Spells (continuous—*magic circle against evil*, *tongues*; At will—*detect evil*, *continual flame*, *message*).

98.38 Ice Cold Water:

Ice cold water trickles from the mouth of a silver eel sculpture that sits upon a marble base. The water is cold and refreshing, but those who fail a saving throw begin turning to ice from the inside out. Each day, they must pass a saving throw or lose 1d4 points of constitution. When their constitution reaches 0, they transform into an ice devil but quickly change their shape to that of their old form that they might infiltrate the party and guide them into the clutches of Lucifer.

98.40 Market Village: There is crowded market village on the shores of a wide river of sewage. The village is home to 600 troglodytes, who fish corpses out of the river and grow

mushrooms on the muddy banks of the river. They have no leader, solving all of their problems by duels that are more “sound and fury” than anything else. The village consists entirely of marble towers and temples covered in filth and mostly in ruin. Amidst these building there is a large, open

space used as a market.

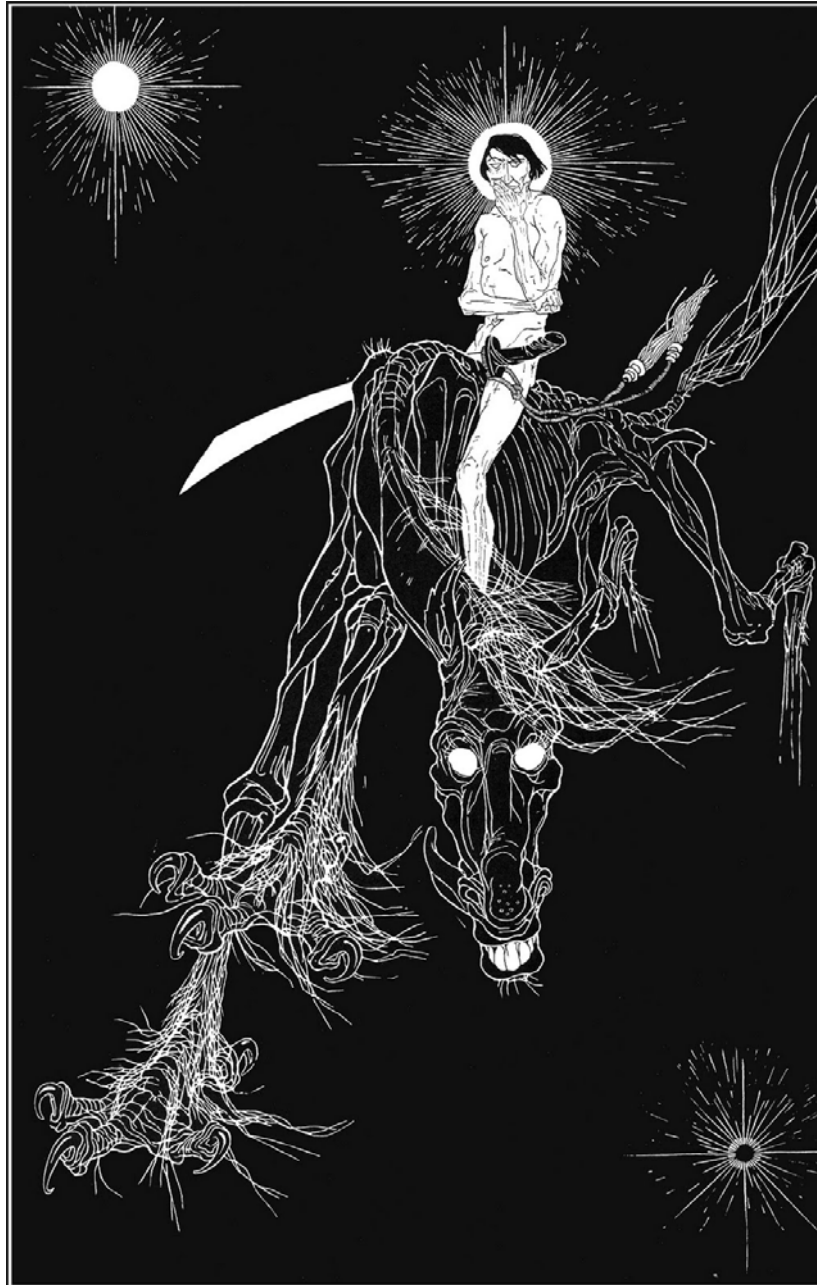
The troglodytes and other folks (kobolds mostly, but some duergar as well) hawk all sort of junk and debris they have collected from Abaddon. None of it is in perfect working condition, but a *repair* spell is enough to restore most of it, at least for a little while.

TROGLODYTES: HD 3; AC 4 [15]; Atk 2 claws (1d3), Bite (1d4+1) or by weapon with shield (1d8); Move 12; Save 16; CL/XP 3/60; Special: Stench, chameleon skin (surprise on 1-4 on 1d6).

98.44 Thessalhydra:

Five platinum rods have been stuck in the ground here, forming a circle or pentagram. The rods are magical, or at least register as magical with a *detect magic* spell, and create a magical barrier that shifts what lies within them

into a pocket dimension. One cannot see this field, nor feel it if they walk through it other than as a sour taste on the back of their tongue.



If the rods are removed, the field is broken, shifting a massive thessalhydra out of the pocket dimension.

THESSALHYDRA: HD 12; AC 2 [17]; Atk 8 serpent bites (2d6 + 1d6 acid) and tail slash (2d6); Move 15 (S9); Save 3; CL/XP 13/2000; Special: Spit acid, heal 2 hp/round, immunity to acid.

98.71 Wolf Hags: This hex is filled with great piles of marble and stone and hundreds of plumes flaming swamp gas. One of the larger piles hides a cavern lair of three wolf hags, grey-skinned crones wearing wolf-hide cloaks on their otherwise naked bodies. They labor over a cauldron in which they are attempting to grow a clone of Beelzebub, part of some devilish plan.

The makeshift ledges and shelves of the cavern are lined with all manner of scavenged and tarnished magical paraphernalia, including jars and alembics of braided weasel hair, powdered orc bone, burnt bits of vellum with magical characters on them in the ink of a giant squid, dried gland of stone giant, pickled grimlock lips and thousands of humanoid canine teeth.

The hags can brew any potion a person wants, but require the extraction of their canine teeth to do so. Their cave is guarded ten ogre zombies that, while fighting, emit a continuous high-pitched laugh that tends to drive their opponents to distraction (per the *rage* spell).

OGRE ZOMBIE: HD 5+1; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 12; CL/XP 5/240; Special: None.

WOLF HAG: HD 7; AC 4 [15]; Atk 2 claws (1d6), 1 bite (1d8); Move 12; Save 11; CL/XP 7/600; Special: None.

98.75 Ruins and Killer Statues: A host of stone ruins are spread throughout this hex, the sludge bubbling up around it, and pieces of masonry falling into the muck every once in a while. Standing atop the cracked platforms there are bits of wall, pillars (few of them intact) and large statues of slingers and spearmen. Several of the larger pillars have inverse bas-reliefs of faces. These faces match those of the statues. The statues are magical, of course, and animate to attack if a person passes within 10 feet of one of these large pillars. There is a 1 in 10 chance that any given statue has a face that will fit into one of these bas-reliefs. When this is done, the pillar sinks into the ruin, opening a passage into the mold-ridden mazes beneath.

The ruins, and indeed most of the hex, are stalked by flocks of pallid, white terror birds. Encounters with flocks of 2d6 of the undead terror birds occur on a roll of 1-3 on 1d6.

STONE SLINGER: HD 4; AC 1 [18]; Atk 2 slams (1d6) or sling (1d6); Move 9; Save 13; CL/XP 5/240; Special: Resistance to cold, electricity and fire (50%), ring link, see invisibility.

STONE SPEARMAN: HD 4; AC 1 [18]; Atk 2 slams (1d6) or weapon (1d8); Move 9; Save 13; CL/XP 5/240; Special: Resistance to cold, electricity and fire (50%), ring link, see invisibility.

99.39 Aerial Yacht: A large iron aerial yachts floats through the black skies here, iron oars tipped with fans jutting from the sides and pushing it through the soupy air. The fore of the craft resembles the face of a grossly obese angel. Two dozen spotlights shine a bright green light on the landscape below, and one can hear the sound of raucous partying going on above. Each yacht is buoyed up by the weird green lights. If they move over a person, they suffer 10d6 points of crushing damage (save for half).

The yacht is the possession of Atruriel, a recently fallen deva who has, so far, retained his beauty but gained considerable weight, owing to his propensity for gluttony. He and his party of twenty succubi stay on the deck underneath silk awnings, feasting on rare and unspeakable foods and indulging their taste for wine. The succubi have driven Atruriel into every imaginable sin, and he becomes more twisted and demonic in appearance every day.

SUCCUBI: HD 6 (35 hp); AC -1 [20]; Atk 2 claws (1d4); Move 15 (F24); Save 11; CL/XP 14/2600; Special: Magic resistance 70%, only harmed by magic weapons, half damage from cold, electricity, fire and poison, level drain, spells, summon.

99.46 Wax Tomb: There is grandiose and maze-like tomb here composed entirely of wax. The wax is strong enough to stand on its own, but it is hot to the touch and can be molded by hand (though it deals 1 point of damage per round). The tomb is guarded by thirty wax golems who can merge themselves with the walls. Hidden within some of the walls and floors, there are decaying bodies, some skeletal, and all manner of treasures.

WAX GOLEMS: HD 4 (20 HP); AC 5 [14]; Atk 2 fists (1d8+3); Move 6; Save 13; CL/XP 7/600; Special: Resistant to blunt weapons, Magic resistance (25%).

99.47 Winged Skeletons: Winged skeletons stalk the skies here, swooping down on anything that attempts to cross their territory.

WINGED SKELETON: HD 1; AC 8 [11]; Atk 1 weapon (1d6); Move 12 (F24); Save 17; CL/XP 1/15; Special: None.

99.68 Dancing Silhouettes: The charred walls of some ancient stone structure rest here upon a slanted pile of rubble and soil, thick with flies. The walls are coated with a thick layer of oily soot, but one can make up gaps in the soot in the shape of dancing people – as though there was an explosion in the center of the chamber that left silhouettes of the people within the chamber on the walls.

Passages within the ruins lead to stairs down into subterranean vaults, which are inhabited by a race of humanoid with the heads of flies. They are covered with spikey hairs and black chitin that glows gold in torchlight. The fly men arm themselves with large sickles and throw bolas, attempting to capture people that they might be sacrificed to Beelzebub. Victims are hung by their feet from the boughs of trees and lowered into the sludge that they might drown. At the same time, priests make incisions on their bodies with their own sickles and implant the eggs of their young inside the wounds.

The fly men number 60, with three priests. Their treasure consists of 5,720 sp, 4,370 ep, 1,210 gp and a silver ring worth 1,200 gp.

The silhouettes of the people on the walls radiate a dim magic, and alert viewers will notice that, if they take their eyes off the silhouettes for a moment and then return, that the silhouettes have changed their position. They are the echoes of a dance of witches and anti-clerics who were loyal to Demoriel. Their temple was blasted by the followers of Beelzebub in the middle of their black Sabbath, and their spirits continue to haunt the place, inhabiting the paper thin lattices between the Material and Astral Planes. It is possible to communicate with them, though they are trapped in their height of their religious ecstasy and incapable of offering much useful information.



FLY MEN: HD 4; AC 5 [14]; Atk 1 weapon (1d8); Move 12; Save 13; CL/XP 5/240; Special: Immune to disease, vomit (5-ft. range, 1d6 acid, once every 1d4 rounds).

100.47 Iron Workers: A tall plateau of soil holds a great brick factory, in which yurmps pound away at scraps of metal to make useful arms and armor to be sold throughout Abaddon, despite warnings from the followers of Mulciber to cease this practice.

Their factory looks like something from Victorian times in design, though the interior is just an empty shell with three massive furnaces (fueled on dung) and 200 yurmps, their bilious skin more nauseating in the glow of the fires, pounding away on anvils and cooling their work in buckets of dank, filthy water. The steam smells of urine and feces and covers the yurmps in a yellow-brown sheen.

Surrounding the factory there is a 20-ft. wide garden of assassin vines and other carnivorous plants. The yurmps leap over the garden to carry their goods to waiting

caravans, but others must find a way through the narrow garden paths to reach the factory. Within the garden one finds many bits of armor and rotting corpses. Sitting atop a particularly large Jupiter bloodsucker, there is a golden coronet set with moonstones (worth 1,500 gp).

YURMP: HD 5+3; AC 4 [15]; Atk 1 polearm (1d8); Move 12; Save 12; CL/XP 5/240; Special: Backstab.

100.49 Fortress of the Spring: There is a thick, stone redoubt constructed here, surrounding a spring of pure water, unsullied by the filth of Abaddon. The fortress has walls 20 feet thick, and is covered by a dome. Sliding doors on the dome permit people to enter via long, knotted ropes (animated to attack intruders; attack as constrictor snakes) that hang from the dome. In the 30-ft diameter interior there is a paved pool of pure water. Mosaic tiles on the walls depict succubi tempting mortals into sin and setting brother against brother in duels.

The interior walls contain three shallow alcoves. At random intervals (1 in 1d6 chance per turn), they glow with a crimson brilliance and deposit a servant of Demoriel into the chamber with a silver ewer to gather water and bring it back to the home of his master. The crimson glow lasts for 6 rounds, and will transport anyone into the palace of Demoriel [79.24], provided they carry back some water. Folk without water are instead transported into the dungeons under the palace of Beelzebub [43.90].

100.54 Umlara: The lich Umlara dwells here in a large castle of swollen purple bricks. Only recently made a full lich, her beauty was preserved by elixir's of life and foul sorcery, and in her undead state she still looks a very beautiful, if cold, woman of perhaps 35 years. She swathes herself in gauzy fabrics and has thrown herself headlong into the worship of Demoriel, for which she has been blessed by a squadron of rakish incubi as her bodyguard.

The main activity of the castle is the manufacture of bricks from dung, these bricks being sold throughout Abaddon as a replacement for adobe, for the dung bricks decay but little and very slowly compared to other materials. The courtyard of the castle has twenty large ovens, fueled by the burning of corpses and anything else flammable that can be scavenged, that bake these bricks day and night. Barges dock at the castle walls and are loaded by servitor ogres in leather harness and spiked slave collars. Barges

arrive with loads of dung and leave with loads of bricks. They are poled through the muck by fly people. The workers of the castle are duergar so coated in filth that they are almost unrecognizable for what they are.

Within her keep, Umlara has a fine library and laboratory, and plush chambers of rotting Victorian splendor. She has a treasure of 1,200 sp, 3,500 ep, 1,780 gp, a marble bust of Lilith worth 850 gp (and through which Lilith can gaze per a *crystal ball*) and a jagged rock crystal worth 5 gp, a keepsake of an old romance.

DUERGAR: HD 4+1; AC 3 [16]; Atk 1 weapon (1d8); Move 9; Save 13; CL/XP 6/400; Special: Surprise on 1-2 on 1d6, +4 to save vs. magic, immune to paralysis, poison and illusion, spells.

FLY MEN: HD 4; AC 5 [14]; Atk 1 weapon (1d8); Move 12; Save 13; CL/XP 5/240; Special: Immune to disease, vomit (5-ft. range, 1d6 acid, once every 1d4 rounds).

OGRE: HD 6+1; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 11; CL/XP 6/400; Special: None.

INCUBUS: HD 6 (35 hp); AC -1 [20]; Atk 2 claws (1d4); Move 15 (F24); Save 11; CL/XP 14/2600; Special: Magic resistance 70%, only harmed by magic weapons, half damage from cold, electricity, fire and poison, level drain, spells, summon.

UMLARA: HD 13 (43 hp); AC 0 [19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; CL/XP 16/3200; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

100.61 Zinanna: Rising from the muck there is an ancient brick structure (30-ft. tall, 40 ft. wide, 100 ft. long). The muck has long ago seeped into the structure and is now about 2-ft. deep. Almost 200 mechanical men stand in the place, rusted and unable to move (you can do the "oil can" bit if you like, but be it on your head!). A 4-ft. tall platform in the place holds the form of Zinanna, a young marchioness of Hell who got caught up in the machinations between Demoriel and Beelzebub and paid a greater price than either. She now slumbers until kissed by a paladin – a kiss that will extract his soul (1d4 levels' worth, anyhow).

Zinanna looks like a maiden, short and feminine, with narrow eyes of pale yellow and tanned skin covered in blasphemous, but colorful, tattoos. She wears a rather immodest dress of silk with exposed bosoms. Her lips appear quite dainty, but her mouth actually opens from ear to ear and is filled with three rows of sharp teeth.

ZINANNA: HD 16 (87 hp); AC -3 [22]; Atk 2 claws (1d8), bite (2d6); Move 15; Save 3; CL/XP 21/4700; Special: Magic resistance (80%), +2 or better magic weapon required to hit, spells as marilith demon.

101.39 Ivory Forest: There is a forest of yellowed, ivory tusks here haunted by the shades of elephants, which appear as elephant skeletons surrounded writhing flesh of shadows. The woodland hides a hellhole – a great pit of carved that smells like sulfur and provides ready transportation into the dungeons of Dis. A tribe of 100 goblins has carved its homes into the sides of the pit. The goblins have a treasure of 7,280 sp, 310 ep, 450 gp and a cloudy fire opal worth 40 gp.

SHADOW ELEPHANT: HD 10; AC 6[13]; Atk 1 trunk (1d10 + 1d4 Str), 2 gore (1d10), 2 trample (2d6); Move 12; Save 5; CL/XP 11/1700; Special: Incorporeal, surprise (3 in 6).

GOBLINS: HD 1+1 hp; AC 6 [13]; Atk 1 weapon (1d6) and bite (1d4 + 1d4 acid); Move 9; Save 17; CL/XP 2/30; Special: Acid bite, summon rats.

101.47 Upside Downers: There is a plateau of filth here, ranging from 20 to 40 feet high and about 2 miles in diameter. The plateau is fairly covered in growths of mushrooms and other fungus. A village here of adobe huts is likewise covered. It is the home of about 200 gluttons that walk about on their hands. Their digestive systems, unhappily, now work in reverse. These accursed souls survive on mushroom soup, and are in all ways pitiable save for the fact that they are sinister, arrogant and gluttonous fiends who are without mercy.

UPSIDE DOWNERS: HD 3; AC 7 [12]; Atk 1 kick (1d4); Move 9; Save 14; CL/XP 3/60; Special: None.

101.57 Battlements: A great battlement of basalt, with rusty iron towers shaped like clawed hands zigzags across this hex for about 4 miles. The battlement averages about 30 ft. wide and 80 ft. tall, and contains living quarters for 500 ragged looking orcs who wear tall helms the same shape as their towers, platemail, tattered, patched-together cloaks. They are armed with crossbows, fork-fauchards and stout axes.

To either side of the wall, stretching for about 3 miles, there is a vast killing field, heaped with bloated and rotting corpses of soldiers. These corpses are preyed upon by giant flies (encountered in groups of 2d6 on a roll of 1-4 on 1d6), who buzz around incessantly. Some of these flies are captured by the orcs and used as mounts.

The wall is commanded by Vitus the Vile (Cleric 8; 34 hp), a human cleric of Orcus. This wall and these orcs are part of an advance guard of Orcus' forces attempting to establish a presence for the demon lord in Abaddon. Vitus is a pudgy man, with a weathered, sunburned face, icy blue eyes and dark brown hair worn in beaded braids. Despite his rather plain appearance, he is quite cunning.

GIANT FLY: HD 3; AC 5 [14]; Atk 1 bite (1d6); Move 12 (F24); Save 14; CL/XP 4/120; Special: None.

ORCS: HD 4; AC 3 [16]; Atk 1 weapon (1d8) or 1 bite (1d6); Move 9; Save 13; CL/XP 5/240; Special: Immune to disease & poison, paralyzing touch.

101.67 The Great Tower: A great tower, in imitation of the infamous Tower of Babel, has been constructed here, the massive granite blocks lifted into place by elder genies under the command of Lucifer himself. The tower is guarded by a pride of twenty draconic gynosphinxes, their green, scaly dragon bodies and flashing white talons clashing with the pallid skin of their breasts and feminine, though harsh faces.

Should one manage to escape the predation of the dracosphinxes, they will find the interior of the tower a vast and complex maze – a mega-dungeon of 12 levels that reputedly hides a tome of 1,000 true names (something like a phone directory of Hell) of the lesser lords and ladies of Hell, clad in skin flayed from Lucifer's own back and written in ink of gold mixed with his own ichor.

DRACOSPHERINX: HD 10; AC 1 [18]; Atk 2 claws (1d8), bite (2d6); Move 18 (F24); Save 5; CL/XP 12/2000; Special: Breath burning sand (3/day, 30-ft. cone, 6d6 damage), immune to fire.

102.46 Purple Trogs: An ugly little fortress here is occupied by 100 troglodytes with murky purple scales and large eyes that cast off an unwholesome greenish light. The troglodytes all move in a mechanical fashion, turning bits of scrap into spears and javelins and hunting in the hex around their village for anything they can eat. Their fortress is surrounded by a wide moat of sewage inhabited by nine otyughs. Each of these otyughs is a psionic representative of his species, and it is these monsters that actually rule the village, sending the troglodytes on their errands so that they might be able to fill their moat with foul morsels. In the process, the troglodytes have collected the following treasures: 6,100 sp, 4,500 ep, 2,600 gp, a tarnished brass bust of Baron Munchausen (60 gp), a gold

candelabra studded with rhinestones (1,150 gp). They have thrown these into the moat.

TROGLODYTES: HD 3; AC 4 [15]; Atk 2 claws (1d3), Bite (1d4+1) or by weapon with shield (1d8); Move 12; Save 16; CL/XP 3/60; Special: Stench, chameleon skin (surprise on 1-4 on 1d6).

PSIONIC OTYUGH: HD 7 (31 hp); AC 3 [16]; Atk 2 tentacles (1d8), bite (1d4+1); Move 6; Save 9; CL/XP 9/1100; Special: Disease, spells (At will – ESP; 3/day – hold person; 1/day – telekinesis), telepathy 100 ft.

102.47 Kezef: One hundred zombies are pulling a great stone around a crater here for no obvious reason. The block of basalt is cracked, and contains the home of Kezef, an amaimon devil, in a pocket dimension one can enter via the cracks in the stone.

The pocket dimension holds a wondrous palace of cracked Grecian urns, aged and warped wooden trimming, stained marble, mildewed velvet, pale, dying plants, thread-bare tapestries and animated furniture that bears the carved faces of the souls trapped within.

ANIMATED FURNITURE: HD 4; AC 4 [15]; Atk 1 slam (1d10); Move 12; Save 13; CL/XP 4/120; Special: None.

KEZEF: HD 7 (26 hp); AC 2 [17]; Atk 2 claws (1d6) and bite (1d8); Move 12; Save 9; CL/XP 3/60; Special: Breath weapon (cloud of poisonous fire for 3d8 dmg), magic resistance (15%), immune to fire, fear aura, spells (teleport, phantasmal force, wall of fire).

102.48 Icky Tunnel: A tunnel has been carved into the earth here, starting atop a promontory of granite, with an entrance that looks too much like an anus to be a coincidence. The tunnel curves downward through the earth for several miles until it finally deposits people at the same hole through which they entered. The interior of the tunnel sweats a greenish ichor that, if touched by human blood, springs up into a homunculus that is a perfect (though tiny) duplicate of that human. It serves its “parent” loyally forever, but is evil and vicious and carries out their wishes in the most unpleasant way possible.

HOMUNCULUS: HD 2; AC 6 [13]; Atk 1 bite (1d3 + sleep); Move 6 (F20); Save 16; CL/XP 3/60; Special: Sleep-inducing bite.

102.58 Dung Beetles: A dusty plateau here is crawled over by dozens of giant dung beetles rolling up giant balls of dung (about 10-ft. in diameter). Inside each ball is a philosopher worm being grown from a captive shade of a bearded sage who thought more of his stomach and other

desires than of educating and enlightening his students. They emerge from the balls with their beaded heads attached to pink, worm bodies. As sages, they are still useful for consultations, though 1 in 6 questions is answered falsely.

GIANT BEETLE: HD 3; AC 3[16]; Atk 1 bite (3d6); Move 9; Save 14; CL/XP 4/120; Special: None.

PHILOSOPHER WORM: HD 9; AC 5 [14]; Atk 1 bite (1d3); Move 12; Save 7 (5 vs. magic); CL/XP 10/1400; Special: Sage, spells as 5th level magic-user.

102.62 Turtle Ship: A wrecked turtle ship is lodged in the muck here. The wooden portions are charred and burnt, the metal portions slightly melted (it faced a dragon turtle once, and sank into the abyss). The ship is now animated by the spirit of that dragon turtle. It can sprout legs of splintered wood and metal and the bronze cannon in its prow can belch forth gobs of burning tar. Within the ship, which is defended by a crew of ten wights in scale armor and armed with glaives, one can find the following treasure: 1,880 gp and a +1 *spear* lacquered red.

WIGHT: HD 3; AC 5 [14]; Atk 1 claw (1hp + level drain) or glaive (1d8); Move 9; Save 14; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

TURTLE SHIP: HD 12; AC 0 [19]; Atk 2 claws (2d6), 1 bite (4d6); Move 3 (S12); Save 3; CL/XP 13/2300; Special: Breath weapon (every 1d4 rounds, burning tar, 60 ft. range, 6d6 damage).

103.48 Giant Caravan: This hex is patrolled by a great line of skeletal stone giants toting various large goods. They are on their way to the city-state of Beelzebub, being under his command. The giants number 50 in all. Lodged in each skeleton’s ribcage down to their pelvis is a mass of strangle vines, which attack independently of the giant.

STRANGE BONES: HD 9; AC 7[12]; Atk 1 strike (1d10) and 4 vines (1d6); Move 12; Save 17; CL/XP 10/1400; Special: Undead immunities.

103.62 Gaping Maw: A gaping maw of carved stone in his hex emits powerful odors. This maw is the entrance to a stepped tunnel covered in brown mold that leads down to a subterranean temple of Beelzebub. This temple contains a reliquary holding a tooth of Beelzebub. The high priestess of the temple is Galeta (Cleric 13, 41 hp), a black-skinned woman with green eyes, grey hair and a round face. She wears armor composed of tarnished copper coins (+2 *scale armor* that does not permit the wearer to own anything

else worth more than 50 gp, other than magical items) and carries a bronze sickle-sword stained in the ichor of a balor, which burns those it strikes for 1d4 points of fire damage in addition to normal weapon damage. Her followers are twenty huecuva.

HUECUVA: HD 2; AC 2 [17]; Atk 1 claw (1d4 + disease); Move 12; Save 16; CL/XP 5/240; Special: Change self, disease, silver weapon to hit.

104.52 Mass of Metal: This hex is a mass of rusting metal wreckage, most of it looking as though it originated in a far more advanced civilization as found on Nod. Crawling through this maze of metal are hundreds of gricks (encounter 1d6 on a roll of 1-4 on 1d6, made hourly). At the center of this mass of metal there are the remains of a stone golem, which could be completed by a magic-user or engineer of great ability.

GRICK: HD 5; AC 4 [15]; Atk 4 tentacles (1d3), 1 beak (1d2); Move 6; Save 12; CL/XP 7/600; Special: Immune to blunt weapons.

STONE GOLEM: HD 15 (60 hp); AC 5 [14]; Atk 1 fist (3d8); Move 6; Save 3; CL/XP 16/3200; Special: +1 weapon to hit, immune to most magic.

105.65 Tomb of Sapphires:

A pile of clay bricks here forms a hill tomb. The hill is covered in spiderweed, which clogs the entrance to the tomb. The entrance is further blocked by a double stone door, each side looking like a squat stone warrior. One side of the door is made of black stone, the other white, and both sides animate to destroy people who passed through and try to leave with the tomb's contents.

Beyond the doors there is a dank, long passage that ends in a small chamber decorated with bas-reliefs of serpents strangling and squeezing infants. In the middle of the chamber there is a golden disc suspended from the ceiling by golden chains and holding a sitting skeleton wrapped in a cloth-of-gold cloak.

He is accompanied on his perch by a pile of 10,000 gold coins and three sapphires worth about 5,000 gp each.

The sapphires are trapped. If one is taken from the disc, a random member of the party (other than the one who touches the sapphire) is suddenly struck with soul-numbing cold, losing one third of their constitution. The second sapphire steals the second third of constitution, and the third finally kills them, freezing their corpse solid. After 1d6 rounds, their frozen corpse rises as a hoar spirit.

BLACK GUARDIAN: HD 15 (60 hp); AC 5 [14]; Atk 1 fist (3d8); Move 6; Save 3; CL/XP 16/3200; Special: +1 weapon to hit, immune to most magic.

WHITE GUARDIAN: HD 15 (60 hp); AC 5 [14]; Atk 1 fist (3d8); Move 6; Save 3; CL/XP 16/3200; Special: +1 weapon to hit, immune to most magic.

HOAR SPIRIT: HD 4; AC 5 [14]; Atk 2 claws (1d4 + cold) or 1 weapon (1d8 + cold), Move 6; Save 13; CL/XP 5/240; Special: Cone of cold (1/day), immune to cold, paralyze.



Circle IV: Gehenna

*Illustrations by Tamás Baranya, George F. Watts and
William T. Horton*

Although Gehenna, the destination of avaricious souls, is a dry, inhospitable wasteland of black, burning metallic sand, it almost looks like paradise to travelers who have just slogged their way through many leagues of sewage and decay in Abaddon.

Getting into Gehenna is dangerous. When one is on the very edge of Abaddon they cannot see into Gehenna. Instead, they see nothing but miles of sewage and junk as far as the horizon. When they place one foot over the border, though, they suddenly find themselves in the midst of a howling, raging storm of burning metallic sand and fire (per the *fire storm* spell). This persists for 1d6 rounds, and when it ends, one sees nothing but Gehenna, with no trace or sign of Abaddon.

Gehenna, as mentioned above, consists of mile after mile of rolling dunes of metallic sand. The sand is mostly black, but there are lines of coppery red, golden brown and silvery white worked into the landscape, making it almost pretty for a circle of Hell. Rivers of molten metal flow through the landscape aimlessly, ending in blazing lakes.

There are also great mesas of basalt to be found in Gehenna, and it is usually on these that the landforms that the various tribes and lords of Gehenna dwell.

No plants exist in Gehenna, but the landscape is often broken up by growths of metallic crystals, some tall and branched like trees, others in spiked clumps.

All of the animals of Gehenna are immune to fire and suffer double damage from cold. Most of the beasts of Gehenna are reptilian or insect in form.

Gehenna is the ring of Hell allotted to the souls of the avaricious and prodigal. Avarice (also known as greed or covetousness) is the rapacious pursuit of wealth, status and power. While all people have ambitions, the covetous take this to an extreme, casting aside the eternal (and Lawful) for the temporal. In time, these things they sought fall through their hands as dust and escape them.

