

# NOD

14



# NOD

14

By John M. Stater

Cover is *Dante and Virgil* (1850) by William Bougereau

Interior Illustrations Gustave Dore, Storn Cook, Thomas Millie Dow, John Batten, Giovanni Piranesi, William Blake and others

## Shades of White

*Variations on the scrappy white dragon*

I

## Hellcrawl: Circle V – Stygia

*Land of swamp and Styx, fought over by Bael and Dagon*

4

## Hellcrawl: Circle VI – Dis

*The murderous metropolis of Hell*

40

## Pandaemonium VII

*The Lords of Wrath*

75

## Hat Trick

*Magic chapeaus to tempt and taunt your players*

77

## Random Dungeon Chambers

For those times when you ... well ...  
need a random dungeon chamber

79

## Notable Nobles

*Spice up those noble NPCs in your game*

80

## Family Feuds

*A random family generator for fantasy games*

93

**NOD 14** is Copyright 2012 John M. Stater

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Some artwork copyright Octavirate Entertainment, used with permission.

# BLOOD & TREASURE

FANTASY ROLE PLAYING GAME



**RULES LITE ...**

**MAGIC HEAVY**

*Blood & Treasure is designed to let you play the kind of game you want, with simple rules and all the options you would expect after almost 40 years of fantasy role playing.*

*Blood & Treasure includes hundreds of magic spells and treasures to tempt players and make being their Treasure Keeper easy!*

**COMING  
SOON!**

## DRAGONS

# Shades of White

*Illustration by Walter Crane*

White dragons are traditionally one of the weakest of the dragon types. They have the least Hit Dice, the lowest intelligence and the least magical ability, if any at all. This article presents a few dragons that share the white dragon's color, though not necessarily its lowly stature.

Note that 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*.

## Achromatic Dragon

*Medium Dragon, Chaotic (CE), Low Intelligence; Solitary*

HD	5
AC	17 / 2
ATK	2 claws (1d4), gore (2d4), bite (2d8)
MV	20, Fly 80 / 9, Fly 24
SV	Fort 11, Ref 11, Will 12 / 12
XP	500 (CL 5) / CL 8 (800 XP)

These small, feral cousins of the white dragon have a thick, spiked hide reminiscent of a rhinoceros, with swept back antlers and cruel, gnashing teeth in its long snout. They hunt in the manner of crocodiles, lurking beneath the snow and then lunging out at victims.

Achromatic dragons never speak or use spells, but they are capable of breathing a swirling vortex of snow that acts as a large air elemental's whirlwind ability and inflicts 1d6 points of cold damage each round for ten rounds.

*Special Qualities: Immune to cold, sleep and charm*

## Cinereous Dragon

*Medium Dragon, Chaotic (NE), High Intelligence; Solitary*

HD	5
AC	17 / 2
ATK	2 claws (1d4), bite (2d8), gore (1d6), tail (1d4)
MV	20, Fly 80 / 9, Fly 24
SV	Fort 11, Ref 11, Will 10 / 12
XP	500 (CL 5) / CL 9 (1100 XP)

Also called the ashen dragon, the cinereous is a small white dragon with an especially vicious streak. More intelligent than most white dragons, they have a 65% chance of speaking, and those that speak have a 15% chance of casting spells. Cinereous dragons cast spells as a 1st level chaotic (evil) cleric when they reach adult age, and advance their spell casting ability by two levels at each additional age category.

A cinereous dragon has an ash gray hide, black eyes, a purple tongue and mouth and hundreds of jagged teeth in its long snout. Atop its head are two long, black horns - like those of a Texas longhorn - and a cluster of black, horn-like spikes tip its thick tail.

Cinereous dragons have no breath weapon. Rather, their presence seems to steal all the warmth and kindness from the area. All creatures within 20 feet of the beast must make a Will save each round or suffer 1d6 points of cold damage. All creatures within 50 feet of the beast must pass a saving throw any time they wish to do something unselfish or kind - i.e. a cleric using a *cure* spell on someone other than themselves.

*Special Qualities: Immune to sleep and charm*

## Ghastly Dragon

*Large Dragon, Chaotic (CE), Average Intelligence; Solitary*

HD	6
AC	17 / 2
ATK	2 claws (1d4), bite (2d8)
MV	20, Fly 60 / 6, Fly 18
SV	Fort 9, Ref 10, Will 10 / 11
XP	600 (CL 6) / CL 13 (2300 XP)

The ghastly dragon dwells on abandoned battlefields of the frozen north, where man has spilled the blood of man. It feeds on corpses, like a raven, and can whip up the echoes of the spiritual agony of men who have died in battle. These echoes appear as swirling maelstroms of screaming spirits that cover an area 60 ft. in diameter around the dragon and force people within the maelstrom to pass a Will save (once) or suffer 1d6 points of wisdom damage.

Ghastly dragons have scales the color of dead, human flesh, with blotches reminiscent of decay. They have stubby spikes that run from their heads to their tails and bloated bodies that waddle about on four stubby legs.

Ghastly dragons have a 15% chance of speech, and those who speak have a 15% chance of casting the following spells, each once per day: *Phantasmal force*, *cause fear* and *animate dead*.

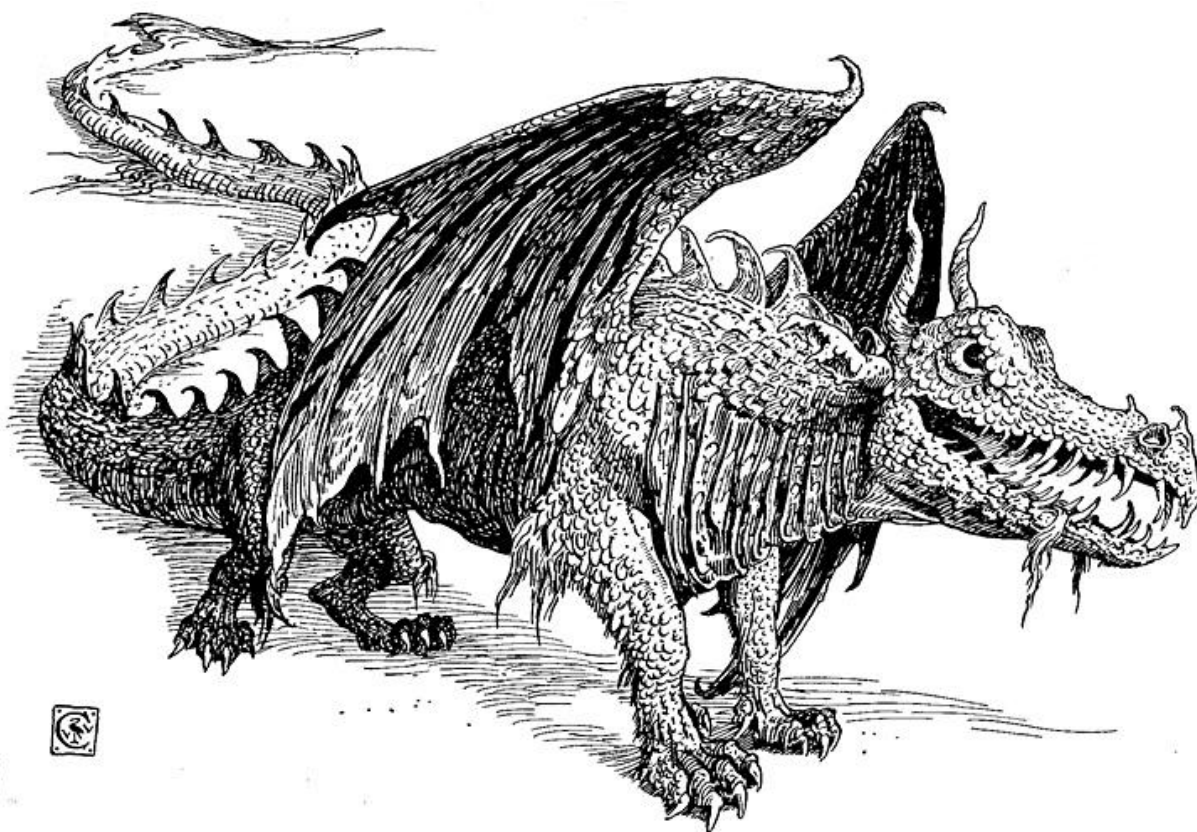
*Special Qualities: Immune to disease, poison, sleep and charm, resistance to cold*

## Isabelline Dragon

*Large Dragon, Chaotic (LE), High Intelligence; Solitary*

HD	7
AC	17 / 2
ATK	2 claws (1d4) and bite (2d8)
MV	30, Fly 80 / 9, Fly 24
SV	Fort 9, Ref 10, Will 9 / 9
XP	700 (CL 7) / CL 10 (1400 XP)

Isabelline dragons are large and regal, with dull, delicate scales and long, swan-like neck. Isabelline dragons have petite heads, large, sapphire eyes and swirling horns reminiscent of alicorns. They dwell in vaults beneath snowy mountains and are capable, while holding their breath, of passing through earth as easily as air, giving them an effective burrowing speed equal to their flying speed for up to 5 rounds. Their palaces are wondrous and luxurious, with all of the dragon's riches being spent on creature comforts and art. They have 10% of the normal



coins in their horde and triple the art objects and jewelry.

Isabelline dragons always speak and have a 45% chance of casting 1d4 first level and 1d3 2nd level magic-user spells. In place of a breath weapon (how crude and vulgar!) they can sap the color from themselves and their surroundings (but not living creatures) in a diameter of 300 feet. Everything becomes stark white, granting the dragon the equivalent of improved invisibility and forcing those who linger in this area for more than 3 rounds to pass a Fortitude saving throw or suffer from the equivalent of snow blindness (lasts for 1d3 hours).

*Special Qualities: Immune to sleep and charm*

## Ivory Dragon

*Large Dragon, Chaotic (NE), High Intelligence; Solitary*

HD	6
AC	17 / 2
ATK	2 claws (1d8) and bite (3d8)
MV	30, Fly 60 / 9, Fly 24
SV	Fort 9, Ref 10, Will 9 / 11
XP	600 (CL 6) / CL 9 (700 XP)

Ivory dragons dwell in cold woodlands in icy caves obscured by the boughs of pine trees. It is said they even smell like pine, making detecting them difficult even for creatures with a powerful sense of smell. They have ivory colored scales of varying sizes, with two ridges of bony, fan-shaped protrusions running down their backs (in the style of a stegosaurus), long necks, small, quick heads (they enjoy a +1 bonus to initiative rolls) and whip-like tails. Two long, ivory tusks jut out of their mouths, giving them a powerful bite attack.

Ivory dragons are collectors, eschewing treasure for collections of books, armor, weapons, jewels, hourglasses or some other such nonsense. Their ill-tempers often drive them to scatter treasures of coins atop tall, forbidding mountains just to keep them from the hands of folk who do value such objects.

An ivory dragon's breath weapon is a cone, like that of a typical white dragon, but instead of cold damage, it has a *hold monster* effect (Will save negates) that lasts for 1

hour, as the spell. While held, a creature's skin takes on an ivory sheen, making them look like a statue. Ivory dragons have a 20% chance of speech, but never cast spells.

*Special Qualities: Immune to cold, sleep and charm*

## Pearl Dragon

*Large Dragon, Neutral, High Intelligence; Solitary*

HD	7
AC	17 / 2
ATK	Bite (3d6)
MV	20, Fly 100 / 6, Swim 30
SV	Fort 7, Ref 8, Will 7 / 9
XP	700 (CL 7) / CL 10 (1400 XP)

Pearl dragons dwell in arctic oceans, swimming with the monsters of the deep and surfacing only to torment humanoids and demand tribute from them. Pearl dragons have bodies like elasmosauruses. Their hemispherical scales gleam like pearls and their eyes shine with malevolence. Pearl dragons never speak, but can communicate telepathically up to 1 mile. They can use this telepathy to summon a pod of 1d6 orcas with a 50% chance of success once per day. Pearl dragons can cast spells as psychic powers, having 1d6 first level, 1d4 second level and 1d2 third level magic-user spells at their disposal.

In place of a breath weapon, they can implant a phobia inside a person's mind. People fighting a pearl dragon must pass a Will save or suffer from one of the following fears:

D6	Phobia	D6	Phobia
1	Fear of boats or ships	4	Fear of wind
2	Fear of pain	5	Fear of water
3	Fear of open spaces	6	Fear of magic

The fear lasts for 1 hour, with a 1% chance of it becoming permanent. When presented with the phobia, a character must pass a Will saving throw or go into a panic attack, losing their turn, breathing heavily and attempting to flee from the source of the phobia. If they cannot flee from the source of the phobia, they become catatonic until the phobia disappears from their mind.

*Special Qualities: Immune to cold, sleep and charm*

# Circle V: Stygia

*Illustrations by Gustave Dore*

As one passes from hot, dry Gehenna into cool, damp Stygia, the metallic sands beneath their feet harden and become a plain of swirled metals. This uneven plain abruptly ends in a metal cliff, perfectly smooth and angular, as though cut by a die. One mile below the top of this cliff lies the murky swamp of Stygia, a land of mangrove swamps (though such mangrove trees one has never seen on the surface, with trees so twisted and black that even a druid would be compelled to grab and axe and fell them), mud flats, rocky, vine-choked promontories and always the thick, reddish water, so much like blood, that sucks and laps at the swampy shores. Eventually, the islands in the swamp become less and less, and finally one enters the sluggish River Styx. Beyond the Styx, of course, lie the walls of Dis, the great metropolis of Hell in which lies Pandaemonium, their parliament, and the manors and manses of the lords of Hell.

Stygia is the fifth circle of Hell, given over to the souls of the wrathful and forlorn. It is swathed in darkness both physical and spiritual, and sits upon a base of black mud. Wallowing in this mud, incapable of escape, are the souls of the wrathful, who look much as they did in life, but with faces twisted with unending ire. Beneath their feet are trampled the souls of the sullen and forlorn, who choke eternally on the mud and seek to pull others into it.

Stygia is an eternal battleground between two great princes of Hell, Bael and Dagon. Ancient enemies, they launch their forces against one another in an unending farce, for Bael rules the land and has no use for the waters of the Styx, while Dagon rules the Styx and has no use for

the land above. One cannot use what the other possesses, but desires it just the same.