In Gehenna, the shades of the avaricious are turned into “misers”. Misers take the form of slaves in Gehenna, being by the Gehennites to push around great stones for their pointless monuments. The misers have lost their humanity and their individuality, and are now little more than beasts of burden, incapable of opening their clenched fists.

The shades of the prodigals, on the other hand, become small in stature – nimble little thieves who try their best to steal from travelers and others, but find their bodies become immaterial whenever they attempt to hold onto anything, their newly acquired wealth quickly slipping through their hands. They are naked and hunched, and would be pitiable if not for their rapacious faces.

Special Rules

Heat: Gehenna is blazing hot 24 hours a day, with temperatures in excess of 110° F. A character in Gehenna must make a saving throw once per hour or take 1d4 points of damage. Characters wearing heavy clothing or armor of any sort take a -2 penalty on their saves. Characters reduced to 0 hit point fall unconscious and roast alive after one hour of exposure. All of the native creatures of Gehenna are immune to this heat, as are creatures that are resistant to fire.

Weight: The shifting sands of Gehenna make for difficult terrain. Characters carrying more than 100 pounds of extra weight sink into the sand when they stand still, their feet sinking 6 inches per round.

Sand Storms: The winds of Gehenna are powerful and unpredictable. Sand storms are one possible random encounter in Gehenna (see below). Sand storms last 1d6 hours. Any creature caught in the open during a sandstorm suffers 1d6 points of damage per turn (thus 6d6 points of

damage for each full hour of exposure) and must pass a saving throw each turn to avoid blindness (unless their eyes are closed or protected in some way).

Races of Gehenna

Gehenna, as lifeless as it might seem, has its own inhabitants. These are the seven tribes of Gehenna, all of them races known to people of the surface world but altered by their habitation in Hell.

Arkusites: The Arkusites are hairless gnolls with pallid skin and icy blue eyes. The Arkusites build strongholds and ride out from them on feral centaurs to raid and plunder. Arkusite warriors wear glistening scale armor, amply decorated with gold and tall, golden conical helms and wield long horseman's axes and shortbows. Warriors are extensively tattooed. Arkusites worship various demon lords, and change their allegiance often. Their priests use drugged wine to bring on prophetic dreams and they practice ritual cannibalism.

ARKUSITE GNOLL: HD 5; AC 5 [14]; Atk 2 claws (1d4 + paralyzing touch) and bite (2d4) or weapon (2d6); Move 9; Save 12; CL/XP 6/400; Special: Immune to charm and fire, paralyzing touch.

The Harrites: The Harrites are kobolds that look like pteradactyls with golden scales and eyes like multi-faceted garnets. They roam Gehenna in great swarms, swooping down on victims from above with their cruelly barbed and hooked spears, snatching people up into the sky to be roasted alive in their towers.

The Harrites dwell in great fluted towers of blue metal (cobalt, in fact). In the base of these towers, which rise in clumps from the landscape, they keep great fires burning at all times. The towers are open from base to ceiling and ringed with platforms and shelves on which the kobolds dwell. They hang their captives over these fires from chains and allow their screams and moans of torment to echo up through the tower. On the ceiling of the tower they keep strange ooze, which feeds on these screams and produces weird, sticky nodules that the kobolds collect and sell. The nodules are eaten by the inhabitants of Hell like candy. The Harrites are worshippers of Pazuzu.

The kobolds can exhale plumes of burning ash. Alone, a kobold can spew this into the face of an opponent once



every 1d4 rounds, the victim having to pass a save or be blinded for 1d4 rounds. In groups of 30 or more, the kobolds can swoop down and exhale in unison, creating the equivalent of an incendiary cloud that lasts for 1 round.

HARRITE KOBOLD: HD 3 AC 6 [13]; Atk 1 weapon (1d8); Move 6 (F12); Save 14; CL/XP 4/120; Special: Breath ash (once every 1d4 rounds; save or blind for 1d4 rounds), immune to fire.

Lamuresti: The Lamuresti are the elves of Gehenna, with warm, copper skin and entirely black eyes. They are graceful in appearance, with sharp, severe features. The Lamuresti are completely loyal to Mammon, whom they call their divine king. Each lamuresti village is governed by a priestly steward (an anti-cleric of level 1d4+2). They construct two-towered bronze ziggurats to Mammon and decorate their walls with bas-reliefs and metallic tiles

depicting woodlands and marshes they may never visit. They are particularly known for their bronze lions.

The villages of the Lamuresti contain eternal flames fed by the bodies of the misers and prodigals (or any other captive they can get their well-manicured hands on). The Lamuresti are known for their harsh punishments and cruelty (pyramids of skulls, flaying captives alive, walling people into their city walls, etc.). The males wear flowing robes of cloth-of-gold and conical caps, with tighter dresses and feathered head-dresses on the females.



Lamuresti warriors wear scale armor and carry short swords, spears and longbows.

LAMURESTI ELF: HD 4+1; AC 4 [15]; Atk 1 sword (1d8) or 2 arrows (1d6); Move 12; Save 17; CL/XP 1/15; Special: Immune to fire, bloodlust.

Sarrimites: The Sarrimites are changeling goblinoids. When first encountered, they look like hunched and muscular goblins, with short, bandy legs, bearded faces and over-large teeth jutting from their grim, low-set mouths. They wear iron masks that depict noble-looking men with dead eyes and long beards. When joined in battle, they shout their war-cries and become large hobgoblins. If reduced to half their normal hit points, they grow into ogres (their equipment growing with them), gaining 2 extra hit dice and doing +2 points of damage with their attacks. The Sarrimites wear iron scales and horned helms. They attack with axe, spear and hand cannon (per heavy crossbow).

The Sarrimites are loyal to Mulciber, but worship his wife, the sensuous and ample demoness Tyrana, a winged lilin only marginally loyal to Lilith of Erebus. Her temples grace the citadels of the Sarrimites and are attended by the female goblins. The citadels are ruled by the high priestess of Tyrana, the goblin king being subservient (and married) to her – a situation no goblin king cares for.

The goblins are expert engineers and smiths. Their villages are joined by iron-shod roads that rise above the burning sands of Gehenna, and they have canals that channel the molten rivers of metal to their foundries where most of the weaponry, armor and ordnance of Hell is manufactured.

SARRIMITE GOBLIN: HD 4+1; AC 1 [18]; Atk 1 weapon (1d10); Move 9; Save 13; CL/XP 4/60; Special: Immune to fire, growth.

Uccenites: The Uccenites, or “wolves of Gehenna” are sahitim, demonic humanoids who dwell in some of the deserts of Nod. Like their surface kin, the Uccenites are lean and lank, with golden-orange skin, with black horns like those of an antelope rising up to 3 feet tall. They swathe themselves in black robes, the men veiling their faces, the women adorning theirs with black tattoos.

The Uccenites are nomads, setting up temporary camps around large sepulchral tomb mounds in which they store their mummified dead. These mummies are animated, of course, and appear as naked, hunched sahitim (they are interred in a fetal position that bends their spines) covered

in red ochre paint and in a state of decay. These mounds look like conical pyramids, wider than they are high, made of various metal blocks. The Uccenites also raise megalithic monuments to Amon, whom they worship exclusively. In honor of their demon lord, they sacrifice captives by slowing carving up their bodies while alive – first the ears, nose and lips, then the fingers and toes, etc.

The leaders of the Uccenites, the *sahitani*, are half-fiends who trace their lineage back to various high placed demons of Gehenna.

Uccenite warriors wear mail tunics and carry bronze shields, scimitars and jezzails (muskets essentially; treat as crossbows). They ride beasts that look like a cross between wolves and camels.

WOLF-CAMEL: HD 4; AC 6 [13]; Atk 1 bite (1d6+1); Move 20; Save 13; CL/XP 4/120; Special: Immune to fire.

UCCENITE SAHITIM: HD 4; AC 3 [16]; Atk 1 scimitar (1d6+1) or longbow (1d8); Move 12; Save 13; CL/XP 6/400; Special: Immune to fire, resistance to acid and cold (50%), evil spells (as 4th level anti-cleric).

SAHITANI: HD 4; AC 2 [17]; Atk 1 scimitar (1d6+1) or longbow (1d8) or 2 claw (1d4) and bite (1d6); Move 12 (Fly 12); Save 13; CL/XP 9/1100; Special: Immune to fire and poison, resistance to acid, cold and electricity (50%), evil spells (as 4th level anti-cleric), smite good 1/day (x2 damage), +1 or better weapon to hit, magic resistance 10%, spells (darkness 3/day, desecrate at will).

Xshayathiyans: The most grandiose and powerful of the peoples of Gehenna are the Xshayathiyans, also known as ophidians. They were worshipping demons before it was cool – perhaps before there actually was a Hell. Here they preside over stately cities of silver and gold, encrusted with gems and inlaid with serpentine and lapis lazuli. They wear kilts and loose tunics of cloth-of-gold and –silver and tall crowns (even the lowliest wear crowns). Warriors wear bulbous helms with golden face masks depicting demons, gorgons, medusas and other monstrous creatures. They are armed with iridescent scale coats, oblong shields, spears, axes, short swords and longbows.

The Xshayathiyans are ruled by their magic-users, who preside in palatial temples that are home to powerful glabrezu demons, the ruling class of the ophidians, who serve as the various satraps under their emperor, Mammon from his capitol, the Burnt City [92.71]. These temples also hold ritual vats in which the priests bathe in

oil or in the blood of sacrifices. The temples are guarded by winged gorgons and serpoleopards.

Xshayathiyan magi possess the most useful objects in Gehenna – at least for adventurers. These are stones that look like pure, white quartz spheres that, when buried one foot beneath any soil, cause a spout of pure, fresh water to erupt into a fountain for 1d4 minutes. One waterskin can be filled from the fountain per minute. The stones, called *stones of necessity*, function once per day, and there is a 5% chance per use of them crumbling into dust.

XSHAYATHIYAN OPHIDIAN: HD 6; AC 3 [16]; Atk 1 weapon (1d8) and bite (0); Move 12; Save 11; CL/XP 8/800; Special: Reproductive bite, immune to fire, cast spells as 1st level magic-user.

WINGED GORGON: HD 8; AC 2 [17]; Atk 1 bite (1d8) and gore (2d6); Move 12 (F24); Save 8; CL/XP 10/1400; Special: Breath turns to stone, immune to poison and fire.

Xulites: The Xulites are bronze men – humans with skin not only the color of bronze, but the consistency as well. The Xulites build citadels of brass, decorated with gnosphinxes with golden bodies and ivory faces. Within these citadel they keep gorgons who feed on the metallic sands (they are immune to their petrifying breath) and grow crystalline trees of emerald and ruby.

The Xulites are slavers, capturing the zombie-like prisoners of Gehenna and using them as beasts of burden. They wear pointed helms and scale hauberks and wield longswords, spears, daggers and crossbows that throw metal darts. The elite Xulite warriors ride scaled lions (like miniature dragonnes) into battle, their roars driving their foes in fear before them.

DRAGONNET: HD 5; AC 2 [17]; Atk 2 claws (1d6), 1 bite (2d6+1); Move 18 (Fly 9); Save 12; CL/XP 6/400; Special: Roar (save or fear).

XULITE BRONZE MAN: HD 5; AC 2 [17]; Atk 2 swords (1d6); Move 12; Save 12; CL/XP 6/400; Special: Immune to fire and petrification.

Lords of Gehenna

Mammon, the Grand Prince of Avarice, rules the Circle of Gehenna with subterfuge and double dealing. There are those who say he commands a power greater than himself, and uses it to get his opponents out of the way. Four demon lords have proven too powerful for Mammon to simply “disappear”, they being Amon, Maphistal, Paymon

(king of the glabrezu demons) and Pazuzu. The smith of Hell, Mulciber, also dwells in Gehenna, though he shows no interest in the politics of Hell and is not seen as a rival by any of the other lords.

Random Encounters

Random encounters should be diced for once per hex. They occur on a roll of 1 on 1d6.

D20	Monster
1	Azizou Demon (1d10)
2	Basilisk (1d10)
3	Darnoc (1d10)
4	Dragonne (1d10)
5	Dust Digger (2d6) or Sand Kraken (1d10)
6	Dust Ghoul (2d6) or Pyre Zombie (4d6)
7	Efreeti (1d8)
8	Giant Exoskeleton – Ant or Beetle (2d6)
9	Harridan (1d4)
10	Hieracosphinx (1d10)
11	Huecuva (2d6)
12	Igniguana (2d6)
13	Jackalwere (2d6) or Jackal of Darkness (2d6)
14	Kheph (1d10) or Scorpion Man (1d6)
15	Mummy (1d10)
16	Pazuzu (Demon Lord) and retinue
17	Rutterkin Demon (1d10) or Vrock Demon (1d10)
18	Sand Screamer (6d6) or Sand Stalker (1d10)
19	Sand Storm (see above)
20	Wyvern (1d10)

HARRIDAN: HD 17; AC -4 [23]; Atk 1 touch (1d8 wisdom drain) or two-handed sword (3d6) and 2 claws (1d6); Move 24; Save 3; CL/XP 20/4400; Special: +1 or better weapon to hit, magic resistance (40%), spells (*blade barrier*, *blindness/deafness*, *dispel magic*, *see invisibility*, *wind walk*).

PAZUZU: HD 20 (110 hp); AC -2 [21]; Atk +2 sword (2d6+2) and 2 claws (1d10); Move 15 (F30); Save 3; CL/XP 32/8000; Special: Breath weapon, dominate and summon aerial creatures, spells, aerial passivism, +2 or better weapon to hit, immunity to electricity and poison, magic resistance (70%), telepathy 100 ft.

Keyed Locations

25.58 Aurika's Tower: The dwarven adventurer Aurika (Elementalist 11; 32 hp) has established herself in a tower of cracked, creamy white stone. The tower is a spiral cone, in the fashion of an alicorn, and appears to have been raised from the ground by the way the metallic sands are piled around it.

The tower can be entered through a single large portal that is blocked by a massive block of stone that weighs about 3 tons. Aurika simply uses *passwall* to move through the stone, though she rarely ventures out into Gehenna. She sought the gates of Hell as an adventurer long ago, and the dwarves still speak of her legendary career. After finding the bleak wasteland of Gehenna, she became intrigued by the metal sand and what challenges they might hold to an Elementalist. She was also changed by her travels through Hell, her natural dwarven avarice heightened and excited.

Aurika is a heavy woman with brown skin and a thin nose (for a dwarf). Her hair is brown and worn very short, and her grey-green eyes show a fickle side to her personality.

The bottom of her tower contains pure lead sands, which she has sifted with the help of various elementals. Aurika is using this lead sand to create a lead golem, which she believes will be able to challenge the demon lords. The lead golem is about 50% complete.

COPPER GOLEM: HD 12 (40 hp); AC -1 [20]; Atk 1 slam (2d10); Move 9; Save 3; CL/XP 15/2900; Special: +1 or better weapon to hit, magic resistance (30%), healed by electricity (1 for 4) or store electricity and attack with it.

SILVER GOLEM: HD 6 (27 hp); AC -2 [21]; Atk 2 claws (1d6); Move 12 (F36); Save 11; CL/XP 9/1100; Special: Magic resistance (15%), +1 or better weapon to hit, flame gout (20-ft. cone, 3d6 damage).

LEAD GOLEM: HD 20 (80 hp); AC -6 [25]; Atk 1 pulverizing fist (4d12); Move 9; Save 3; CL/XP 20/4400; Special: Magic resistance (50%), +3 or better weapon to hit, poison breath (once every 5 rounds, 30-ft. cone, save or die).

25.59 Iron Road: An iron road of the goblins winds through this hex perpendicular to whatever direction the adventurers are traveling. About every 2 miles there is a small, cube-shaped building, also of iron, with a goblin-sized entrance. Within the buildings, the heat is especially oppressive. Each of these buildings is about 12 feet wide and deep, with a sand floor and contains an iron idol of Mammon with his big mouth wide open.

Worshippers can pay tribute to the idol by reaching their hands into the mouth to deposit a gold coin. Other coins are welcome, but earn no love from the demon lord. One in 6 people who place their hand in the idol will have it lopped off when it clamps its mouth down on their hand (save to avoid this fate, with a +1 bonus to save if wearing

chainmail or a +2 bonus for platemail). Those who lose a hand to the idol enjoy a +2 reaction bonus with worshippers of Mammon in Gehenna.

Encounters with Sarrimite goblin patrols and various merchants of Gehenna occur on the road on a roll of 1-2 on 1d6, checking each hour.

26.57 Face in the Storm: About 2 miles into this hex, the winds rise and become quite powerful. If people turn back, the winds die back down. If people press on, they must endure a full sandstorm (see above) for three more miles before they come to the swirling winds at the center of the hex, which look like a funnel cloud of metallic sand rising at least 3 miles into the air. The area immediately around the funnel cloud is as still as death, and those who survive to reach this calm will see a face form in the cloud, the face of Sheloth, a queen among demons who was destroyed and bound into this eternal storm by Mammon, whom she despises above all things. Sheloth can destroy most who visit her, but will spare those who agree to serve her by working against Mammon.

SHELOTH: HD 32 (135 hp); AC -6 [25]; Atk 2 slams (3d10 + 3d10 fire damage); Move 0 (she is bound to this spot); Save 3; CL/XP 37/9500; Special: +3 weapon to hit, magic resistance (70%), whirlwind (as air elemental)

27.45 Beetle Husks: This hex contains a molting place of the local giant beetles, who leave shards of their carapaces here – and sometimes entire carapaces. The locals of Gehenna sometimes use these carapaces as sleds.

27.47 Arena: The ground rises slightly here and holds a concave arena of sorts composed of basalt blocks. The floor of the arena is about 40 feet below the burning sands, measures about 200 yards in diameter and has a floor of metallic sands. This “playing field” is surrounded by ten rows of seats (really glorified steps). A 12-ft. tall pole of purest gold rises from the center of the arena, and on a crossbar there hang six golden rings. The rings can be worn like bangles and adjust peoples bodies to the environment.

When people step into the arena, five blazing bulls composed of the metallic sands of the arena rise around the tree and challenge the intruders.

BLAZING BULL: HD 8; AC 2 [17]; Atk 1 gore (2d6 + 1d6 fire); Move 12; Save 8; CL/XP 10/1400; Special: Breath fire (3/day, 30-ft. cone, 6d6 damage), immune to fire.

27.49 Wasp Demons: A host of thirteen wasp demons inhabits the withered corpse of a massive red wyrm. Tall mounds, like pillars of weird salts, rise from the sand. These salts are a lethal contact poison.

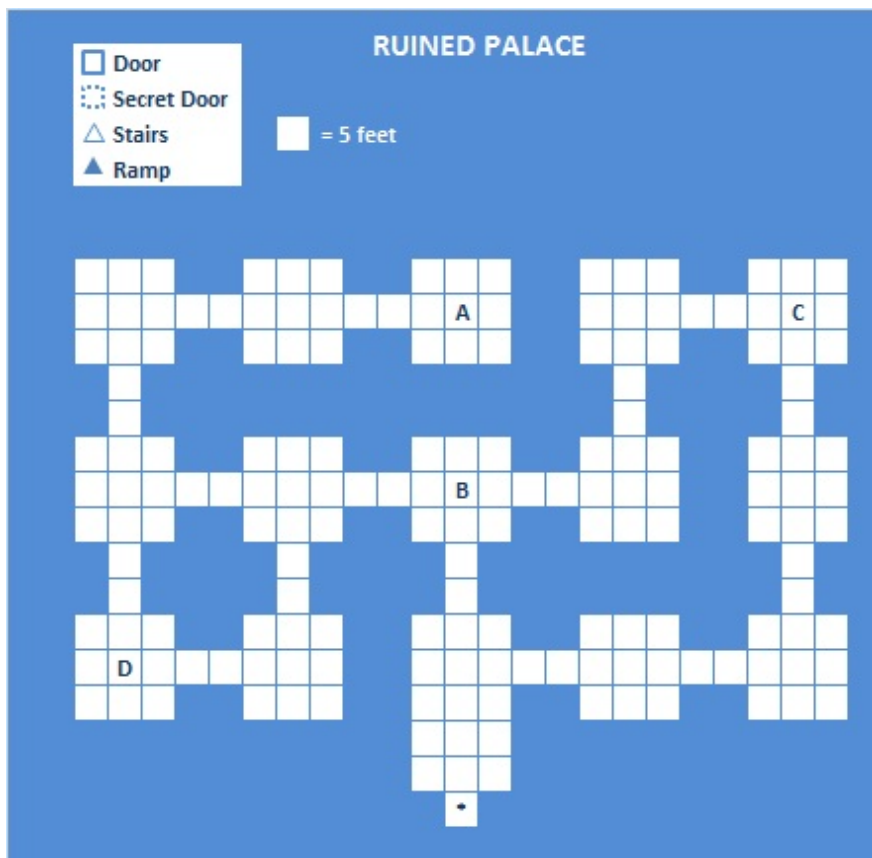
WASP DEMON: HD 12; AC -3 [22]; Atk 2 claws (1d6) and sting (2d6 + poison); Move 6 (F14); Save 3; CL/XP 13/2300; Special: Magic resistance (10%), immune to poison, pheromones (+1 to hit).

27.50 Ruined Palace: A sumptuous palace with walls of water opal and copper stands here, buffeted by the grinding winds. The north entrance is guarded by a gynosphinx, her feet bound by chains that rise from the burning sands. The chains give the sphinx about twenty feet of leeway. The halls are roamed by gnolls, who capture small vermin and leave their gorey remains smeared on the walls as a message to interlopers.

[A] This square chamber has a single entrance. The other three walls are mirrors. Draped over a plush couch in the middle of the room there is a beautiful humanoid male. The man has coppery skin, haunting green eyes and a shaved head. He wears a loose tunic of azure silk. He carries a wooden stele (a slab) covered in the strange glyphs of ancient Nabu.

If approached, the man introduces himself as Ankh-af-na-khonsu, a high priest of the Nabu moon god, who was imprisoned here in Hell by an act of Apep, many of whose minions fell before the hand of Ankh-af-na-khonsu. Here, he is only an image – something like a hologram. He claims that his physical body is interred behind one of the mirrors, and that, if freed, he can be a great help to the adventurers. He does not know behind which mirror his body is located.

The other two mirrors hide the bodies of water nymphs, the daughters of the river god Og. They have been sealed in ivory, their face masks carved in amber. This ivory animates when the chamber is entered, fighting as a stone golem. If destroyed by physical means, the nymph within is killed and Og becomes aware of the murder and the identity of the murderer. If one can remove the amber mask, the ivory ceases its animation and the nymph awakens. She can be freed with about 10 minutes work.



The third mirror (you can decide which is which yourself) hides the body of Ankh-af-na-khonsu, who now persists as a hunever, a very powerful form of mummy.

Behind each mirror there is also a narrow staircase that leads down to a locked iron door.

STONE GOLEM: HD 15 (60 hp); AC 5 [14]; Atk 1 fist (3d8); Move 6; Save 3; CL/XP 16/3200; Special: +1 or better weapon to hit, immune to most magic.

ANKH-AF-NA-KHONSU: HD 25 (120 hp); AC -6 [25]; Atk 2 slams (3d6 + mummy rot); Move 30; Save 3; CL/XP 31/7700; Special: +1 or better weapon to hit, regenerate 2 hp/rd, magic resistance (60%), vulnerable to fire, spells (at will—*chain lightning*, *dispel magic*, *displacement*, *haste*, *knock*, *passwall*, *scrying*, *teleport*, *true seeing*, *unholy aura*, *weird*).

[B] This room is shaped like a cross. On the ground in the intersection there is an ornate ruby bottle. Two beautiful eyes stare back from the glass of the bottle. The bottle's stopper cannot be opened, no matter how hard one tries, and the bottle cannot be broken. The bottle and the eyes are a mere illusion, designed to hold the attention of adventurers while the room absorbs their life energy. Each

turn spent in the room, each person in the room must pass a saving throw or lose one level. The room has two exits.

[C] This square room has a raised platform in the center holding a magical libram that can, if read under the light of a full moon, restore one level to a person. The level restoration has the side effect of causing the person's skin to glow as brightly as a full moon. Poised above the book on the platform there is a ballista trap. Anyone who touches the book must pass a saving throw or suffer 6d6 points of damage. If the target of the ballista rolls a "1" on the saving throw, they are impaled on the book, and the book is ruined.

[D] This room has a sunken floor tiled in limestone. On the other side of the room there is a brass spigot. The ceiling has hundreds of holes in it. If the spigot is turned, acid pours from the ceiling, inflicting 2d6 points of damage to

everyone in the room. The acid pours for 10 rounds, until it forms a pool one foot deep. This pool of acid slowly eats through the floor of the pool, revealing a secret trapdoor.

The trapdoor opens on a shaft 20 feet deep into another part of the dungeon. The walls of this shaft glitter with gemstones (colored glass, actually).

27.57 House of Lead: A monastery of lead blocks has been constructed here. The monastery consists of an outer building and an inner building. The courtyard between them is a weird garden of burning coals and slim, crystalline growths reminiscent of branch coral. Igniguanas skitter around the coral. The only way from the outer building into the inner building is across the 12-ft. wide garden, the rectangular portals from one building to another being offset and located about 10 to 20 feet above the ground – a difficult jump indeed.

The outer building is home to the lesser monks, mostly tieflings, all dedicated to attaining physical and mental

perfection that they might better serve their ultimate liege, Lucifer. They number 20 in all.

The inner building is the home of their master, Amus (Monk 15; 68 hp), a muscular man, heavily scarred, with reddish skin and a face encased in a brass lion mask that covers his entire head. A sapphire embedded in the mask permits him to communicate telepathically with all sentient beings within 100 feet. His home is a great cube of lead, 40 feet to a side, and cluttered with ledges and poles jutting from the floor, ceiling and walls at every conceivable angle. Amus' meditation platform is a stout column in the center of the building, about 10 feet tall and topped by a bed of nails.

Besides Amus, the inner building is guarded by four chain devils that lurk in the shadows. Their true purpose is to guard the treasure within the lead pillar, a vial of Lucifer's own ichor, which appears as a golden fluid.

MONK: HD 6; AC 3 [16]; Atk 2 strikes (1d8); Move 30; Save 11; CL/XP 7/600; Special: Stunning strike (2/day, 1d6 rounds), immune to fire.

CHAIN DEVIL: HD 8; AC -1 [20]; Atk 2 chains (2d4); Move 12; Save 8; CL/XP 14/2300; Special: Dancing chains, unnerving gaze (30' range, -2 to attack), +1 or better weapon to hit, immune to cold, regenerate 2 hp/rd, magic resistance (20%).

27.63 Bubbling Pit: A trio of desert hags squats around a bubbling pit, the contents, rendered fat, sputtering and popping and staining their greasy clothes and parched faces. The hags are spitting curses and throwing bits of ash into the pit, attempting to brew a host of lemures for both fun and profit.

DESERT HAG: HD 6; AC 3 [16]; Atk 2 claw (1d6) and 1 bite (1d4); Move 12; Save 11; CL/XP 9/1100; Special: Confusion gaze, magic resistance (25%), spells (at will—*detect thoughts*, *ghost sound*, *silent image*; 3/day—*minor image*, *misdirection*; 1/day—*hallucinatory terrain*, *invisibility*, *major image*), vulnerable to lapis lazuli (touch inflicts 1d6 damage).

28.44 Illusions of Torment: This hex holds a burning table of pure copper onto which is chained Upoban (Illusionist 15; 42 hp; wand of *major image* (*phantasmal force*) with 3 charges), an illusionist who was once a favorite of Fraz'Urb-Luu. When he trifled with Mammon, he was placed here by Mammon as punishment. The man has gone completely mad here, and his wild imaginings take form here as complex and realistic illusions. The hex may appear as cool oasis or a wondrous city, and may change at

any moment. In any event, the sands of this hex are thick with fiendish bulettes, which are encountered in schools of 1d8 on a roll of 1-3 on 1d6.

FIENDISH BULETTE: HD 9; AC -2 [21]; Atk 2 claws (2d6), 1 bite (3d12); Move 15 (B15); Save 6; CL/XP 12/2000; Special: Burrow, immune to fire, double damage vs. lawful creatures.

28.48 Fiendish Formians: There is a massive ant hill located here, the lair of a colony of 300 fiendish formians. The formians' queen is Puaba, the half-demon daughter of Sheloth [26.57]. Puaba was a willing ally of Mammon in her mother's disgrace, and she now fears her so intensely that Sheloth is contemplating freeing her as a sign of good faith. In her spawning chamber, she keeps a crystal egg that, if cast into the form of Sheloth, will free her from her bindings. She will retain her present form, but gain the ability to move wherever she likes in Gehenna.

FIENDISH FORMIAN: HD 3; AC 2 [17]; Atk 1 bite (1d6), 2 mandibles (1d4) and sting (1 + non-lethal poison); Move 12; Save 14; CL/XP 6/400; Special: Non-lethal poison sting (2d4 damage, save for half), immune to fire and poison, double damage vs. lawful creatures.

28.52 Sumuzi: Sumuzi is an ogre mage, a towering specimen with a pot belly and one broken fang. He dwells here within a tower of bronze blocks, many of which lie on the ground around the tower proper, buried in the sand. Sumuzi can command these blocks to move, smashing people (per the *crushing hand* spell) or lifting them (per *levitation*). The tower is oddly shaped and looks as though it could topple at any moment.

Sumuzi entertains himself with various tortures, deadly games of chance with unwitting travelers and a troop of dancing girls, who are tieflings with translucent flesh. He commands two companies of fiendish ogres armed with scale hauberks, greatbows and heavy iron mauls.

OGRE: HD 6+1; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 11; CL/XP 7/600; Special: Immune to fire and poison.

SUMUZI: HD 7+4 (39 hp); AC 4 [15]; Atk 1 weapon (1d12); Move 12 (F18); Save 12; CL/XP 9/1100; Special: Spells (*darkness 10' radius*, *fly*, *invisibility* (self); 1/day—*charm person*, *cone of cold*, *sleep*), change into human form.

28.58 Beacon Tower: There is a tower of exposed iron girders (like the Eiffel Tower) here topped by a faceted sphere of crystal. The sphere is hollow. If one climbs into it with a light, it sends out dozens of rays of pure white light

in every direction. Wherever these rays strike the ground (3d6 of them will do so), a remorhaz springs from the ground, intent on killing whoever has summoned it.

REMORHAZ: HD 10; AC 0 [19], head/underside 2 [17]; Atk 1 bite (5d6); Move 12; Save 5; CL/XP 12/2000; Special: swallow whole on natural 20, melt weapons.

28.61 Volcano: A volcano of black rock rises from the sands here, eternally spewing streams of magma that solidify on the extremes of the hex into promontories of porphyry, serpentine, hornblende and magnetite. Rivers of molten metal flow through these promontories from a molten lake into the rest of Gehenna, and sleek crystalline sea serpents can sometimes be seen surfacing in the lake.

There are dozens of monastic cells carved into the rock within the rim of the volcano. Naked hermits, their hair singed and their skin like leather, dwell in these places, contemplating the fall of Lucifer and the end of the cosmos. They are all powerful clerics (Cleric 9), and capable of answering many and varied questions about Gehenna and Hell as a whole (i.e. they're a good source of hooks).

29.44 Siege: Two companies of volcanic giants are battering the walls of a dark grey fortress. Their heavy stones have chipped away many of the fine bas-reliefs of serpents strangling innocents that covered the walls. The fortress is a tower keep that houses a company of derghodaemons. The daemons are mercenaries who were escorting a *rod of leadership* to the Lamuresti elves of

Calepp [92.42]. The giants are servants of Mammon.

VOLCANO GIANTS: HD 14 + 1d6; AC 2 [17]; Atk 1 weapon (4d6) or boulder (2d8); Move 12; Save 3; CL/XP 16/3200; Special: Breath weapon (3/day, 30-ft cone of sulfur gas, save or cough and choke), immune to fire.

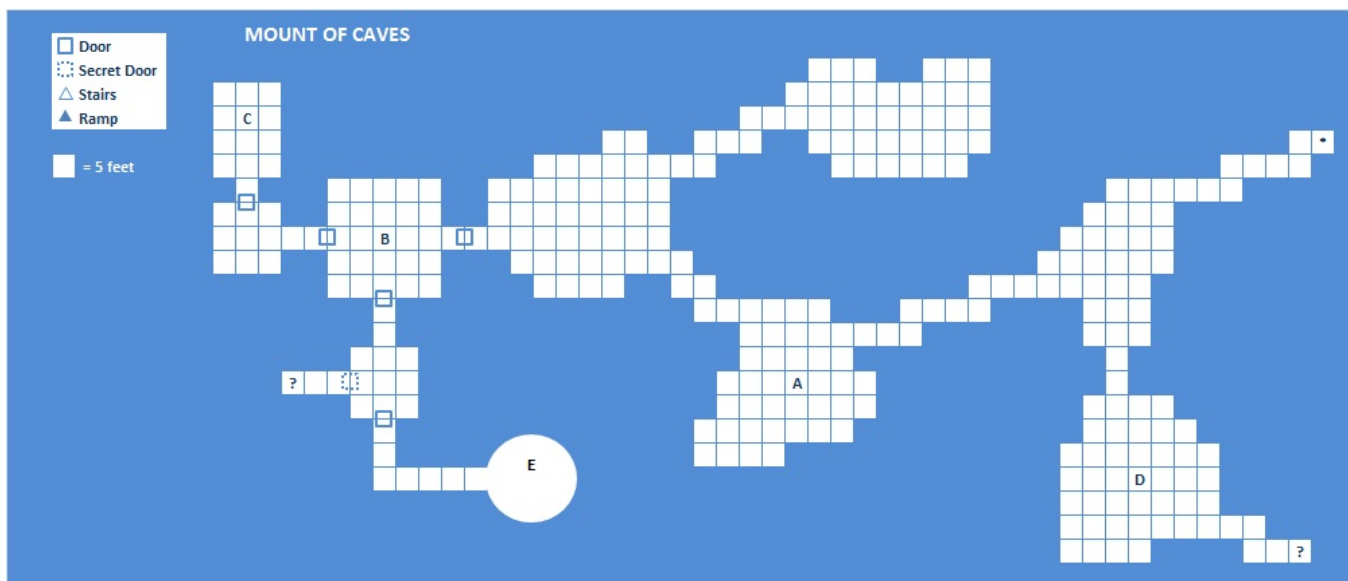
DERGHODAEMONS: HD 10; AC -2 [21]; Atk 2 claws (1d4) and 3 swords (2d6); Move 15; Save 5; CL/XP 16/3200; Special: *Feeblemind*, spells, only harmed by silver weapons, immunity to acid and poison, magic resistance (50%), telepathy 100 ft.

29.54 Monument Arch: An arched gateway of porphyry has been placed here as a monument to the future Armageddon. The arch is flanked by two giant caryatid columns of Gog and Magog, who prevent any from passing through that have not pledged their souls to Chaos.

GOG AND MAGOG: HD 10; AC 3 [16]; Atk 1 longsword (2d6+1); Move 9; Save 5; CL/XP 12/2000; Special: Immune to magic, resistance to normal weapons, shatter weapons.

30.39 Mount of Caves: This hex holds a spiky promontory of white rock that hides numerous caves. These caves all link into a subterranean dungeon. The upper levels are patrolled by a tribe of ettin. The deeper levels are home to ophidians, who dwell in jeweled caverns, and many other strange things, including a disc of pure white metal that calls to people, daring them to find and claim it, though they know not what it does or what it is.

[A] This large cavern is haunted by a flock of five demonic ravens, who swoop down from the darkness above to steal any magical item they can get their talons on. They then immediately make for the exits and the magma pit in [E] to



give the item to the magma elemental that dwells within.

DEMONIC RAVEN: HD 4; AC 4 [15]; Atk talons 1d4; Move 3 (F18); Save 13; CL/XP 5/240; Special: Double damage vs. lawful creatures, resistance to cold and fire, magic resistance (15%).

[B] This chamber is long and rectangular, with a peaked ceiling and reddish-brown walls of packed clay. Hovering in the center of the room there what appears to be a small, black sun, which makes the room quite hot, though not hot enough to inflict damage. On either side of the black sun there is a small throne of white stone, and sitting in each throne there is a hunched man in black robes with a pointed hood. These men are twins. They have the coppery skin of a man of Nabu, with beady black eyes and thin, drawn lips. Each man wears a golden torq shaped like a serpent around his neck (worth 250 gp). A raised dais fills the back of the room, and upon this dais there sits a serpoleopard, the principal guardian of this temple of Set.

Upon entering, the men greet the adventures, saying in unison, “Welcome prophesied travelers. What favors do you seek from the Lord of the Desert?”

If the adventurers are rude or disparaging, the priests clap their hands and the serpoleopard attacks them.

If they are polite and offer a sacrifice to Set, which must be thrown in the hovering black sun, they receive Set’s blessing and are immune to the next 6d6 points of fire damage they suffer.

If they do make a request, they are tasked with answering three riddles. I’ll leave the riddles up to you – make them as tricky as you like. If any of these riddles is answered incorrectly, the clay walls become as sand, which then flows like a whirlpool into a pit that appears in the center of the room, beneath the sun. The thrones of the priests now disappear, as does the platform and the serpoleopard. At the bottom of this shifting pit of sand there sits a demonic ant lion, anxious to gobble them up.

The black sun can be dispelled as though it was created by a 20th level spellcaster. Within this sun there floats the infamous *Mace of the Scorpion King*, which bears the face of Seth. The weapon is a +3 *heavy mace* that can, once per day, fire a *ray of enfeeblement*.

TWIN PRIESTS: HD 4+1; AC 5[14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: Spells (at will-ESP; 1/day-darkness 15-ft. radius, dispel good, nightmare, protection from good, sleep).

DEMONIC ANT LION: HD 8; AC 2 [17]; Atk 1 bite (2d8); Move 12 (B6); Save 8; CL/XP 9/1100; Special: Trap, bite causes paralysis in lawful creatures for 1d6 rounds, immune to fire.

SERPOLEOPARD: HD 4; AC 6 [13]; Atk Bite (1d6), 2 claws (1d6); Move 15; Save 13; CL/XP 4/120; Special: Constrict, rake with claws.

[C] This chamber is long and rectangular. On one end there is a black dais, about 10 feet in diameter. On the other end, there is a similar white dais. Standing on the white platform causes a dozen white tentacles to burst from the stone. If people struggle against them, they suffer 2d6 points of damage per round. If the tentacles, which attack as 10 HD monsters, get a hold, they drag their victims seemingly into the solid white stone. In fact, they teleport them to a deeper portion of the dungeon. The black platform seemingly disintegrates any living thing placed upon it. In fact, it teleports them to Mammon’s Palace [92.71], leaving in their place a pile of ashes.

[D] This otherwise barren cavern is home to a protean who desires subjects for his art. His “art” is a series of natural limestone pillars that fill this cavern. These pillars have been carved into bizarre, twisting shapes that sometimes show signs of vaguely humanoid faces.

The protean’s touch forces people to pass a saving throw or have their form destabilized, suffering an additional 4d6 points of damage and losing 2 points of constitution. If their constitution is reduced to 0, they turn into a clear liquid and drain into a pool in the middle of the cavern.

Proteans can assume aspects of two forms each round as they like, gaining the attacks and movement of both of those forms. Each round, the protean must pass a saving throw or lose these forms and take on two new forms.

Proteans can cast the following spells at will: *Dimension door*, *ESP*, *etherealness*, *knock*, *nondetection*, *plane shift* and *suggestion*.

PROTEAN: HD 22; AC -6 [25]; Atk 5 slams (3d6); Move 18; Save 3; CL/XP 30/7400; Special: Only harmed by +3 or better weapons, regenerate 4 hp/round, magic resistance (55%), spells, destabilize form, alter form.

[E] This deep chamber is as hot as, well, you know. Just entering the place inflicts 1d6 points of damage per round

to those not protected from heat. The chamber contains a deep pit of magma, home to a magma elemental. When magic items are thrown into the pit, the magma elemental takes on their properties. To date, he has absorbed a 7th level cleric, a 12th level thief and a 10th level magic-user.

MAGMA ELEMENTAL: HD 6; AC 4 [15]; Atk 1 strike (1d10 + 1d10 fire); Move 9; Save 11; CL/XP 8/800; Special: Immune to fire, +1 or better weapon to hit.

30.47 Rebel Village: A Sarrimite stronghold here has just underwent a rebellion. The 50 females have unseated the 150 males, who are now buried up to their necks in the burning sands around the great walls (well, the 60 survivors are, including the deposed king Grimj). Within the walls there is a forest of sapphire-colored crystalline trees. The females are under the command of Iothnadonsha, the Lady of Desire, a marilith demon who has slain the reigning glabrezu. She is loyal to Paymon, and has convinced the priestesses of the temple to follow her.

Iothnadonsha's head is covered with long, poisonous spines. Her yellow eyes show no sign of compassion, but her beautiful body and sinuous movements have an entrancing effect on males of just about any species (save vs. *charm monster*). Her arms are covered in chitin and her green, scaly hide glistens with a contact poison (save vs. *sleep*). She has designs on deposing other goblin citadels.

One of the iron roads of the goblins extends from this citadel to a basalt bridge crossing a river of molten metal. This bridge is the only crossing of this river in this hex. It is guarded by the azer Yemdal (Azer Fighter 12; 44 hp). The pleas of the goblins have fallen on deaf ears, where Yemdal is concerned, and none pass over his bridge without paying homage to Mammon by casting a weapon into the river.

IOTHNADONSHA: HD 12; AC -4 [23]; Atk 6 weapons (1d8), tail (1d8), spines (1d3 + lethal poison); Move 12; Save 3; CL/XP 18/3800; Special: Magic resistance (80%), +2 or better magic weapon required to hit, demonic magical powers.



30.48 Xarcho: Xarcho is a magnificent citadel of 2,000 Xulites who serve Mulciber. Their citadel has 60-ft. tall walls laid out in a circle set with nine great towers, each 100-ft tall and studded with arrow slits from which 4d6 heavy crossbow-armed Xulites can shower bolts down from any given angle.

Within the walls, the citadel is divided into raised streets lined with cheerless basalt buildings housing the people and their shops, and between them 200-ft. wide canyons of basalt where the smithwork of the people is performed. The furnaces are natural vents of burning gasses that send a crimson radiance into the sky – a radiance that can be seen from one hex away in otherwise black Gehenna.

At the center of the citadel there is a palace-temple of black marble where sits the balor Vugencothi, the Herald of Insanity and ruler of Xarcho. The balor is entertained by the sufferings of slaves drawn from all over Hell, including the form of the succubus Neveh, flayed alive and bound with leather thongs crafted from her own hide. She is forced to dance by a gang of sabre-toothed tigers armed with pitchforks and wearing leather battle harness.

Rising from the black temple there is a scarlet spire around which curls a writhing flame. Once per day, at the direction of Vugencothi, this flame can be sent blasting through the citadel, this holocaust inflicting 6d6 points of damage on all who are not immune to fire (no save).

The temple is surrounded by a marketplace of shrewd traders and moneychangers from around Gehenna. At one end of the plaza there stands the infamous inn known as the *Sign of the Smoking Serpent*, where fire nymphs in mithral collars that send shocks of electricity through them serve platters of smoked meats (very well done, of course) and fiery wine that forces normal folk who drink it to pass a saving throw or suffer 1d4 points of damage and the loss of their voice for 1d8 days.

Xarcho is currently suffering a rash of banditry from a warband of Uccenite warriors. Encounters with the sahitim occur on a roll of 1-3 on 1d6 in this hex. Encounters are with 2d6 sahitim, and there is a 25% chance that they are battling with 2d6 bronze men.

XULITE BRONZE MAN: HD 5; AC 2 [17]; Atk 2 swords (1d6); Move 12; Save 12; CL/XP 6/400; Special: Immune to fire and petrification.

UCCENITE SAHITIM: HD 4; AC 3 [16]; Atk 1 scimitar (1d6+1) or longbow (1d8); Move 12; Save 13; CL/XP 6/400; Special: Immune to fire, resistance to acid and cold (50%), evil spells (as 4th level anti-cleric).

TIGERMAN: HD 8; AC 5 [14]; Atk 1 fork (1d10) and bite (2d6); Move 15; Save 8; CL/XP 9/1100; Special: Immune to fire.

VUGENCOTHI, BALOR: HD 12; AC -5 [24]; Atk 1 sword (1d12+2) and 1 whip (entangles); Move 6 (15 fly); Save 6; CL/XP 17/3500; Special: Magic Resistance (75%), surrounded by flame (3d6), +2 or better weapon to hit, unaffected by spells from casters lower than 6th level.

30.51 Semish: A series of bronze towers topped with concave tops that collect the acid rains of Gehenna stand along a river of molten metal, surrounded by bronze ramparts. The acid often splashes over the side, etching the towers in weird patterns that capture the eye and excite the mind. This is the Sarrimite city of Semish, which houses 1,000 goblins.

The walls are pierced by three gates on the riverside, each barred by a portcullis and guarded by a dozen Sarrimite warriors in reddish scale armor and carrying crossbows and spears. From these gates, three long quays of basalt extend into the molten river. At the end of each of these

quays there are several Sarrimites, their skin scarred from the splashing, sputtering liquid metal, dipping ladels into the river and pouring the contents into a channel cut into the quay. From there, metal flows into the city to be worked in the foundries that abut the river wall.

Semish is ostensibly ruled by King Otalas (Fighter 12; 51 hp), a devious hobgoblin warlord who has had one hand replaced by a cruel hook that he can extend, by muscular action, up to 3 feet long. The true ruler, however, is the high priestess Ninsi (Cleric 15; 52 hp), a tall goblin female garbed in a robe of adamant hexagons strung together by threads of gold. Her hell hounds, Zok and Kor, are never far from her side, and she is usually accompanied by 2d6 of her priestesses (Cleric 3), who dress only in kilts of bronze mail (over a linen loincloth, of course – otherwise Ouch!).

Semish is currently being bombarded by a flight of black dragons in service to Pazuzu. Each spews acid down on the hobgoblins while devil-dwarves on their backs drop explosives (per 4 dice *delayed blast fireball*).

SARRIMITE GOBLIN: HD 4+1; AC 1 [18]; Atk 1 weapon (1d10); Move 9; Save 13; CL/XP 4/60; Special: Immune to fire, growth.

DEVIL-DWARF: HD 4; AC -1 [20]; Atk spiked chain (1d6+10 or crossbow (1d8) or grenade (4d6); Move 6; Save 13; CL/XP 5/240; Special: Immune to fire, berserkers (+2 to hit and damage, immune to fear).

BLACK DRAGON: HD 8 (32 hp); AC 2 [17]; Atk 2 claws (1d4) and bite (3d6); Move 9 (F24); Save 8; CL/XP 10/1400; Special: Spits acid.

30.65 Stirge Island: A promontory of oceanite rises from a lake of magma here. It is pocked by holes inhabited by a swarm of giant stirges. The stirges are capable of carrying small humanoids back to their island to feed their young.

GIANT STIRGE: HD 2+2; AC 6 [13]; Atk 1 proboscis (1d4); Move 3 (F18); Save 17; CL/XP 1/15; Special: Blood drain (1d4), +2 to hit bonus.

31.56 Maze of Towers: There is a maze of shimmering red towers here, each one inhabited by a screeching female ghoul who tempts heroic men by throwing down her long, black locks of silky hair. The base of each tower is thick with red, trumpet-shaped flowers that, if one gets too close, belch forth a cone of fire (1d4 damage).

Each ghoul possesses an iron key, any one of which permits one to enter a larger red tower at the center of the maze. The tower holds a strange magician who calls

himself the Beast. The Beast (Mage 3; 6 hp) holds all manner of tomes of demonology, and fancies himself a master of demons. In fact, he is a deluded man with fairly minor powers and a library of false tomes. Opening one of these books drains one point of wisdom from the reader.

GHOUL: HD 6; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 11; CL/XP 7/600; Special: Immunities, paralyzing touch.

31.58 Halondo's Tomb: A stately tomb has been constructed here, sunk into the sands such that only a statue of the interred corpse, Halondo, an apothecary that killed hundreds of people in Lyonesse before being caught at his crimes and burned at the stake. The statue is carved from a greenish stone with black streaks, and holds aloft a polished skull of olivine. This skull and the statue are hollow – if a vial of unholy water is poured into the skull, the statue rises, revealing a large column with a locked bronze door and stairs down into the tomb.

The tomb is divided into four chambers. The first is a circular room decorated with mosaics of the life of Halondo – his abuse as a child, his first victim as a young man, his spree of poisoning women and his execution. The mosaic of his execution hides a secret door into his crypt, a green room filled with invisible poisonous vapor. Here, Halondo's corpse is hung from a chain from the ceiling, and begins laughing when people enter. Hidden beneath the floor underneath the corpse is a treasure of 3,500 gp, *bracers of defense AC 6[13]* and a *potion of diminution*.

The image of his abuse as a child hides a secret door into a small shrine dedicated to Lucifer. The shrine contains a terracotta idol of the Emperor of Hell and is hung with a dizzying array of marred holy symbols that drip with acidic slime. The idol holds another olivine skull, this one filled with a poison so deadly that even sniffing it causes instant death (death negated by a saving throw, but still inflicts 2d6 points of damage). The body of the lich Ambrosias of Arrax has been imprisoned within the idol – if it is destroyed or harmed, the lich is set free.

The final chamber is hidden behind the mosaic of his killing spree. It is a rough-hewn chamber that looks like a dank dungeon. Once entered, the door to the chamber disappears, and thirteen of the victims of the serial killer, all groaning spirits, emerge from the walls to have their revenge on any men that are present. The only escape is

through a hidden trapdoor in the floor, which leads into a series of volcanic caverns populated by ghoulish bats and many other wonders and dangers.

GROANING SPIRIT: HD 7; AC 0 [19]; Atk 1 claw (1d8); Move F12; Save 9; CL/XP 11/1700; Special: Magic or silver to hit; magic resistance (50%); shriek of death; Immune to enchantments.

AMBROSIAS: HD 16 (81 hp); AC 0 [19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; CL/XP 19/4100; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

31.63 Xarqash: Xarqash is a citadel of 1,000 Xulites built on a mountain of bronze blocks stacked up to 100 ft. high. The citadel is also composed of bronze, and one really cannot tell where the promontory ends and the citadel begins. The citadel houses a large palace for the king, Yeoiper the Bringer of Red Moods, a garden of poisonous crystal growths into which captives are thrown to be hunted by crysmals, barracks for the warriors and their harems, extensive slave pits (for slave trading is the principal business of Xarqash) and two towers, one commanded by a circle of three liches encrusted with gold, silver and gems where Xulites are taught the dark arts and another of lamia philosophers led by the harridan Eshkil, where Xulites are inducted into the mysteries of Cali and become sacred assassins of the Lady of Murder.

Yeoiper is a pet of Cali. He looks like a thick-bodied purple serpent with seven insect-like arms extending from his body at various points. Each arm ends in a clawed hand, and each hand holds a different object of power. Yeoiper's scales and chitin drip with foul, smoking acid. Yeoiper's weapons are as follows:

Etum is a golden +1 *shield* that causes its owner to glow with golden light and provides *protection from evil*.

Nanna is a +1 *dagger* lacquered black and engraved with foul curses that force those hit by the dagger to pass a saving throw or be struck as though by *bestow curse*.

Nindur is a +1 *shield* emblazoned with the silhouette of a succubus that bursts into flame at the owner's command, scoring an additional +1d6 damage with a shield bash.

Ninhub is a +1 *throwing axe* with a grip of knotted leather that can, once per day, create a wall of flame that extends perpendicularly to where it is slammed into the ground.

Ninki is a crescent-headed +2 *battleaxe* with gilded edges.

Ninsab is a bronze *bracer of defense* +2 that permits the wearer to *shout* once per day.

Suna is a +1 *crossbow* whose bolts score double damage against fire creatures, leaving them with a frozen nodule of flesh that never thaws.

Each holds the soul of a female demon he betrayed.

XULITE BRONZE MAN: HD 5; AC 2 [17]; Atk 2 swords (1d6); Move 12; Save 12; CL/XP 6/400; Special: Immune to fire and petrification.

ASSASSIN PRIEST: HD 5; AC 6 [13]; Atk 2 daggers (1d6); Move 15; Save 12; CL/XP 8/800; Special: Death attack 1/day, spells as 5th level cleric.

CRYSMAL: HD 6; AC -2 [21]; Atk 1 sting (1d4); Move 12 (B9); Save 11; CL/XP 8/800; Special: Resistance to sharp weapons, immune to fire and cold, *dimension door* 3/day.

LAMIA PHILOSOPHE: HD 9; AC 3 [16]; Atk 2 claws (1d6); Move 24; Save 6; CL/XP 12/2000; Special: Spells, touch drains wisdom.

ESHKIL, HARRIDAN: HD 17 (69 hp); AC -4 [23]; Atk 1 touch (1d8 wisdom drain) or two-handed sword (3d6) and 2 claws (1d6); Move 24; Save 3; CL/XP 20/4400; Special: +1 or better weapon to hit, magic resistance (40%), spells (*blade barrier*, *blindness/deafness*, *dispel magic*, *see invisibility*, *wind walk*).

GOLDEN LICH: HD 12; AC -1 [20]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; CL/XP 15/2900; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

YEOIPER: HD 11 (55 hp); AC -3 [22]; Atk 6 weapons (1d8); Move 12; Save 4; CL/XP 16/3200; Special: Magic resistance (80%), +2 or better magic weapon required to hit, acid skin (1d6 damage if touched), demonic magical powers.

31.64 The Ulars: The Ulars are a band of 2,000 Uccenites that has made camp in this hex. They have camped in the center of a great ring of monoliths, the top of each engraved to look like a leering owl with a wavy tongue jutting from its beak. Twelve fierce guards stand around the edge of the camp, challenging all who would enter.

The Ulars are ruled by Uamkisur (Cleric 12; 41 hp), an amorous old warlord with a long, pointed beard and eyes like tourmalines. Uamkisur has a harem of thirty females drawn from all the peoples of Gehenna. He will wish to add any comely female to his harem.

The Ulars are in the process of erecting one of their burial mounds from the burning metallic sands for Urnubial, the

son of Uamkisur, who died fighting the hated gnolls. Urnubial's spirit hangs heavy over the camp, and the wolf-camels are restless. There is a 1% chance that any warrior of at least 10th level will be possessed by Urnubial's spirit (save to negate) and turned into a vampire.

WOLF-CAMEL: HD 4; AC 6 [13]; Atk 1 bite (1d6+1); Move 20; Save 13; CL/XP 4/120; Special: Immune to fire.

UCCENITE SAHITIM: HD 4; AC 3 [16]; Atk 1 scimitar (1d6+1) or longbow (1d8); Move 12; Save 13; CL/XP 6/400; Special: Immune to fire, resistance to acid and cold (50%), evil spells (as 4th level anti-cleric).

31.74 Green Monastery: This hex holds a monastery of greenish, volcanic glass that has been ground and polished to a high sheen. The sands around them are patrolled by earth dragons in service to the master of the monastery, Kelaphon (Magic-User/Monk 12; 42 hp) and his acolytes. The monastery is constructed as four nested glass hemispheres. The outer hemisphere is a simple corridor accessed via two doors of solid copper and patrolled by seven immature earth dragons.

The next hemisphere can be entered via two solid silver doors. This hemisphere is divided into several chambers. Here dwell the acolytes of the temple. The acolytes guard the golden doors that lead into the third hemisphere, where dwells Kelaphon, the master of the monastery. He can usually be found meditating atop the hemisphere. Beneath this spot there is a trapdoor of solid platinum.

The final hemisphere contains a maelstrom of green fire (deals 3d6 points of damage and drains one point of wisdom per round; save to negate wisdom loss). In the floor of this hemisphere there is a well of green volcanic glass. Thirty feet below the lip of the well there is a golden trapdoor that opens upwards, making it impossible to open while standing on it. Imprisoned beneath it is the fallen deva Jeremiel.

ACOLYTE: HD 2; AC 2 [17]; Atk 1 weapon (1d8); Move 12; Save 16; CL/XP 3/60; Special: Spells as 2nd level cleric.

IMMATURE EARTH DRAGON: HD 6; AC 1 [18]; Atk 1 bite (1d6) and 2 claws (1d4); Move 9 (F30/B9); Save 11; CL/XP 9/1100; Special: Assimilation, breath weapon (20-ft. cone of scorched earth, 3d6 damage), +1 or better weapon to hit, freeze, meld into stone.

ADULT EARTH DRAGON: HD 12; AC -1 [20]; Atk 1 bite (1d12) and 2 claws (1d8); Move 9 (F30/B9); Save 3; CL/XP 15/2900; Special: Assimilation,

breath weapon (50-ft. cone of scorched earth, 7d6 damage), +2 or better weapon to hit, freeze, meld into stone.

JEREMIEL: HD 9+2 (42 hp); AC -5 [24]; Atk 2 weapons (4d6); Move 24 (F50); Save 6; CL/XP 19/4100; Special: Immune to cold, electricity, *magic missiles*, petrification, poison, total vacuum, level drain and death spells, half damage from fire, +1 or better weapon to hit, magic resistance (65%), spells (*Blade barrier* (1/day), *darkness*, *dispel illusion*, *dispel invisibility*, *protection from good* 10' radius).

32.40 Unnax: Unnax is a sprawling city of cyclopean basalt stones and jagged, spiked bronze towers inhabited by 1,000 Xulites and their Lumesti slave-wives. Springing from the basalt are hundreds of green-black vines which produce bunches of fiery crimson grapes. The Unnaxi turn these grapes into a spicy wine.

The walls of Unnax are guarded by Xulite archers, and the citadel's gate is guarded by three spearman and a pack of 12 hell hounds. From the gate, a winding basalt road leads into the city's heart, the great temple of Mammon and the subterranean palace of Erkane, the fiery succubus who rules over Unnax with her cabal of greater medusas.

Erkane appears as a succubus with metallic eyes, purple skin, bat wings and the tail of a scorpion. The air about her is thick with the smell of fear, causing beasts and bestial humanoids to save or flee in fear. Her high priestess is the greater medusa Sibis, who holds a *magical torch* that causes all flames within 30 feet of it to glow blue and drain one level from the nearest living creature within 10 feet of the torch, these levels rising as spirits that coalesce above the master torch and create a spectre with as many Hit Dice as there were stolen levels.

XULITE BRONZE MAN: HD 5; AC 2 [17]; Atk 2 swords (1d6); Move 12; Save 12; CL/XP 6/400; Special: Immune to fire and petrification.

GREATER MEDUSA: HD 8; AC 3 [16]; Atk 1 shortbow (1d6) or dagger (1d4) and snakes (1d4 + poison); Move 12; Save 8; CL/XP 10/1400; Special: Petrifying gaze, poisonous blood.

SIBIS: HD 8 (26 hp); AC 3 [16]; Atk 1 shortbow (1d6) or dagger (1d4) and snakes (1d4 + poison); Move 12; Save 8; CL/XP 10/1400; Special: Petrifying gaze, poisonous blood, spells as 6th level cleric.

ERKANE: HD 12 (50 hp); AC -1 [20]; Atk 2 claws (1d4) and sting (1d6 + paralysis poison); Move 15 (Fly 24); Save 11; CL/XP 14/2600; Special: Magic resistance 70%, only harmed by magic weapons, half damage from cold, electricity, fire and poison, level drain, spells (*charm person*, *clairaudience*, *ESP*, *etherealness*, *shapechange*, *suggestion*), summon.

33.36 Hand of Itholodi: Thousands of skeletal hands crawl through the sands of this hex. One of these hands belonged to the witch Ithlodi, who lost it to a departing glabrezu twenty years ago. The Hand of Ithlodi is possessed of remarkable strength, and can only be immobilized by nailing it to something with an iron nail – a shield perhaps. If this is done, the hand provides its owner with a permanent *protection from good* effect and can fire a *ray of enfeeblement* once per day.

33.38 The Straggler: The ghost of a foolish man walks eternally through the sands of this hex, in search of water he cannot drink and which can no longer save him. He will chase and pursue anyone with water relentlessly through this hex, and the withered, aged bodies of many of his victims litter the sands of this hex, their souls having long since gone to their reward, whatever that reward might be. The man was one of a group of adventurers that challenged Hell and ultimately lost. He tarried and fell behind them as they pursued a band of Uccenite raiders and perished before they could find him again. Before he died, he was privy to the secret passage that leads into the treasure vaults of Amon in his crater city [36.36].

GHOST: HD 6; AC 4 [15]; Atk 1 touch (1d4 ability damage) or hurled object (1d4); Move F12; Save 11; CL/XP 7/600; Special: Incorporeal, frightful moan (save or fear), telekinesis every 1d4 rounds, rejuvenation.

33.45 Contrite High Priest: Tablathis (Cleric 13; 40 hp) was a well-regarded member of Maphistal's cult on Nod who, after death, was claimed by Maphistal and made one his many servants. He was put in charge of a golden temple in this hex, a temple made in the image of Maphistal. Within the idol-temple's head Tablathis keeps his own quarters, where he is now attempting to conjure a powerful angel into Hell, in the hopes that an act of contrition and a plea for forgiveness will convince the angel to carry him out of Hell. Tablathis' 20 acolytes do not know of his activities.