## Dangers of Stygia

**Crossing Stygia:** Stygia is a difficult thing to traverse. It requires a boat, skiff or raft of some sort, and such items are not readily available when first one enters the swamp. One might wait for Phlegyas, the boatman of the Styx, to arrive, but his price is a heavy one – a portion of one's soul (an impossible gift for those of lawful alignment) and a service to be granted at some point in the future. We'll discuss Phlegyas more below.

**The Wrathful and Sullen:** Assuming one is not ferried across Stygia, one must pole themselves across the landscape. The channels of Stygia are treacherous and ever-shifting. When one seeks passage from one hex into another, one must roll a die to see what passage they find:

D6	PASSAGE
1-2	No passage by water – one must walk and leave their craft behind
3-5	A narrow channel (see below)
6	A wide channel (see below)

Wide channels are also deep and the safest routes for travel (though random encounters may occur there as well as anywhere else). Narrow, shallow channels, on the other hand, are clogged with the souls of the wrathful and sullen.

Those who travel a narrow channel have a 1 in 6 chance per mile (roll 1d4 to determine the length of the channel) of being beset by these creatures. Each person so attacked must pass a saving throw or be grappled by 1d4 wrathful. They are incredibly powerful, making grapple attacks with a bonus of +5. If they get a hold, they attempt (also using grapple attacks) to pull a person into the water. Each successful attack deals 1d4 points of damage. A successful grapple attack on a person already grappled drags them into the water and muck.

Each round, 1d4 more wrathful will attempt to grab a person not already dragged into the water (and each of their companions, so delayed, must make another saving throw to avoid the same fate). No more than six wrathful can grapple a person at one time.

If a person is dragged into the water and mud, they are then grappled by 1d6 of the sullen, who lie beneath the mud (and who also attack with a +5 bonus), with the purpose of drowning them.

A dip in the Styx has the same effect as *oil of invulnerability* (i.e. per the spell *stoneskin*). This effect lasts for 24 hours. The invulnerable is also affected as per the spell *rage* whenever they are challenged in any way.

## Finding Phlegyas

Phlegyas dwells in a stone tower bathed in blinding light. This tower's position in Stygia is quite variable, moving every 1d6 days. Its position can be rolled as follows:

D6	POSITION
1-2	Opposite side of Stygia from the adventurers
3-4	Quarter of the way around Stygia from the adventurers
5	2d4 hexes away from the adventurers
6	In the same hex as the adventurers

To buy passage with Phlegyas, one must surrender a portion of their soul in the form of 5,000 XP. To do this, a person merely crosses Phlegyas' palm, with a gold coin appearing there and the person losing those 5,000 XP. Phlegyas also demands their pledge of assistance in some future endeavor at a time of his choosing. By assenting, they give him the power to teleport them to a place of his choosing at a time of his choosing, and then he casts a *quest* spell upon with no saving throw allowed.

## Races of Stygia

Stygia, like most of the other circles of Hell, is not only inhabited by pitchfork-carrying devils and their victims. Five races known to people of the surface world dwell in Stygia, though these races have been changed in many ways by their habitation in Hell.

In particular, the races of Stygia, living so long near or in the River Styx, are nearly invulnerable to normal weapons (i.e. those of less than adamant construction), taking only half damage from them. They are also all berserkers, gaining double their normal attacks in combat, but suffering a -2 penalty to their Armor Class.

### 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>

**FROG MEN:** The frog men have long, thin legs and great, wide mouths filled with needle thin teeth. They have glossy black skin and warm, amber eyes that produce a dim glow. Their tongues are long and barbed, and those struck by them must pass a saving throw or be infected by disease (lose 1d3 points of wisdom per day). Just as frogs straddle land and water, the frog men straddle the lines between Bael and Dagon, attempting to play one side off the other for their own benefit.

**FROG MEN:** HD 6; AC 6 [13]; Atk 1 weapon (1d6); Move 4 (S15); Save 11; CL/XP 8/800; Special: Camouflage, hop, invulnerability, rage.

**HOBGOBLINS:** Hobgoblins, as mentioned in **NOD 11**, are "the wrathful race", so it is only right that they dwell in Stygia as the foot soldiers of Bael. Stygian hobgoblins have crimson skin so dark it is almost black, with beady eyes of a sulfurous yellow. They dress in light or medium armors, like ring or lamellar, for the danger of being sucked into the mud is ever present in Stygia. Stygian hobgoblins arm themselves with sabres and scimitars, hacking falchions, barbed spears, throwing axes, brazen muskets and pistols. Some protect stone fortresses hidden in the swamp, while others patrol the swamps in shallow draft, iron-clad galleys armed with rows of ornate bronze cannon.

**HOBGOBLIN:** HD 6+1; AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 11; CL/XP 7/600; Special: Invulnerability, rage.

**MERMAIDS:** The mermaids of Stygia have pallid skin and overly large, deep green eyes that can allow them to *charm person*. Their lower bodies are those of eels and their hands are tipped with dark, green claws. They are utterly without mercy and quite carnivorous. Naturally, they are the servants of Dagon.

**MERMAID:** HD 6+3; AC 7[12]; Atk 2 claws (1d4); Move 1 (S18); Save 11; CL/XP 6/400; Special: Breathe water, invulnerability, rage.



**OGRES:** The ogres of Stygia are the armorers of Bael, forging the weapons, armor and ordnance of his armies. They have greenish-black skin and lank, green hair that grows to their ankles. This hair is matted, sometimes braided, and the ogres weave iron knobs into the ends so that their hair becomes a weapon while they are fighting. Any creature in melee contact with them must save each round or suffer 1d4 points of damage from these knobs.

**OGRE:** HD 7; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 9; CL/XP 9/1100; Special: Deadly hair, invulnerability, rage.

**SAHUAGIN:** The sahuagin of Hell are not terribly different from the sahuagin of any other world – a testament of sorts to their innate wickedness and ferocity. The Stygian sahuagin have dull black scales that aid them in surprising their prey in the black waters of the swamp and river.

**SAHUAGIN:** HD 6+1; AC 5 [14]; Atk 1 weapon (1d8) and bite (1d6); Move 12 (S18); Save 11; CL/XP 8/800; Special: Surprise (4 in 6), invulnerability, rage.

## Lords of Stygia

Stygia is divided between two princes, Bael and Dagon.

King Bael is a fallen solar, and one of the principal kings of Hell. He is one of Lucifer's lieutenants, and thus also one of his greatest rivals. Bael can take the form of a crimson-skinned man with a face twisted with rage (even when he is calm he appears this way) and bull's horns jutting from his head, as a brazen bull with a man's face, or as a strange creature with the body of a spider and three heads, those of a crowned man, a cat and a toad. This last form is his true form since his fall from grace.

Dagon is the prince of the waters of Stygia, i.e. the River Styx. Also known as Lotan, the patron deity of Ophir, he dwells in a grand palace beneath the Styx with his wife, Ishara, a demi-goddess of the oaths and magical bindings, who inflicts bodily penalties on oath breakers. Both appear as demonic merfolk. Ishara is known for her milky white skin. She can also take the form of a white scorpion.

Vepar is the lieutenant of Dagon and a great duke of Hell in his own right. He governs the waters and on Nod is invoked to guide armed vessels to safety or to sink such vessels beneath the waves. He takes the form of a fetching mermaid clad in armor of coral and gold.

Furfur, a great earl of Hell, is the chief of the perytons, and he commands 29 companies of demons and devils. He appears as either a winged deer or an angel and is the patron of furcifers (i.e. scoundrels). Furfur believes the skies of Stygia to be his domain, and he counts himself neutral between (and equal to) Bael and Dagon, though the raids of his servants on the land forces of Bael have disposed the former quite badly toward him.

Aguares, who was covered in **NOD 9**, is a duke of Hell and an unsteady servant of Bael. He appears as a pale, old man mounted on a crocodile, with a hawk on his fist. He is served by 31 companies of demons.

Scox is a marquis of Hell and the chief of the eblis, and he attempts to take no part in the battles between Bael and Dagon. He is faithful to Lucifer, and acts as his chief factor in Stygia, despite the fact that Bael is supposedly Lucifer's right-hand-man.

Nickar, chief of the kelpies and pirates, is a servant (largely unwilling) of Dagon. He commands the shallower channels



and appears as a demonic nixie playing a harp and attended by kelpies that comb his hair and whisper sweet nothings in his ears.

Finally, we come to Styx herself, daughter of Oceanus and Tethys, a titan and nereid who bore to the titan Pallas the children Zelus, Nike, Kratos and Bia. She remains above the fray, but lends some support to both sides to keep them locked eternally in battle and thus out of her hair. Styx is fairly neutral in alignment, and the most approachable of the lords of Stygia, though she is rarely inclined to lend aid.

## Random Encounters

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

D20	MONSTER
1	Sahuagin (3d6)
2	Frog Men (3d6)
3	Hobgoblins (4d6)
4	Ogres (2d6)
5	Stygian Leviathan (1)
6	Mermaids (4d10)
7	Lemures (4d10) or Dretches (6d10)
8	Achaierai (3d6)
9	Nupperibo (6d10)
10	Stirge Demons (1d4)
11	Hydrodaemons (1d6)
12	Shroth Demons (1d4)
13	Eblis (4d10)
14	Perytons (4d10)
15	Kelpies (4d6)
16	Devil Wasps (4d10)
17	Mummy (4d6) or Wight (3d10)
18	Demiurge (1d6) or Groaning Spirit (1d8)
19	Giant Frogs (Large) (6d10) or Giant Crocodiles (4d10)
20	Hydra (12-headed) (1d4) or Black Dragon (Large) (1d10)

## Keyed Locations

**32.51 Smugglers:** Hidden in a copse of twisted black swamp oaks, long, red tongues nailed onto them with silver spikes, there is a village of smugglers. The smugglers are 400 goblins plucked from Gehenna and shivering in damp, cool Stygia. They do their work on the ends of long, iron chains held by their masters, tall humanoids with pale, grey skin wearing makeshift clothing crafted from Spanish moss. These chains connect to bracelets welded onto their arms. In their other hands, these strange people, who

never speak or blink their beady, black eyes, hold long, light maces with small, iron heads and flexible hafts. These maces can be thrown (10-ft. range increment). The goblins do all the communicating, apparently receiving silent commands from their masters, who are quick to beat them with their maces when they have displeased them.

The smugglers' village is composed of 10 ft. to 15 ft. thick, hollowed out logs stacked on top of one another. They smuggle potions here, such as *healing*, *protection from evil*, *neutralize poison*, *cure disease* and other brews that would thwart the powers of Hell.

**GREY MASTER:** HD 4; AC 8 [11]; Atk 1 gaze (*command*) or mace (1d6+2); Move 12; Save 13; CL/XP 6/400; Special: Gaze, immune to cold, immune to mind and sonic effects.

**32.56 Eyes:** A muddy little island clogged with vines hides a large pile of glass eyes. The eyes have oddly colored irises. Each one of them is linked to a different arch-devil or demon lord, and if implanted in an empty eye socket they allow the wearer to see through that entity's eyes. Hiding beneath the pile of eyes there is a coiled viper with iridescent scales and the ability to emit a *prismatic spray* from its mouth.

**IRIDESCENT VIPER:** HD 9 (45 hp); AC 5 [14]; Atk 1 bite (1d3 + poison); Move 12; Save 13; CL/XP 7/600; Special: Lethal poison (save or die), *prismatic spray*.

**32.59 Demon Frogs:** Giant frogs swim through the waters here, rising only to attack passersby or, sometimes to converse with them about trivialities. When they open wide their mouths, they reveal tormented, purple human faces in place of their tongues. The faces can spring out, on the tips of their tongues to attack people. Their bites are poisonous, causing muscle spasms (1d4 Dex damage).

**DEMON FROG:** HD 3; AC 5 [14]; Atk 1 bite (1d8); Move 3 (or 100 ft leap); Save 14; CL/XP 4/120; Special: Leap, swallow whole, poison.

**33.50 Tree Temple:** The mangroves here grow to a truly enormous size. A city of 500 frog men is built in the tree tops, centered on an abbey dedicated to Tsathoggua. Their matriarch is an engorged female frog man, bedecked in amber beads and holding in her hands two crystal balls, each one colored bright green with a white, star shape in the center that spins and waxes and wanes. Though they appear identical, one seems to promise security and

safety, while the other promises unending struggle and chaos. As soon as people enter the temple their gaze must be drawn to one or the other.

Those who choose safety and security gain the ability to commune with Tsathoggua once per day, but whatever advice he gives, they must obey. Those who choose unending struggle have chosen life, and suffer no ill effects other than the ire of the frog men, who attempt to sacrifice those who reject the fatherhood of Tsathoggua in his name, hosting a grand feast of them for those who have chosen Tsathoggua's blessings.

**FROG MEN:** HD 6; AC 6 [13]; Atk 1 weapon (1d6); Move 4 (S15); Save 11; CL/XP 8/800; Special: Camouflage, hop, invulnerability, rage.

**33.58 Heartless Statue:** There is an antique stone statue here, about 7 feet tall and up to its knees in water and mud. The statue is of a young warrior, arms hanging down, spear and shield dragging behind. There is a large hole where the warrior's heart should be. The hole is fist-sized. Anything placed in the cavity has a mystic effect on this hex today, the surrounding hexes the next day, and so on to the bounds of Stygia. If fire is placed in the hole, for example, the hex is set ablaze. Be crafty and cruel in interpreting these things. Naturally, altering the fabric of Stygia will be considered a hostile act by its inhabitants.

If a fresh heart is placed in the cavity, the statue springs to life and thanks those who have brought it to life (and back to the pain of enduring Hell) by killing them.

**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.

**34.47 Water Priests:** Three strange men lurk in the shallows here, their faces covered with mud that drips and oozes, only to be replaced by new handfuls. Venomous snakes, water moccasins, swarm around the men, biting them and sending them into paroxysms in which they unleash powerful curses on the surrounding landscape, which shrinks from their words and sometimes rumbles (per an *earthquake* spell).

People in the area must pass multiple saving throws against *bestow curse* spells. Druids from above may sense that a powerful ley nexus lies beneath the mud here, and

can use it to cast a single free 9th level druid spell here with all variables maximized.

**34.59 The Love Shack:** A red, serpentine dragon courses through the mud, battering down trees as it does so. When it spots travelers, it slinks close and opens its great mouth, revealing a door of ruby crystal. It waits patiently for 1 turn to allow people to enter the door, and then moves on.