36.36 Peramon: Within a vast crater, on an island 5 miles wide in the midst of a lake of molten gold, there stands the city-state of Peramon, ruled by Amon, an adopted son of Lucifer and a loyal prince of Hell. Rising above Amon's city there is a golden sun that rises from the golden lake and, over the course of 12 hours, moves slowly across the city, filling it with honey-colored light. The edge of the crater is patrolled by Amon's fire lizards (encounter 2d4 of them on a roll of 1-5 on 1d6.)

During these hours, the city is one of Egyptian splendor – tall houses of reddish latite, grand obelisks covered in gold leaf, temples and fortified towers and streets thronged with beautiful men and women with crimson skin, the men with shaved heads and the women with hair falling about their hips or held in delicate contrivances of gold and silver thread, all of them garbed in tunics or loincloths of silk and covered in jewelry of gold encrusted with obsidian, diamond and olivine. Mummy golems patrol the streets, keeping the peace in Amon's little "paradise" and keeping the enslaved misers hard at work tearing down buildings and erecting new ones.

At the center of the city there is Amon's palace of golden towers, the great spires joined by high bridges. The tallest, thickest tower is pierced with a great hole, through which the false sun passes as it makes its arc above the crater.

When the false sun goes down, though, the illusion of Peramon is swept away. What was once a beautiful and graceful city is now a charred ruin, with choking red dust blowing through the streets. The beautiful women and men now turn into slaving werewolves, hunting one another and any unfortunate enough to be trapped in the city at night relentlessly. Each hour, there is a 4 in 6 chance of encountering 2d6 werewolves.

Amon's palace is now composed of copper towers wreathed in blue-green flames. His halls and chambers, once clad in white marble and decorated with rugs and tapestries are now barren and charred, a hot wind flowing through them, and patrolled by grimlek demons.

Amon commands 40 companies of demons. Ten of them, his elite companies, are composed of grimleks. Twenty of the companies are composed of werewolves armed with axes and shields and wearing scale armor. The final ten are composed of fire lizards.

WEREWOLF: HD 4+4; AC 5 [14]; Atk 1 bite (1d6+1); Move 12; Save 13; CL/XP 5/240; Special: Lycanthropy.



GRIMLEK: HD 5+3; AC 5 [14]; Atk 1 bite (2d6); Move 24; Save 12; CL/XP 7/600; Special: Disease, continuous damage.

AMON'S FALCON: HD 5 (30 hp); AC 3 [16]; Atk 2 talons (1d6) and beak (1d6); Move 3 (F30); Save 12; CL/XP 7/600; Special: Immune to fire and electricity, +1 or better weapon to hit.

AMON: HD 20 (100 hp); AC -3 [22]; Atk +3 heavy mace (3d6) and bite (2d6); Move 24; Save 3; CL/XP 30/7400; Special: Fear gaze, spells, control and summon wolves, summon demons, +2 or better weapon to hit, immunity to fire and poison, magic resistance (75%), regenerate 3 hp/round, telepathy 100 ft.

36.76 Arash: Arash is a military fort of 2,000 Sarrimites. It consists of four massive square towers, 80 feet tall and 40-ft. wide, composed of great blocks of bronze and topped with crenelations. Between the walls there are 60-ft. tall walls that are 30-ft. thick at the base and 20-ft. thick at the top, lined with Sarrimite archers. Every 30 ft. along the 300 ft. long walls there is kept a great pot of boiling oil, which can be poured down a channel and through the mouth of a leering gargoyle.

Within the walls there is a 100-ft. tall keep topped with four graven faces of Mulciber. Behind the ruby-lensed eyes of the sculptures, the Sarrimites have *searing light* projectors that deal 6 dice of damage to a range of 500 ft.

The fortress is commanded by General Queue, a female pit fiend in service to Mulciber (and one of his more reliable consorts when Lilith is unable to spare him any time). Queue appears as a tall, muscular female devil with curved horns of gold and two serpentine legs.

The keep is mostly known for its lich. The lich is fastened securely to one of the outer walls by a golden spike. The spike neutralizes his magical powers, and creates a wild magic zone throughout the hex. If removed, the 15 HD lich would regain his powers and end the wild magic.

SARRIMITE GOBLIN: HD 4+1; AC 1 [18]; Atk 1 weapon (1d10); Move 9; Save 13; CL/XP 4/60; Special: Immune to fire, growth.

MANTICORES: HD 6+4; AC 4 [15]; Atk 2 claws (1d3) and bite (1d8), 6 tail spikes (1d6); Move 12 (F18); Save 11; CL/XP 8/800; Special: Flies.

QUEVE: HD 18 (71 hp); AC -6 [25]; Atk 2 claws (2d10), 2 wings (2d6), bite (4d6 + lethal poison + disease) and tail (2d8 + constrict); Move 15 (F24); Save 3; CL/XP 24/5600; Special: Immune to fire and poison, magic resistance 45%, regenerate 2 hp/rd (thwarted by silver), spells (at will—*blasphemy*, *create undead*, *dispel magic*, *fireball*, *greater teleport* (self plus 50 pounds), *hold monster*, *invisibility*, *magic circle against good*, *persistent image*, *power word stun*, *unholy aura*; 1/day—*meteor swarm*; 1/year—*wish*).

36.78 Desert Basilisk: This center of this hex is marked by hundreds of tall, irregular columns of black bronze (hepatizon). When people have walked a mile or so into this hex, a terrible sandstorm arises, leaving no place unscathed save the inner recesses of the area of columns. These are the hunting ground of a trio of desert basilisks, which are certain to find any adventurers that have walked into their territory. After they have finished turning people to stone, the strange inhabitants of the columns climb down and steal away the petrified adventurers, selling them to the peoples of Gehenna as sculptures for their monuments (though they often only keep the head and neck area, if the pose is too strange). These false sculptors are lizard people, with crimson scales that turn into a bright orange on the fan crests that run down their backs and tails. Each of the lizard men has the ability to use *ESP* three times per day, their crest glowing when they do so.

LIZARD MEN: HD 6+1; AC 5 [14]; Atk 2 claws (1d3) and bite (1d6); Move 6; Save 11; CL/XP 6/400; Special: Breathe underwater.

37.34 Skeletons: An army of skeletons (ten companies), the remnants of a force sent by Orcus to punish Amon for some distant offense or insult, lies buried in the sands here. They rise from the sand when people approach, challenging them with their ancient spears and demanding, with hoarse, whispered voices, information about Amon and the disposition of his forces. If this information is not

forthcoming, they do their best to press the adventurers into their army and march on Amon's city.

SKELETON: HD 3; AC 7 [12]; Atk 1 weapon (1d6); Move 12; Save 14; CL/XP 3/60; Special: None.

38.81 Magnetite Tomb: There is a sturdy construction of magnetite here, with an iron door. The natural magnetism of the stones holds the iron door closed. Inside the building, there is a single chamber clad in black marble with demonic seals etched in silver on the walls. In the center of the chamber there is a slab of marble. A body covered in a white sheet lies on the slab. The body is invisible and in a state of suspended animation, reviving only if the sheet is removed. The body is that of a vampire, Ruvorga, a morose soul placed here by his former companions, a band of adventurers.

The three seals in the tomb are Mammon's, Pazuzu's and Amon's. If anointed with unholy water and touched with one's bare flesh, they become a tunnel of white light, about 100 ft. long, that ends in a random chamber of the respective demon's palace in Gehenna. A traveler through one of these tunnels emerges on the other side missing one of the following:

ROLL	MISSING PART
1	Eye (roll randomly to determine which)
2-3	A foot (roll randomly to determine which)
4-5	A hand (roll randomly to determine which)
6	The tongue

38.37 Silver Pentacle: A silver pentacle rises three feet above the metallic sands in this hex. The pentacle is 20-ft. in diameter and the lines of the pentacle are 1 ft. thick. If the pentacle is touched by water, it summons 3d6 salt mephits, who attempt to destroy the offending element.

SALT MEPHIT: HD 3; AC 3 [16]; Atk 2 claws (1d4); Move 12 (F24); Save 14; CL/XP 6/400; Special: +1 or better weapon to hit, summon mephit (25%), breath salt crystals (1d4 damage; save or -2 to hit), desiccate (1/day; 20-ft. range, 2d8 damage, double for plants and water elementals).

38.73 Amazons: A dark grey castle stands on a granite rise. The castle is inhabited by 65 amazons, worshippers of Hecate who betrayed their goddess to Amon. They were delivered here from the fury of Hecate, and now guard this fortress for Amon. The amazons are miserable here,

relieving the tedium by violent, unholy games that they inflict on male travelers who fall into their clutches.

The amazons are compact, muscular women with thick, curly hair, purple eyes and magenta skin. Their faces are handsome, with high-bridged noses and full lips. The warriors wear ring armor and carry shield and spear or longbow and long sword. Their queen is Herith (Cleric 7; 25 hp), a tall woman with cruel, unfeeling eyes.

The fortress holds a lavish garden of crystal and a deep pit arena where the games take place. It was constructed to house one of Amon's little treasures, a scribe that appears to be nothing but a disembodied, scaled arm scribbling away with a quill. The arm is actually attached to an invisible maiden named Nebaktre (Mage 4; 10 hp), an ancient princess of Nabu with the characteristic large, cold eyes and small, pretty mouth of that royal line. If the arm is removed from her body, she is freed from her curse and becomes once again visible. She is the last living member of her dynasty, snatched away by Amon just before the great cataclysm took place.

The amazons' treasure consists of 17,000 sp, 9,600 gp, a jacinth (1,250 gp) and three emeralds (8,000 gp each).

AMAZON: HD 6+1; AC 1 [18]; Atk 1 sword (1d8+1) or 1 bow (1d8+1); Move 15; Save 11; CL/XP 6/400; Special: +1 to hit and damage with sword and bow, immune to fire.

38.80 Bridge Castle: A tower keep has been constructed in the middle of a bridge that spans a valley of obsidian through which flows a river of molten metal. Both bridge and castle are carved from the living obsidian, so to speak. The sands on the side opposite the one occupied by the player characters are roamed by a herd of fire horses, fantastic beasts with red skin, with auras of fire around their head and feet.

The castle is under the command of Iztmal, an incubus who apparently knows the third syllable of Mammon's true name. He guards the bridge with a company of bearded devils, a cabal of nine sorcerers who look like headless men topped by vague, head-like shapes of smoke and ash that they can expand into an *incendiary cloud*, and three strange guardians – something like metallic elementals that rise from the molten river in the shape of serpents.

BEARDED DEVILS: HD 6; AC 0 [19]; Atk 1 bite (1d8) and 2 claw (1d4) or 1 weapon (1d8); Move 15; Save 11; CL/XP 9/1100; Special: Immune to fire, half damage from cold and poison.

SORCERERS: HD 6; AC 6 [13]; Atk 1 strike (1d4); Move 12; Save 11; CL/XP 8/800; Special: Spells as 8th level magic-user, immune to fire, *incendiary cloud* 1/day.

ELEMENTAL GUARDIAN: HD 15; AC 6 [13]; Atk 1 bite (3d6 + 1d6 fire + swallow whole); Move 9 (S9); Save 3; CL/XP 16/3200; Special: Immune to fire.

IZTMAL: HD 12 (53 hp); AC -1 [20]; Atk 2 claws (1d4); Move 15 (Fly 24); Save 11; CL/XP 14/2600; Special: Magic resistance 70%, only harmed by magic weapons, half damage from cold, electricity, fire and poison, level drain, spells (*charm person*, *clairaudience*, *ESP*, *etherealness*, *shapechange*, *suggestion*), summon.

39.35 Purple Idol: There is a porphyry idol of Mammon here, posed as though scooping up the metal sands. Questions about the location of things or people are answered by queer symbols that appear in the sand held in his hands. Brushing away this sand reveals a gold amulet that guides people to what they seek.

39.42 Snake Totem: A monument of serpentine wriggles to life here as people pass by. The monument looks like two separate serpents, each 40 feet long. The serpents burst from the ground and writhe together, forming something like an obelisk. The heads of the two serpents speak together, delivering a dark prophecy of the hour in which a person will die. Until the person who receives the property has this curse removed, they suffer a -5 penalty to all saving throws made during this hour of the day.

39.75 Urns: Several urns carved from yellow volcanic glass lie on the ground here. Many lie in pieces, but one of the complete urns holds a belker and a *ring of shooting stars*.

BELKER: HD 7; AC 2 [17]; Atk 2 wings (1d6), 2 claws (1d3) and bite (1d4); Move 12 (F21); Save 9; CL/XP 9/1100; Special: Smoke claws, *gaseous form*.

39.77 Sarrimite Station: The Sarrimites have constructed a small waystation here. The fortress is constructed of iron and is quite plain – a hexagonal wall with six towers surrounding a wide courtyard where caravans or patrols can rest their mounts. The fortress is guarded by six companies of Sarrimite goblins, each housed in one of the six towers. The tallest tower houses the commandant,



Ziusuthra, a rangy goblin who wears a helm with a black horsehair crest and has ambitions well beyond his station.

Each of the towers holds a pool of water that run down from the rusty walls of the tower, the interior of each tower being stifling and humid. Five of these pools are poisonous, the sixth is fresh and drinkable.

SARRIMITE GOBLIN: HD 4+1; AC 1 [18]; Atk 1 weapon (1d10); Move 9; Save 13; CL/XP 4/60; Special: Immune to fire, growth.

39.79 Crystal Skulls: A strange ruin floats here in the form of nine giant, crystal skulls that hover 1d6 x 10 feet above the ground. These death's heads are uninhabited save for the unquiet spirits of their former owners. These owners were psychics who spent their eternity in Hell attempting to focus their powers through the skulls into the remainder of Hell and out into Nod beyond.

The psychics were destroyed some years back, but now persist as callers in darkness. Psychics who sit in one of these skulls can concentrate all their will into moving the

skulls, in which up to five people can fit uncomfortably. The skull boosts the range of their powers tenfold and gives the psychic a +2 bonus to activate their powers.

CALLER IN DARKNESS: HD 11; AC 5 [14]; Atk 4 touch (2d6); Move 12 (F24); Save 4; CL/XP 13/2300; Special: Incorporeal, psychic abilities, only harmed by magic weapons and spells.

41.32 Molten Swamp: This hex is filled with what passes for a swamp in Gehenna – a shallow lake of molten metal and thousands of crystalline trees. The trees vibrate in the presence of living creatures, and there is a 1 in 6 chance per hour of 1d6 of the trees shattering, inflicting 2d6 points of damage on all members of the party (save for half). The swamp is also inhabited by demonic brontosaurus that appear as metallic dinosaur skeletons.

Hidden within this swamp is a +3 *broadsword* that creates a vortex of frozen air around anyone wielding it in battle. This vortex provides a +2 bonus to AC vs. missile weapons and inflicts 1d6 points of cold damage per round to those within 5 feet of the wielder. The sword is hidden within a large emerald tree that sends out a humming whine that not only forces people within 60 feet to pass a save or be *feebleminded*, but also summons 1d6 of the brontosaurus when people come within 30 feet of it. The dinosaurs arrive in 1d4 rounds.

FIENDISH BRONTOSAURUS: HD 25; AC 5 [14]; Atk 1 stomp (4d10); Move 9; Save 3; CL/XP 25/5900; Special: Immune to fire and acid.

41.77 Slaves at Work: A caravan of parched zombies is dragging a large block of obsidian through this hex under the watchful eye of a horned devil mounted on a giant igniguana. A halfling necromancer of some small fame, Dexter Sinister (Mage 8; 24 hp) by name, sits atop the block plucking the strings of a harp, with which he controls the 200 zombies.

PARCHED ZOMBIE: HD 3; AC 7 [12]; Atk 1 strike (1d6 + moisture drain); Move 9; Save 14; CL/XP ; Special: Moisture drain (save or 1d3 Con dmg).

IGNIGUANA: HD 4; AC 4 [15]; Atk 1 bite (1d6); Move 6; Save 14; CL/XP 6/400; Special: Breathes fire.

HORNED DEVIL: HD 5; AC -6 [25]; Atk 2 claw (1d4) and 1 bite (1d6) or 1 weapon (2d6) and 1 tail (1d3); Move 12 (Fly 24); Save 12; CL/XP 14/2600; Special: Magic resistance 50%, harmed by silver or magic weapons, immune to fire, half damage from cold and poison, spells, whip.

41.80 Giant Owls: Small bands of desert hags hunt for demonic giant owls that burrow into the metallic sands of his hex. Each hour spent in this hex carries a chance of encountering owls, hags or both. Roll 1d6. On a roll of one, a lair of 1d8 giant owls has been discovered. On a roll of two, a hunting party of 2d4 hags has been discovered. On a roll of three, it is a combination of the two. Inside one owl hutch (1% chance) there are the bones of a merchant of Hell. In his leather sack he carries a tablet of gold that holds the first syllable of Mammon's true name.

DESERT HAG: HD 6; AC 3 [16]; Atk 2 claw (1d6) and 1 bite (1d4); Move 12; Save 11; CL/XP 9/1100; Special: Confusion gaze, magic resistance (25%), spells (at will—*detect thoughts*, *ghost sound*, *silent image*; 3/day—*minor image*, *misdirection*; 1/day—*hallucinatory terrain*, *invisibility*, *major image*), vulnerable to lapis lazuli (touch inflicts 1d6 damage).

DEMONIC GIANT OWL: HD 4; AC 6 [13]; Atk 2 claws (1d8) and bite (1d6+1); Move 3 (F20); Save 13; CL/XP 7/600; Special: Flies silently, -2 to all die rolls in bright light, double damage vs. lawful creatures, immune to fire, gaze causes blindness.

41.82 Ragged Craws: A band of five ragged craws has a small stand here composed of a ring of silver columns topped by a canopy of red dragon hide. Within their enclosure, they have five large amphorae filled with water – about 20 gallons of water in all. They sell the water for 100 gp per gallon. It is laced with a sleeping draught (save at +2 or fall asleep) that has spelled the end for many, putting them at the mercy of the beasts of Gehenna.

RAGGED CRAW: HD 3; AC 9[10]; Atk 2 claws (1d4) and beak (1d3) or sleeping darts (1d2, save or sleep for 1d6 rounds); Move 12; Save 14; CL/XP 3/60; Special: *Detect magic*, *dispel magic* (as 4th Level mage).

42.31 Stone Wagon: Resting in the sands here there is a massive stone cylinder, about 60 feet in diameter and 400 feet long. This cylinder lies on its side and is equipped with six massive stone wheels on either side. Burrowing under the strange vehicle, one might find a trapdoor that permits them entrance into this strange dungeon.

[A] This chamber is filled with odd bits of metallic junk. The room also contains a strange silvery orb – a sphere of mithral in fact – floating within a tube of force that extends from floor to ceiling.

If the tube is dispelled (which requires only the touch of a lawful creature) or broken, the sphere begins to vibrate and begins attracting metal. Each round, people within the

room holding bits of metal must pass a saving throw or have that metallic object drawn to the sphere. Likewise, 1d4 pieces of the junk fly at the sphere each round, and those in the room must pass a second save or be struck by one of these objects for 1d6 points of damage. Prying an object from the sphere requires an open doors check. If the sphere collects 12 pieces of metal, it forms a sort of junk golem that no longer attracts metal, but does attack the assembled heroes.

JUNK GOLEM: HD 20 (80hp); AC 3[16]; Atk 1 weapon or fist (4d10); Move 6; Save 3; CL/XP 18/3800; Special: Absorb magic powers of items, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic, metal objects stick to him (open doors to remove).

[B] This square room is guarded by the skeleton of an ettin kitted out with gladiator armor and a net and trident. As it fights, each hit it scores causes a ghostly cheer that forces people in the room to pass a saving throw or be struck with the feeling that their time has come – they suffer a -1 penalty to AC and to all saving throws.

[C] This room is inhabited by seven gnome psychics (Psychic 10; 10d6 hp) lying on stone slabs arranged in a starburst pattern. Each of these psychics has had its head replaced by a head sculpted from one of the following metals: copper, silver, electrum, gold, platinum, adamant and mithral. Within these heads there is a core of mercury and their brain preserved and floating within it. Each psychic has special powers, as follows:

IRON: Enjoys benefits of *iron body* spell and can cast *meteor swarm* once per day

COPPER: Touch drains one level (save negate)

SILVER: Immune to electricity, cast *shocking grasp* at will

GOLD: Immune to fire, cast *sunbeam* once per day

PLATINUM: Immune to illusions and mind control, constantly under effect of *ESP* spell

MITHRAL: Can cast *suggestion* three times per day and *summon monster V* once per day.

ADAMANT: Only harmed by +1 or better weapons, immune to poison, disease, polymorph, petrification and all death effects.

The psychics have the following treasure: 5,000 sp, 2,500 ep, 800 gp and a +1 *warhammer*.

[D] This room is a cavern with flaking, mica walls that taper to a point and a floor that forms a deep pool in the center. The floor of the cavern is filled with an emerald-colored liquid that is actually a *potion of ESP*. This liquid is the ichor of a titan bound in a chamber above. The ichor flows from a wound in its side that cannot heal. The pool at the center of the cavern is home to a phrenic hydra.

PHRENIC HYDRA: HD 7; AC 5 [14]; Atk 7 heads (1d6); Move 9; Save 9; CL/XP 10/1400; Special: Spells (3/day—*confusion*, *ESP*, *nondetection*; 1/day—*hold person*, *magic missile*, *repulsion*, *shield*).

42.32 Fire Drake: An old fire drake dwells here, in a cave of lead colored with swirls of gold and silver and encrusted with small, inferior diamonds. The drake has a chain attached to its left rear leg, and this chain is attached to a charred skeletal corpse in blackened armor. The armor is overly ornate, with a gilded breastplate and a horned helm. The breastplate is set with seven diamonds of different colors – white, blue, pink, green, light yellow, purple and brown. Each diamond is the compacted soul of a paladin. In essence, they are the remnants of living matter and can be resurrected. As gemstones, they are worth 1d6 x 2,000 gp each.

FIRE DRAKE: HD 4; AC 4 [15]; Atk 1 bite (1d6); Move 9 (F30); Save 13; CL/XP 6/400; Special: Breath weapon (5/day; 40-ft. cone of fire; 2d8 fire), pyrophoric blood, resistance to fire (50%)

43.78 Golden Urn: One of the Sarrimite iron roads crosses this hex. It is cracked in places and uneven, but still operative. In one place, there are seven golden urns that look as though they fell from a wagon. One of then urns is still upright, and is filled with two gallons of oil. Steeping in this oil there is an iron cobra.

IRON COBRA: HD 3; AC 1 [18]; Atk 1 bite (1d4 + poison); Move 9; Save 11; CL/XP 5/240; Special: Poison.

43.81 Stone Circle: A circle of tall obsidian pylons has been placed here in mathematical precision. Although they are buried in about two feet of sand, they are actually placed upon a circular platform of reddish basalt, about 20 feet in diameter. If uncovered, one discovers that the platform is engraved with the seal of Amon in four-inch deep grooves filled about halfway with gold. If these grooves are filled

with holy water (about 20 vials worth), the false sun in Peramon [36.36] suddenly becomes as lead and frozen in the sky for twelve hours, during which time Amon is reduced to half his normal Hit Dice and magic resistance.

44.81 Hasho: Hasho is a collection of towers inhabited by 500 Harrite kobolds. The lands around the towers are infested with hellish purple worms, who the kobolds can summon through the use of the beating of drums made from the flayed hides of their victims. The kobold towers have hundreds of holding cells in which their victims are hung upside down from their ankles. The largest of the towers houses a great temple of Pazuzu containing an idol of reddish sandstone. Here, the master of the kobolds, a Glabrezu called Julmunyena of the Frosty Eye, rules in Pazuzu's name, sending his minions into the desert to collect members of other tribes that they may be interrogated and then sent into the divine flames that surround the idol of Pazuzu.

HARRITE KOBOLD: HD 3 AC 6 [13]; Atk 1 weapon (1d8); Move 6 (F12); Save 14; CL/XP 4/120; Special: Breath ash (once every 1d4 rounds; save or blind for 1d4 rounds), immune to fire.

HELLISH PURPLE WORM: HD 15 (71 hp); AC 4 [15]; Atk 1 bite (2d12 + 1d12 fire) and sting (1d8 + lethal poison); Move 9 (B9); Save 3; CL/XP 17/3500; Special: Poison sting, swallow whole, immune to fire.

JULMUNYENA: HD 10 (40 hp); AC -3 [22]; Atk 2 pincers (2d6), 2 claws (1d3) and bite 1d4+1; Move 9; Save 5; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers.

45.86 Nabu Queen: A colossal bronze statue of a Nabu queen reclines here atop a pile of large bronze serpents. Her eyes are emeralds worth 2,500 gp each, and her lips coated with rose quartz worth about 1,000 gp. If touched, the serpents upon which she seems to rest animate as twenty large bronze cobras. When the serpents have animated and crawled out from under the statue, they reveal a door into a dungeon.

GIANT BRONZE COBRA: HD 4; AC 3 [16]; Atk 1 bite (1d2 + lethal poison); Move 12; Save 13; CL/XP 5/240; Special: Poison.

46.84 White Market: A promontory of white feldspar in this hex can be seen for miles. Atop it there are the remains of a forum, with steps carved into the sides of the promontory, each set of stairs guarded by an erinyes demon with a silver sword.

The forum is used as a sort of market here – one outside the authority of the various tribes and selling all manner of illicit items (holy water, prayer books, fudge, etc). The merchants are all conjurers (Mage 1d4+4), some human, some from the other races that populate Gehenna.

At the center of the marketplace there is a massive yellow urn of dacite which holds a swarm of giant rats that emerge whenever a dishonest act is committed.

GIANT RAT SWARM: HD 8; AC 5 [14]; Atk 1 swarm (1d12 + disease); Move 9; Save 8; CL/XP 9/1100; Special: Disease, half damage from weapons.

46.86 Burial Mound: One of the burial mounds of the sahitim is located here – a great pyramid of burning, metallic sand. When approached, the sands rise, taking the form of a beautiful dancing woman. As her dance reaches a crescendo, the form changes into that of a hag and attacks any adventurers who are still standing there, apparently having forgotten that they are in Hell and every beautiful thing in Hell is actually a deadly, cruel trick.

SAND HAG: HD 8; AC 3 [16]; Atk 1 bite (2d6); Move 10; Save 8; CL/XP 11/1700; Special: Magic resistance (40%), +1 or better magic weapon to hit, change to sand, quicksand (30-ft. radius, save or -2 to attack and move at a speed of 3).

47.27 Ice Pillar: A crew of 200 azer are in this hex chipping away at a column of ice that is attempting to push its way into Gehenna. The ground around the pillar is gradually hardening into solid metal.

AZER: HD 6; AC 2 [17]; Atk 1 weapon (1d6+1); Move 12; Save 11; CL/XP 6/400; Special: +1 heat damage, immune to fire.

47.29 The Arm: An arm, seemingly carved from dark grey rock, sticks out of the sand. The arm is about twice the size of a human arm. A silver chain hangs from the wrist, with silver orbs hanging from it. The chain and orbs are worth 50 gp. Once placed on a wrist, the cursed bracelet cannot be removed. The jingling of the orbs increases the chance of an encounter to 1-3 on 1d6.

47.86 Temple of Baphomet: The great demon lord Baphomet has “colonized” Gehenna with an iron temple here. The temple is a maze with an inner sanctum containing an iron idol of Baphomet. Scattered through the maze there are dozens of tiles of a smoky grey material engraved with an image of Baphomet holding an orb.

These tiles sap a character’s strength (1d4 points) when stepped upon. These points of strength manifest themselves as an iron orb in the lap of the idol of Baphomet. Whoever first touches this orb permanently draws all of the captured strength from it

SPRIGGAN: HD 4; AC 3 [16]; Atk 1 short sword (1d6) or pole arm (1d8); Move 9; Save 13; CL/XP 6/400; Special: Spells (*fear, pyrotechnics, strength* – but not when enlarged), size alteration.

48.84 Ancient Wall: The battlements of an ancient fortress wall jut up from beneath the sands here to a height of roughly 10 to 15 feet. The wall is composed of basalt and is about 35 feet thick. The wall runs for about 150 feet and then disappears under higher drifts of the black sand.

An explorer can find a secret trap door atop the wall leading into a narrow tunnel that finds its way into a clutch of chambers located about 20 feet below. The walls of the largest chamber are carved with representations of a tall, demonic man in a lion-drawn chariot. Close scrutiny reveals that between the great blocks of stone, one can see a multitude of tiny, reddish crystals. These crystals are quite sharp and any touch by bare flesh will pierce the skin, draining blood from the victim to the tune of 1 point of constitution damage.

Once they have drunk blood, the crystals begin to expand. The stone around them cracks and each round there is a cumulative 5% chance that the ceiling caves in, burying people under the rubble and inflicting 20d6 points of damage as rock and the metallic sand floods in on them. There is also a cumulative 5% chance that the crystal growth jars loose several large blocks in the bas-relief of the man and the lions, revealing a tunnel leading down to a large cavern with walls of pure gold.

This cavern is dominated by a golden statue of a tiger-headed woman with four arms pointing to the cardinal directions. In each of her upturned palms there is a tiger-eye gemstone (worth 200 gp). These gems are magical, being capable of summoning a giant tiger with crimson and gold fur and curled rams’ horns on its head (per a *figurine of wondrous power*). The tiger can be used as a mount, but they are especially fierce and will never obey commands to quit a battle.

The cavern has two exits, each leading into the deeper underworld of Gehenna, a place of volcanic vents, molten rivers and metal elementals.

48.85 Mammon's Vault: Mammon keeps a large vault about 500 feet beneath the surface here. The vault is lined with adamant (10-ft. thick) and has the following dimensions: 40-ft. wide and long, 20-ft. high ceiling. The chamber has no exits.

A black sphere hovers in the center of the vault. It has a twin in the palace of Mammon which he can command in the manner of a *sphere of annihilation*. The sphere, when touched, not only sends beings into the vault, but actually projects their being onto one of the walls in the manner of a photograph (actually more like a tintype).

Nothing has yet escaped from this trap. There are multiple mortals, demons and demon lords projected onto the walls, one over the other.

49.83 Ring of Death: A large bronze bell is suspended in mid-air in this hex. It rings once each hour and can be heard throughout the hex. Each peal drains people of one point of constitution – a drain not necessarily noticeable at first but becoming noticeable when a person's constitution modifier is finally reduced by one.

49.88 Wrecked Wagon: A wagon composed of iron plates welded together has fallen into a large crater here that looks something like the interior of a geode. The wagon was an animated creature, so there were no beasts of burden, and the driver is nowhere to be found.

The wagon carried the severed head of a marilith demon in a jar of acid that is just strong enough to keep it alive but unable to regenerate fully. The head was being carried to Mammon's palace as a prize.

50.28 Floating Statues: Statues of demons float in mid-air in this hex. The statues are all colossal in size and composed of granite. They are of variable appearance and attempt to crush people who come too near. The statues attack as 10 HD monsters and inflict 10d6 points of damage to those they strike. While a victim is underneath, the statues do not move until the victim is dead. This weight inflicts another 3d6 points of damage per round.

By jumping onto a statue, riding it up into the sky and climbing up to the top, one can attempt to leap onto an invisible stair case (dexterity save, otherwise fall 50 feet) that extends up to an invisible castle inhabited by a race of people who were sun worshippers. These people were cast into Hell when they scorned a man in need who turned out to be a celestial in disguise. They now dwell here, hidden from the sun and incapable of even seeing one another.

The throne of their king, Belric, has a secret cache that holds a small gold ring embossed with the seal of Bael. The ring gives one the ability to turn invisible even to demons and devils, but gives Bael access to the wearer's thoughts. Bael can implant *suggestions* in that person once per day.

TRANSPARENT PEOPLE: HD 4; AC 2 [17]; Atk 1 strike (1d4); Move 12; Save 13; CL/XP 5/240; Special: Natural *invisibility*.

51.28 Shadow Rats: A pack of 17 shadow rats are gnawing on a dead bone devil here. The devil wears an iron arm band. The inside has the third syllable of Mammon's true name embossed into it in writing that can only be seen when the armband is subjected to freezing cold.

SHADOW RAT: HD 1; AC 3 [16]; Atk 1 bite (1d4 + 1d3 Str); Move 15 (C9); Save 17; CL/XP 4/120; Special: Disease, strength damage, incorporeal, shadow blend, surprise on a roll of 1-3 on 1d6

51.87 Soup: There is a pool of boiling water here in which several humanoid arms are floating. The boiling spring sends the smell of boiling flesh across the hex, increasing the chance of encounters here to 1-3 on 1d6.

51.88 Beacon Tower: A tower of large gabbro blocks colored a dark greenish gray has been constructed here. At the top of the tower there is a giant crystal lantern in which one can see the face of an angel. The lantern illuminates the entire hex and sends out a clarion call that can be heard by all lawful creatures. The interior of the tower consists of a spiral staircase that is actually a serpentine red dragon swathed in a powerful illusion.

If the lantern is smashed, the angel, Dagiel (a fallen angel) is released. He will immediately try to dominate some or all of its rescuers and use them to attack the demon lords of Gehenna in a bid to establish his own fief.

RED DRAGON: HD 11 (44 hp); AC 2 [17]; Atk 2 claws (1d8), 1 bite (3d10); Move 9 (F24); Save 4; CL/XP 13/2300; Special: Breathes fire.

52.28 Crumbled Fortress: A crumbled fortress is half-buried beneath the sands here. The bodies of dozens of Sarrimite goblins and Uccenite sahitim are strewn over the rubble. Their spirits still haunt the areas as wraiths. Encounters with 2d6 of these wraiths occur here on the roll of 1-3 on 1d6.

WRAITHS: HD 4; AC 3 [16]; Atk 1 touch (1d6+ level drain); Move 9 (F24); Save 13; CL/XP 6/400; Special: drain 1 level with hit.

53.27 Axe of the Elven Lords: A magical battle axe of ancient design hides under the sands here. It sends pulses throughout the hex that are picked up by elves. The axe was made by the Lamuresti elves. It is a *+1 battle axe* that becomes a *+2 battle axe* when wielded by those with demonic blood. In such hands, the axe can turn lawful creatures it hits chaotic (save permitted), but in doing so drains one hit dice or level from the attacker as it injects their demon blood into the victim's veins.

54.86 Living Idol: There is a large fortified monastery here dedicated to Mulciber. The temple is guarded by a sentient iron golem called Arhaatirsi (Cleric 10; 43 hp) and his retinue of automaton clerics (Cleric 3). The inner sanctum holds no idol, but does contain three pits of bubbling,

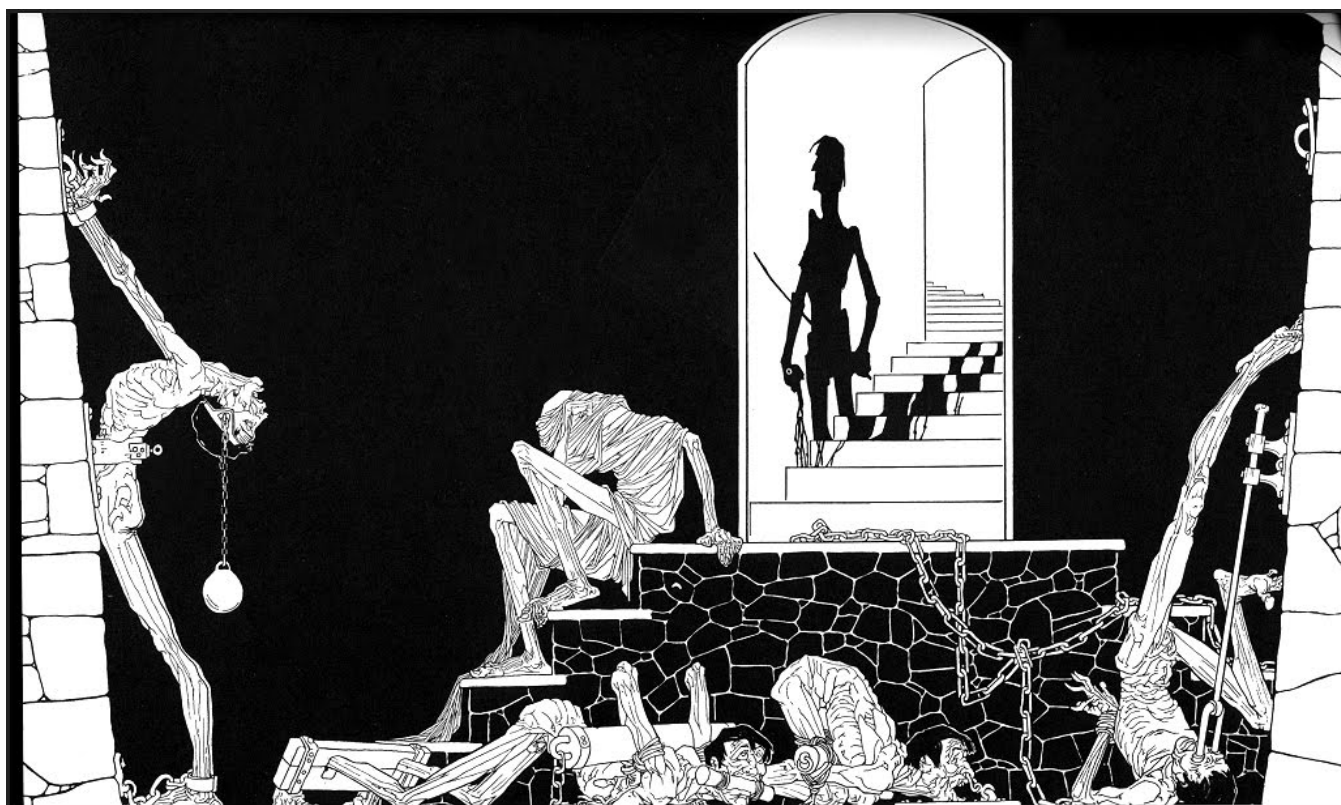
molten metal. When worshippers enter, the metal rises up from the pits to form a 30-ft. tall, living idol of Mulciber.

When the living idol is not formed, the metal is drawn out by the automatons using a sort of telekinesis and shaped as they like. It is then plunged into the moat that surrounds the inner sanctum, wherein three large water elementals are bonded. The burning metal hurts them, but they are unable to form and strike back.

MULCIBER IDOL: HD 12 (44 hp); AC 0 [19]; Atk 1 strike (4d8); Move 4; Save 3; CL/XP ; Special: Immune to fire and spells (as stone golem), +3 or better weapon to hit, half damage from metal weapons.

55.23 Gnurks: A promontory of pinkish aplite here holds small caverns inhabited by a clan of 20 gnurks. The gnurks keep a treasure of 12,700 gp, about 10,000 gp worth of gemstones, a *+1 shield*, *cursed chainmail* (causes wearer to flee from combat), *potion of clairvoyance* and a *scroll* containing the following spells: *expeditious retreat*, *obscuring mist* and *shield*.

GNURK: HD 8; AC 16; Atk 2 claw (1d4) and bite (1d8); Move 12; Save 8; CL/XP 10/1400; Special: Freezing, immune to cold, half damage from fire and electricity, anti-magic yalp (*anti-magic burst*).



55.26 Winged Skeletons: A flight of one hundred winged skeletons can be seen in the skies of this hex. The skeletons swoop down at people, but they are mere illusions. If one waits long enough (1 hour), they form the shape of a glyph in the sky which. If this sign is traced in the air with a finger dipped in holy water, it can be used to turn demons as though they were undead. If the finger is dipped in unholy water, it can be used to control demons as though they were undead.

55.86 Ant Lion: An ant lion formed of burning bronze sits at the bottom of a sand pit here, waiting for victims. At the bottom of the pit there is a skeletal hand grasping a gold circlet that is worth 1,000 gp.

DEMONIC ANT LION: HD 8; AC 2 [17]; Atk 1 bite (2d8); Move 12 (B6); Save 8; CL/XP 9/1100; Special: Trap, bite causes paralysis in lawful creatures for 1d6 rounds, immune to fire.

56.86 Tortured Paladin: A low plateau of solid silver here hosts a gathering of witches. The witches (Mage 8) are served by a score of parched zombies. The witches are using their magic to tempt a lawful cleric, Sariel of Guelph (Cleric 8; 29 hp normally, 3 hp at the moment), but as yet have had no success. The cleric is now bound, two zombies holding him still and his eyes open (very painfully) while three lambent flames in the shape of dancing girls twist and twirl around him. For his part, he is singing various hymns to keep his mind off his surroundings.

PARCHED ZOMBIE: HD 3; AC 7 [12]; Atk 1 strike (1d6 + moisture drain); Move 9; Save 14; CL/XP ; Special: Moisture drain (save or 1d3 Con dmg).

57.88 Mulciber: Mulciber's palace/factory is located in this hex within a volcanic cone of pure adamant. The volcano can be entered through the cone, though this leads down a scorching shaft to a pool of molten metal. Azer work here, moving the metal through canals into the factory proper. There is also a lower entrance through an ornate portal guarded by Talos, the first of the golems, created by Mulciber himself.

Inside the volcano there are myriad foundries, forges and workshops operated by Mulciber, his three assistants (Brontes, Steropes and Pyraemon, all cyclops) and one hundred kourai khryseai, golden automatons modeled on the very enticing form of his paramour, the demon Tyrana. The volcano also holds a bedchamber for Mulciber and

Tyrana and the weeping chamber of Pandora, the first artificial woman created by Mulciber.

TALOS: HD 30 (120hp); AC 3 [16]; Atk 1 fist (4d10 + 1d10 fire); Move 6; Save 3; CL/XP 33/8300; Special: +2 or better weapon to hit, slowed by lightning, healed by fire, immune to most magic, attacks by piercing weapons that deal more than 5 points of damage cause a spray of molten lead (10-ft. cone, 2d6 damage).

KOURAI KHRYSEAI: HD 5; AC 4 [15]; Atk 1 weapon (1d8+1); Move 12; Save 12; CL/XP 6/400; Special: +1 weapon to hit, *burning hands* 3/day.

BRONTES: HD 13; AC 3 [16]; Atk 1 slam (6d6); Move 15; Save 3; CL/XP 13/2300; Special: Hurl rocks (4d10), roar (as dragonne).

STEROPES: HD 13; AC 3 [16]; Atk 1 slam (6d6); Move 15; Save 3; CL/XP 13/2300; Special: Hurl rocks (4d10), *lightning bolt* 3/day.

PYRAEMON: HD 13; AC 3 [16]; Atk 1 slam (6d6); Move 15; Save 3; CL/XP 13/2300; Special: Hurl rocks (4d10), *searing light* 3/day.

MULCIBER: HD 33 (150 hp); AC -7 [26]; Atk 1 weapon (6d6); Move 12; Save 3; CL/XP 40/10400; Special: Hurl boulders, immune to electricity, fire and metal, +3 weapon to hit, magic resistance (90%).

58.83 Clockwork Hellephant: A clockwork hellephant patrols this hex, a construction of bronze blocks on its back like a tower. Atop the tower, a company of zwunkers armed with jezzails takes potshots at anything that moves. Within the tower dwells Morgise the Mordant (Mage 16; 42 hp), a necromancer who lost the skin on the left half of his body to a sour deal with a demon. Morgise is guarded by a company of bugbears in crimson sashes and armed with stout broadswords and poisoned darts. Within the hellephant there is a steam-powered engine and thousands of gears and pistons. The tower is clad in dark wood and furnished very comfortably.

Morgise is both erudite and amorous. He keeps a silver flask that can produce one vial of any liquid (except holy water or magical potions) on request, and uses the femur of a giant ass as his staff. His most prized possession is a golden red apple. Morgise seeks a beautiful mortal woman to make his bride, the apple being her wedding gift. It will put her into suspended animation, that she might be kept perfect forever in a glass coffin.

HELLEPHANT: HD 18 (99 hp); AC 1 [18]; Atk 2 gores (3d6) and 2 slams (2d6); Move 21; Save 3; CL/XP 26/6200; Special: Toss, trample, +1 weapon to hit, immune to fire and poison.

ZWUNKER: HD 5; AC 6 [13]; Atk 1 rod (1d12); Move 9; Save 12; CL/XP 6/400; Special: Control winds, magic resistance (20%).

BUGBEAR: HD 6+1; AC 5 [14]; Atk 1 bite (2d4) or weapon (1d8+1); Move 9; Save 11; CL/XP 6/400; Special: Surprise opponents (3 in 6), immune to fire, ferocity (as boar).

58.84 Paymon's Camp: There is a gnoll camp here that sprawls for miles. It is composed of thousands of leather tents, some almost as big as a coliseum that house thirteen tribes of gnolls – 7,500 people in all. Each tribe is led by a potent chieftain, whose names are: Bebal, Abalim, Nabieshuu, Ammibnit, Belita, Kadita, Zerabu, Harsadea, Apisar, Ardukal, Buchalu, Naka, Dashma and Abus. All thirteen are the sons of Paymon, and all strive for his favor in the most underhanded and bloodythirsty way possible. They are each paired with an alu-demon bride.

Paymon's tent is as large as a modern arena and houses him, his 300 wives, 200 musicians and three companies of bearded devils in their tall turbans of cloth-of-gold. Paymon can be heard over his retinue, for his voice is as loud as thunder.

Paymon is an eternal thorn in the side of Mammon, for not only is he powerful, but he is also obedient to Lucifer and is happy to do his bidding in Gehenna, especially when it hampers the plans of Mammon.

ARKUSITE GNOLL: HD 5; AC 5 [14]; Atk 2 claws (1d4 + paralyzing touch) and bite (2d4) or weapon (2d6); Move 9; Save 12; CL/XP 6/400; Special: Immune to charm and fire, paralyzing touch.

BEARDED DEVILS: HD 6; AC 0 [19]; Atk 1 bite (1d8) and 2 claw (1d4) or 1 weapon (1d8); Move 15; Save 11; CL/XP 9/1100; Special: Immune to fire, half damage from cold and poison.

SONS OF PAYMON: HD 8 (39 hp); AC 1 [18]; Atk 2 claws (1d6) or weapon; Move 15; Save 8; CL/XP 12/2000; Special: Spells (*cause fear*, *ESP*, *levitate*, *polymorph self*), +1 weapon to hit, immune to electricity and poison, magic resistance (20%), telepathy 100 ft.

PAYMON: HD 25 (110 hp); AC -3 [24]; Atk +2 *lance* (2d8) or +2 *scimitar* (2d6 + 1d6 fire); Move 18; Save 3; CL/XP 30/7400; Special: Immune to fire, acid and poison, resistance to cold and electricity, +2 or better weapon to hit, magic resistance (70%), spells as 10th level druid.

58.25 Shemish: Shemish is a fabulous, sprawling town of 4,000 Xshayathian ophidians, a town of gold and silver spires and domes, of a ziggurst in Mammon's honor constructed of millions of bronzed humanoid bodies, spectacular gambling houses and taverns and its claim to fame, the steaming springs where those who are immune to the pain of fire can relax and recuperate beneath the

glow of bound fire elementals. Shemish is a place of painful decadence, where noble ophidians never touch the ground for the slaves are cast beneath their feet and where anything the heart desires can be found in the shadows for a price few are willing to pay.

The town is ruled by a lecherous old priest of Mammon, Yaanares (Cleric 12; 48 hp), who has filled his harem with bound succubi and lilins who are made to suffer every indignity at the hands of the old ophidian. Visiting his palace at the moment is a Lumenesti bandit queen, Saba (Fighter 5; 24 hp), who knows of a secret tunnel into the Burnt City [92.71]. She is now ensconced in a maze beneath the palace and guarded by giant horned lizards.

XSHAYATHIAN OPHIDIAN: HD 6; AC 3 [16]; Atk 1 weapon (1d8) and bite (0); Move 12; Save 11; CL/XP 8/800; Special: Reproductive bite, immune to fire, cast spells as 1st level magic-user.

58.83 Petrified Temple: There is a stout little fortress here composed of the petrified remains of thousands of people. The place is shrine dedicated to the Keres, each being represented by a silver idol surrounding a still pool of dark, purple wine. This wine brings on the "final sleep", one of the sure ways of escaping from Hell (but, unfortunately, a direct path into the night dimension of the Keres).

The fountain is guarded by an amphisbaena basilisk, who curls around the silver fountain, as well as a band of nine basilim nuns.

BASILIM NUN: HD 4; AC 5 [14]; Atk 2 slams (1d6); Move 9; Save 13; CL/XP 5/240; Special: Spells as 4th level clerics, half damage from normal weapons, madness.

AMPHISBAENA BASILISK: HD 6; AC 4 [15]; Atk 2 bites (2d6); Move 12; Save 11; CL/XP 10/1400; Special: Petrifying gaze.

60.26 Naga Oracle: A circle of serpentine columns has been erected here upon a floor of glazed green tiles. The construction sits upon a platform 20 ft. high and 30 ft. in diameter. In the center of this platform there is a small, wicker basket holding a golden flute. When the flute is played skillfully, an oracular naga emerges from the basket. She will answer any question (with a question) and demands payment from the questioner in the form of a lock of hair. If denied this request, the tile floor collapses, forming an arena of sorts, and from the sands below a

giant cobra with copper scales rises up to kill the interlopers.

ORACULAR NAGA: HD 9 (40 hp); AC 4 [15]; Atk 1 bite (1d3 + poison); Move 12; Save 6; CL/XP 13/2300; Special: Poison, charm gaze, spells as 4th level magic-user and 3rd level cleric.

GIANT COBRA: HD 4; AC 5 [14]; Atk 1 bite (1d3 + poison) or spit poison; Move 12; Save 11; CL/XP 6/400; Special: Spit or bite with lethal poison.

61.89 Asphalt: This hex is composed of asphalt plains, where the stuff bubbles up in liquid form and soon cools. Acrid smoke rises up from the plains to torment one's eyes. Sometimes, the liquid asphalt is actually a tar elemental, who gushes up to kill the traveler and pull them down into the burning goop.

TAR ELEMENTAL: HD 16; AC 0 [19]; Atk 1 strike (4d6 + grapple); Move 6; Save 3; CL/XP 17/3400; Special: Anything that touches it sticks (requires open doors check to break free).

62.25 Magic Pool: There is a pool here of cool, refreshing water. Bathing in the pool heals all hit point damage a person might have, but those who linger too long (1d6 minutes) are attacked by ice nymphs who come up from below. Any victim they drag into the water will eventually be seen again as a corpse under the ice of Cocytus.

ICE NYMPH: HD 3; AC 9 [10]; Atk 2 claws (1d6 + 1d6 cold); Move 12 (S12); Save 14; CL/XP 5/240; Special: Sight causes blindness or death, immune to cold.

62.86 Wine Fountain: There is a statue here of a seductive succubus holding a large bottle on her shoulder. Sparkling wine spills from this bottle into a basin. The wine is excellent, but 1 minute after drinking it it turns into a solid amethyst in a person's stomach. This inflicts 1d4 points of damage per day on the wine drinker until the amethyst is passed in 1d6 days.

63.87 Don't Look in the Box: A truly colossal scorpion is wandering the sands here. On its back there has been erected a pavilion of red silk. The pavilion is uninhabited, but furnished with several couches, ornate rugs and piles of silk pillows. The furniture is all jumbled and turned about, as though the scorpion has been roaming and fighting for quite some time. Resting in the middle of the pavilion there is a box of gold, each side and the lid embossed with a bas-relief of a grinning demon.

If a character looks inside the box, they see ...

ROLL	HORROR
1	Their own severed head, which spring up and attempts to bite them (per a vargouille)
2	A blinding light (save or blinded)
3	The unending void (save or lose 1d4 points of wisdom)
4	An ornate dagger (a dagger of venom; the owner must fight the urge to plunge into any back that is turned on them; thieves and assassins save at -5)
5	1d10 swarms of hellwasps
6	A pool of glistening blood (save to avoid the urge to taste it – those who do must pass another save or become a vampire)
7	An arm of black energy springs out and grabs the viewer (save or pulled through the box, suffering 1d6 points of damage and waking in a pocket dimension consisting of glassy black ground, a red sky and thousands of crystalline warriors engaged in an unending battle)
8	A blast of cold air (save or lose 1d4 points of strength)
9	A bottle of elderberry wine flavored with arsenic (save or die)
10	The box is empty

65.25 Windmills: Giant automatons roam this hex. Each one has seven arms that it whips around its body so quickly they create terrible gusts of wind. They are working at uncovering the palace of a disappeared demon lord, that the servants of Mammon might enter the sand-clogged ruin in search of a magical mask.

WIND GIANT: HD 20 (80 hp); AC 3 [16]; Atk 3 fists (4d8); Move 6; Save 3; CL/XP 21/4700; Special: Wind blast 3/day (save or knocked down).

65.89 Metal Footprints: Travelers though this hex might come across strange tracks. The tracks are solid bits of metal in the shape of large feet. These tracks were left by strange creatures, about the size and shape of an ogre, but covered in white fur and generating intense cold in a 30-ft radius. These weird beings carry large, iron clubs, and live by hunting and scavenging.

WYRTHAN: HD 5 (24 hp); AC 6 [13]; Atk 2 fists (1d6); Move 14; Save 12; CL/XP 7/600; Special: Immune to cold, hug, fear, radiate cold (10-ft. radius; 1d6 cold damage per round).

67.23 Harlech: Harlech is the great marketplace of Hell's aerial creatures. It is a single massive tower that rises 1,000 feet into the sky. Within, the aerial creatures of Hell trade their goods and sample the livers and flesh of the still living captives of the kobolds, all under the watchful eyes of nine giant idols of Pazuzu, each carved from a different gemstone. The market is overseen by Katrina, a marilith, and her flock of nine erinyes. They keep the marketplace

honest (or at least force marketers to pay for their dishonesty, before or after the fact).

67.25 The Iron Gate: A grand iron arch, of the triumphal variety, has been constructed here to commemorate the grandeur of Mammon. The gate is a portal into Dis. To activate the portal, one must strike the portal with an iron or steel weapon. This causes a curtain of shimmering, red light to cascade down the inner portion of the arch. When one steps through the light, they enter a place as black as night, with no discernible beginning or end. At this point, one cannot turn back – they must walk 150 feet a single direction before they feel the ground disappear from beneath their feet, at which point they fall for a moment and then find themselves on the ground in a random hex within the city of Dis.

As one walks through the black space, disembodied hands appear around them, each one looking as though it was carved from white marble. These hands (1d6+6 appear) attempt to relieve people of their goods, attacking as though they were ethereal filchers.

68.25 White Tower: A splendid tower of white stone rises here. The tower has a rooftop garden of flowering cacti and can be entered via a 10-ft. tall door of platinum polished to a mirror sheen. The door is guarded by Elaska, a 9-ft. tall warrior nymph, with flowing crimson locks and a face both graceful and fierce. She wears a crown of tangled vines, a saffron tunic and animal skins and she carries a hawthorn spear with a silver head.

Beyond that door there are four floors filled with oddities. The ground floor is inhabited by carnivorous animals who speak as human beings. They are philosophical and sophisticated at first, but each round they spend in the presence of prey (i.e. adventurers), there is a 1 in 6 chance that they give into their cravings and attack. One can access the next level via a large, wicker basket attached to a chain and pulley. The basket can hold three people or a total of 500 lbs.

The second level is populated by a party of stern-looking men with curled, blue-black beards. They wear black togas and gold crowns and carry short swords. *Invisible servants* flit about the room with trays of food and crystal decanters of amethyst-colored wine. The men are grotesque, and

they say not a word. Any word spoken in the room echoes like thunder, and sends the men into a fury. They attack one another and others for 10 rounds. A large staircase at one end of the room leads to the third level.

The third level is populated by women swathed in hooded cloaks of sackcloth, crawling about on the ground as though they are searching for something. The ground and walls are covered with thorny vines with little clusters of purple berries. The women collect these berries, which are covered in their own blood, in baskets and thrown into a 10-ft. deep pit in the center of the floor. The berries melt into the amethyst-colored wine in this pit. Every 1d10 rounds, the vines are parted by a party of three warrior-nymphs carrying silver decanters. They scoop up this wine and then return, via a stair, to the top level.

At the top level, the archmage Jezebai (Mage 11; 28 hp) holds court over a crowd composed of the different peoples that have appeared on the other levels of the tower. Jezebai is a pale woman, her lithe form hugged by a gown of azure silk, her pale ringlets hidden behind a headdress of white damask and a golden circlet and her arms and legs bedecked in gold bangles (5,000 gp worth of jewelry). She is attended by a total of seven warrior-nymphs (one guards the door below, the others might be seen on level three). She and her court spend their days feasting on illusory fruits and dancing to the music of invisible musicians. Jezebai is chaotic, but is usually so stoned she is incapable of plotting against visitors. If they bring her presents, she may cast spells for them or give them answers (confusing ones, usually) to their questions.

ELASKA: HD 6; AC 6 [13]; Atk 1 axe (1d8); Move 12; Save 11; CL/XP 8/800; Special: Sight causes blindness or death, +1 weapon to hit.

GROTESQUE MEN: HD 6; AC 4 [15]; Atk 1 weapon (1d8); Move 12; Save 11; CL/XP 8/800; Special: Regenerate 3 hp/round.

68.26 Ukis the Unholy: Ukis is a city-state of Xshayathian ophidians constructed like an artificial mountain of basalt pillars and silver blocks. 5,000 of the unholy serpent men dwell here under the rulership of Queen Ayanum (Mage 18; 45 hp), a tall, beautiful ophidian who patrols her domain atop a palanquin carried by blind minotaurs guided by the bites of poisonous asps.

The city-state's narrow, roofed streets are carpeted with asps and adders, with arched doorways hung with beaded curtains of amethysts, emeralds, sapphires and rubies. In the maze of shops and lounges, rare herbs and unguents are sold in jars of serpentine, decadent ladies and gentlemen sipping wine flavored with hemlock from silver chalices and eating tiny, living creatures from crystal bowls and inphidian dancers casting their charms on the many tourists who come to the city in search of magical tomes in its many bookshops. The city also holds the mansion of Kipodo, a fugitive pit fiend from Abaddon that foolishly plotted against Beelzebuth.

KIPODO: HD 18 (76 hp); AC -6 [25]; Atk 2 claws (2d10), 2 wings (2d6), bite (4d6 + lethal poison + disease) and tail (2d8 + constrict); Move 15 (F24); Save 3; CL/XP 24/5600; Special: Immune to fire and poison, magic resistance 45%, regenerate 2 hp/rd (thwarted by silver), spells (at will—*blasphemy*, *create undead*, *dispel magic*, *fireball*, *greater teleport* (self plus 50 pounds), *hold monster*, *invisibility*, *magic circle against good*, *persistent image*, *power word stun*, *unholy aura*; 1/day—*meteor swarm*; 1/year—*wish*).

69.25 Hound Seller: A pack of eleven assweres are bedeviling a traveling Sarrimite merchant here. The merchant has hell hounds kept in tiny bottles. The hell hounds expand when the bottles are opened. The merchant has ten of these bottles, and will trade them for 100 gold coins or gems worth 300 gp. The hell hounds will obey whoever releases them, except in the presence of Amon or his servants.

ASSWERE: HD 3; AC 4 [15]; Atk 1 bite (1d4) or weapon (1d8); Move 12; Save 14; CL/XP 5/240; Special: Bray, silver or magic weapon to hit.

SARRIMITE MERCHANT: HD 4+1; AC 1 [18]; Atk 1 weapon (1d10); Move 9; Save 13; CL/XP 4/60; Special: Immune to fire, growth.

70.82 Caged Fire: Atop a black dune there are three large cages, each on a wheeled platform. Each cage holds 1d3 igniuanas. A group of 12 bearded devils sits nearby, dining on the remains of several other igniuanas.

IGNIUANA: HD 4; AC 4 [15]; Atk 1 bite (1d6); Move 6; Save 14; CL/XP 6/400; Special: Breathes fire.

BEARDED DEVILS: HD 6; AC 0 [19]; Atk 1 bite (1d8) and 2 claw (1d4) or 1 weapon (1d8); Move 15; Save 11; CL/XP 9/1100; Special: Immune to fire, half damage from cold and poison.

70.86 Satia's Tomb: The sands here form a basin filled with clear liquid. 100 feet from the shore, one can see a golden

tomb complex. The liquid is acid, and the tomb holds the body of a half-demonic troll, Satia. Satia's bones are bound in golden chains. If the chains are removed, her bones animate and make their way to the surface, where her regeneration ability soon clothes those bones in flesh and blood. Her tomb holds the following treasures: Gold coins and vessels worth 3,700 gp and 3 sapphires (300 gp each).

SATIA: HD 6; AC -3 [22]; Atk 2 claws (1d8) and bite (1d8); Move 12 (F24); Save 11; CL/XP 8/800; Special: Immune to poison and electricity, +1 or better weapon to hit, darkness 3/day, unholy word 1/day.

71.25 Ruby Pyramid: A large pyramid of ruby-colored light occupies this hex. The light illuminates the better part of this hex, and when people come within one mile of it, casts long shadows behind them. When people approach within 100 feet of the pyramid, these shadows are three times their height. If the traveler is non-neutral and attempts to come any closer, their shadow animates and attacks (with twice as many HD equal as the adventurers has levels).

Neutrals may come closer, and in fact can walk through the light of the pyramid (this light is a solid barrier of force for non-neutrals). At the heart of the pyramid, there is humanoid shape composed of the same ruby light. The shape looks like a bony humanoid with an oblong head. It communicates telepathically, and promises great power to those who will meditate with it.

Those who meditate must pass a saving throw each day. On the first day, if they succeed, they open up their third eye and gain the ability of *true sight* for a number of days equal to their wisdom score. On the second day, they gain the benefits of the *iron body* spell for a number of days equal to their wisdom score. On the third and last day of meditation, they gain the ability to *detect thoughts* at will for a number of days equal to their wisdom score.