Beyond the door there is a grand hall of red velvet and marble floors. The spirits of jealous, bitter lovers slink along the walls, hissing at travelers. The twisting hall leads to a shrine in which there is a throne of green stone. Sitting on the throne there is a handsome youth who looks much like Cupid, but has glowing green eyes and pincers in place of hands. This is Phthonus, a demon of jealousy who stirs the fires of love and unleashes it in violent passions.

**PHTHONUS:** HD 19 (83 hp); AC 0 [19]; Atk 1 weapon (2d8); Move 21; Save 3; CL/XP 21/4700; Special: Spells (1/day—*blade barrier*, *calm emotions*, *charm monster*, *charm person*, *demand*, *divine power*, *dominate monster*, *flame strike*, *geas*, *heroism*, *insanity*, *magic vestment*, *magic weapon*, *power word blind*, *power word stun*, *power word kill*, *spiritual weapon*, *suggestion*).

**34.65 Adamundica:** There is a large star fort here built of black brick covered with vines of red flowers that emit a powerful, heady musk. The fortress is laid out in a hexagon, with six crown-works defended by animated bronze cannon and crews of zombies. The fortress' master is Adamundica (MU 15; 42 hp), a withered, leathery-skinned mage with a demonic little anchiornis familiar.

Adamundica is a slave of Bael, serving as the guardian of his western dominions and collector of his tolls (1 gold coin per foot or wheel). He commands two companies of bearded devils who patrol the hex and its surroundings on the back of sycorexes. Adamundica is bound to his fort. He cannot stray more than 6 feet from any one of the walls, and even then is connected to the wall via black, tar-like tendrils. When the fort is damaged, Adamundica suffers pain. His greatest goal is the collection of the succubus Hinth, who stole his heart (literally) and disappeared.

**BEARDED DEVIL:** 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.

**SYCOREX:** HD 5; AC 2 [17]; Atk 2 claws (1d4), bite (2d8); Move 9 (F24); Save 12; CL/XP 7/600; Special: Shriek (save or as *hold person*).

**ANCHIORNIS:** HD 2; AC 7 [12]; Atk 2 claws (1d2); Move 3 (F12); Save 16; CL/XP 3/60; Special: Immune to fire and poison, magic resistance (5%), +1 or better weapon to hit.

**35.42 Boggarts:** A bevy of boisterous boggarts (twelve to be precise) cackle and caper on a muddy isle covered in piles of dead, rotting wood. The boggarts delight in tormenting travelers.

**BOGGART:** HD 6; AC -1 [20]; Atk 1 electrical discharge (10 ft., 2d6); Move 9; Save 11; CL/XP 8/800; Special: Immune to magic (except *magic missile*, *protection from evil*, *maze*), magical abilities (*ESP*, *invisibility* 10 minutes per day), screech 1/day (*confusion* for 6 rounds; each additional screecher imposes -1 penalty to save)

**35.53 Raging Bull:** There is a colossal statue of a raging bull here, covered with molds and strangle vines. Should one climb to the top and prick their thumb on one of the horns (they are surprisingly sharp), they find their constitution expanded by 1d6 points and their intelligence reduced by a like amount.

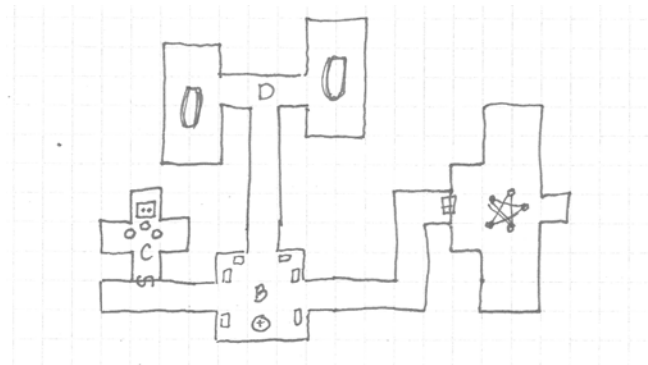
**35.55 Bait:** A corpse, floating on the water under a sheet of white, acts as bait for a gloom crawler waiting below.

**GLOOM CRAWLER:** 10 (36 hp); AC 3 [16]; Atk 10 tentacles (1d6 + constrict), bite (2d8); Move 9; Save 5; CL/XP 11/1700; Special: Constrict, all-around senses, vulnerable to sunlight (not a problem in Hell)

**35.62 Ruby Lamps:** A copse of terrible black trees here are hung with ruby lanterns. Black smoke pours from the lamps, covering everything in a black, sticky sheen that acts as a contact poison, making people lethargic and slow-witted (-1d6 Dex and Int). When a lamp is extinguished, a grue is summoned.

**GRUE:** HD 9; AC 2 [17]; Atk bite (2d6); Move 9; Save 6; CL/XP 10/1100; Special: immune to blunt and piercing weapons, extinguish normal lights, swallow whole.

**35.66 Tomb of the Primus:** The Primus was a male drow who rose to a position of power and prominence unheard of for one of his gender among the dark elves. In time, arrogance and a penchant for the black lotus led to his downfall at the hands of the jealous females. A favorite of Bael, his followers were permitted to carry his body into Hell to place it in a special monument. Naturally, his bearers were then set upon, slain and formed the basis of a feast held in the Primus' honor by Bael himself.



The Primus tomb appears as a mound of white, marble blocks set on an island of slimy muck and stunted, twisted black thorn trees that bear large, fragrant blue flowers (smelling them forces a saving throw or one slips into a coma for 1d4 weeks; each week in the coma forces them to pass a saving throw, each success increasing their wisdom by 1 point, each failure reducing it by 1d4.) A bone mound (the remains of the former bearers) bars entry into the tomb.

**BONE MOUND:** HD 10 (42 hp); AC 3 [16]; Atk 1d6 claw/kick/bite (1d4 each); Move 6; Save 5; CL/XP 12/2000; Special: Animate dead.

**[A]** The entry chamber is about 10 to 16 feet in diameter, the walls being irregular blocks of white marble. The passage leading into it is about 30 feet long. A seal of platinum (worth 6,500 gp) covers a shaft that leads down into the tomb proper. The only way to pry the platinum open is with a *knock* spell (1 in 6 chance of working) or by stepping on the seal, which then rises at high speed to slam a person into the ceiling for 6d6 points of damage. Those who pass a save are thrown clear and only suffer 3d6 points of damage. The walls of this chamber are hung with six silver tapestries (actually woven from drow hair and other materials) worth 100 gp each.

The shaft to the tomb proper is 10-ft deep and clad in slimy grey brick. It is inhabited by a stun jelly.

**STUN JELLY:** HD 4; AC 5 [14]; Atk 1 slam (1d6 + 1d6 acid + paralysis); Move 6; Save 13; CL/XP 6/400; Special: Acid, engulf, paralysis, camouflage, immune to electricity, surprise (3 in 6)

**[B]** The entry vault to the tomb proper has grey brick walls and three arches leading deeper into the tomb. The arches are flanked by six marble boxes (3-ft cubes) that hold the remains of the Primus' favorite warriors. In each one there is a cursed -1 *dagger*. The room also holds a discarded

burlap sack holding ten pale orange candles. Burning one of these candles has a 1 in 6 chance of turning the holder into a mindless wax golem.

**WAX GOLEM:** 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%).

**[C]** This passage leads to a dead end. The secret door opens into a small shrine to Bael filled with three pots. One pot is gold and holds mud. The other silver and holds brackish water. The final pot is copper and holds blood.

**[D]** This passage leads to two tombs sealed with doors of marble etched with gold glyphs of warding (three – electricity, fire and sound, all deal 6d6 points of damage). The left tomb holds the crystal sarcophagus of his drow wife, Grisara (CL 7; 23 hp). The other holds the body of his mistress, the ophidian mage Illiseth (MU 8; 20 hp). They are both wrapped in cloth-of-gold garments (100 gp) and locked in eternal psychic combat. Those who enter are subject to *magic jar* effects cast by them. They will use the bodies they possess to kill their enemy's proxy and then destroy her corpse. The corpses are held in a *temporal stasis* effect that can be broken with a dagger of cold iron. Such a dagger lies on each body's breast, clutched in the body's dainty hands.

**[E]** This passage leads to a set of double bronze doors with a complex lock (-6 / -30% to open). Each door is quite hot to the touch, and each is actually hollow, holding molten lead. If the lock picking is not successful, the lead is released, destroying the tool and then pouring out of the lock (saving throw or thief's hand is ruined and he suffers 2d6 points of damage).

The interior of the tomb is clad in silver leaf and lit with three blue-white witch lights that swirl around the room casting weird shadows. Five slim pillars form the tips of a pentagram, and within this pentagram the body of the Primus hangs in mid-air, arms outstretched, knees slack, head slumped on his chest. The body is now inhabited by a swarm of demonic spiders and hung by their nearly invisible webs, which also form barriers between the pillars (one must make a find secret door check to notice them). The webs are as tough as iron and do not burn, though the body they inhabit can step through them as though they were not there.

Hidden within the corpse there is a *ring of wizardry III*.

**THE PRIMUS:** HD 15 (64 hp); AC 5 [14]; Atk 2 claws (1d8 + 1d4 poison) and bite (1d6); Move 6 (Fly 6); Save 3; CL/XP 22/5000; Special: +1 or better weapon to hit, Poisonous spider bites, immune to sleep and charm spells, double damage vs. lawful creatures once per day, spells as 15th level magic-user and 10th level chaotic cleric), magic resistance (35%), resistance to acid, cold, electricity and fire.

**36.44 Magic Club:** There is a +1 *club* here mired in the mud. The club is about four feet long and studded with spikes of cold iron. The end of the club is carved in the guise of a beautiful woman, her face flush with anger. Those who step within 30 feet of the club must pass a saving throw or have their will to fight stolen from them (per the *calm emotions* spell). The club is being fought over by two rival armies. On one side there are three companies of sahuagin, on the other two companies of ogres.

**SAHUAGIN:** HD 6+1; AC 5 [14]; Atk 1 weapon (1d8) and bite (1d6); Move 12 (S18); Save 11; CL/XP 8/800; Special: Surprise (4 in 6), invulnerability, rage.

**OGRE:** HD 7; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 9; CL/XP 9/1100; Special: Deadly hair, invulnerability, rage.

**36.48 Flooded Temple:** A sinkhole here might send unlucky travelers into a series of flooded caverns. The largest of them holds an ancient, partially ruined temple. The temple is composed of blocks of lapis lazuli and dedicated to Omoo, a sahuagin goddess regarded as the mother of the species. The idol holds a statue depicting the demon lord Dagon simultaneously copulating with and tearing apart Omoo, whose blood, according to the myths of the sahuagin, turned into the first sahuagin, who then fed on her flesh and drew on her powers.

A reliquary hidden in a dungeon beneath the temple holds her dismembered hand, which gives the bearer command over sahuagins, sharks and rays and denies creatures struck by it the ability to heal or regenerate for 24 hours. If the hand is planted, it grows into five fiendish sahuagin warrior-maids who remain loyal to their "creator" for as long as they are fed the blood of their summoner.

**SAHUAGIN MUTANT:** HD 6+1; AC 5 [14]; Atk 4 weapons (1d8) and bite (1d6); Move 12 (S18); Save 11; CL/XP 8/800; Special: Surprise (4 in 6), invulnerability, rage.

**STYGIAN RAY:** HD 6; AC 6 [13]; Atk 1 bite (1d6+2); Move 0 (S24); Save 11; CL/XP 6/400; Special: Feeding frenzy, double damage on lawfals.



**36.59 Hag Temple:** Emerging from the blood-red water here are a cluster of grey stone pillars – like steps – leading into a copse of rotting black trees that, every so often, give off a shiver and drop some of their large, round leaves which float off into the swamp.

Hidden in the copse there is a stone idol surrounded by a picket of iron poles topped by human and demi-human skulls. Some of the skulls hold the stumps of candles.

The idol depicts a tall, leering hag, and some folk might recognize her as Baba Yaga, the Hag Queen. She sits on a throne of skulls and holds in her lap a small, stone chest. The lid of the chest can be removed without difficulty.

If the skull lights are lit with candles made from the tallow of devils or demons, the idol instead takes on the aspect of a beautiful maiden. When this is done, and the lid lifted, the box holds a single item that the lifter of the lid desperately needs at that moment. Otherwise, the box expunges a swarm of spine rats.

There is a 1 in 6 chance when the idol is visited that a circle of hags (1d6 anis hags, 1d6 green hags and 1d6 sea hags)

led by a night hag priestess (as night hag, plus spells as a 7th level chaotic cleric) is worshipping at the idol.

**SPINE RAT SWARM:** HD 12; AC 1 [18]; Atk 1 swarm (2d6 + disease); Move 12; Save 3; CL/XP 14/2600; Special: Diseased spines (fever and bed-ridden for 3d6 days), half damage from most weapons.

**36.64 Ogre Village:** A thick stone wall rising from the swamp in his hex protects a village of Stygian ogres. The 10-ft. thick wall has a single, large gate of black metal trapped with jabbing spears (1d6 attacks from a 5 HD monster, 1d8 points of damage each) and ends in a stone stair that allows access to the raised stone causeways and plazas of the village.

The ogres of the village are primarily smiths, beating out simple weapons and shields. They work over blue, gas-fed flames that also provide defense for the village, the plumes of blue fire lining the stone walls and engulfing the black gate when ordered by the village's king, Gorfuk.

The village is best known for its three shrines to Bael. One holds a toad idol and is tended by an ogre shaman called Urock, who can cast *bestow curse* three times per day. A second shrine holds a statue of a cat and is tended by an ogre shaman called Rebin, who can cast *invisibility* three times per day. The last holds a golden statue of Bael in humanoid form. It is tended by Greab, who can cast spells as a 6th level cleric and tends to lord it over the others.

**OGRE:** HD 7; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 9; CL/XP 9/1100; Special: Deadly hair, invulnerability, rage.

**37.41 Ossuary:** A muddy little island here is topped by a stone building about 30 feet wide and 100 feet long, with a peaked roof that is also built of stone. The building is sealed by double doors of polished oak that bear four brass medallions, each one depicting a grinning skull.

The door opens easily. The building within is composed of a single large chamber wracked with thunder and lightning. As soon as the doors are opened, the storm spills out from the building, with almost hurricane force winds that make closing the doors very difficult. The winds swirl around the building, forming clouds in the sky overhead. After one minute, the clouds erupt in lightning (per the *call lightning* spell cast by a 20th level druid). The storm soon covers the entire hex, and a day later expands into all of the surrounding hexes. If the doors are closed, the storm soon

ceases. Inside the building, there are stored hundreds of skulls engraved with glyphs and runes that emit a phosphorescent glow. Each round, there is a 1 in 6 chance that the skulls, which are blown around the room by the violent winds, swarm around the adventurers and attack.