If any of these saves are failed, the person is judged unworthy and ejected from the pyramid, suffering 6d6 points of damage from the throw.

RUBY YOGI: HD 18 (84 hp); AC 6 [13]; Atk 2 slams (1d8); Move 20; Save 3; CL/XP 23/5300; Special: Powers as 18th level psychic, +1 weapon to hit, immune to fire and electricity.

71.26 Tower of Screams: The archimage Garout (Mage 15; 40 hp), a ruddy-skinned man with long, black hair in oiled ringlets and six fingers on each hand, dwells in this hex in a

strange fortress that looks, from the outside, like an egg with its base sunk in the sands. The shell of the egg is metal and about 1 foot thick, and it is covered in swirls and blotches of colors that shift in disturbing ways when struck by light (saving throw or become nauseous for as long as you look at the egg).

One enters by petitioning the wizard with flattery and promises of wealth. On his orders, a long, rubbery tentacle will burst from the ground and carry the person below. They must be able to hold their breath for 3 rounds while the tentacle pulls them up through a tube and into the fortress proper. The fortress is more mundane on the inside, being composed of chambers and halls, though many are oddly shaped and all are decorated with curtains of pretty stones, ornate furniture of malachite and white oak, floating candles, etc. The most striking feature of the fortress is the eternal cacophony of screams that echoes through the halls and chambers.

Garout dwells with three apprentices, all Lamuresti elves, and a flock of screaming devilkins. He has devoted himself to the study of sound, though he is completely deaf. The cacophony in his fortress does not affect him, but others must pass a saving throw each turn they spend in it or lose 1d4 points of wisdom. Those reduced to 0 wisdom are driven mad – Garout usually ejects them from his fortress to wander Gehenna. Garout is a devotee of Amon, and as such bitterly hates Mammon, and, therefore, the archimage Jezebai [68.25]. News of her destruction will be greeted with great favor by Garout.

SCREAMING DEVILKIN: HD 3; AC 1 [18]; Atk 1 tail-barb (1d4); Move 3 (F12); Save 14; CL/XP 4/120; Special: Scream.

71.83 Shifting Sands: The sands of this hex are rife with metallic sandlings, who set cunning traps with their bodies. The sandlings dig a deep pit and line it with their bodies. One of their numbers forms a thin sheet of sand covering the pit. When one or more people fall into the pit, the sandlings spring on them.

SANDLINGS: HD 4; AC 3 [16]; Atk 1 bite (1d8); Move 12 (B9); Save 13; CL/XP 4/120; Special: Resistance to edged weapons (50%), vulnerable to water.

72.28 Hunters: A party of five rangers with the skeletal faces of beasts rides through this hex on a clockwork worm. The rangers are armed with scythes and wear armor

of thorns. They are hunting for a chlorthek that wandered away from Xagxagel [95.46].

RANGERS: HD 6; AC 3 [16]; Atk 1 scimitar (1d6+1); Move 12; Save 11; CL/XP 8/800; Special: Double damage vs. humans, tracking.

CLOCKWORK WORM: HD 20; AC 0 [19]; Atk 1 bite (3d6 + swallow whole); Move 9 (B9); Save 3; CL/XP 21/4700; Special: Construct.

73.24 King of Winds: A split plateau of basalt rises here from the sands. The rift in the plateau creates a narrow valley, about half a mile thick. Nestled in this valley there is a small village of rebels representing the different races of Gehenna. They have been gathered here by a man who calls himself the King of Winds (Cleric/Mage 16; 48 hp), a lawful preacher who has a wild idea of reforming the demons and damned souls of Hell.

74.82 Glass Mountain: There is a mountain of orange and brown glass here. The glass is fairly smooth (i.e. no jagged edges unless broken or cracked) and difficult to climb. It is full of air bubbles, and in each bubble one can see an indistinct humanoid shape – some just reclining, having lost hope, others banging on their glass confinement. Freeing one of these captives would take several hours of work with picks, though magic might be quicker.

74.87 Lava Swamp: This hex is covered by a vast “swamp” of molten rock bubbling up from the ground. Growing through the swamp are hundreds of small, rocky islands studded with corundum crystals. These islands are occupied by small gangs of headless men, former kings who were consigned to Gehenna for their avarice. They wheeze and sputter from their throats and attack with their iron-hard poisoned talons.

HEADLESS KING: HD 4; AC 7 [12]; Atk 2 claws (2d6+2 + poison); Move 9; Save 13; CL/XP 7/600; Special: +1 or better weapon to hit, lethal poison.

75.30 Kerzitazaz: The sands of this hex are interrupted by a basalt badland of grottos and labyrinthine caves. At the center of these tunnels there is a fortress sitting on a field of smoking ash. The fortress is composed of blocks of gray stone that look like screaming faces, and which do, at the approach of intruders, let out horrible, deafening shrieks. The castle is defended by two companies of burgundy-skinned ogres in platemail and armed with heavy crossbows and two-handed swords and a squadron of

twisted erinyes that look like winged women whose faces and bodies are covered by sucker-like mouths.

This castle's master is Kerzitazaz, a knight of Hell who looks something like a bloated hedgehog with stubby goat's horns on a wide, bearded face that erupts from its chest more than sits on a neck. Kerzitazaz is missing his left arm, and wears a locket of black metal that, when opened, releases several *black tentacles* (as the spell) that have the side effect of twisting the forms of those they touch (and who fail a saving throw) as follows:

- Takes the form of a grotesque tentacled mass; gains three tentacle attacks that deal 1d6 damage
- With a successful tentacle grapple, the creature drains 1d4 points of Constitution
- Resistance to electricity and acid
- +1 or better weapon to hit
- Magic resistance 10%

His castle contains all the amenities one might expect – several torture chambers (for agony is his meat), a room filled with curling pink smoke and dozens of lesser devils taking long draws from hookahs, armories, prisons and a feast hall dominated by Kerzitazaz's golden throne.

Kerzitazaz seeks the soul of a priestess who once served him and who knows the location of his missing arm. Of course, there is a very good chance that one of the adventurers has the silver coin linked to her soul with him, and if he does, the demon will press them (as best he can) into a quest to find her miserly soul and bring her back.

OGRE: HD 6+1; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 11; CL/XP 6/400; Special: None.

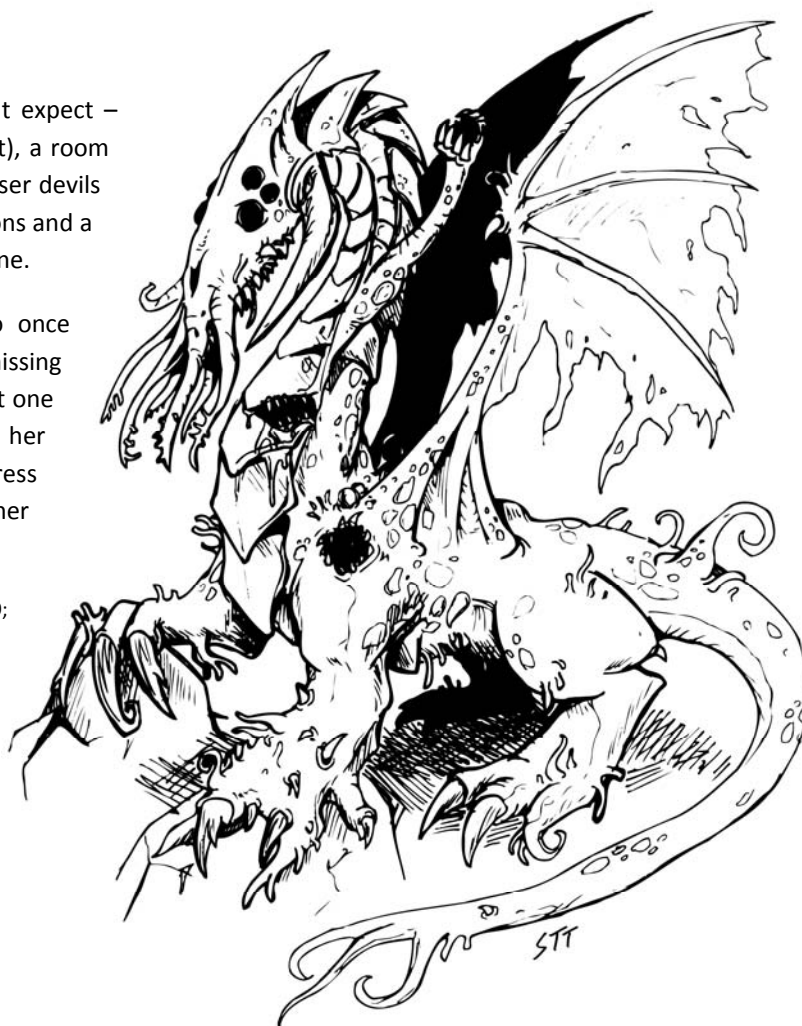
ERINYES: HD 6; AC 2 [17]; Atk 3 tentacles (1d6 + 1d4 Con); Move 12 (F24); Save 11; CL/XP 9/1100; Special: Magic resistance (25%), fear, immune to fire and cold, resistance to acid and electricity, entangle, +1 or better weapon to hit.

KERZITAZAZ: HD 7+4 (27 hp); AC 2 [17]; Atk 1 weapon (1d12) and gore (1d6); Move 12 (F24); Save 9; CL/XP 11/1700; Special: Magic use, immune to fire and poison, +1 or better weapon to hit.

76.83 Golden Apples: A large altar of pitchstone has been set here, surrounded by nine basins of ever-burning fire. The altar is circular, about 3 ft. high and 6 ft. in diameter. Six golden apples are stacked on the altar, each one engraved with letters in the demonic script. One says, "For the fairest", another "for the strongest," a third "for the wisest" and the others for the "most sage", "most rugged" and "most agile."

If an apple is taken by the party member who corresponds to the description (and no, don't let them tell each other their ability scores), then all is well. If not, then the taker switches corresponding ability scores with the rightful owner of the apple. This is not reversed by trading apples or discarding them – the switch is permanent until a *wish* or *remove curse* spell is used to dispel the magic.

76.86 Crimson Ooze: There is a mound here of battered



helms and bits of armor. The armor is the hiding place of a crimson ooze that attacks by squirting pseudopods from between gaps in its armored carapace. These pseudopods stick fast to victims and infect them with a contact poison that causes an intense and rapid fever (1d3 points of constitution damage per round). An open doors check is required to pull away from one of these pseudopods.

CRIMSON OOZE: HD 9 (38 hp); AC 2 [17]; Atk 6 pseudopods (grapple + poison); Move 6; Save 7; CL/XP 11/1700; Special: Immune to fire and acid.

77.83 Xuyish: This town of 4,000 Xshayathian snake men is a collection of circular courts connected by tunnels of serpentine guarded by shadow constrictors who know well enough to leave the natives alone, but have no such qualms about killing visitors. The central court hosts a silver-bladed guillotine, where the sahitim warlord Abuchar is about to be relieved of his head.

The other circular courts are surrounded by blocks of gold and silver apartments and shops and at the center of each court there is a tall, golden spire topped by a golden sun disc that can project blazing rays throughout its court (10d6 points of damage) at the command of the mallor demon that commands each circle.

The Satrap of Xuyish is Guthir, a mallor demon who fancies himself a virtual god of war (though he shies from combat at every turn, leaving it to his minions).

XSHAYATHIYAN OPHIDIAN: HD 6; AC 3 [16]; Atk 1 weapon (1d8) and bite (0); Move 12; Save 11; CL/XP 8/800; Special: Reproductive bite, immune to fire, cast spells as 1st level magic-user.

GUTHIR: HD 14 (46 hp); AC -4 [23]; Atk 2 claws (1d6 + lethal poison) or +1 *longspear* (2d6+1); Move 12; Save 3; CL/XP 20/4400; Special: Fear gaze, foul liquid, spells (*burning hands*, *dispel magic*, *teleport*), summon demons, summon serpent, +1 weapon to hit, immune to electricity and poison, resistance to cold, fire and acid.

78.85 Prison Yard: This hex holds an open air prison in which avaricious souls are condemned to meaningless work for all eternity. One group digs a great hole while another fills it back in, while other teams drag heavy boulders through the thick sand in a circle. Their overseers are bearded devils armed with man-catchers and heavy maces and commanded by a grumpy horned devil who believes the work beneath his station. One of his hands has been gnawed off and replaced with a vicious hook.

Among the souls consigned here is the high priestess sought by Kerzitazaz [75.30].

BEARDED DEVILS: HD 6; AC 0 [19]; Atk 1 bite (1d8) and 2 claw (1d4) or 1 weapon (1d8); Move 15; Save 11; CL/XP 9/1100; Special: Immune to fire, half damage from cold and poison.

HORNED DEVIL: HD 5; AC -6 [25]; Atk 2 claw (1d4) and 1 bite (1d6) or 1 weapon (2d6) and 1 tail (1d3); Move 12 (Fly 24); Save 12; CL/XP 14/2600; Special: Magic resistance 50%, harmed by silver or magic weapons, immune to fire, half damage from cold and poison, spells, whip.

80.28 Nathox: Nathox was once a splendid town of 1,000 Xshayathian ophidians under the command of the glabrezu Keirzer the Dreadful. It is now besieged by an army of demonic centaurs and erinyes that marched into Gehenna from Stygia. Powerful magics from the centaurs and their leader, Erichtho (Mage 17; 43 hp), the Stygian witch and a servant of mighty Dagon, Prince of Stygia, who seeks the soul of the damsel Beatrice, stolen by rebel erinyes.

Erichtho wields the horn of an ancient white wyrm, using it to freeze the once blazing city, encasing the walls in ice and causing all of the fires in the city to sputter and die – they now produce nothing but thick, acrid smoke.

XSHAYATHIYAN OPHIDIAN: HD 6; AC 3 [16]; Atk 1 weapon (1d8) and bite (0); Move 12; Save 11; CL/XP 8/800; Special: Reproductive bite, immune to fire, cast spells as 1st level magic-user.

CENTAUR: HD 6; AC 4 [15]; Atk 2 kicks (1d6) and weapon; Move 18; Save 11; CL/XP 8/800; Special: Immune to fire.

ERINYES: HD 6; AC 2 [17]; Atk 1 bronze sword (1d6 + paralysis); Move 12 (F24); Save 11; CL/XP 9/1100; Special: Magic resistance (25%), fear, immune to fire and cold, entangle.

KEIRZER: HD 10 (52 hp); AC -3 [22]; Atk 2 pincers (2d6), 2 claws (1d3) and bite 1d4+1; Move 9; Save 5; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers.

80.29 The Hunted: Thousands of misers walk these sands, weighed down by chains connected to iron boxes and other instruments of the miser's stock in trade. They are hunted by shadow wolves, who course across the sands like phantoms, sleek and silent.

SHADOW WOLF: HD 4; AC 6 [13]; Atk 1 ghostly bite (1d4 Str); Move 18; Save 13; CL/XP 6/400; Special: Incorporal, shadow blend.

81.31 Stone Python: A cave of sorts rises from the sand here in the shape of a serpent's head with a wide-open mouth. Beyond the mouth of this cave, the tunnel coils

around to a dead end. About 10 minutes after people enter the cave, the mouth shuts and the tunnel walls begin to move. The “cave” belongs to a sort of stone golem in the shape of a python. It is commanded to capture intruders and bring them to the camp of Paymon, which it will attempt to do.

STONE PYTHON: HD 15 (60 hp); AC 5 [14]; Atk 1 constrict (3d8); Move 6; Save 3; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.

81.84 Fallen Maidens: The remains of an amazon army are scattered about the sand here. The corpses of handsome maidens in full battle array – mail and breastplate, oval shield, spears, etc. Dozens of the amazons (risen as ghouls) are moving about, feasting on the corpses of their fallen sisters, but they still seek living prey on whom to practice their battle skills.

GHOULS: HD 2; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch.

82.33 Obelisks: Two obelisks, each made of highly polished basalt and measuring forty feet long are being dragged here by one thousand pitiable misers. Riding atop the obelisks are ten barbed devils armed with steel-barbed scourges and javelins that, when they bite into flesh (i.e. cause maximum damage), turn into vipers. The vipers already have their fangs lodged in the victim’s flesh and injecting their poison. Each devil carries four of these javelins, which are otherwise non-magical.

BARBED DEVIL: HD 8; AC -1 [20]; Atk 2 claw (2d4) and 1 tail slash (3d4); Move 15; Save 8; CL/XP 16/3200; Special: Fear, spells, immune to fire, half damage from cold and poison, summon barbed devil 30%, magic resistance 35%, only harmed by magic or silver weapons.

83.81 Buried Spear: A long spear is buried about 3 feet into the sand here. The spear has a black haft and a silver head. Pulling the spear out of the ground causes an explosion (per a 6 dice fireball), and then the ground begins to fall out from under the person’s feet. The sand drags people down as though it was pouring down a funnel. Folk who were within 5 feet of the spear must roll 1d20 beneath their strength in order to move 2 feet away from the “drag zone”. The drag zone increases in radius by 1 ft. per round until it reaches a maximum radius of 30 ft. Anyone who fails a strength test while in the drag zone is pulled under the sand, suffering 1d6 points of damage

from suffocation each round until they are dead or have passed enough strength tests to climb out of the drag zone. The drag continues for 10 minutes before stopping.

84.30 Ibis Men: This hex is patrolled by strange creatures that look like crosses between a stone giant and an ibis. They have skin like black bronze and white feathers. The bird men are mounted atop crimson carnosaur, and they carry long spears with black hafts and silver tips and large shields. Encounters with the ibis men occur on a roll of 1-3 on 1d6 in groups of 1d4+3.

CARNOSAUR: HD 18; AC 4 [15]; Atk 1 bite (4d8); Move 18; Save 3; CL/XP 19/2400; Special: Chews and tears, immune to fire.

IBIS MEN: HD 9; AC 0 [19]; Atk 1 power ankh (2d6) or energy blast (30 ft., 2d6); Move 12; Save 6; CL/XP 11/1700; Special: Magic resistance (10%).

84.81 Tortured Ghaele: A ghaele is chained in this hex to a black slab of rock. She is being tormented by an efreeti called Jabu and his minions, three bearded devils wearing black turbans ornamented by peacock feathers. The ghaele, Haraba, has a mere 10 hp remaining to her.

BEARDED DEVILS: HD 6; AC 0 [19]; Atk 1 bite (1d8) and 2 claw (1d4) or 1 weapon (1d8); Move 15; Save 11; CL/XP 9/1100; Special: Immune to fire, half damage from cold and poison.

HARABA: HD 10+1 (44 hp); AC -6 [25]; Atk 2 light rays (4d6); Move 21 (F60); Save 5; CL/XP 20/4400; Special: Alternate form, immune to electricity and petrification, half damage from cold and fire, magic resistance 85%, tongues, only harmed by magic weapons, protective aura.

JABU: HD 10 (30 hp); AC 2 [17]; Atk 1 fist or sword (1d8+5); Move 9 (F24); Save 5; CL/XP 12/2000; Special: Wall of fire.

87.32 Three Pits: Somewhere in the immensity of this hex there are three pits, oriented in a triangle and spaced 40 feet apart. The pits are lined with glassy, gray stone and are shaped like hexagons. Each of the pits contains an iron box that is securely locked. Opening a single box reveals it to be empty. If all three boxes are opened simultaneously, the boxes are still revealed to be empty, but the pane of glassy stone behind the box opener disappears, revealing an opening into a small alcove filled with the following:

Pit A – 890 sp and a soapstone idol of Mammon (worth 45 gp) and a small bronze box containing an ounce of snuff (box worth 55 gp, snuff worth 10 gp)

Pit B – 150 gp, 970 sp and 12 wolf skins worth 8 gp each

Pit C – 110 gp, 370 sp and an olivine worth 900 gp

If any of the boxes are closed while somebody is within an alcove, the opening to the alcove closes as well, and a new one opens, allowing a guardian daemon to enter.

GUARDIAN DAEMON: HD 8; AC -1 [20]; Atk 1 bite (2d6), 2 claws (1d6); Move 12; Save 8; CL/XP 11/1700; Special: Breath weapon (3/day; 30-ft. cone of fire, 5d6), +1 or better weapon to hit, immunity to acid, poison and mind-effects, limited domain, telepathy 100 ft.

87.76 Black Dogs: This hex is patrolled by packs of gaunt, black dogs. The dogs are about the size of terriers and are capable of emitting a terrible shriek before attacking (save vs. fear or flee for you drop). The strange beasts are only harmed by holy symbols (which are pretty pathetic weapons) and divine magic. They have 90% resistance to arcane magic and even magic weapons only harm them 50% of the time. The dogs were summoned by an unfortunate wizard using a small book bound in black leather. The book was stolen from the camp of Paymon, and may contain other weird summonings.

SHRIEKING TERRIERS: HD 3; AC 5 [14]; Atk 1 bite (1d6); Move 15; Save 14; CL/XP 5/240; Special: Only harmed by holy symbols, resistance to magic weapons (50%), magic resistance (90% arcane), fearful shriek.

88.32 Chasm: The landscape is broken up here by a chasm with walls of hornblende. The rock is black and contains streaks of manganese and titanium. Hundreds of alcoves have been carved into the walls and in each one there is a pile of bones and ash. The bones belong to several dead kobolds, and under the ashes one can find a fist-sized topaz, apparently worth 500 gp. Each of these topaz is actually a sort of egg from which, 1d8 days later, emerges a hungry baby kobold. The kobolds mature in 6 weeks and have voracious appetites for metal, consuming the equivalent of an iron spike or dagger each day or emitting an unending, powerful shriek that can be heard for miles (increases the chance of an encounter to 1-2 on 1d6 and prevents adventurers from being able to sleep).

88.73 Monastery of Madness: There is a monastery here that looks like it might have been dreamed up by Salvatore Dali – all abstract shapes and weird lines. The monastery is dedicated to Nyarlathotep, the Slaad Lord of Madness, and is staffed by a priesthood of walking slimes and overseen by a balor demon called Karum, Bringer of Madness. Karum looks as though his flesh is melting from his body,

and he leaves a trail of slime that, if it puddles, has a 1 in 6 chance per turn of animating as yet another walking slime.

At the heart of the monastery, if one can find it through the shifting corridors and many pit falls, there is an idol in the form of a black sphere that gives off a strange humming noise (like a theramin) and great arcs of electricity (1 in 6 chance per round of striking a random person within 30 feet with a 3 dice *lightning bolt*). Rumors speak of a vault beneath the idol holding all manner of relics and riches.

The idol is surrounded, at a distance of 35 feet, by six hepatizon pedestals. A thief can work out that they are triggers that must be weighted down with 100 lb. each to be triggered. If this is done, the would-be tomb robbers get a nasty surprise. Instead of discovering a treasure vault, they instead are drained of 1d4 points of wisdom, their life energy passing into the black sphere, which shatters and is sucked inward into a umbral blot that has been summoned to wreak havoc in Hell in service to mighty Nyarlathotep.

WALKING SLIME: HD 2; AC 9 [11]; Atk 1 (1d6 + turn to slime); Move 6; Save 16; CL/XP 4/120; Special: Transform to slime.

KARUM: HD 10 (49 hp); AC 2 [17]; Atk 1 attack (3d8); Move 6 (F15); Save 5; CL/XP 14/2600; Special: Acidic surface, magic Resistance (75%), surrounded by flame (3d6), magic weapon required to hit, unaffected by spells from casters lower than 6th level, immune to cold, fire and poison.

UMBRAL BLOT: HD 28; AC -6 [25]; Atk 1 touch (disintegrate); Move F30; Save 3; CL/XP 33/6300; Special: Disintegrating touch, vortex (sucks air in 15-ft radius in one round; save or swept into the umbral blot), immune to disintegration, spells (*ethereal jaunt*, *dimension door*, *teleport without error*, *plane shift*), immune to poison, sleep, paralysis, disease, death, acid, cold, fire and sound, magic resistance (70%).

88.74 Silver Columns: There is a gathering of six silver columns in this hex, each 10 ft. tall and 2-ft. in diameter and set in a wide circle. If one of these is touched, it slowly molds itself into a smooth humanoid form and takes on all the special abilities (racial, class, etc.) of the person who touched it. It attacks with its own fists for 2d6 points of damage, and takes on the special abilities of any additional person that it touches.

SILVER COLUMN: HD 8; AC 3 [16]; Atk 2 slams (2d6); Move 15; Save 8; CL/XP 10/1400; Special: Absorb special abilities, immune to polymorph, magic resistance (40%).

88.76 Oasis: An oasis has sprung up here in the forbidding desert. The oasis consists of a large pool of sweet water that is covered in a mist of steam. A copse of twenty hardy tri-flower fronds have sprung up around it. The inhabitants of Gehenna avoid the oasis as something “unnatural”.

89.34 Hraximus: A large, horned blue dragon has a subterranean lair in this hex. The dragon, Hraximus, has a large horn on his nose, and on this horn there is lodged an odd sort of glove. The glove is made of tiny mithral scales and has an amethyst set in the palm. The amethyst, if touched to a demon or devil, surrounds it with a purple aura that crushes it for 3d6 points of damage per round.

HRAXIMUS: HD 10 (40 hp); AC 2 [17]; Atk 2 claws (1d6), 1 bite (3d8); Move 9 (F24); Save 5; CL/XP 12/2000; Special: Spits lightning.

89.77 Tiny Skeletons: This hex is swarming with tiny skeletons that run in large swarms. Each round, there is a 1 in 6 chance that 1d6 swarms crawls up from the sand and attacks a band of adventurers. When destroyed, the skeletons melt into acidic goo that dissolves completely in 1d4 rounds. One swarm produces one pound of goo, which is worth 100 gp to an alchemist.

SKELETON SWARM: HD 4; AC 5 [14]; Atk swarm (1d6 + acid); Move 9; Save 13; CL/XP 5/240; Special: Acid (eats skin, dealing 1 point of con damage per round and eats metal, reducing armor value by 1 per round (at 0, armor is destroyed) and reducing weapon damage by one dice per round), immune to acid, only harmed by area attacks.

90.33 Basalt Skulls: This hex holds a cluster of twelve large skulls carved from basalt. The skulls are half-buried in the sand, with mouths wide open. Each skull is large enough to hold three people. People who enter a skull must make a saving throw when the sand beneath their feet suddenly falls away, dropping people 50 feet down a fleshy tube into a 10-ft deep pool of acid (2d6 points of damage per round).

Those who pass a save have a 25% chance of leaping clear of the worm and a 75% chance of grabbing hold of an empty eye socket or other handhold. Once this trap is sprung, the worm creatures the skulls are attached to close their mouths and bury themselves in the sand, waiting for their prey to digest. Each worm has 3,200 gp worth of treasure in their bellies.

SKULL WORM: HD 15; AC 6 [13]; Atk 1 bite (2d12 + swallow whole); Move 12 (B12); Save 3; CL/XP 16/3200; Special: Swallow whole (1d6 points of acid damage each round).

90.39 Solar Scorpion: The sands of this hex faintly glow from the hundreds of solar scorpions that crawl through these sands. These scorpions are encountered in bands of 2d4 on a roll of 1-3 on 1d6.

SOLAR SCORPION: HD 6; AC 0 [19]; Atk 2 claws (1d8) and 1 sting (1d6 + poison); Move 21; Save 11; CL/XP 9/1100; Special: Poison, solar blast, crystal shell.

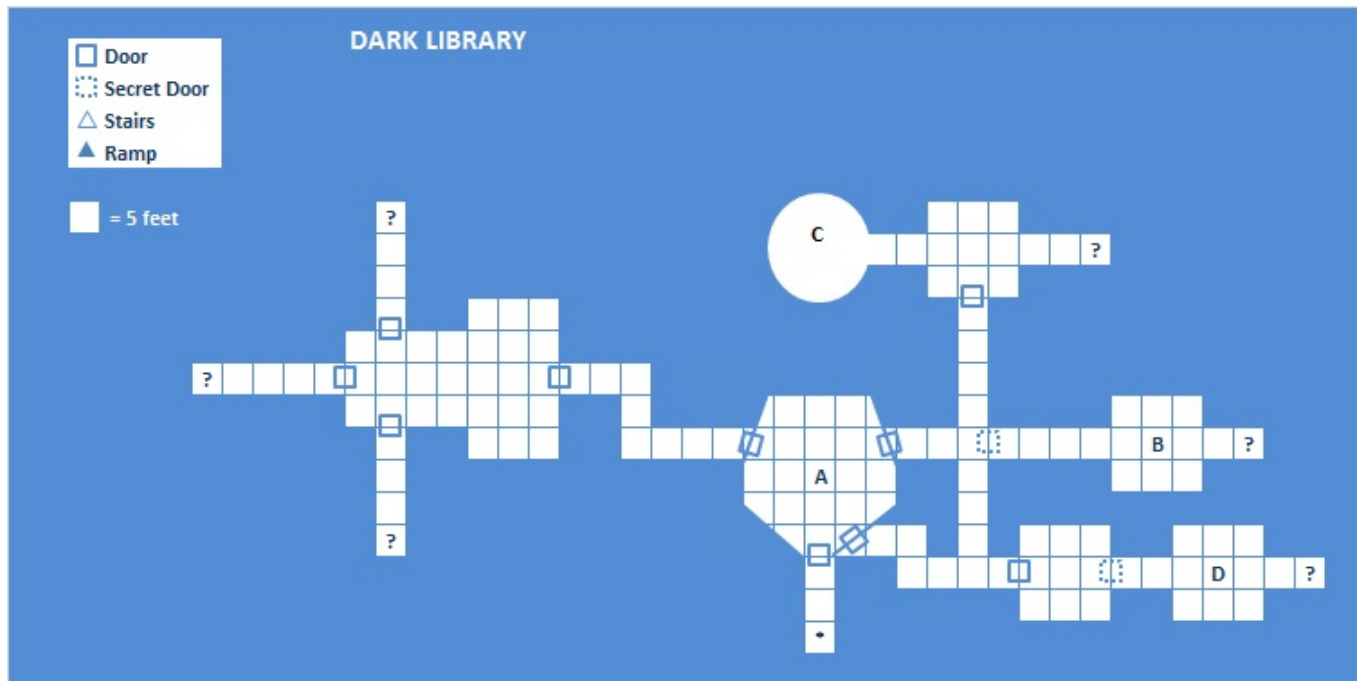
90.73 Zao: The ground in a 3-mile diameter at the center of this hex has been turned into a great mound, the sands having been melted, shaped and cooled into a spiraling ramp that leads up to the pinnacle, which is 300 feet above the surface. On this pinnacle there stands the castle of the amaimon devil Zao, an ambassador of Berith to Gehenna. Zao’s castle is protected by two companies of Sarrimite goblins, assigned by Mammon, and his own personal guard, a squadron of demonic white apes mounted on giant, iron boars. The white apes wield large morningstars. Zao’s primary mission in Gehenna is to discover how Mammon makes his enemies disappear.