If a skull is removed, its animation ceases, and the skull gives its bearer the power to cast *control weather* or *call lightning* one time only.

**SKULL SWARM:** HD 12; AC 1 [18]; Atk 3 vicious bites (1d8); Move F15; Save 3; CL/XP 15/2900; Special: +1 or better weapon to hit, immune to electricity, half damage from bludgeoning weapons, 1 point of damage from slashing and piercing weapons.

**37.46 Spigot:** A raft, lightly damaged and scorched, floats through this hex. Adventurers have a 1 in 6 chance of coming across it. The only thing on the raft is a brass spigot. When held up to the forehead and turned, memories or emotions can be extracted as a sparkling liquid. If this liquid is imbibed, the imbiber gains the memory (retaining it for 1 week) or experiences the emotion for 24 hours straight.

**37.51 Sahuagin Village:** The sahuagin have a village stronghold here. The stronghold looks like a collection of dozens of large, glass bubbles. The glass is about two feet thick and is filled with thousands of air bubbles, which help keep the stronghold floating about 200 feet below the surface. It houses 200 sahuagin warriors and 300 non-combatants. Some of the bubbles merge with other bubbles, others are connected via glass tubes. The village can be entered via circular portals that are sealed with copper hatches in the shape of flounders.

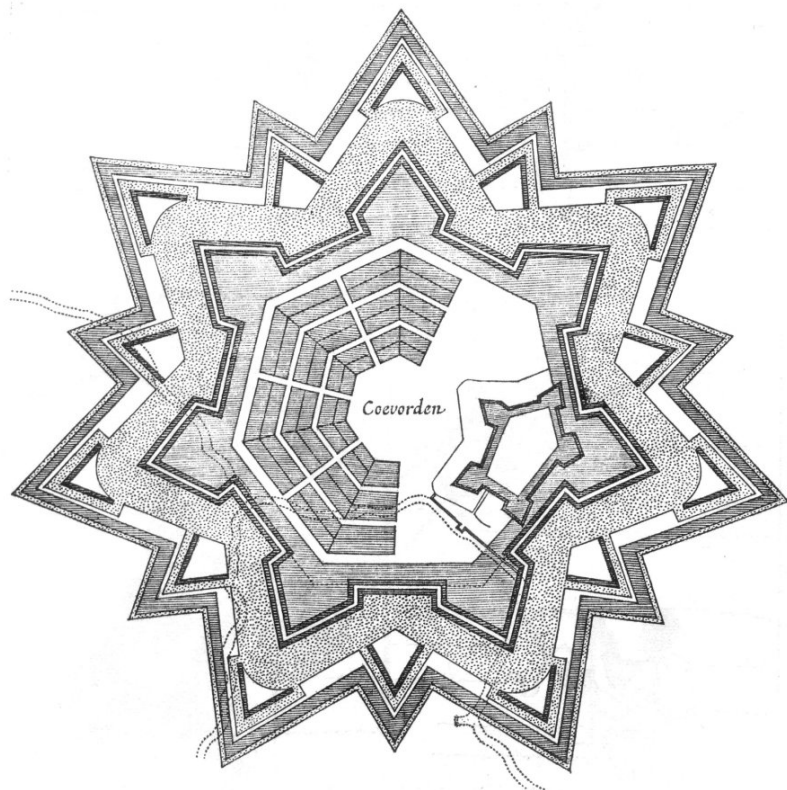
The stronghold is ruled by Ctho-ugggh (HD 10; 47 hp), a gangly male with leering, glassy eyes that glow red in the gloom of the Styx. His warriors are armed with spears smeared with poisonous, bio-luminescent slime. He has come into the possession of a bronze sphere that, upon being

touched by a warm-blooded creature, explodes in a 10 dice *fireball*. He wants to sneak it onto one of the hobgoblins' galleys, and might be inclined to let captives live if they'll do the deed.

The sahuagin hold a treasure of 9,700 sp, 9,600 gp, a platinum holy symbol of Dagon studded with tiny black pearls (1,250 gp), a holy water sprinkler (i.e. morningstar) made of solid lead, a brass tower shield (10 gp) with bas-relief depicting the a tower struck by lightning and falling apart and a large gold necklace bearing a huge topaz gem (1,700 gp).

**SAHUAGIN:** HD 6+1; AC 5 [14]; Atk 1 weapon (1d8) and bite (1d6); Move 12 (S18); Save 11; CL/XP 8/800; Special: Surprise (4 in 6), invulnerability, rage.

**38.44 Steaming Island:** This hex holds an island that looks like a great pile of granite blocks, stacked haphazardly with steam pouring from dozens of tiny vents. At the center of the island there is a large, steaming pit. About 30 feet below the lip of the pit there are hundreds of broken skeletons encrusted with salts. These are victims of the hags of Stygia, thrown here as a sacrifice or just for fun – it's not easy to tell with hags. The spirits of the victims



remain here in the pit, now combined into a sentient cloud of steam that menaces all who come near, save clerics capable of resurrecting the dead. Their treasure amounts to 8,200 gp.

**STEAM SPIRIT:** HD 15; AC 2 [17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move F 30; Save 3; CL/XP 17/3500; Special: Drain 2 levels with hit, immune to non-magical weapons.

**38.58 Bael's Rock:** A tribe of 200 hobgoblins have constructed a complex star fort here they call "Bael's Rock". The fort has a small harbor, usually occupied by 1d3 hobgoblin galleys, and an expansive inn to cater to the needs of the crews. The island has a complex of water-logged and monster-ridden caves one can enter via a grated trap door in the harbor.

The inn, called the Triple Skull, is a three story stone building with Spartan decoration. Each floor has a large common room surrounded by several small, but uncommonly tidy, private rooms. The private rooms are furnished with nothing but wooden beds with no mattress or cushions. The inn serves a bitter black brew favored by the hobgoblins and various things fished up from the Styx, most of them still wriggling. The wenches at the Triple Skull are all hobgoblins with fierce looks in their eyes and heads shaved save for a single lock of black hair.

The highest level of the fortress houses the commandant, a young, energetic hobgoblin called Yrsk Bloody-Bowel (you don't want to know). Yrsk has a large harem protected by his three pet girallons. The prime motive force on Bael's Rock is provided by chained wrathful, whose tormented writhing and fighting turn gears that operate the fortresses machinery, including turning platforms to aim its massive cannon and mortars.

In the heart of the fortress, in a lead-lined vault, the hobgoblins hold a treasure of 3,800 ep, 6,110 gp, a jasper worth 165 gp and a platinum ingot (5 lb, worth 5,000 gp).

**HOBGOBLIN:** HD 6+1; AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 11; CL/XP 7/600; Special: Invulnerability, rage.

**YRSK:** HD 12+1 (55 hp); AC 3 [16]; Atk 1 weapon (2d6); Move 12; Save 3; CL/XP 13/2300; Special: Invulnerability, rage.

**38.60 Loggers:** One hundred hobgoblins are working here felling the black trees of Stygia for use by their fellows in

making weapons and ships. They are assisted by monstrous creatures that resemble a cross between a hippopotamus and a gorilla, using them to haul the timber to a waiting barge. The hobgoblins are commanded by Phepheive, a daughter of Bael by some forgotten hobgoblin female. She looks like a hobgoblin with the lower torso of a praying mantis and an extra set of arms, also like those of a praying mantis. She also has bat-like wings. Phepheive wears polished black platemail and carries a heavy flail.

**HOBGOBLIN:** HD 6+1; AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 11; CL/XP 7/600; Special: Invulnerability, rage.

**PHEPHEIVE:** HD 6 (29 hp); AC 1 [18]; Atk 1 sword (1d8) or 2 claws (1d4); Move 12 (F18); Save 11; CL/XP 10/1400; Special: Spells (*charm person* 3/day, *dimension door*, *ESP* 3/day, *suggestion*), vampiric touch, immune to poison, magic resistance (15%), telepathy 100 ft.

**38.70 Temple of Sin:** There is a temple here, standing above the swamp waters on vaulted granite legs. Will-o'-wisps swarm beneath the temple. One enters the massive structure by catching hold of a barbed chain (1d4 points of damage per round) and climbing 20 feet up to an alcove and iron door. There are a dozen such doors, each looking like the monumental brass of a warrior king.

The temple proper is a tall stone building covered with patches of purple moss; it is about 40 feet wide and 200 feet long, with a ceiling 30 feet high. The temple holds an idol to Lucifer's daughter, Sin, depicting her as a skull-faced woman. From this sanctum, there are six portcullis-barred tunnels (three per side) leading back into the living quarters of the thirty hobgoblin priests and their mistress, the so-called Woman of Many Faces.

The Woman of Many Faces is just that, a humanoid woman with coppery skin and wearing heavy black robes. She has no face, the front of her head being perfectly smooth and flat. She has five artificial faces that she can hold up to her face, as one holds up a mask, and animate. These are her porcelain face of beauty (cast *charm monster* and *suggestion*), emerald face of envy (cast *mage's lucubration* and *transformation*), her ruby face of rage (cast *flame strike* and *rage*), her iron face of war (cast *ironskin* and *spiritual weapon*) and her wooden face of contemplation (cast *augury* and *divination*).



**HOBGOBLIN PRIEST:** HD 6+1 (25 hp); AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 11; CL/XP 7/600; Special: Invulnerability, rage, cast spells as 3rd level anti-cleric.

**WOMAN OF MANY FACES:** HD 16 (57 hp); AC -2 [21]; Atk 2 strikes (1d6+1); Move 15; Save 3; CL/XP 20/4400; Special: Gaze attacks, +1 or better weapon to hit (lesser weapons disappear if wielder fails a saving throw), resistance to acid and cold, magic resistance (15%).

**39.67 Trows:** A gang of 30 trows (a cross-breed of hobgoblin and troll) dwell here in a stinking cave complex, guarding the approach to Bael's Rock [38.69]. Their chieftain, Zmirax, can change his own arms into those of any other creature at will (including tentacles, etc.) and giving him the attacks of those creatures. All of them are covered with ritual scarring.

The trows have a treasure of 5,300 ep, 2,400 gp, a silver goblet in the shape of an acanthus flower (6,000 gp, turns every fifth cup of wine into a narcotic brew that allows people to dream about the location of a grand treasure on the Astral Plane), a silver statue of Grendel (100 gp; if rubbed while one wishes, it teleports them to the corpse-fiord on the lowest circle of Hell), an ebony quill with a silver tip (suitable for scribing scrolls, 40 gp), a suit of bluesteel splint mail (grants 50% resistance to cold damage), a violet frock coat (40 gp, a sales slip from Gerard's of Fleet Street in one pocket), a religious icon depicting Tiamat (a mosaic of scales from metallic dragons, worth 60 gp), a bluesteel box holding a giant viper's fang (coated with mild poison, 3d6 damage) and an arcane tome (a dog-eared copy of *A Connecticut Yankee in King Arthur's Court* with the following spells scratched in the margins: *Dispel magic*, *fly*, *detect invisibility*, *knock*, *blur*, *identify*, *charm person*, *phantasmal force* and *sleep*)

**TROW:** HD 8+4; AC 4 [15]; Atk 2 claws (1d4) and bite (1d8) or weapon (1d10) and bite (1d8); Move 12; Save 8; CL/XP 10/1400; Special: Regenerate 2 hp/round.

**ZMIRAX:** HD 12+6 (36 hp); AC 1 [18]; Atk 2 arms (see above) and bite (1d8); Move 12; Save 3; CL/XP 14/2600; Special: Regenerate 2 hp/round, shapechange arms.

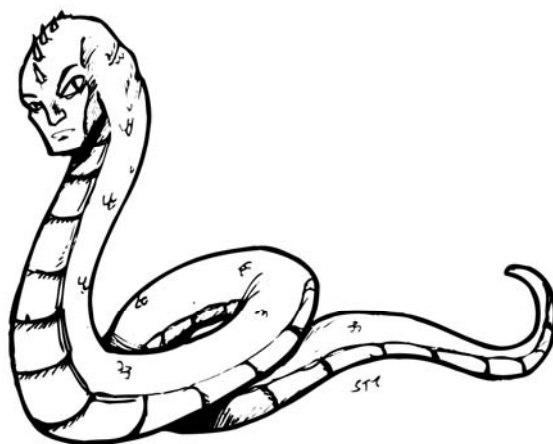
**40.37 Throat Leeches:** The water here becomes fairly shallow, and one might catch glimpses of treasure chests lying on the swamp bottom. These chests are bronze and quite heavy, each containing about 20 large cannon balls packed with powder. The waters are infested with throat

leeches, so one diving in must pass a saving throw to avoid swallowing one of these nasty little killers.

**40.39 Old Mine:** A rocky island here, thronged with weeping willows, looks to have once held some manner of mine. There are mine carts turned over on the shore, with glowing mushrooms growing in and around them. The island is inhabited by 200 tree goblins, ugly little squabs with upturned noses and gliding flaps stretched between their arms, torsos and legs. They dwell in woven huts atop the trees. The goblins serve an ancient black dragon, Ydercan, that dwells in the center of the island, very near the entrance to the abandoned iron mine.

**TREE GOBLINS:** HD 3; AC 4 [15]; Atk 2 clubs (1d6); Move 15 (C15); Save 14; CL/XP 4/120; Special: Cast *entangle* once per day, immune to metal weapons, 50% resistance to acid.

**YDERCAN:** HD 8 (64 hp); AC 2 [17]; Atk 2 claws (1d4), 1 bite (3d6); Move 9 (F24); Save 8; CL/XP 10/1400; Special: Spits acid, spells (*color spray*, *mage armor*, *magic missile*, *obscuring mist*).



**40.68 Snake Butchers:** A band of six karura has slain a giant serpent here, the pet of the spirit naga Zhembala [40.72]. The eagle-faced warriors are now roasting gibbets of snake meat on their swords with their own flaming breath. The karura are adventurers who entered the underworld, and thus Hell, via the myriad tunnels beneath the Great Yamas in Mu-Pan. They were more numerous once, and included several other adventurers including three human samurai and a xeph magic-user now held in the dungeons of Mammon in Gehenna.