SARRIMITE GOBLIN: HD 4+1; AC 1 [18]; Atk 1 weapon (1d10); Move 9; Save 13; CL/XP 4/60; Special: Immune to fire, growth.

IRON HOGS: HD 4; AC 3 [16]; Atk 1 gore (2d6); Move 6; Save 13; CL/XP 5/240; Special: Breath (30-ft. cone; causes all metal in the area of effect to freeze into place and be unmovable, per an *unmoveable rod*).

DEMONIC WHITE APE: HD 4; AC 6 [13]; Atk 2 hands (1d3), 1 bite (1d6); Move 12; Save 13; CL/XP 6/400; Special: Hug and rend, immune to fire and poison, double damage vs. lawfuls, dimension door (disappears in a cloud of yellow smoke) 1/day.

90.76 Arkusite Gathering: A wondrous gathering of the nomadic Arkusite gnolls has gathered here on a flat plateau of solid iron that belches forth great plumes of fire and smoke from dozens of pits. The 2,000 gnolls gathered here represent nine different warbands, each under the command of a different 8 HD warlord, all of whom are now paying tribute to the greatest of the warlords, Thoks (Fighter/Cleric 13; 49 hp), a canny old prince among gnolls who is currently grieving the loss of his three daughters to the depredations of the Lamuresti elves. About fifty elves have been brought as tribute to the gnoll and are to be eaten alive by the warlord and his court. Among them is the Lady Ninsab, daughter of King Barimu of Calepp [92.42] and a favored consort of Maphistal.



Thoks has a special bodyguard composed of five panthers of liquid metal. His people are drunk on strange tubers that they grow in the burning sands. These tubers cause people to fall into ecstasy while their spirits emerge as medium-sized elementals (roll 1d4: 1) air, 2) earth, 3) fire and 4) water) and go on a rampage.

ARKUSITE GNOLL: HD 5; AC 5 [14]; Atk 2 claws (1d4 + paralyzing touch) and bite (2d4) or weapon (2d6); Move 9; Save 12; CL/XP 6/400; Special: Immune to charm and fire, paralyzing touch.

LIQUID METAL PANTHER: HD 8; AC -1 [20]; Atk 2 claws (1d8) and bite (1d6); Move 18; Save 8; CL/XP 10/1400; Special: +1 or better weapon to hit, half damage from physical attacks, engulf if hit with bite attack for auto damage each round and suffocation.

92.42 Calepp: Calepp is a grand city of ruby spires inhabited by the 1,000 Lamuresti elves. The city is constructed of ruby-colored crystal and blocks of brass, each one a bas-relief of a beautiful elf. From the walls of Calepp, the elves sing terrible chants that echo across the metallic sands, mourning the kidnap of the Princess Ninsab, daughter of King Barimu (Fighter/Mage 10; 36 hp).

The elves are especially enraged that Barimu has launched no counter attack against the gnolls [90.76] who took her. He is currently enchanted by Eshkit (Duelist 11; 35 hp), a rakish woman who is actually a doppelganger in service to Mammon, sent to spy on these elves who worship Mulciber above all other demons. She has carried a

magical garnet into the city and has secreted it in Barimu's treasure chamber. The accursed garnet has not only stolen Barimu's heart and will, but is spreading a wasting curse (per *mummy rot*) through the elves of the city.

LAMURESTI ELF: HD 4+1; AC 4 [15]; Atk 1 sword (1d8) or 2 arrows (1d6); Move 12; Save 17; CL/XP 1/15; Special: Immune to fire, bloodlust.

ESHKIT: HD 4; AC 5 [14]; Atk 1 claw (1d12); Move 9; Save 13 (5 vs magic); CL/XP 5/240; Special: Mimics shape, immune to sleep and charm.

92.43 Dark Library: On a sandy rise there is a weird spike of granite that juts out like a tooth. This granite has been carved into a tower that was once the dwelling place of Randolph the Ravager.

[A] This room is a pentagon in shape, with recessed shelves of scrolls and books in the walls. There are five depressions in the floor, and in each of these there is an elderly man bound in steel chains. These men were sages in life who hoarded knowledge and shared it with nobody. Now, they are bound away from their books and are cursed to never answer a question truthfully, though they know the answer almost any question (85%).

One minute after entering this room, the entry door slams shut and the ceiling begins to descend, first slowly, then more quickly. The smashes anyone in the room for 12d6 points of damage unless they are quick enough to pick up a

sage and cast them from their depression in the floor. If this is done, the sage's chains vanish and appear on the person who got into the depression. Each sage is an 8th level magic-user. When their chains disappear, they regain all of their formerly prepared spells.

[B] Behind this secret door there is a small alcove. The alcove holds a pedestal of obsidian. Atop the pedestal, there is a tome, thick and quite large, bound in chains of adamant with a large lock. The books rattles and jumps when approached. If opened, the book contains an empty space filled with a much smaller prayer book.

The prayer book contains chaotic chants and various lurid illustrations of monstrous beasts engaged in questionable activities with witches and warlocks. If a drop of blood is applied to one of these pictures, it disappears from the book and is summoned into a material form, per the various figurines of wondrous power. Each of these animals can be summoned but once, and lasts for no more than 24 hours. They are quite evil, but under control of the person who fed them blood.

[C] This chamber is filled with reams and reams of paper. At the center of the room there is a trapdoor with a ring handle. If the door is lifted, all other entrances slam shut and the papers fly up into a whirlwind. The papers are razor sharp, and people in the room suffer an attack each round from an 8 HD monster. Each successful attack deals 1d6 points of damage and causes blood loss (i.e. lose 1d4 hit points per round until healed).

[D] This room appears to be a coaching station, though there are no exits. Each turn, there is a 1 in 6 chance of an ornamented coach passing through a wall and stopping, the door opening to allow passengers to enter.

The coach will take passengers wherever they wish to go within the dungeon. When they have arrived, a ghostly face appears and demands its price – one person in the coach must die by the hand of another person in the coach. Failure to comply causes the coach and all within it to become ethereal and sink into the ground, never to emerge until the deed has been done.

92.71 The Burnt City: Mammon rules Gehenna from the infamous Burnt City of Gehenna. The city is a great circle surrounded by a moat of boiling oil inhabited by oil sharks.

Beyond the moat there walls of silver blocks 100-ft tall, with round towers 120-ft tall spaced about 300 feet apart. Each tower houses two companies of Sarrimite goblins and a company of bearded devils. The city has a single gate of gold guarded by a squadron of iron golems, each heavily gilded and crafted to look like Mammon.

The city is home to about 6,000 misers, all dragging heavy chains, 3,000 bearded devils, 2,000 barbed devils, 1,000 chain devils and 500 amaimon devils – the aristocracy of the Burnt City.

The Burnt City is built on a radial pattern and the buildings reflect all the grandeur and decadence of Versailles. The streets are patrolled by iron golems (1d3+1 in a group). Most of the buildings are given over to mansions for the amaimons, counting houses filled with hellish clerks writing their records on copper sheets using acid-tipped quills and a number of bazaars and markets where everything one can imagine can be procured – if the price is right. The largest market is given over to beasts of burden, which in the burnt city includes humanoids and misers.

BEARDED DEVILS: HD 6; AC 0 [19]; Atk 1 bite (1d8) and 2 claw (1d4) or 1 weapon (1d8); Move 15; Save 11; CL/XP 9/1100; Special: Immune to fire, half damage from cold and poison.

BARBED DEVIL: HD 8; AC -1 [20]; Atk 2 claw (2d4) and 1 tail slash (3d4); Move 15; Save 8; CL/XP 16/3200; Special: Fear, spells, immune to fire, half damage from cold and poison, summon barbed devil 30%, magic resistance 35%, only harmed by magic or silver weapons.

OIL SHARK: HD 9; AC 6 [13]; Atk 1 bite (1d8+4); Move S24; Save 6; CL/XP 9/1100; Special: Immune to fire.

MAMMON: See *Pandaemonium VI* in this issue

93.40 Boiling Oil: This hex holds a number of “quicksand” pits composed of equal parts metallic sand and scalding oil. There is a 1 in 6 chance per hour of the adventurers stumbling across one of these pits (each adventurer should attempt a save to avoid the pit). Those who fall in suffer 2d6 points of damage each round from the oil and must pass an open doors check to swim to the edge of the pit and pull themselves out.

93.47 The Black Enchantress: A flock of 15 ghoulish stirges is here sucking blood from the scalp of a titan buried up to her neck in the burning sands and, beneath the sand

bound in chains of adamant. The titan is called Shai, the Black Enchantress, the daughter of Circe and Kydoimos.

GHOUL-STIRGE: HD 4+1; AC 4 [15]; Atk 1 bite (1d6 + paralysis); Move 9 (F18); Save 13; CL/XP 7/600; Special: Blood drain, paralysis.

SHAI: HD 20 (83 hp); AC -1 [20]; Atk 1 weapon (2d8); Move 21; Save 3; CL/XP 22/5100; Special: Spells (*antimagic shell, create undead, desecrate, dispel good, dispel magic, identify, imbue with spell ability, mage's disjunction, magic aura, monster summoning IX, protection from good 10-ft. radius, protection from spells, spell resistance, spell turning, unholy aura, unholy blight, unholy word*).

93.62 Damned Valkyries: One might catch sight of a sleek, black longship with a dragon prow sailing through the sky in this hex (or another hex, if you wish). The ship is crewed by ten damned Valkyries, each one having lost her heart to a fallen warrior and attempted to keep him for herself. The ship is commanded by three gullveig hags, who have amassed a treasure of 22,100 gp in coins, potions of *giant strength, invulnerability, dragon control, plant control* (2), *clairaudience* (2), *animal control* and *flying*, a *cloak and boots of elvenkind* (still stained with the former owner's blood and a treasure map stuffed in the toe of one boot) and a *scroll of protection from magic*.

DAMNED VALKYRIE: HD 15; AC -3 [22]; Atk 1 weapon (1d8+5); Move 15; Save 3; CL/XP 17/3500; Special: Etherealness, magic resistance 25%.

GULLVEIG HAGS: HD 4; AC 3 [16]; Atk 2 claws (1d4); Move 12; Save 13; CL/XP 10/1400; Special: Only harmed by magic weapons, immune to cold and fire, regenerate 3 hp/round, magic resistance 25%, gold gaze, spells.

93.64 Shallow Grave: A pile of white stones marks a shallow grave here where a sturdy old dwarf adventurer was laid to rest. The ground was sanctified by a powerful lawful cleric, but this cannot last in Hell, and eventually the corpse will be animated into something awful.

93.74 Armor Merchant: Kelada (Fighter/Mage 7; 23 hp) is a female Lamuresti elf armor merchant. She is currently making his way through this hex on his way to the Burnt City [92.71]. He is riding a giant igniguana wearing mail barding encrusted with jewels (worth about 300 gp). Behind the igniguana there is a train of five animated brass wardrobes. Inside each wardrobe there are stacks of shields, mail shirts and hauberks and helms. Kelada treats haggling with contempt, but she isn't so stupid as to reject it. Her wardrobes are protected with *fire traps*.

ANIMATED WARDROBE: HD 8; AC 5 [14]; Atk 2 slams (1d6); Move 6; Save 8; CL/XP 8/800; Special: None.

IGNIGUANA: HD 8; AC 2 [17]; Atk 1 bite (1d8); Move 6; Save 8; CL/XP 10/1400; Special: Breathes fire.

94.40 Goblin Work Crew: A work crew of 115 Sarrimite goblins is building one of their iron roads. They use clockwork elephants in their work, and have constructed a foundry to sift through the sands and refine the iron they need for their work. The goblins are equipped with spades and heavy hammers, and the 20 who serve as guards wear lamellar armor and carry sturdy axes and shields. The crew boss is called Abbo (Fighter 7; 41 hp). Abbo and his crew have a secret. They fell upon a vrock demon loyal to Mammon and killed it, and are in the process of hiding its body underneath their road.

SARRIMITE GOBLIN: HD 4+1; AC 1 [18]; Atk 1 weapon (1d10); Move 9; Save 13; CL/XP 4/60; Special: Immune to fire, growth.

94.42 Pile of Bottles: There is a tremendous pile of glass bottles in this hex. A barbed devil sits upon the bottles, which are just about every shape, size and color imaginable. The barbed devil is looking for an efreeti that is trapped in one of the bottles in hopes that a *wish* can elevate his status.

94.52 Amazon Slaves: An army of 70 enslaved amazons in heavy chains are being driven by 20 Sarrimite guards to complete a monument to Mammon. The monument is a statue built of granite blocks and coated with hammered gold. The statue depicts Mammon sitting on the ground holding a massive bowl in his lap. The bowl has a bound fire elemental within it, which looks to observers like nothing more than an eternal flame. The grinning face of Mammon has ivory tusks (worth 600 gp each) and ruby eyes (worth 2,500 gp each).

SARRIMITE GOBLIN: HD 4+1; AC 1 [18]; Atk 1 weapon (1d10); Move 9; Save 13; CL/XP 4/60; Special: Immune to fire, growth.

AMAZON: HD 6+1; AC 1 [18]; Atk 1 sword (1d8+1) or 1 bow (1d8+1); Move 15; Save 11; CL/XP 6/400; Special: +1 to hit and damage with sword and bow, immune to fire.

95.46 Xagxagel: Xagxagel is a citadel of 400 Xulite bronze men in service to Maphistal. The citadel is under the control of Rikjulmon, a glabrezu known as the Lord of Deformity. In the flesh pits of Xagxagel, captives are

broken and molded into pitiable freaks and killing machines by his alchemists. These vat men throng the lower walls of the citadel, chained and feral, while the upper walls are guarded by the bronze men.

Within the citadel, there are pillars topped by talking bronze heads who store the memories and wisdom of the forefathers of Xagxagel. They ring a central court where the enemies of the city are flayed and roasted while being tormented by the woman and children of the place.

XULITE BRONZE MAN: HD 5; AC 2 [17]; Atk 2 swords (1d6); Move 12; Save 12; CL/XP 6/400; Special: Immune to fire and petrification.

RIKJULMON: HD 10 (58 hp); AC -3 [22]; Atk 2 pincers (2d6), 2 claws (1d3), 1 bite 1d4+1; Move 9; Save 5; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers.

95.48 Yaruga: A wide, low plateau of basalt rises from the sands here. There are twenty large yaruga with amaranth scales basking in the warmth of Gehenna here. One of them has a skull lodged in its gullet, the skull of a marilith demon once called Amabur, who knows many of Mammon's secrets.

YARUGA: HD 3; AC 5 [14]; Atk 1 kick (1d6); Move 18; Save 14; CL/XP 3/60; Special: Blinding flatulence, running kick.

95.49 Iron Geyser: A geyser here spews out molten iron. After people have traveled about 3 miles into the hex, there is a 1 in 6 chance per hour that they will come across the geyser in the most unpleasant way. Each character should roll 1d10 + their dexterity score. The one with the lowest is closest to the burst and suffers 6d6 points of damage immediately and another 2d6 points of damage the next round while the iron cools. Removing the bits of iron inflicts another 2d6 points of damage.

All other characters suffer 20 points of damage minus their saving throw roll from bits of hardened iron that fall like bombs around the geyser's eruption point.

95.50 Pyramid of Skulls: A pyramid of skulls, representing all of the peoples of Gehenna, has been constructed here as a monument to Mammon. The top of the pyramid holds a throne of souls – an ethereal construct of writhing, tormented, damned souls that appears as a smoky mass. Sitting atop this throne is an oblivion wraith in the garb of a terrible king – black robes edged in the fur of a krenshar,

a circlet of gold on his head and a golden scepter in his hand. In the king's outstretched hand, he holds a small sphere of obsidian that wavers and throbs. With this item in their hand, a person is immune to the black sphere of Mammon, the one he uses to make his enemies disappear. One can also use it to transport themselves in and out of the extra-dimensional space the sphere sends people to.

The wraith king is, unfortunately, not alone. If one threatens the king, thirty normal wraiths emerge like grey smoke from the gaps in the skull pyramid.

WRAITH: HD 4; AC 3 [16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; CL/XP 6/400; Special: drain 1 level with hit.

OBLIVION WRAITH: HD 12; AC 1 [18]; Atk 1 touch (3d6 + attribute drain); Move 15 (F30); Save 3; CL/XP 14/2600; Special: Drain attributes, immune to non-magical weapons, disintegrates objects.

95.53 Brains: There is a ruined keep here populated by a cabal of damned theologians who succumbed to lust for money and power in life. Stripped of their mortal forms, the sages now exist as brains floating in a sparkling liquid within gold canisters. These canisters are now planted upon the bodies of ogres, the brains having incomplete control over these brutish bodies. They spend their time arguing over nonsense (how many angels can dance on the head of a pin, the correct pronunciation of "f'tagn", etc.), these arguments sometimes coming to blows.

THEOLOGIAN: HD 4+1; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: *ESP, hold person, clairaudience/clairvoyance, confusion, magic missile* (1/day), spells as 4th level cleric.

95.63 Gas Vent: The sands become a funnel here, the hole at the bottom emitting a noxious gas that makes people sluggish (save or movement rate cut in half). As one descends into the hole, the sands begin to flow, forcing people to pass Strength tests or descend 10 feet at a time into the hole. After 50 feet, they fall into a cavern that is full of the gas. The gas puts people into suspended animation, and there are already five other adventurers trapped in this cavern.

96.42 Lady Tyrana: A crew of werabats are pulling a flying sledge through the sky, the sledge carrying Tyrana, the reluctant wife of Mulciber. Four Sarrimite guards armed with heavy crossbows and shocking bolts (+1d6 electricity).

SARRIMITE GUARDS: HD 4+1; AC 1 [18]; Atk 1 weapon (1d10); Move 9; Save 13; CL/XP 4/60; Special: Immune to fire, growth.

WEREBATS: HD 3; AC 6 [13]; Atk 1 bite (1d3), 1 weapon (1d6); Move 12 (F24); Save 14; CL/XP 5/240; Special: Lycanthropy, control bats, surprise.

TYRANA: HD 19 (86 hp); AC -2 [21]; Atk 1 weapon (3d8); Move 30 (F60); Save 3; CL/XP 30/7400; Special: Spells as 19th level magic-user and cleric, charm monster at will, immune to fire, poison and acid, resistance to electricity and cold, magic resistance (65%), +2 or better weapon to hit.

96.49 Patrol: A patrol of 20 clockwork kobolds are coursing over these sands mounted on sand screamers. The clockworks have been dispatched by Mulciber to search for the items that contain the syllables of Mammon's true name. His wife has recently made him aware of their existence, and he plans on using them to keep Mammon at bay.

CLOCKWORK KOBOLD: HD 3; AC 6 [13]; Atk 1 weapon (1d8); Move 6; Save 14; CL/XP 4/120; Special: Immune to fire, construct.

SAND SCREAMER: HD 2+2; AC 3 [16]; Atk 1 bite (1d8); Move 18; Save 16; CL/XP 2/30; Special: None.

96.55 Glamour Girl: Palma (Illusionist 16; 33 hp), the former countess of Glamoury on the island of Ulf, dwells here on a small island of granite surrounded by a lake of molten metal. The island has been carved into a twisted tower. Palma dwells here with Ganog, a homunculus that looks like a weasel with a human face.

Palma was turned into a wolf by Queen Gloriana and, in that form, was killed by one of her champions and descended into Hell. She is pale of skin and one can tell she was once lovely, though the loveliness has faded and her face is now marred by the wolf teeth that crowd her mouth and stretch her lips thin, and the creases of worry that radiate from her intense, yellow eyes. Palma knows of the pieces of Mammon's true name (though she does not know where they can be found) and also knows of his black sphere. She fears the arch-devil and wishes only to be left alone with her self-loathing.

HOMUNCULUS: HD 2; AC 6 [13]; Atk 1 bite (1d3 + sleep); Move 6 (F20); Save 16; CL/XP 3/60; Special: Sleep-inducing bite.

96.64 Giant Lizards: Two giant lizards, each about 30 feet long, tussle here over the roasting corpse of a Sarrimite hobgoblin. They have whipped a great deal of sand into the air, and those passing by must pass a saving throw or

suffer 2d6 points of damage from breathing the burning dust into their lungs.

GIANT LIZARD: HD 6; AC 5 [14]; Atk 1 bite (1d8); Move 12; Save 11; CL/XP 7/600; Special: Immune to fire.

96.68 Gade: Gade is a town of 1,000 Sarrimite goblins in service to Mammon. They form the closest thing Hell has to a hospice, where afflicted demons come to be "purified" by the flames of Mammon. They are cast into burning pits where disease is burned from their bodies.

This makes Gade something of a tourist town for Hell, and the goblins here work hard catering to their every need and foul desire.

The town is overseen by Orikfo, a marilith who despises her current station and despises her master Mammon for installing her here. She has recently taken into her court a magician known as Madrista, a polymorphed female drider in search of a magical tome desired by her people. She is otherwise guarded by fifteen weretigers. Her court is also graced by Fecaef, an ambassador of Asmodee from Erebus who wears a ruby ring that allows him to *detect thoughts*.

SARRIMITE GOBLIN: HD 4+1; AC 1 [18]; Atk 1 weapon (1d10); Move 9; Save 13; CL/XP 4/60; Special: Immune to fire, growth.

WERETIGERS: HD 6; AC 3 [16]; Atk 2 claws (1d4), 1 bite (1d10); Move 12; Save 11; CL/XP 7/600; Special: Lycanthropy.

MADRISTA: HD 7; AC 3 [16]; Atk 1 weapon (1d8); Move 18; Save 9; CL/XP 9/1100; Special: Spells as 8th level magic-user.

ORIKFO: HD 8 (24 hp); AC -3 [22]; Atk 6 weapons (1d8), tail (1d8); Move 12; Save 8; CL/XP 13/2300; Special: Magic resistance (80%), +1 or better magic weapon required to hit, demonic magical powers.

97.50 Remnants of a Palace: There was once an arch-devil called Nchazer, an archduke of avarice who challenged Mammon and summarily vanished from all record and thought. His palace, a collection of spheres of various metals – gold, platinum, silver, copper – joined together by tubes of force. The spheres contain chambers and spiral passages that often defy gravity and time in strange ways. They are now inhabited by various creatures that have crawled into the place after it was abandoned.

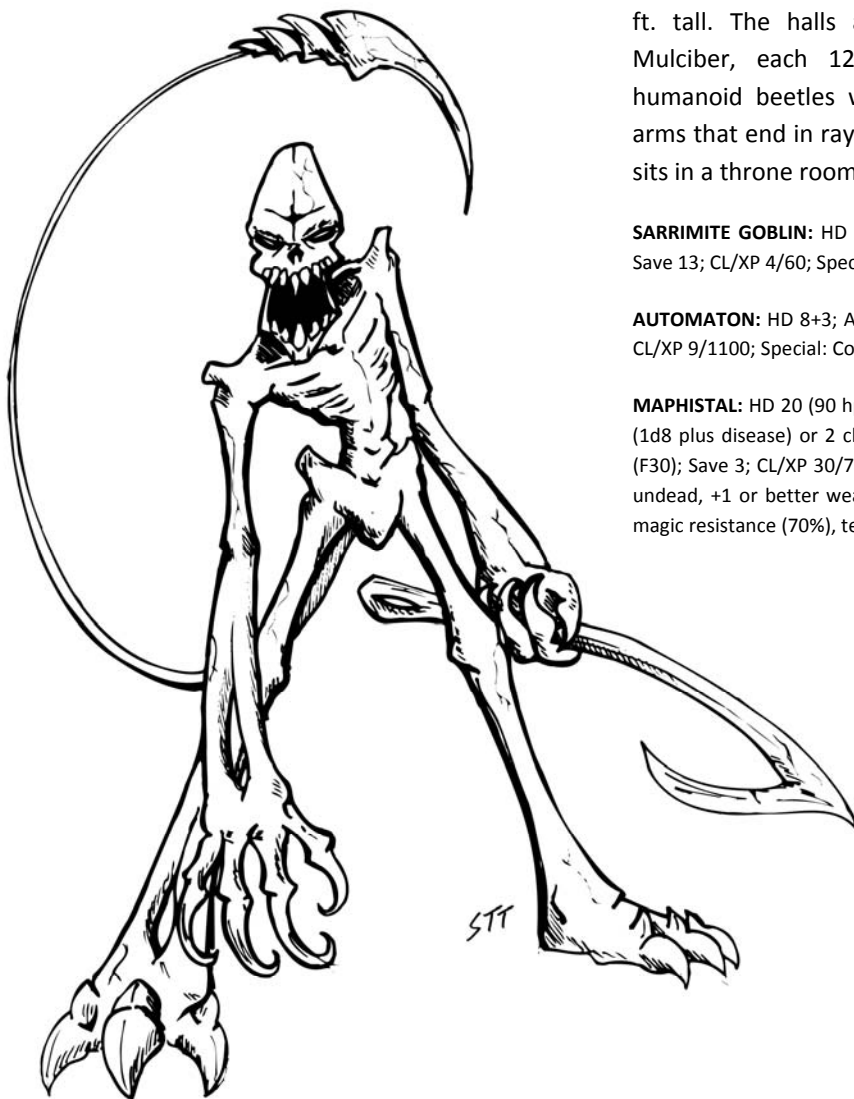
97.60 Lonely Tree: A tall crystalline tree of sapphire rises here, casting blue light over the black sands. Hanging from

one of the lower branches there is a satchel containing six iron spikes and three vials of holy water.

98.46 Bound Shedu: A shedu bound in chains of adamant has been buried to the neck in the sands here. It is writhing in pain, not only because of the burning sand, but also because of a gang of eleven bearded devils is jabbing at it with pitchforks. Some devils think pitchforks are cliché, of course, but a few of the old sinners appreciate the classics.

BEARDED DEVILS: HD 6; AC 0 [19]; Atk 1 bite (1d8) and 2 claw (1d4) or 1 weapon (1d8); Move 15; Save 11; CL/XP 9/1100; Special: Immune to fire, half damage from cold and poison.

SHEDU: HD 16; AC -1 [20]; Atk 1 gore (3d6) and 2 hooves (2d6); Move 12 (F24); Save 3; CL/XP 24/5600; Special: Magic immunity, reduces damage from hits by 5, fear aura, holy word 1/day, trample, true seeing.



98.48 Edjet: Edjet is a city-state of 5,000 Sarrimite goblins and the capital of Maphistal. The grand city is guarded by three rings of towering walls, each wall defended by several companies of demons and devils. The outer wall is commanded by Askak, a glabrezu demon. The middle wall is commanded by Hatwar, a towering nalfeshnee demon and the inner wall by Seshaa, a female pit fiend known as the Black Enchantress of Wondrous Decay.

Each wall is 300 ft. wide, with 40-ft. thick walls, the interior an unguarded dungeon where the prisoners and their undead remains are permitted to run free. The demons store all manner of wondrous objects in these maze-like walls, the prisoners guarding them by their mere presence.

Maphistal's palace is an iron fortress with conical towers like fangs and a keep that measures 500-ft. wide and 600 ft. tall. The halls are guarded by the automatons of Mulciber, each 12 ft. tall and looking like vaguely humanoid beetles with large mandibles and segmented arms that end in ray projectors (per a retriever). Maphistal sits in a throne room swathed in fire.

SARRIMITE GOBLIN: HD 4+1; AC 1 [18]; Atk 1 weapon (1d10); Move 9; Save 13; CL/XP 4/60; Special: Immune to fire, growth.

AUTOMATON: HD 8+3; AC 0 [19]; Atk 1 weapon (2d8); Move 12; Save 8; CL/XP 9/1100; Special: Construct, immune to fire and acid.

MAPHISTAL: HD 20 (90 hp); AC -3 [22]; Atk +3 heavy mace (2d6) and bite (1d8 plus disease) or 2 claws (1d8) and bite (1d8 plus poison); Move 15 (F30); Save 3; CL/XP 30/7400; Special: Bone knit, disease, spells, summon undead, +1 or better weapon to hit, immunity to electricity and poison, magic resistance (70%), telepathy 100 ft.

Lords of Gluttony & Greed

Illustrations from de Plancy's Dictionnaire Infernal

The lords and princes of the third and fourth circles of Hell are numerous and powerful, and some are yet worshipped as gods by the less kindly peoples of the surface.

Amon, Marquis of Hell

Large Outsider, Chaotic, Super Intelligence

HD	20 (100 hp)
AC	22 / -3
ATK	+3 heavy mace (3d6) and bite (2d6)
MV	60 / 24
SV	Fort 3, Ref 3, Will 3 / 3
XP	10,000 / CL 30 (7400 XP)

Amon is a Prince of Hell who was once worshipped as a sun god in ancient Nabu and is still worshipped by the sahitim of the Nabu Desert. He is a patron of diviners and the prince of evil canine creatures and grimlek demons.

Amon can appear in two forms. His false form, assumed during the day, is that of a tall, beautiful man with light blond hair and golden skin. On his arm there is perched a white falcon and both falcon and man give off a brilliant radiance. At night, his form changes into that of an owl-headed wolf with the lower body of a golden-scaled serpent. His falcon takes the form of a winged serpent.

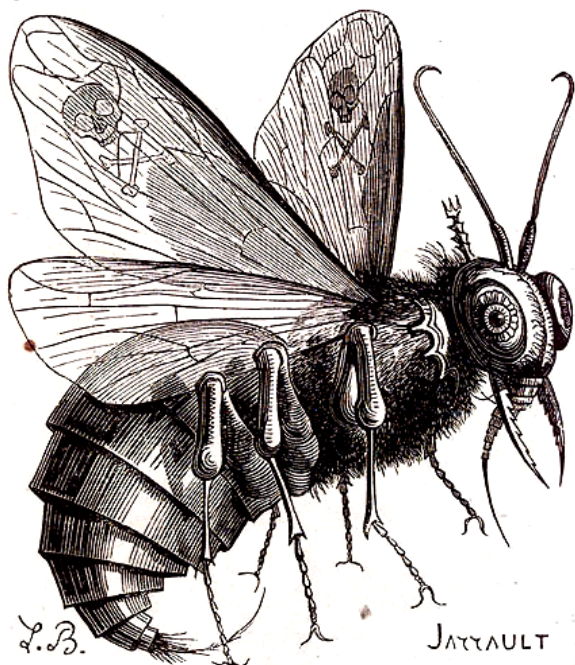
Amon's gaze causes fear (as the spell; 30 ft. range) in creatures who meet it and fail a Will save. Once per day he can summon 4d10 lemures, 2d4 bone devils, 1d4 barbed devils or one pit fiend. Once per day he can summon 40 HD wolves and worgs. Amon can also rebuke and command werewolves.

Amon commands 40 companies of demons. Ten of them, his elite companies, are composed of grimleks. Twenty of the companies are composed of werewolves armed with axes and shields and wearing scale armor. The final ten are composed of fire lizards.