**KARURA:** HD 6; AC 4 [15]; Atk 1 weapon (1d8); Move 12; Save 11; CL/XP 7/600; Special: Resistance to fire, breathe cone of fire (3/day; 20-ft. cone; 3d6 damage), double damage vs. reptiles.

**40.72 Overgrown Palace:** A palace of granite and marble rises here from the noisome foliage. It is constructed in the shape of mitre. At the top there is a lattice-work sphere containing a garden of rare plants, the vines of that garden now crawling down from the sphere to cover much of the upper palace. The interior is a collection of halls and chambers that have been stripped of all wealth. Dwelling in the great garden there is an ancient spirit naga called Zhembala. She dwells there among the assassin vines, tri-flower fronds and other deadly plants.

The lower portions of the palace are inhabited by two warring tribes – mushroom men and vegpeygmys. Each competes for the favor of Zhembala.

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

**VEGPEYGYM:** HD 1; AC 3 [16]; Atk 1 strike (1d4) or weapon (1d6); Move 12; Save 17; CL/XP 2/30; Special: Immune to electricity, half damage from piercing weapons.

**ZHEMBALA, SPIRIT NAGA:** HD 9 (45 hp); AC 4 [15]; Atk 1 bite (1d3 + lethal poison); Move 12; Save 6; CL/XP 13/2300; Special: Poison, charm gaze, spells (*charm person* 2/day, *magic missile*, *sleep*, *mirror image*, *web*, *protection from normal missiles*, *cure light wounds* 2/day, *silence*).

**41.36 Giant Centipedes:** Hundreds of giant centipedes with bearded, human faces climb up and down the legs of a moss-covered statue. The statue has a weathered face and holds aloft a brazen torch. The centipedes climb up the statue and enter its left eye, which is apparently hollow. One wonders what lies within.

**41.70 Devil's Island:** Hundreds of hobgoblins are lashed to the black trees that fill this hex, their feet and lower legs feasted upon by leeches, their backs bearing the bites of giant bluebottle flies. This patch of heaven is known as Devil's Island, an open air prison for disloyal or cowardly hobgoblins overseen by a trio of erinyes.

**ERINYES:** HD 6 (37, 29, 21 hp); AC 2 [17]; Atk 1 bronze sword (1d6 + paralysis); Move 12 (Fly 24); Save 11; CL/XP 9/1100; Special: Magic resistance (25%), fear, immune to fire and cold, entangle.

**42.38 Bodikar, High Inquisitor:** The necromancer Bodikar (MU 16; 43 hp) occupies a tower of granite faced with

sheets of beaten bronze. He serves as the chief inquisitor of Bael, seeking out high-ranking demons that may be disloyal and putting them through trials and eventual imprisonment and torture. Torturing a demon is, of course, a tricky thing to do. The offenders have strange metal boxes strapped to their heads. The surfaces of these boxes look into the Empyrean Heaven (per a *crystal ball*), showing them a world they may never visit again. All the while, lumpy green energy leeches draw their vitality from them, making them as weak as humans. When the leeches grow fat, they are removed from the demons and *polymorphed* by Bodikar into amber globes that hold the devils' ichor and a portion of their power.

Bodikar uses these globes to create clones of some of the devils and demons that are loyal to him above all else. Other globes are retained as ingredients for potions or to be used as splash weapons, the ichor acting as flaming oil that causes double damage to lawful creatures.

**43.40 Houseboat on the Styx:** A large craft floats idly through this hex. It houses a number of rather angry souls from the upper world who have been denied the one blessing of the unhallowed afterlife – the ability to forget. Here they must reside, for all eternity, discussing their problems and their sins and knowing that redemption is forever denied them.

**43.72 Diplomats:** There is a vast expanse of mud flats here. The mud is fairly solid, though strange, burrowing worms sometimes push up from the mud, "stare" vacantly at passers-by and then disappear once again. Ten rusty, iron pylons form a circle in the mud flats, each one a bit tilted. They are, at the moment, occupied by a ten bat monsters, envoys of Bael who are hearing the pleas of a diplomat of Adamantia, one of the Queens of Elemental Earth. The diplomat, if anyone so brusque can be called a diplomat, is an elder xorn called Xaanon. He has been accompanied by six normal xorn, and they are demanding that the soul of a wicked elemental who did much harm to their people be turned over to Adamantia for proper punishment. Bael is not inclined to agree, though he is willing to make a deal that Queen Diamond will probably find repugnant.

**XORN:** HD 7; AC -2 [21]; Atk 3 claws (1d3), bite (4d6); Move 9; Save 9; CL/XP 8/800; Special: Immune to fire and cold, half damage from electricity, travel through stone.

**XAANON:** HD 15; AC -3 [22]; Atk 3 claws (1d4), bite (5d6); Move 9; Save 9; CL/XP 16/3200; Special: Immune to fire and cold, half damage from electricity, travel through stone.

**BAT MONSTER:** HD 8; AC 6 [13]; Atk 1 bite (2d8), 2 claws (1d6); Move 4 (fly 18); Save 8; CL/XP 9/1100; Special: None.

**43.74 Giant Crocodile:** A giant crocodile, with glistening black scales and a natural marking on its head with the powers of a *symbol of insanity*, is basking in the gloom. Its belly is filled with seven sullen souls, who now marinate in its stomach acids. They include the soul of Osgataure of the Otter's Eye (CL 5; 15 hp), a cult leader who lost faith and killed himself with drink, and Jermia of the Jasmine Locks (BRD 7; 29 hp), a courtesan who allowed herself to fall in love with the wrong man. The crocodile has parked itself on the main drag between two rows of partially sunken brick buildings. The upper floors are inhabited by a tribe of 50 hobgoblins.

**HOBGOBLIN:** HD 6+1; AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 11; CL/XP 7/600; Special: Invulnerability, rage.

**GIANT CROCODILE:** HD 12 (48 hp); AC 1 [18]; Atk 1 bite (4d6), tail (2d6); Move 9 (S12); Save 3; CL/XP 12/2000; Special: None.

**44.69 Styx:** Styx is the daughter of Oceanus and Tethys, and though she dwells in Hell, she is not bound there as are the demons and devils. She appears as a 30-ft tall woman, startlingly beautiful, attended by a court of 80 nixies and kelpies and their master, Nickar, who serves as her major domo and lieutenant. Styx is unconcerned with the battles of Dagon and Bael, and regards Dagon's claim to be the "king" of the Styx with pity and disdain.

Her grand palace, the size of a small city, is composed of onyx highlighted with black pearls. It is built in the roman-style, with broad avenues and grand forums and public buildings. There are numerous temples dedicated to the titans and to her children, Zelus, Nike, Kratos and Bia, each being tended by a nixie priest. The peoples of Styx (the city is named after the titaness – she is a bit on the egotistical side, as is common with titans) travel about in chariots of pearl and gold, pulled by white sea turtles immune to the demonic influences of Hell.

Styx's palace is composed of gold and silver and studded with pearls and aquamarines, and might be one of the most splendid constructions in the cosmos. All of the passages are protected by pearl golems and by twenty

companies of merrow, 20 companies of nixies and 10 companies of kelpies. Styx is carried about in a submerged barque of gold drawn by a stygian whale.

**STYX:** HD 30 (180 hp); AC -5 [24]; Atk 2 slams (4d6); Move 12 (S60); Save 3; CL/XP 38/6800; Special: Spells (as 20th level magic-user and 12th level druid), +3 or better weapon to hit, immune to cold and fire, control Styx (per the various *hand* spells and *control water*).

**44.73 Gnoll Mercenaries:** A ramshackle little island here, with chipped and partially sunken quays on its shore, now holds the camp of a band of hapless mercenaries. The mercenaries are gnoll archers drawn to this circle from Asphodel by promises of treasure. They now serve Dagon, and have been hired to attack a hobgoblin galley that should be passing by this island at any time. In truth, they are a diversion, for the real attack is coming from below by a company of sahuagin. The gnolls despise this place and are realizing that they made a mistake in coming here. They are camped in a small, rocky rise surrounded by vegetation. The rise is thick with wolfsbane.

**GNOLL:** HD 2; AC 4 [15]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 3/60; Special: Unnerving laughter (see **NOD 11**)

**HOBGOBLIN:** HD 6+1; AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 11; CL/XP 7/600; Special: Invulnerability, rage.

**45.32 Wisdom:** A strange island here is dotted with monuments – obelisks, pylons, statues, etc. All of them are cracked and overgrown with vegetation save for a marble bust of a wan-faced youth with serious, piercing eyes. This monument is free of vegetation, though it appears to rise from a great clump of rotting vines (actually a serpentine tendriculous curled around the base). A person meeting the bust's gaze must pass a saving throw or be struck by an ray of light that opens their mind to enlightenment. Their wisdom score is expanded immediately to 25.

The enlightenment is temporary, unfortunately, and a day after enlightenment is achieved, the person begins losing wisdom at the rate of 1 point per day. This continues until their wisdom is one half that of where it began.

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

**45.77 Labyrinth:** A labyrinth of stinking hedges has been grown here on a low island swathed in faintly glowing mists. The hedges are 20 feet tall and seem to close in one



people as they move through the labyrinth. The ground is spongy and unpleasant to walk on.

At the heart of the labyrinth there is an obsidian minotaur holding two bronze axes. It is surrounded by four strange fonts – really little more than holes in the ground. The mist seems to come from these holes, and should one kneel before a hole, the mist turns into a powerful vapor that covers their body in purple-colored crystals. The minotaur will animate ten minutes after people enter the room, and does not attack people covered by the crystals.

The crystals melt away after a few days, but stain the skin dark purple save for a white glyph on their forehead that spells out their *true name* in the Chaotic alignment tongue.

The axes of the minotaur are non-magical unless joined together and dipped in the Styx. They then merge and form a +2 *battle axe* that, on a natural attack roll of '20', forces its target to pass a saving throw or be split into two half-sized clones of him or herself.

**OBSIDIAN MINOTAUR:** HD 12 (60 hp); AC -2 [21]; Atk 2 claws (2d8 + 1d6 fire), breath weapon (10-ft. cube; save or *slowed*); Move 9; Save 3; CL/XP 16/3200; Special: Breath weapon, burn, immune to magic (slowed by *transmute rock to mud*, healed by *transmute mud to rock*, loses magic immunity from *stone to flesh*)

**46.72 Strangled Men:** The land rises up from the waters in this hex and forms a range of wooded hills. A path winds through the woods, marked with white, phosphorescent stones. Walking on this path, one eventually comes to a deep hollow of black, glistening willow trees. Lying against these trees are the skeletons of a dozen strangled men – their neck bones are partially crushed and their skulls lull to the side. They are partially overgrown with vines, and can be animated like puppets by the animated black trees of the hollow. These puppets dance and create first a *blur* effect on themselves and the trees (-5 penalty to hit), then a *fog cloud* that, three rounds later, becomes a *death fog* (or *acid fog*). The puppets cannot attack, but treat them as skeletons with 10 hit points for the purpose of being attacked. If half of them are destroyed, the magic dissipates. One then must deal with the trees.

**BLACK TREE:** HD 12; AC 0 [19]; Atk 2 strikes (4d6 + strangle); Move 0; Save 3; CL/XP 12/2000; Special: Strangle for 2d6 damage per round.

**46.75 Oak Vault:** A bloated, unwholesome looking black oak tree on an island in this hex has a wooden, iron-bound door placed in it. This door is *wizard locked* (MU 15) and when tampered with, affects all within 30 feet with *warp wood* and *rusting grasp* effects.

If opened, it reveals a small space holding a gleaming silver helm with a full face plate. Where the eye holes of the face plate are located, there are two crystalline lenses. The helm's lenses have a *true seeing* effect half of the time and cover things with a *phantasmal force* half the time, making things appear as a person fears they may be.

**48.31 Macrosian:** A tower made of nightmares – surging and writhing like a tower of crimsons, ambers, golds and bilious greens, screaming or weeping faces appearing and then disappearing on the surface – stands in this hex, overlooking a dismal landscape of frothy water and black claws that might once have been trees. The tower seems solid enough, despite its moving surface, and it has a wide door composed of black oak embossed with a golden eye.

To enter, one must simply push through the door, saving as they do against a *nightmare* spell. Inside, they find themselves in a throne room with walls lined with books (most are false, containing only the screaming faces of damned souls that attempt to steal levels per a wraith). In the middle of the room there is a throne built of metal cubes, shimmering with peacock brilliance. One's footsteps echo in the chamber and the air is so still it almost strangles a person's words before they can utter them. Spiral stairs of hepatizon rise from the four corners of the throne room to other chambers and halls.

When a person enters the tower, a shadow version of them emerges from a near wall. These shadow clones (the effect is similar to *greater shadow conjuration* or *greater shadow monsters*) act very much like their doubles and parrot their words, but one of them, randomly, is possessed by the spirit of Macrosian – He of the Long Shadow – a powerful sorcerer (MU 17; 44 hp) consigned to Hell. Macrosian seeks to conjure the Typhon from its slumber in the abyssal depths.

The tower is inhabited by hundreds of shadow people, the clones of people who have passed through, and any one of them could be Macrosian. He speaks with a thunderous

whisper, and it is through his speech that one can identify him. He can move from body to body at will, and is canny enough to take on the mannerisms of the person he is, at that moment, possessing.

**48.74 Chaos Forge:** A stepped pyramid in this hex serves as a forge for a trio of ogre mages who spend their time forging magic weapons for the lords of Stygia (both of them). The pyramid is surrounded by boiling waters and flaming gas erupts from succubus sculptures set on all four corners of the pyramid's pinnacle. These white-hot flames are used by the ogre mages to heat adamant and other metals, which are then beaten on an ancient adamant anvil embossed with runes of power.

The anvil is a storage vessel for damned souls, which are then released into the weapons and armor forged on it. Four stone causeways lead to the pyramid, and the ogre mages, though busy, are not averse to conversation.

**OGRE MAGE:** HD 4+1; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: None.

**48.77 Spies:** A patch of brambles on a granite hill carved with a variety of inventive curses is the hiding place for a band of twelve wererats, who are spying on a galley anchored in the waters. They are awaiting a delegation of sahuagin with a bag of black pearls dredged from the Stygian mud. The wererats have a set of *pipes of the sewer* at their disposal.

**WERERAT:** HD 3; AC 6 [13]; Atk 1 bite (1d3), 1 weapon (1d6); Move 12; Save 14; CL/XP 4/120; Special: Lycanthropy, control rats, surprise.

**50.31 Fortress of Eleven Towers:** A fortress composed of eleven towers stands here. The towers are joined by spiked bridges, each about 50 feet long. Each tower has an entry door made of solid iron, 4-ft. x 4-ft., with a metal ring clenched in iron teeth. These doors fight with people who try to open them (i.e. they resist as though they had a strength score of 25). If one tricks the door into dropping the ring, the door springs from its hinges and attacks, albeit clumsily.

**ANIMATED DOOR:** HD 10 (50 hp); AC 3 [16]; Atk 1 bite or slam (3d6); Move 9; Save 5; CL/XP 10/1400; Special: None.

The towers rise from the swamp, the lower portions being lapped by the waters, which leave thick, black tentacles in

their wake (per the *black tentacles* spell). The towers have inanimate doors leading to the bridges. Each tower houses a company of hobgoblins under the command of the warlord Vortem.

Vortem serves Bael loyally – far more loyally than most of his minions. Bael transported him bodily into Hell after much of his body was destroyed in an acid bath. Those parts that were destroyed, primarily the left-side of his torso and his left arm and leg, are now composed of living shadow, giving him a shadow's strength drain ability.

**HOBGOBLIN:** HD 6+1; AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 11; CL/XP 7/600; Special: Invulnerability, rage.

**VORTEEM:** HD 16+1 (80 hp); AC -1 [20]; Atk 1 weapon (1d8+2); Move 9; Save 3; CL/XP 19/4100; Special: +1 or better weapon to hit, Invulnerability, rage, shadow touch (drain one level).

**51.33 Temple of Bael:** A grand temple of Bael, composed of grey granite and capped with hepatizon domes that glisten with green slime. The temple is built like a fortress, and has withstood many sieges by the hated sahuagin. The temple has many arrow slits, and the upper windows hide alchemical flame projectors (cone 100 feet long and 30 feet wide, 6d6 damage). These defenses are manned by a company of hobgoblin acolytes (CL 3; 3d6+1 hp) under the command of Nuacas, a centaur (CL 15; 43 hp).

The inner sanctum holds an idol of Bael made of shifting, blue crystal that sends out burning rays (per an 8 dice *searing light* spell, 1 in 6 chance of a person in the inner sanctum being struck) when struck with magical light. The sanctum also holds long feasting tables where hobgoblin heroes and their retainers are feted by the priests and their servants, the souls of 100 vile betrayers bound in chains.

The temple treasury holds 720 sp, 7,200 ep, 1,580 gp, an onyx dagger worth 1,650 gp and a golden-brown glass bottle. The bottle holds an amber ooze, which in turn obscures a *wand of lightning bolts* (3 charges).

**HOBGOBLIN:** HD 6+1; AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 11; CL/XP 7/600; Special: Invulnerability, rage.

**51.77 Fortress of Vines:** A wooded island here is choked with assassin vines, which form a sort of webbing over the whole of the island. This is the "stronghold" of a

brotherhood of one hundred bizarre creatures called orochmids, spidery plant demons.

**OROCHMID:** HD 7; AC 1 [18]; Atk 6 strands (1d6 + paralysis); Move 9 (C12, S9); Save 9; CL/XP 10/1400; Special: Touch paralyzes for 1d4 rounds (save negates), immune to cold and fire, *ESP*.

**52.30 Plague Hospice:** A muddy island of brambles and stinking vines hides a hospice of broken, shattered humanoids. The hospice is the lair of a cult of plague magisters, who conduct awful experiments on their shades in an attempt to develop ever more powerful diseases to inflict on the enemies of Bael.

**52.79 Black Statue:** There is a statue here of Bael mounted upon a nightmare. The statue has a grainy surface, and appears to be composed of the black, metallic sands of Gehenna. These sands are alive, and should somebody get too close to the statue, they attempt to engulf them. Inside the metallic statue there is a black crystal ball that, at random intervals, shows flashes of a grandiose room (the entry hall of Lucifer's palace in Dis). If carried there, it flashes images of other places, each one leading to another until one finally finds a wondrous treasure.

**STATUE:** HD 4; AC 3 [16]; Atk 1 slam (1d12 + 1d6 fire); Move 12 (B9); Save 13; CL/XP 4/120; Special: Resistance to edged weapons, immune to fire, vulnerable to cold.

**53.29 Watch Tower:** A sahuagin watch tower lurks beneath the waves here. It is composed of some unholy, rubbery substance and can literally stretch above the waves at the command of its master, the hezrou Mocrudon. When it does rise, a green fog (per the breath weapon of a 40 hp green dragon) spreads to a distance of 500 feet from the tower. The tower is guarded by a company of sahuagin.

**SAHUAGIN:** HD 6+1; AC 5 [14]; Atk 1 weapon (1d8) and bite (1d6); Move 12 (S18); Save 11; CL/XP 8/800; Special: Surprise (4 in 6), invulnerability, rage.

**MOCRUDON, HEZROU:** HD 9 (42 hp); AC 0 [19]; Atk 2 claws (1d3), 1 bite (2d8); Move 9 (Fly 14); Save 6; CL/XP 11/1700; Special: Magic resistance 50%, demonic magical powers.

**53.75 Bone Castle:** Five companies of grimlek demons occupy a baroque fortress of bone white marble. The star fortress sports a dozen large cannons manned by duergars who are chained to their guns. The warlord of the fortress

is a pit fiend called Zizurag, a prideful devil who dresses as a Spanish grandee, complete with a false wig of strawberry blond curls. He is contemplating a deal with Dagon to turn over his fortress and flee to Dis.

**DUERGAR:** HD 6+1; AC 3 [16]; Atk 1 weapon (1d8); Move 9; Save 11; CL/XP 8/800; Special: Surprise on 1-2 on 1d6, +4 to save vs. magic, immune to paralysis, poison and illusion, spells.

**GRIMLEK DEMON:** HD 5+3; AC 5 [14]; Atk 1 bite (2d6); Move 24; Save 12; CL/XP 7/600; Special: Disease, continuous damage.

**ZIZURAG, PIT FIEND:** HD 18 (91 hp); AC -4 [23]; Atk 2 claws (2d10), 2 wings (2d6), bite (4d6 + lethal poison + disease), tails (2d8 + constrict); Move 15 (F24); Save 3; CL/XP 30/7400; Special: +2 or better weapon to hit, immune to fire and poison, aura of fear, summon 1d4 erinyes or 1 horned devil or 1 ice devil 1/day, magic resistance (45%), regenerate (thwarted by silver), spells (*animate dead*, *dispel magic*, *fireball*, *teleport without error*, *hold monster*, *invisibility*, *protection from good* 10-ft radius, *phantasmal force*, *power word stun*, *unholy word* (1/day), *wish* (others only, 1/year)

**53.78 Athachs:** A pair of athachs are clumsily working their way through a village of mostly ruined brick hovels in search of a very special child. The inhabitants of the hovels are twisted, little grey men and women in dirty smocks that seem to make a living raising cabbages. The child was found by them in the swamp. He is a frail lad of about 7 years with opalescent skin that gives off a coiling green mist and completely black eyes that mirror one's soul.

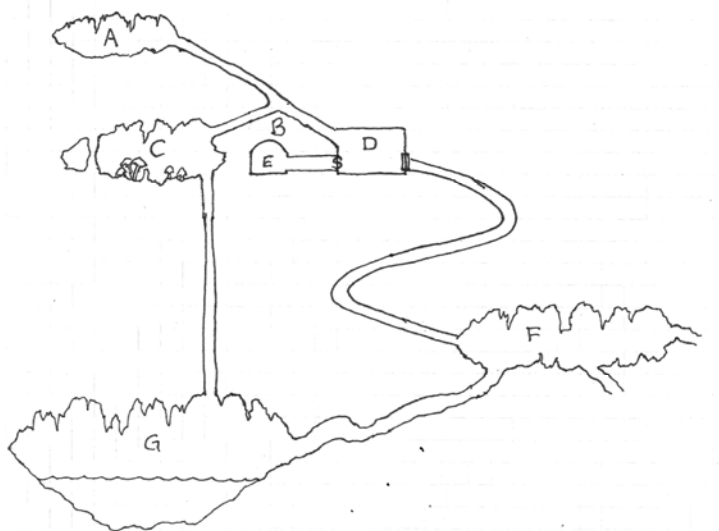
**ATHACH:** HD 11; AC 3 [16]; Atk 1 or 2 weapons (3d6 or 2d6/2d6)/1 bite (1d6+1); Move 15; CL/XP 15/4300; Special: Poison (nausea) spit, darkness, levitate, phantasmal force, reduced damage from cold, fire, gas, electricity, polymorph into other giant type.





**[C]** The left fork flings people into a fungus cavern strewn with giant puffballs and brown mold. The sluice comes to a sudden halt, throwing people into the cavern proper unless they pass a saving throw to stop themselves. The water then pours into a shallow pool and empties into a long shaft to [G]. Those who are thrown into the fungi must pass a saving throw or be choked for 2d6 points of damage from the spores of the puffballs. They are also affected by the brown mold, which covers the walls. The cavern is occupied by a fungal elf-queen called Arithmela. She is mad as a hatter, and longs for the company of handsome men.

**[E]** The secret door opens into a small antechamber with a set of wide steps leading up to a narrow, vaulted passage. Holes in the antechamber drain water that rushes in. The passage leads to a dank chamber in which resides a slime





demodand, Ufglur, trapped within a small sphere of glass (via the *binding* spell). He holds a *flamebrand* wrapped in a sable *cloak of invisibility*, the trappings of the warlord Arcturus Twelve-Fingers, an ancient servant of chaos.

**SLIME DEMODAND:** HD 13 (54 hp); AC -2 [21]; Atk 2 claws (1d8 + 1d6 acid) and bite (1d8); Move 15 (F18); Save 3; CL/XP 22/5000; Special: Enslime, spells (*Cause fear*, *dispel magic* (1/day), *ESP*, *gaseous form*, *invisibility* (self), *obscuring mist*), +1 or better weapon to hit, immunity to acid and poison, immune to mental effects, magic resistance (60%)

**[F]** The waters flow into this grand chamber, forming a dank, chilly swamp. The waters are covered with a sheen of slime (1 in 12 chance per round of running into a patch of green slime), with jagged stones jutting up from the waters every so often. Dwelling within these waters is a gang of 12 scrag (aquatic trolls).

**SCRAG:** HD 6+3; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; CL/XP 8/800; Special: Regenerate 3 hp/round in water.

**[G]** One of the many tunnels in [F] leads to an underground lake. The cavern roof is populated by 100 darkmantles. One is especially large, and is actually a demon lord who appears as an elegant man with a black cloak who makes the water freeze and freezes people with fright (*hold monster*) and drains levels with his long, silver claws.

If this entity is defeated, the cavern disappears and the adventurers find themselves one hex away in a random direction.

**DARKMANTLES:** HD 1+2; AC 4 [15]; Atk 1 grab (1d4); Move 3 (F3); Save 17; CL/XP 2/30; Special: Suffocation, darkness.

**DARK DEMON:** HD 14 (80 hp); AC -1 [20]; Atk

**54.76 Ratling Town:** There is a crowded market town here of ratlings. The town has muddy roads that bubble and ooze and buildings of black brick with glistening azure roofs. The 1,000 ratlings trade in scavenged and stolen goods under the watchful eyes of their lord mayor, a pasty faced, pock-marked amaimon demon called Fensiel.

An army of skeletal warriors, led by a silent knight, are currently occupying the place in the name of mighty Bael. Their siege engine, a massive trebuchet, has become stuck in the mud and the locals have been impressed into a work gang to shift it. The company of skeletal warriors is waiting for a hobgoblin galley to move the trebuchet.

**SKELETON WARRIOR:** HD 4; AC 7 [12]; Atk 1 weapon (1d6); Move 12; Save 13; CL/XP 4/60; Special: None.

**SILENT KNIGHT:** HD 12 (73 hp); AC 2 [17]; Atk 1 weapon (1d8); Move 9; Save 3; CL/XP 13/2300; Special: Silence.

**54.79 Aszilchafor's Tower:** There is a narrow, but very tall, tower here studded with iron ports from which angry hobgoblin faces are often peering, that is when they aren't hurling various darts, stones and bodily fluids at folks who come to close to their tower. 100 hobgoblins dwell within the structure. Their master is the grimlek demon Aszilchafor, a mighty captain in Bael's service. Aszilchafor is a ghastly personality, much obsessed with death and afraid of meeting his final end at the hands of adventurers.

Situated around the exterior of his tower in alcoves about 10 feet above the ground, are 12 statues – though they look too alive to be statues – of hobgoblin warriors with purple faces twisted into terrible grimaces of hate and rage. These are the berserker priests of the tower, so given over to rage that they are held in suspended animation until required. When animated, they sputter horrible, foul curses with every breath (these acting as spells) and attack with spiked mauls.

The tower holds a treasure of 5,000 sp, 4,350 ep, 2,670 gp, 220 pp and a *potion of extra healing*.

**HOBGOBLIN:** HD 6+1; AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 11; CL/XP 7/600; Special: Invulnerability, rage.

**BERSERKER PRIESTS:** HD 9; AC 1 [18]; Atk 2 weapons (1d8+2); Move 12; Save 7; CL/XP 10/1400; Special: Spells as 5th level cleric.

**ASZILCHAFOR:** HD 5+3 (40 hp); AC 3 [16]; Atk 1 bite (2d6); Move 24; Save 12; CL/XP 7/600; Special: Disease, continuous damage.

**55.75 Vepar:** Vepar is a mighty demon lord who serves, with great contempt, the mighty Dagon. Vepar holds himself in the highest possible esteem. His city of 5,000 mermaids takes the form of a coral fortress that clings to the walls of Dis, which plunge deep into the Styx. Vepar's fortress hides a secret gate into Dis through one of its many canals (not that the other gates are guarded save for people trying to get out). The city are a maze of dark passages encrusted with barnacles and inhabited by giant clams and crabs. Most lead to dead ends of thick sludge that holds people tight. Vepar's fortress is protected his

harem of 50 kelpies, 20 companies of merrow and 10 companies of shrroth demons.

**SHHROTH DEMON:** HD 12; AC 2 [17]; Atk 6 tentacles (2d6), 2 claws (1d6), bite (1d8) and trident (3d6); Move 6 (S18); Save 3; CL/XP 15/2900; Special: Constrict, sickness cloud, magical abilities, summon demons, +1 weapon to hit.