Spells: At will – *animate dead, charm monster, dispel magic, fly, produce flame, suggestion, wall of ice*; 3/day – *heat metal*; 1/day – *confusion, fireball, symbol of discord*

Special Defenses: Immune to fire and poison, regenerate 3 hp/round, magic resistance (75%), +2 weapon to hit





Beelzebub, King of Abaddon

Large Outsider, Chaotic, Super Intelligence

HD	28 (130 hp)
AC	26 / -7
ATK	Mandibles (2d6) or 2 claws (1d8) or +3 axe (2d6)
MV	30, Fly 90 / 12, Fly 36
SV	Fort 3, Ref 3, Will 3 / 3
XP	14,000 / CL 37 (9500)

Beelebub (or Achor or Belzebuth) is the foremost prince of Hell after Lucifer, and served as his lieutenant during the war against Heaven. He is also the prince demon of the order of baal-rukhs and balrogs, though commanding their obedience is almost pointless unless Beelzebub can threaten those powerful demons personally.

Beelzebub's true form is now that of a massive fly, about 10-ft. long, with wings decorated with skulls. As a fly, he has two serrated mandibles and six legs. The buzzing of his wings forces creatures to pass a Will saving throw or fall into a hypnotic state in which they are highly suggestive (i.e. save vs. *suggestion* at -5).

He more often assumes the form of a terrible humanoid prince, with green, scaled skin and beautiful ivory horns. In this form, he wears nothing but a golden crown set with rubies and emeralds and carries a +3 *battleaxe* that causes disease (per *contagion*) when it strikes living creatures, or rusts metal (per a rust monster). The battleaxe is chaotic, and steals one level from non-chaotics who touch it.

Beelzebub can rebuke and command undead as a 20th level anti-cleric. Once per day, he can summon 1d4 balrogs (or baal-rukhs) or 2d4 erinyes. He can command all insects and can, once per day, summon 1d6+6 giant flies or giant mosquitoes.

Spells: Continuous – *true seeing*; At will – *charm monster*, *detect magic*, *detect thoughts* (ESP); 3/day – *acid ball* (per fireball, only acid damage), *command*, *contagion*, *dispel magic*, *magic jar*, *rusting grasp*, *summon swarm*, *wall of stone*; 1/day – *spell turning*, *unholy blight*, *unholy word*.

Special Defenses: Immune to fire, poison and disease, regenerate, magic resistance (80%), +3 weapon to hit.

Demoriel the Rebel

Medium Outsider, Chaotic, Super Intelligence

HD	18 (90 hp)
AC	22 / -3
ATK	2 claws (2d8) or +2 <i>flamberge</i> (3d6 + 1d6 electricity)
MV	40, Fly 60 / 15, Fly 24
SV	Fort 3, Ref 3, Will 3 / 3
XP	9,000 / CL 28 (6800 XP)

Demoriel is something of an iconoclast among the arch-devils. He is imprisoned within Hell, but dwells within a pocket dimension that he finds more pleasant. He is attended there by beautiful decadents who change into swine with the purple sun sets in his dimension.

Demoriel appears as a beautiful humanoid male with Tyrian purple skin and long, black hair. He wears a golden crown on his head and baroque outfits of silk and damask. His face is handsome, though slightly marred by small fangs that jut from his mouth. Two small, white horns emerge from his foreheads near the temples. Demoriel

wields a +2 *flamberge* that makes him immune to spells of 4th level or lower.

Demoriel can summon 2d4 succubus or incubus per day and has a gaze that charm monsters within 30 feet.

Spells: At will – *charm person, detect thoughts (ESP), dispel magic, true seeing*; 3/day – *produce flame, shocking grasp, suggestion, wall of fire*; 1/day – *create greater undead, lightning bolt, symbol of pain*

Special Defenses: Immune to fire and poison, regenerate 2 hp/round, magic resistance (65%), +2 weapon to hit

Mammon, King of Gehenna

Large Dragon, Chaotic, Super Intelligence

HD	26 (152 hp)
AC	24 / -5
ATK	2 claws (2d4) and bite (2d6)
MV	20, Fly 50 / 9, Fly 21
SV	Fort 3, Ref 3, Will 3 / 3
XP	13,000 / CL 37 (9500 XP)

Mighty Mammon is the Prince of Avarice, reigning King of Gehenna and Treasurer and Lord Exchequer of Hell. In the last capacity he maintains a grand manor in Dis staffed by his amaimon bureaucrats. In Gehenna, his position is anything but stable, as Paymon and Amon struggle to wrest control of the circle from him.

Mammon appears as a great, fat devil garbed in robes of cloth-of-gold and wearing a golden crown flush with precious stones. He has reddish-orange skin, bright yellow eyes, a mouth full of fangs and small horns jutting from his head. When he was a celestial, it is said he could not raise his head for gazing at the golden streets of Heaven, and as a devil he is equally obsessed with wealth. It was Mammon who constructed Pandemonium, the Parliament of Hell, from precious stones and metals.

Mammon can summon 1d4 pit fiends, 1d8 glabrezu or 2d4 amaimon devils once per day. He bears no weapons, preferring to use his own claws. At will, he can cause all precious metals carried by a person to either triple in

weight or to heat up (per the heat metal spell with double the normal duration).

Spells: At will – *charm monster, detect magic, detect thoughts (ESP), dispel magic, fool's gold, major image (phantasmal force), read magic*; 3/day – *command, dimension door, fireball, invisibility (self), transmute rock to mud*; 1/day – *anti-magic shell, hideous laughter, polymorph self, wall of fire, wall of lead (i.e. iron)*; 1/year – *wish (other)*

Special Defenses: Immune to fire and poison, regenerate 2 hp/round, magic resistance (85%), +3 weapon to hit

Mulciber, Smith of Hell

Huge Outsider, Chaotic, Super Intelligence

HD	10
AC	17 / 2
ATK	2 claws (1d8) and bite (3d10)
MV	20, Fly 60 / 9, Fly 24
SV	Fort 7, Ref 8, Will 7 / 5
XP	1,000 / CL 12 (2000 XP)

Mulciber is the great smith of Hell, churning out the weapons and armor of the Hellish hordes from his volcanic factory in Gehenna. Many believe his volcano is the heart of Gehenna and that Mulciber is its rightful ruler. The demon smith cares not, though, for ruling his fellow devils. He is dedicated to his work and his fetching bride, Tyrana.

Mulciber appears as a huge fire giant with red, scaled skin, flaming hair and a dragon's tail. He is unspeakably ugly and always covered in soot.

Mulciber wields the infamous Hellhammer, a *maul* +3/+5 vs. *elementals* made of black-bronze and capable of reducing any stone to dust and any metal to powder (magic items receive a saving throw) when Mulciber wills it. The hammer can also be used to raise a double strength *wall of fire* three times per day and cause an *earthquake* once per day when struck on the ground.

Spells: At will – *acid arrow, detect magic, dispel magic, heat metal, magic weapon, minor creation, rusting grasp, read magic, repair, wall of stone*; 3/day – *cone of cold (as*

breath), fireball, major creation, wall of fire, wall of iron, wall of stone; 1/day – conjure elemental (earth or fire), mage's disjunction, globe of invulnerability

Special Defenses: Immune to acid, electricity, fire and poison, regenerate 2 hp/round, magic resistance (75%), +2 or better weapon to hit



Paymon, Prince of Hell

Medium Outsider, Chaotic, Super Intelligence

HD	22 (130 hp)
AC	24 / -5
ATK	+3 scimitar (2d6) or +2 lance (2d4)
MV	30 / 12
SV	Fort 3, Ref 3, Will 3 / 3
XP	11,000 / CL 34 (8600 XP)

Paymon is a prince of Hell and more loyal to Lucifer than most of the arch-devils.

Paymon appears as a powerful male humanoid with the demure face of a woman. His body is scaled and he has a serpentine tail and feet like those of a sea bird. Paymon rides on a camel with the following stats: HD 12 (72 hp); AC 18 / 1; ATK 1 bite (2d4 + lethal poison) or spit (20 ft.; lethal

poison); MV 20; Save 3; XP 1200 (CL 17, 3500 XP); Special: Immune to fire and fear, magic resistance 20%, +1 weapon to hit. Paymon can summon this camel at will.

Paymon arms himself with a jeweled +3 scimitar that forces those struck by it to pass a Will save or be charmed (per *charm person*) and with a lance +2 that can fire a ray of searing light (per the spell) three times per day.

Paymon can roar as a dragonne at will. Once per day, he can summon 1d6 glabrezu demons or 1d8 marilith demons, and 40 HD of sahitim warriors to his side.

Spells: At will – augury, detect thoughts (ESP), dispel magic, energy resistance, gust of wind, legend lore, poison, wind walk; 3/day – divination, haste, incendiary cloud, summon monster V, wall of wind; 1/day – conjure elemental (air or earth), flame strike, unholy blight; 1/year – wish (other)

Special Defenses: Immune to fire and poison, regenerate 2 hp/round, magic resistance (70%), +3 weapon to hit

TALES OF THE SPACE PRINCESS



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HERO VS. VILLAIN II

Mystic and the Demon

Illustration by Stefan Grambart

In this issue, we take a gander at Zanzibar, a magician from the East African coast, and a fitting foe for the sorcerer – the demonic Greymalkin!

GREYMALKIN

Creator: John M. Stater (2011)

Charlotte Munroe grew up a poor woman with a taste for the good life. Working as a beautician in some of the finest resorts of Silverado City, she grew jealous of the wealthy, pointless women who spent their days lounging in spas while she worked and slaved to make them beautiful.

On a night that found her particularly depressed, she went

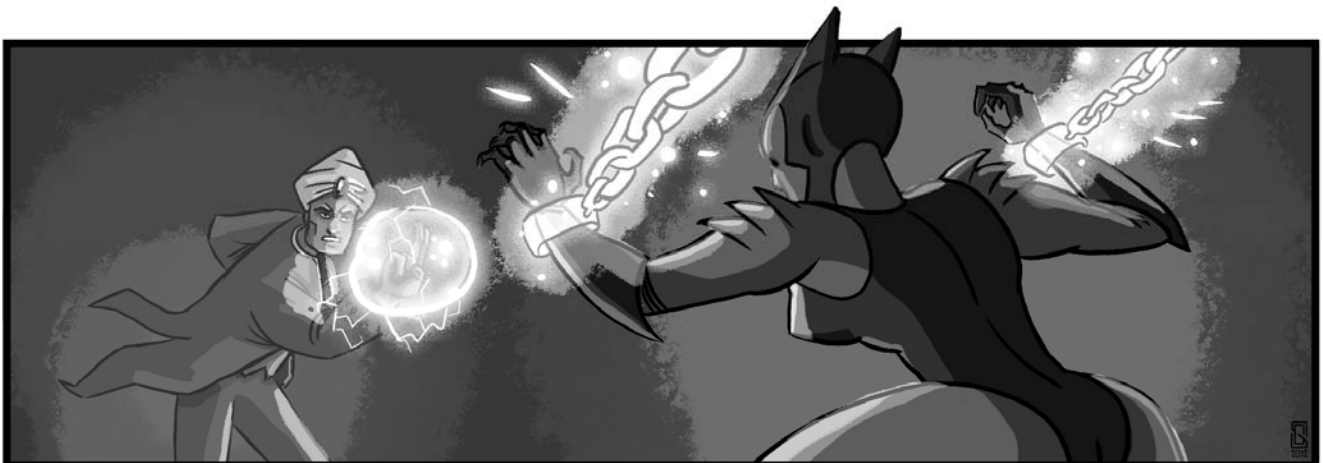
for a walk and witnessed something fall from the sky and land on the sidewalk a few yards in front of her without making a sound. Coming closer, she discovered a disk of black metal. Touching it, she heard a voice in her head urging her to sleep and dream, and she fell into a deep coma, the disc grasped tightly in her hand.

Two weeks later, she awoke in the hospital. The disk was gone, but a black circle was now in evidence on the palm of her hand. While in her coma, she had suffered bizarre, frightening dreams of writhing oozes and toad-things of every color of the rainbow, and of herself possessed of wondrous powers. Rubbing the circle on her palm, she said the words "I wish it was all true" and found herself transformed by the Lord of Madness in Greymalkin.

Set loose on an unsuspecting city, Greymalkin went on a crime spree in the resorts of Silverado City until the combined efforts of the Black Phantom and the Silver Sentinels finally brought her down. A brief stint in Iron Island in Shore City ended when Harletron 3000 pulled off a rare jail break from that facility, and the two Agents of Chaos are now on the loose.

Her Latest Scheme: The Lord of Madness has directed Greymalkin to seize another black disc similar to the one that created her. The disc is hidden in a mummy recently put on display in a museum. Her scheme is to break into the hotel across the street, in which a banquet for local VIP's (the mayor, police commissioner, etc.) is being held.

While Greymalkin's thugs are holding up the banquet, ostensibly as terrorists demanding the release of political prisoners, Greymalkin is making her way through a tunnel



under the street that leads into the museum. It turns out, the museum was originally the home of a gangster, and he had the tunnel installed from his home to the hotel to make visits to his mistress more convenient.

If any of the thugs are unmasked, there is a chance they are recognized as local gangsters. Their leader was the old gangster's lieutenant; he was the one who informed Greymalkin about the existence of the secret tunnel.

When Greymalkin touches the mummy, her own chaotic energies will revive him. In life, he was a priest of the Lord of Madness, and was known to Egyptians as the Black Sirocco. He has super powers of his own, but needs the sacrifice of maidens to bring him back to his full powers. His awakening could be the beginning of an entire campaign, as he and the other agents of Chaos attempt use the Black Sirocco's magical knowledge to open a portal for the Lord of Madness to enter the world.

GREYMALKIN (Super Heroic Level Villain)

Charlotte Munroe, Beautician

STR	4 ⁺¹	Class: Adventurer
DEX	16 ⁺⁵	Level: 9 (12,300 XP)
CON	3 ⁺⁰	Hit Points: 45
INT	3 ⁺⁰	Defense Class: 17
WILL	7 ⁺²	Attack: +7 (+8 M, +12 R)
CHA	3 ⁺⁰	Speed: 6

POWERS

Catfall, Darkvision, Rage

GEAR

Claws (Potent Attack), Costume (light armor)

FLAWS

None

having a higher station in life and his own pride keeping him from getting on with his mother's extended family.

In time, his mother convinced his father to get him a job as a clerk in one of his many business interests, an import-export firm in India. It was in India that he was kidnapped on a journey into the interior and found himself in the camp of bandits, imprisoned with an old fakir. The fakir was dying, and in their little cell he taught Omar the art of magic. After the fakir died, Omar used his new knowledge to escape and capture the bandits. He continued to pursue the mystic arts and decided to fight evil under the identity of Zanzibar, a simple stage magician.

Zanzibar has been known to wield such powers as telekinesis, levitation, super strength, hypnosis, the summoning of allies, shrinking, teleportation and transmutation. He has even rubbed elbows with the likes of Zeus, Hercules and Athena.

ZANZIBAR (Super Heroic Level Hero)

Fahamu Qasim, Magician

STR	2 ⁺⁰	Class: Sorcerer
DEX	2 ⁺⁰	Level: 8 (10,000 XP)
CON	4 ⁺¹	Hit Points: 26
INT	7 ⁺²	Defense Class: 10
WILL	7 ⁺²	Attack: +3 (+3 M, +3 R)
CHA	4 ⁺¹	Speed: 2

POWERS

Sorcery Pool (30,000 XP)

GEAR

None

FLAWS

None

ZANZIBAR

First Appearance: Mystery Men Comics #1 (1939)

Original Creator: George Tuska

Modern Revision: John M. Stater (2012)

Zanzibar grew up in the exotic city of the same name, the petulant son of a wealthy Arab merchant and his African mistress. Although provided a comfortable life, Omar believed himself an outcast, his father's other children

MEGA-MONSTERS

Order's Wrath

Illustration by Jon Kaufman

The SRD is a pretty big document, with plenty of neat things to make use of, even for old school gamers. This is one of the reasons I've embarked on the *Blood and Treasure* project, to make a system with old school rules that attempts to embrace just about everything the SRD has to offer. Recently, I was perusing some of the epic-level monsters in the SRD and thought that any one of them might make a neat center piece to a long-running campaign that would take characters from low to very high levels. I'll be exploring this concept in a new series of articles called MEGA-MONSTERS.

Note, the primary statistics below are for the soon-to-be-released *Blood & Treasure RPG*. Numbers after the slash can be used with the *Swords & Wizardry RPG*.

Regenesis

The Regenesis campaign pits the adventurers against a secret cult dedicated to re-creating the universe to make it perfect. The current universe, they believe, is tainted by chaos and thus not perfectible. To this end, they wish to create an anaxim and set them upon the forces of Law, smashing the machinery of creation and allowing the universe to collapse in on itself and, in their belief system, be recreated from a single, perfect mainspring. Of course, these cultists are insane, but that does not stop them from being dangerous.

BASIC: Basic adventures in the Regenesis campaign pit the adventurers against the foot soldiers of the cult. To create their anaxim, the cultists have struck out in search of pure

metals and master smiths and engineers, enslaving them. Each individual cell of the cult is responsible for a single part of the finished anaxim, as guided by a group called "The Divine Architects".

Adventures could include delves into ancient mines in search of mithral or adamant or forays against shrines hidden in dungeons. Perhaps the ultimate basic adventure would have the adventurers penetrating the factory of one cell as they prepare to place their part of the anaxim in the hands of a visiting, extra-planar Architect.

EXPERT: The expert adventurers force the adventurers to strike out into the wilderness to attack other cells of the cult. Perhaps there are three key factories all trying to produce the weird crystalline matrix that makes up the creature's brain, and at least one must be stopped to slow down the cult's plan. Golems of various kinds should come into play at these levels, along with conspirators of the cult – sages, magic-users, nobles, etc.

MASTER: The master level adventures involve moving beyond the material plane. The plan of the cult, which is spread across the cosmos (i.e. not only on the adventurer's home world), has put the Divine Architects (formians) in conflict with the polyhedroids who maintain the mystic gears of the cosmos. A perfect mainspring has been stolen, and the cosmos is grinding to a halt. The adventurers must find the clandestine base where the various parts of the anaxim are being assembled, for it is hidden in a pocket dimension found somewhere within the gears of Creation.

EPIC: The final epic adventures involve an assault on the pocket dimension of the true powers behind the cult and the Divine Architects – a band of rebellious titans who seek the cosmos' destruction for their own purposes, as each believes he can create his own little universe – a multiverse, one might call it - with he or she taking the role of Creator. The pocket dimension houses a small world (about the size of an asteroid), and deep within this world sits the anaxim, ready to be activated.

Anaxim

Large Construct, Lawful, Average Intelligence; Solitary

HD	30
AC	27 / -8
ATK	2 spinning blades (2d8) and lightning bolt (300 ft.; 10d6) or sonic blast (60 ft.; 10d6 + deafness)
MV	60, Fly 200 / 19, Fly 30
SV	Fort 3, Ref 3, Will 3 / 3
XP	15,000 / CL 39 (10100 XP)

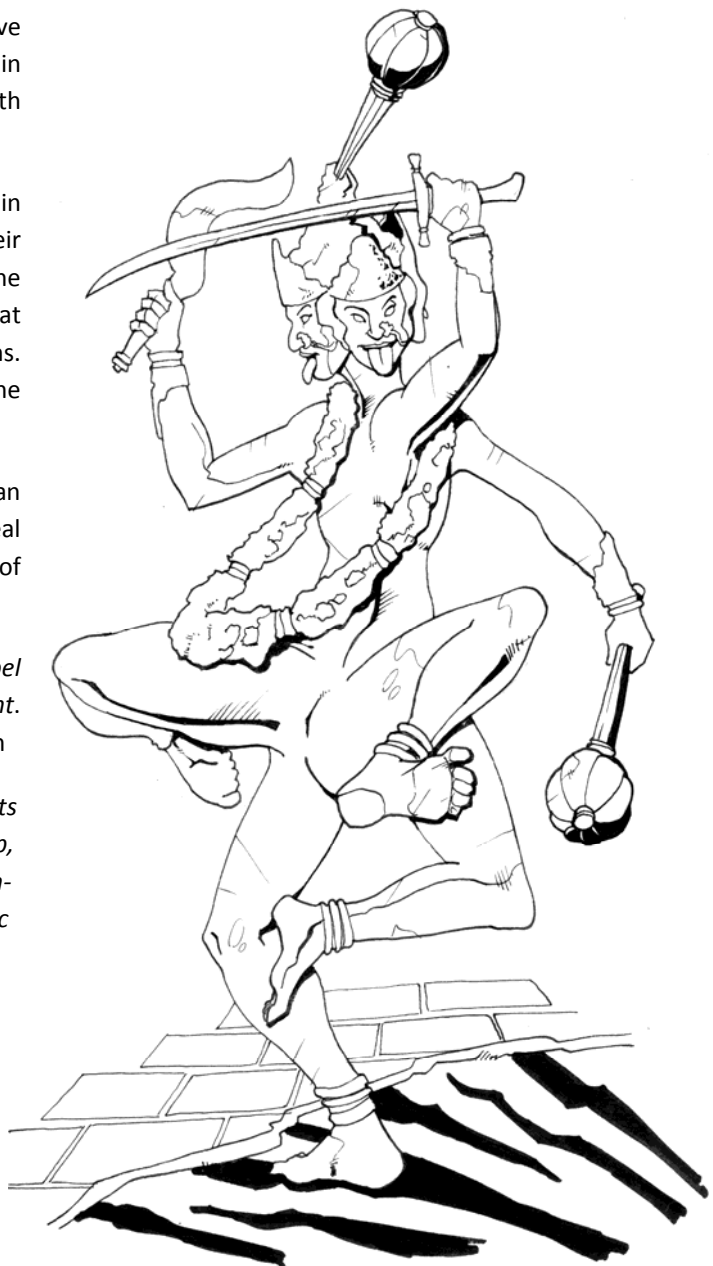
Anaxims are constructed by Lawful cults to be the ultimate enforcers of divine will as they interpret it. Anaxims believe wholly in their mission and are devoid of doubt or mercy in carrying it out. They can communicate telepathically with any intelligent creature within 1,000 feet.

Anaxims look like beautiful male or female deities cast in bronze. They have three faces spaced evenly around their heads and four arms (one emerging from its chest, the other from its back) and stand on four bent legs that radiate from their pelvis in the same manner as their arms. In two of its hands, an anaxim holds curved swords. In the other two, it wields large morningstars.

In place of a normal attack, one of the three faces of an anaxim can emit a 60-ft. cone of sonic energy that deal 10d6 points of sonic damage to all creatures in the area of effect (Reflex saving throw for half damage).

Spells: Constant – *nondetection, true seeing*; At will – *dispel magic, displacement, greater invisibility, ethereal jaunt*. Four times per day, an anaxim can summon an iron golem

Special Defenses: Immune to mind-affecting effects (charms, illusions, fear), ability damage, poison, sleep, disease, paralysis, polymorph, petrification, all form-altering effects and death effects, regenerate, magic resistance (50%), resistance to cold and fire



CARD GAME

Greatsword

Illustration by Jon Kaufman

Greatsword is a simple game that represents the back-and-forth, lunge-and-riposte and hack-and-hew of medieval hand-to-hand combat using a standard deck of cards. The game assumes that the two combatants are evenly



matched physically and are using the same armor and weapons.

Set-Up

Before you begin play, divide the deck of cards into two decks. One deck is for the “black suits” of CLUBS and SPADES, the other for the “red suits” of HEARTS and DIAMONDS. In *Greatsword*, black cards represent attacks and red cards represent defenses. More specifically, SPADES represent precision cutting attacks and CLUBS forceful attacks, while HEARTS are defenses against precision attacks and DIAMONDS are defenses against forceful attacks.

Once the deck is divided, shuffle each of the smaller decks, which we call the Black Deck and Red Deck. Each player now, in turn, starting with the youngest, draws one card from either deck into his hand. Each player can choose a total of ten cards. The mix of attack and defense cards in a person’s hand is up to them, so long as the total number of cards does not exceed 10.

Now, each player draws one additional card from either deck and places it face up in front of them. The higher of the two cards determines which player begins the game with initiative, i.e. on the attack. In *Greatsword*, an Ace counts as “1”, a Jack as “11”, a Queen as “12” and a King as “13”. Thus, Ace is the lowest card and King is the highest.

Play

In play, each player will choose a card from their hand. These cards are compared and, depending on what type of attack the attacker was attempting, one player is declared the winner of the round. The other player is the loser and suffers the consequences.

In each round, the attacker and defender each draw one card from their hand and place it face down on the table. The attacker then announces his attack (see below) and both players reveal their cards.

If the attacker’s card wins the round, he discards the card and draws a new card from either the Black or Red Deck, putting it in his hand. He retains the initiative, and will

attack again in the next round. The defender discards his card and does not draw a new one.

If the defender's card wins the round, he and the attacker both discard their cards and both re-draw new cards from either the Black or Red Deck. The defender now has the initiative, and will be the attacker in the next round.

When one player runs out of cards, he has lost the match. He must immediately rise, uphold his drink and toast his vanquisher, who then does the same, toasting the loser.

Attacks and Defenses

There are eight possible attacks in *Greatsword*, and each one works a bit differently.

Attacks are classified as precise or forceful (i.e. SPADE or CLUB) and high or low.

- If an attacker is using a high attack, he must put down a card with a higher value than the defender to win.
- If an attacker is using a low attack, he must put down a card with a lower value than the defender to win.
- If an attacker uses a precise attack and his opponent plays a HEART, he loses the round. A HEART always trumps a SPADE.
- If an attacker uses a forceful attack and his opponent plays a DIAMOND, he loses the round. A DIAMOND always trumps a CLUB.

The basic attacks are as follows:

	SPADE	CLUB
HIGH	Slice (<i>abschneiden</i>)	Over-Hew (<i>oberhau</i>)
LOW	Stab (<i>stechen</i>)	Under-Hew (<i>unterhau</i>)

The game also uses four advanced attacks. To succeed with a high advanced attack, the attacker must play a Jack, Queen or King. To succeed with a low advanced attack, the attacker must play an Ace, Two or Three. On a successful advanced attack, the defender not only loses the card he played, but must also discard one additional card from his hand, chosen by himself.

The advanced attacks are as follows:

	SPADE	CLUB
HIGH	Wrath-Hew (<i>zornhau</i>)	Squinting-Hew (<i>schielhau</i>)
LOW	Thwart-Hew (<i>zwerchhau</i>)	Crooked-Hew (<i>krumphau</i>)

During play, an attacker cannot use two high attacks in a row or two low attacks in a row, he must alternate between high and low.

Attacking with Red

A red card can be used to attack, if the attacker wishes. Red attacks are called "Bashes", and are always considered low, forceful attacks. If an attacker succeeds with a Bash, the defender does not lose a card (i.e. they re-draw a card in this round), but they must draw a red card and the attacker retains initiative.

Defending with Black

A black card can be used to defend, if the defender wishes. Black attacks are usually desperate gambits. A black card does not trump anything, so the value of the card must beat the attack. If it does, play proceeds as normally (i.e. both players draw new cards and initiative passes to the defender).

If the attacker, on the other hand, plays a card of the same suit as the defender, the defender's weapon is considered to have been sundered, and he automatically loses the match.

Note on Defenses

The defenses also have names, though there is no need to use those names in play. They are as follows:

	DIAMOND	HEART
HIGH	From-Roof (<i>von Tag</i>)	Ox (<i>Ochs</i>)
LOW	Plough (<i>Pflug</i>)	Fool (<i>Alber</i>)

Dual Helms

Dual helms are constructed in pairs and are connected to one another through subtle strings of magic energy that stretch through the ether.

Gemini Helms

When little used, Gemini helms allow the two wearers to swap abilities. One category of ability can be swapped at a time for up to 1 hour in a 24 hour period. These categories are as follows: fighting ability (i.e. attack bonus), strength, intelligence, wisdom, constitution, dexterity, charisma, hit points (damage stays with the person damaged, though, so a person who normally has but 20 hit points and swaps it with his comrades 50 hit points will die when the switch it over if he's taken more than 19 points of damage), saving throws (all categories, if applicable), prepared/memorized spells and spell casting ability and special abilities (i.e. a thief could swap his special thief abilities for a ranger's special ranger abilities).

Each time a pair of people uses the helms, there is a cumulative 1% chance of feedback, up to a maximum chance of 12%. If a feedback occurs, consult the following table to discover the effect:

D10	Effect
1-6	Memory Swap: Particular memories swap between the people - perhaps memories of their parents.
7-9	Personality Swap: This could also count as an alignment swap.
10	Combination: The pair average all of their ability scores and lose half of their class levels (-1), gaining half of their comrade's class levels +1. In other words, a 6th level fighter and 8th level combined would turn into two 4th/5th level fighter/thieves.

Puppet Helms

Each of these helms acts as a helm of telepathy. It also gives its wearer the ability to impose his will on the wearer of the other puppet helm. When this battle of wills occurs, both players should roll 1d20. Whichever rolls the furthest under their charisma score wins the battle and can force their companion to do or say one thing that takes no more than 1 turn (10 minutes). The winner of this contest of wills suffers 1d3 points of charisma damage, the charisma damage disappearing after 8 hours of sleep.

Helms of Summoning

The wearer of one of these helms can remove it, strike it with a small platinum rod and say "Come Hither!" and their comrade appears beneath the helm (and no, not if you're holding it over the edge of a cliff or under water - don't be a pain). The other helm appears on the summoner's head when his comrade appears. These helms can be used once per day, but with each use there is a cumulative 1% chance that the summoned comrade will actually be their double from another reality. This chance re-sets at the next full moon. If an alternate comrade appears, use the following table to determine what shows up:

D6 SUMMONED CREATURE

- 1 Zombie: Retains a feral intellect, thoroughly chaotic. Fights with as many Hit Dice as the person had levels, but loses any special abilities. Those who lose more than half their hit points to the zombie's attacks must pass a saving throw or become a zombie themselves. Remove disease cures them, but only inflicts 1d6 points of damage per caster level to the summoned zombie.
- 2 Demonic: Has the abilities of the person summoned (or the reverse, if they were a cleric or paladin), but with a demonic cast and a chaotic alignment. The summoned is immune to fire and mind reading and has bat wings that give it a flight speed of 12.
- 3 Hulk: Summoned person is much larger than normal, with double the strength (or strength bonus, to keep it simple) and an intellect of 1d4+2. Might start calling the summoner "George" and develop a strange fascination with small, furry mammals.
- 4 Reverse Gender: Summoned person is of the opposite gender. All abilities stay the same, but personality might be slightly altered.
- 5 Evil Twin: Appears to be the person summoned, but is secretly chaotic and smart enough to realize the situation and use it to their advantage. If the summoned person was chaotic, the evil twin will attempt to kill and replace his or her double. If male, will eventually grow a goatee.
- 6 Lycanthrope: Summoned person is a lycanthrope (Ref's choice).

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