**VEPAR:** HD 22 (100 hp); AC -4 [23]; Atk +2 *trident* (2d6+4) or 2 claws (1d8+2 + hypothermic touch); Move 6 (S24); Save 3; CL/XP 26/6200; Special: Magical abilities, hypothermic touch, summon demons, +2 or better weapon to hit.

**56.30 Bronze Tomb:** On a high, flat mound of earth, surrounded by a picket of bronze spears, there is a tomb of bronze in the shape of a demon with a distended belly. The demon sits in a squatting position and its clawed arms drag the ground at its sides. The demon's belly is made of glass – in fact, it is actually a sphere of glass about 3 inches thick and mingled with silver dust. This sphere is filled with a pale, grey ichor and floating in it is the preserved corpse of a murderess. The corpse is in a fetal position, clinging to an iron chest, her black hair fanning out in the weird liquid.

A flight of harpies protects the tomb, swooping down on any who would disturb it within 2d6 rounds of their first approaching the tomb. The tomb is also capable of defending itself, for the wicked soul within it can animate the monstrosity, making it arise and flail at tomb robbers with its claws. The corpse's chest contains 494 pp and a sardonyx worth 1,450 gp.

**HARPIES (10):** 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.

**BRONZE TOMB:** HD 20 (70 hp); AC 3 [16]; Atk 1 weapon or fist (4d10); Move 6; Save 3; CL/XP 18/3800; Special: +2 or better weapon to hit, paralyzing gas (save or paralyzed for 1d6 minutes), cleric spells have a 50% chance of rebounding at the caster.

**56.81 Pit Town:** A towering basalt plateau rises here, its lower slopes in several places carved into forbidding stairs that become narrower and narrower until they end in gates of wrought iron. Behind each gate there is a slaving hound with murder in its eyes. A bell hangs next to each of these gates, and if struck summons a haggard man of the sea, often missing an eye, hand or lower leg, wrapped in an oilskin coat and armed with a stout cutlass and dagger.

These guardians permit folk to pass beyond the gates into tunnels lined with leering faces of crimson stone. These

tunnels, in turn, lead to a pit in the center of this island where lies a village that might have been plucked out of the bloody Caribbean. It is populated by the souls of pirates and their ilk – thieves, doxies, assassins and spies. They plot and counter plot while feasting in their taverns and wenching in their houses of ill repute, their needs seen to by goblins, who also dig into the thick walls of the pit for iron, which is transported to the forge at [48.47]. The iron is lowered into a deeper pit in the center of the town, where it is loaded onto a phantom skiff which sails through the very rock of the island.

The pirates seek, above all else, the false sun located in Amon's city in the circle of Gehenna. They are willing to trade all their treasures for a glimpse at the sun. These treasures amount to 5,290 sp, 395 ep, 3,600 gp, an orichalcum waist chain (6 gp) and a gold box (100 gp) holding 100 very fine cigars.

**PIRATE:** HD 4; AC 6 [13]; Atk 1 cutlass (1d6+1); Move 12; Save 13; CL/XP 4/120; Special: None.

**57.77 Murderous Blade:** A gleaming sword of red steel sticks out of the water here, causing the water around it to boil. The sword is known as the *King-Slayer* (it calls itself Reg, short for Regicide). King-Slayer is a +2 *flaming weapon* with a powerful Ego (25) that seeks the blood of kings – including infernal kings like Bael. The waters around the sword are rife with giant leeches – 3d6 of them are encountered when one makes a grab for the sword.

**GIANT LEECH:** HD 2; AC 9 [10]; Atk 1 bite (1d4); Move 3; Save 16; CL/XP 3/60; Special: Sucks blood (2hp/round).

**58.80 Figurehead:** A half-sunken galleass lies in the muck and mud here. The figurehead sticks above the waves. It resembles a sahuagin pierced by numerous darts. Slaying a person in the statue's presence causes a lambent flame to rise from it and envelop the murderer's head in a ruby halo that persists for 1d6 days and provides the equivalent of a *protection from evil* and *protection from good* spell.

**59.78 Buried Men:** The channel the adventurers are plying becomes shallower and shallower until it is a great field of drab mud flats punctuated by two things – scrawny roses of perse and skeletons embedded to the waist in the mud. The skeletons writhe and chatter, their miserable souls roasted by an invisible wind, but they are not capable of

attack. The rose bushes, on the other hand, are quite dangerous, as they are actually bloodsuckles.

One of the skeletons (and it might take several days to locate it) wears a dented crown of iron and holds in his hands a cup of brass filled with an inky black brew. This is a *potion of improved invisibility* that works whenever the person is silent (not even breathing is permitted) or if in the presence of arch-devils. The potion gives these devils great power over the person (i.e. the save at -5 again mind-affecting powers used by them).

**BLOODSUCKLE:** HD 6; AC 7 [12]; Atk 2 tendrils (1d4), limb rake (1d6); Move 0; Save 11; CL/XP 8/800; Special: Blood drain (must hit with both tendrils, drains 1d4 hit points per round or inject sap and control).



**60.31 Dagon:** Dagon's palace is located in the depths of this hex. His fortified palace takes the form of a 3-mile wide, black sphere. The sphere is surrounded by a mind-boggling collection of sharks that form a veritable wall around the palace (treat this as a *blade barrier*). The palace itself is an impossibly large black pearl that has been hollowed out. The pearl can be entered by pressing a coral holy symbol of Dagon onto the surface.

The interior of the sphere is a veritable pocket dimension, with gravity pulling people against the walls of the sphere. On this surface are located hundreds of deep pools of unholy water connected by canals. Between them are dozens of ziggurats of grey-green jade in which are housed

hundreds of mummies tended by sahuagin who dwell in the black waters, tending demonic sharks nurseries.

Above the waters and ziggurats is a form of airy water, in which dwells Dagon. Dagon is in the center of the sphere, naturally, atop a throne of coral and gold, receiving the pleas and petitions of his worshippers, and plotting with his generals on how to destroy Bael.

**DAGON:** HD 20 (110 hp); AC -5 [24]; Atk +3 *trident* (2d6+3) or 2 meaty fists (1d10); Move 9 (S24); Save 3; CL/XP 30/7400; Special: Spells (*control water, create water, darkness, dispel magic, water breathing, feeblemind* (1/day) and cast spells as 12th level magic-user), master of the waters, summon sea creatures, +2 or better weapon to hit, immune to cold, electricity and poison, immune to water-based spells, magic resistance (80%), telepathy 100 ft.

**60.77 Hellwasps:** A particular channel traveled by the adventurers is wooded on either side. As they proceed, the trees become ever blacker, ever closer and ever taller, until the channel is like a tunnel. A mile into the tunnel it is blocked by a papery hive belonging to a swarm of hellwasps. The hellwasps are, as one might imagine, terribly fierce and eternally violent.

**HELLWASP SWARM:** HD 12 (49 hp); AC -1 [20]; Atk 1 swarm (3d6 + poison); Move 3 (F18); Save 3; CL/XP 16/3200; Special: Distraction, +1 or better weapon to hit, hive mind, immune to weapon damage, resistance to fire.

**60.79 Dam:** A wide channel here has been dammed, some time ago, by a family of demonic giant beavers. Hell, let's be honest. This is just a chance to see the look on your players' faces when their precious characters are being chomped on by giant demonic beavers. Referees have to have some fun too, you know.

**GIANT DEMONIC BEAVER:** HD 6; AC 3 [16]; Atk 1 bite (4d6) and 2 claws (1d8); Move 11; Save 13; CL/XP 7/600; Special: Double damage on wood, +1 or better weapon to hit, magic resistance 10%.

**60.81 Important Note:** Most of this hex is taken up by a great mound of an island covered in thick, black shrubbery and notable for a white mound of stone that rises about forty feet above the surrounding land. This limestone pillar is pitted, the holes inhabited by swarms of ravens. Growing atop this stone, rather remarkably, there is a great black oak with twisted branches. One might, if they can manage to see so far, a glint of silver on the tree. This is a dagger embedded in the tree, where it holds a parchment note. The note has been turned to face the tree, and it tells the

first person who touches it exactly what they most want to know at that moment. The dagger must be removed to read the note, and when removed, the tree animates:

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

**62.28 Wax:** Seven barrels, tied in a bunch, float in the slow current here. Each barrel is filled, about half way, with solidified tallow wax. As much as one might like to think something is hidden in this wax, it is not. The wax is very special, though, and could well be used in the manufacture of a wax golem.

**62.31 Antique Basket:** A wicker basket floats in the water in this hex. It seems to follow adventurers who pass through. The basket holds six large, black apples. Each apple is deadly poisonous, and even touching them causes one immense pain (2d6 points of damage, save for half). Beneath the apples there is a brooch depicting an alu-demon in onyx intaglio. The brooch is worth 200 gp.

**63.30 Godric:** A hobgoblin galleon has been capsized here, a black dragon's tooth embedded in the hull. The black dragon in question, an ancient wyrm called Godric Greyspawn, dwells beneath the galleon in an air pocket. His horde amounts to 4,400 gp and 230 pp, but his wisdom might prove even more valuable.

**GODRIC:** HD 8 (80 hp); AC 0 [19]; Atk 2 claws (1d6), bite (4d6); Move 9 (F24); Save 8; CL/XP 10/1400; Special: Spits acid, casts spells as 8th level magic-user.

**63.79 Troll-Men:** A village of stone cottages, each a cone topped by a plume of greenish gas, has been constructed here on a low ridge that snakes through this hex. The ridge is almost 8 miles long. The village is inhabited by green-skinned humanoids with mats of hair on their heads and shoulders and faces like those of a troll. These odd folks are skilled assassins, valued by both Dagon and Bael. If two of these creatures make contact, they can merge, in one round, into a full-sized troll. Two of these trolls can merge into a giant troll, and so on. Each merger creates a creature with twice the hit dice, and each merger regenerates 1 hit point per Hit Dice of the new creature. In all, the village holds 32 troll-men.

**TROLL-MEN:** HD 3; AC 4 [15]; Atk 2 claws (1d4) or weapon (1d8 + lethal poison); Move 12; Save 14; CL/XP 8/800; Special: Merge, back stab x3.



**63.81. The Infamous City:** In the southern portion of his realm, Bael has constructed a capitol of pearlescent splendor. The buildings are as mother of pearl, the streets are as moonstones, and a sinister gloaming fills the streets. The people of the Infamous City have pitch black skin that hides their features, though a luminescent aura surrounds them. They are filled with awe for their master, who can see into their deepest thoughts and kill them from afar.

The city is rife with idols of forgotten or false gods, their champions attempting to push them ever closer to the city's center and the grand fortress of Bael, where his steward Jezebel, an alu-demon, rules in his name as his queen. Canals wide enough for the galleys and galleasses of Bael cut through the city at odd angles, the water so black and so silent that one might step into a canal thinking they were stepping into naught but a shadow. The bridges of these canals reside underneath the water, rising for travelers who toss a silver coin into the murk and then

descending again when they have finished crossing (well, usually when they are finished crossing).

The buildings are overly ornate, with doors and windows of sparkling glass and pale gargoyles that sometimes belch gout of burning oil onto the pavement below. Unlike the canals, the streets here are narrow and dangerous, with all manner of shadow creatures lurking in the gloom.

Bael's stronghold is cut from solid, white marble. The battlements are adorned with the bronzed bodies of those he has slain, all of them cast in heroic defeat and all of them still inhabited by unquiet ghosts. Ten companies of bone devils protect the fortress, along with six companies of erinyes and two companies of barbed devils mounted on white dragons. Baal also commands 35 companies of hobgoblins and another 13 companies of bearded devils, most of whom spend their time aboard ship when they're not docked in the Infamous City, enjoying all the horrors it has to offer.

Bael usually appears as a crimson-skinned humanoid in bone armor holding a silver trident (+3 *weapon*, +5 *vs. aquatic creatures*; *transmute water to air* 3/day, *ray of enfeeblement* at will). His true form is that of a three-headed monstrosity with the body of a squat, hairy, pale spider with three heads perched atop it, one of a homely king, one of a giant frog and the last of a black cat.

**BAEL:** See *Pandaemonium* article in this issue.

**64.31 Time Fountain:** The shores of an island here are rife with jagged chunks of glass. As one moves inland, the ground itself becomes glass, finally rising to form 15-ft. tall ramparts of translucent, but not transparent, glass. From the outside, one can see flashes of light.

Within the ramparts, the glass funnels down and then rises again into a spout. This is the infamous time fountain of Stygia, an artifact of elder times. Standing within the pulsing aurora created by the time fountain (one never actually sees a "fountain", just the lights) has their age either increase or decrease (50/50 chance, roll once per person) by 1d4 years per minute spent in the area.

Rumor has it that jumping within the spout will transport people back to a time before Hell.

**64.78 Moon Pulse:** A low, hilly island in this hex is crowded with rank trees and noisome undergrowth. Demonic jaguars haunt the trees, waiting for prey to wander their way. Each night, at midnight, a pulse of inchoate energy flows across the island (but not the entire hex) from a blackened silver pillar at the center of the island. Adventurers hit by the pulse must make a saving throw or be transformed, instantly, into a lycanthrope. The exact kind is determined by the character's highest ability score:

HIGH SCORE	LYCANTHROPE
Strength	Werewolf
Constitution	Wereboar
Dexterity	Wereweasel
Intelligence	Wererat
Wisdom	Wereowl
Charisma	Weretiger

The transformation is immediate, but the adventurer can attempt another saving throw to retain their own mind for one turn, needing additional saving throws each turn to avoid become a chaotic, slaving beastman.

**DEMON JAGUAR:** HD 4; AC 6 [13]; Atk 2 claws (1d4+1) and bite (1d8); Move 15; Save 13; CL/XP 7/600; Special: Rake with claws, surprise (3 in 6), +1 or better weapon to hit, immune to fire, magic resistance (10%).

**65.29 Reavers:** A band of reavers is camped here, mostly outlaw frogmen and ratlings, with a few hobgoblins and ogres thrown in for good measure. The camp consists of felt tents decorated with golden brocade. It is surrounded by a picket of 100 dwarf skeletons armed with pikes. The camp is often filled with loud music and singing, the reavers roasting sea creatures (mermaids and sahuagin) over fire pits. They also keep a watery pit where they keep a few mermaids and mermen to torment. The leader of the reavers is the bone devil Magathion the Mouldy.

The reavers maintain three small galleys armed with ballistae (they fire hollow-tipped missiles filled with acid that eats away at flesh and wood very quickly).

**MAGATHION:** HD 9 (47 hp); AC -2 [21]; Atk 1 hook (2d6); Move 21; Save 6; CL/XP 16/3200; Special: Magic resistance 40%, immune to fire, half damage from cold and poison, fear, hook, spells.

**65.32 Tower of Titans:** There is a tower here formed from the bodies of three petrified titans, standing up to their knees in the waters of the Styx. One titan is a curvaceous woman with hair like molten copper flowing from her head

and eyes like prismatic spheres. The second titan is a graceful young man with fuliginous skin and deepset eyes of opal. The third titan is an athletic man with pearly white skin and narrow eyes.

The tower is the home of Soazil, a cambion wizard (MU 11; 32 hp) with crocodilian skin and close-set, steel-blue eyes. Soazil has five apprentices (MU 5; 5d4 hp) and commands a company of crocodile-men.

Soazil is a master of teleportation, but has found no way to escape Hell, despite his vast knowledge. He is also skilled at cloning, and has seven clones of himself hidden throughout the tower (and maybe others hidden throughout Hell). Half of his soul is possessed by the succubus Arete, in the form of a silver apple hidden in her chambers in the palace of mighty Bael.

**CROCODILE-MEN:** HD 6; AC 3 [16]; Atk 1 bite (1d8); Move 9 (S15); Save 11; CL/XP 7/600; Special: Immune to cold and fire.

**65.76 Gamblers:** A village of 100 frogmen is situated here under the boughs of mangrove trees. The houses are built on wooden platforms and look like heaps of mud that crawl with worms and beetles. Deeper inland, they cultivate fields of waste haunted by giant flies, which they hunt with crossbows and retrieve with trained giant dragonflies. The frogmen are keen gamblers and can be convinced to bet nearly anything just for the thrill of the game. Their master is Brorod, an overbearing bully with steel talons.

**FROG MEN:** HD 6; AC 6 [13]; Atk 1 weapon (1d6); Move 4 (S15); Save 11; CL/XP 8/800; Special: Camouflage, hop, invulnerability, rage.

**BOROD:** HD 12 (55 hp); AC 4 [15]; Atk 1 weapon (1d8+1); Move 4 (S15); Save 11; CL/XP 14/2600; Special: Camouflage, hop, invulnerability, rage.

**66.29** A band of 100 xenophobic sahuagin dwell in this hex is a crystal-domed fortress of granite run through with glittering chrysoberyls. Their fortress has five gates, golden portcullises, from which they sally forth to raid and plunder, riding sea chariots pulled by giant sharks. Their king, Olster, has a magic horn of gold that calls up foul weather (per *control weather*).

**SAHUAGIN:** HD 6+1; AC 5 [14]; Atk 1 weapon (1d8) and bite (1d6); Move 12 (S18); Save 11; CL/XP 8/800; Special: Surprise (4 in 6), invulnerability, rage.

**67.29 Bog Mummies:** This hex is a maze of narrow channels unclogged by the wrathful and sullen, but no less dangerous. To escape the maze, adventurers must guess three numbers in a row, each one rolled on a d6 and kept hidden. Each incorrect guess wastes 1d4 hours and increases the chance of a random encounter. Two incorrect guesses in a row land the adventurers in a shallow lagoon ringed by dread magnolias (they have yellow flowers that spew mildly poisonous pollen). The banks of this lagoon are rife with mummies. The mummies lie covered in the mud, and look like emaciated men and women caked with mud and with long, matted hair strung with glass beads. Each mummy is armed with a sickle.

**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.

**67.30 Leper Zombies:** A wide channel in this hex is over-arched by spans of rusted iron. Hanging from one of these spans is a rusty, iron cage (suspended by a rusty iron chain, of course) holding a dozen leper zombies. There is a 1 in 6 chance that the chain finally gives as people are passing through (maybe striking them if they are directly beneath the cage). Even if the boat is not struck by the cage, the zombies are released into the water and swarm.

**LEPER ZOMBIES:** HD 1; AC 6 [13]; Atk 1 claw or bite (1d6); Move 9; Save 17; CL/XP 3/60; Special: Disease, those slain animate as leper zombies.

**67.78 Mad Hermit:** A strange craft floats in the waters here. It appears to be the shell of a giant sea turtle, flipped over and hollowed out to form a little houseboat for a strange little man with golden skin, almond eyes and a few tufts of white hair hanging from his prodigious head. This is the mad hermit of Stygia. None know his history – he merely floats through the swamp, unbothered by hobgoblins and sahuagin or any other denizen of Hell. In the inns and taverns of Hell, conversation will sometimes turn to the hermit and the great power that must lie within him, to keep the arch-devils and demon princes at bay.

**67.80 Eshu Abbey:** A causeway rises from the swamp here and leads to a great mound of white bricks that serves as an abbey of Eshu, chaotic god of trickery and travelers. The abbey has an iron-reinforced portcullis barring entry. The gate is guarded by the undead skull of an arch-wizard lodged within a gelatinous cube. The cube fills the gateway tunnel and the spirit of the wizard (MU 12; 20 hp) can cast his spells despite his lack of tongue and fingers.

**GELATINOUS MAGE:** HD 12 (43 hp); AC 8 [11]; Atk 1 (2d4); Move 6; Save 13; CL/XP 5/240; Special: Paralysis, immune to lightning and cold, casts spells as 12th level magic-user.

Travelers who present 10 platinum coins to the mage are permitted entry, the cube withdrawing to allow them passage. Beyond the entry tunnel there is a great hemispherical space, the walls polished black stone set with tiny, sparkling gemstones in imitation of the night sky.



This space has a diameter of 300 ft. In its center there is a small fortress of the same black stone – three stories tall and 150 ft. by 150 ft. This building houses the ten priests of Eshu (CL 5) and their mistress, Xula (CL 15; 52 hp).

The interior of the little fortress is decorated with the skins and hides of various beasts of Hell and Nod as well as hanging clusters of gourds shaped like the faces of damned souls now in the possession of Eshu. A winding stair leads to the roof of the fortress, where there is an idol of Eshu carved from white stone, with a grinning face and mischievous eyes. Xula can work rituals before this idol (with the proper payment and sacrifice) that cause the stars on the dome to send rays of light into the idol, which then glows with prismatic fury. At the high priestess's direction, the idol sends out a prismatic tunnel in the direction of any hex in Stygia. This tunnel leads from the dome to that chosen point and permits safe passage for travelers. The cost for this passage is high, though, for one must pledge a portion of their soul to Eshu to gain it.

**68.31 Orc Chorus:** The banks of a wide channel are studded with orc skulls that sing bawdy orc ballads as folk drift past. The waters are covered with an azure slick that is highly flammable.

**68.81 Caravan:** A line of five hellephants is making its way through this hex on its way to Bael's Infamous City carrying tribute in slaves, rare woods and other treasures from his vassal Aguares. On each hellephant there is a howdah carrying a squadron of manes armed with heavy crossbows as well as a mass of treasure. The slaves are packed into iron cages that hang from the great beasts' tusks. The lead hellephant carries Gothrael, an incubus charged with delivering the treasure safely. In his possession is an amber tear that, when crushed, releases the soul of the Princess Janabar, a dazzling beauty (dazzling but wicked) of old Irem – an extra present for Bael from Aguares.

**HELLEPHANT:** HD 18; AC 0 [19]; Atk 2 gores (3d6) and 2 slams (2d6) and sting (2d6 + poison); Move 21; Save 3; CL/XP 29/7100; Special: Poison, toss, trample, trump of doom, only harmed by +1 weapons, immune to fire, poison and lightning, half damage from cold, sound and acid, magic resistance 45%.

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

**GOTHRAEL:** HD 6 (32 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, summon.

**69.31 Aegon:** The hobgoblins of Aegon are known as the people of the scroll, for they place great store in the power of glyphs and sigils and wrap themselves in strips of paper and hang prayer scrolls from their weapons, hair, tusks, etc. This is usually hogwash, but there is a 1 in 10 chance that any given hobgoblin is protected under the power of a particular scroll (roll randomly).

The warriors of Aegon are quite fierce, and captives are always subjected to the pit – an arena of stone, the sides of which are embedded with crystal eyes that allow the villagers (and some beyond) to view the fighting. Each person dropped into the pit finds a 6-inch thick layer of taupe-colored slime. This slime slowly gathers and grows and takes the shape of a perfect clone of each person within the slime. It is these clones that the adventurers must fight to win their way from the pit and into the good graces (such as they are) of the hobgoblins.

These clones are perfect copies of the originals in every way but one – if they are subjected to lawful energies (i.e. “good” spells or positive energy effects), they immediately collapse into grey oozes.

**GREY OOZE:** HD 8; AC 8 [11]; Atk 1 strike (2d6); Move 1; Save 8; CL/XP 10/1400; Special: Acid, immune to spells, heat, cold, and blunt weapons.

**HOBGOBLIN:** HD 6+1; AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 11; CL/XP 7/600; Special: Invulnerability, rage.

**69.78 Laatrums Tomb:** A trio of ninjas (ASN 10; 40, 37, 36 hp) from Mu-Pan has been sent on a mission into Hell to retrieve the silver-edged sword of Laatrums, a rival of their master, for only this sword can save their master’s soul. The sword now lies in the crypt of Laatrums, located within the boughs of an immense mangrove tree and guarded by demonic faerie dragons. The ninjas have assembled beneath the tree when the adventurers enter the scene.

**DEMONIC FAERIE DRAGON:** HD 2; AC 4 [15]; Atk 1 bite (1d4); Move 9 (F36); Save 16; CL/XP 5/240; Special: Breath weapon (5-ft cone, *confusion*), spells (as 4th level magic-user), *invisibility*, magic resistance (10%), telepathy (2 miles).

**70.74 Grey Island:** There is an odd island here. It’s about 500 feet in diameter and consists of low, rolling hills that are remarkably smooth and look entirely unnatural. The only feature of the island is a pentagonal tower, about 30 feet in diameter with 30-ft. tall walls. The fortress has no doors per se, just a single grate through which the guardians, walking slimes, can pass. There are 30 of the walking slimes, and they guard a single translucent stone. The stone sits upon a silver pedestal in the shape of an up-thrust hand. If removed, the island “melts”, for it is composed of thousands of grey oozes who were frozen by the power of the orb. In the hands of adventurers, the orb can hold (per *hold monster*) all oozes within 30 feet three times per day, for exactly 1 minute.

**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.

**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.

**70.78 Ouch:** Those walking in this hex are attacked by a magical club. It appears in midair hurling at a random person’s head and always from the direction of another member of the party (especially a rival). The club is a +1 *throwing club* that can *dimension door* to 10 feet behind its target three times per day.

**71.30 Screw:** An immense screw juts up from the waters. Beneath the water, one can see an entrance into the great engine that it is attached to. It is powered by the souls that are locked in hellcoins (copper gives it a move of 6, silver 9, electrum 12, gold 15 and platinum 18). One pound of coins powers the engine for one hour. The furnace they go into has the face of Mammon in bas-relief on the front, so you shovel coins into the mouth. The screw does 10d10 points of damage per round to constructions and natural rock formations (half that much to metal and no damage to adamant).

**72.31 Weird Hovel:** An island here features a small, hooked mountain jutting up from a wood of swaying black cypress. A hovel of black bricks with a sloping roof of straw clings to the side of the mountain. The mountain slopes are treacherous (-3 / -15% to climb).

The hovel is easy to enter, and when one does enter, they are greeted by a fantastic sight. The interior of the hut is a



pocket dimension holding a large temple with walls of polished quartz carved into bas-reliefs of demons and priests. The walls are struck by light from a large lantern. The light from the lantern burns at one's soul, releasing a vapor from their bodies that solidifies into a demon:

ADVENTURER HD	DEMON CREATED
1-6	Lemure
7-11	Dretch
12-15	Erinyes
16-18	Marilith
19-20	Glabrezu
21+	Nalfeshnee

The adventurer from whom the demon is formed suffers half the damage inflicted on the demon. When destroyed, the demon turns into a mist that attempts to re-enter the adventurer. The adventurer can attempt a saving throw to reject the vapors, and if they do, they become Lawful in alignment. If already Lawful, the person enjoys the benefits of a *bless* and *protection from evil* spell for 1d6 days.

**72.76 Make a Wish, Adonis:** A rocky island clogged with ferns and cyclads of a sinister, grey cast hides in its underbrush a plaster statue wrapped in bandages. The bandages make it look like a tall mummy (it is 9 feet tall). The statue depicts Adonis. On the interior of the plaster statue one might find written a *wish* spell.

**72.78 Summoning Anvil:** A rusty old anvil juts a few inches out of the water in this hex. The anvil is smooth and worn. If struck by a magic hammer (warhammers included), it summons an iron elemental from the waters. The elemental serves a person loyally for 1 month. At the end of that month, they pick up their master and walk back to the swamp of Stygia, where they descend into the murky water and are never seen again (unless one follows them to the Elemental Plane of Earth).

**IRON ELEMENTAL:** HD 12; AC 0 [19]; Atk 1 strike (3d6); Move 6; Save 3; CL/XP 13/2300; Special: Tear down stonework.

**73.75 Floating Bodies:** Floating hobgoblin bodies, bloated and oozing, represent the aftermath of a battle with the sahuagin. One of their galleasses is lightly smoldering but might be saved if one acts quickly.

**74.31 Hog Ranchers:** There is a village of 300 hobgoblins here living in a star fortress. The hobgoblins are primarily

hog ranchers, their livestock feeding on fungal creatures that look like twisted old men. These funguses grow on the lower, sodden walls of the fortress. The fortress smells to the high heavens. Its great claim to fame is a massive cannon that hurls shells up to one mile away (not very accurately) that deal 20d6 points of damage and create massive waves that can capsize boats.

**HOBGOBLIN:** HD 6+1; AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 11; CL/XP 7/600; Special: Invulnerability, rage.

**74.32 Fire Temple:** Chantico, queen of all fire snakes and drakes and a lesser goddess to red dragons, has a temple here. The temple is a grand configuration of bronze and obsidian, with multiple fire spouts and bronze doors that burn the flesh when they are handled (1d6 damage and the hand is useless for one hour unless a saving throw is made). The temple contains various chambers, including living chambers for the 20 lizardmen priests (CL 4) and the high priest, a lizard woman whose blood has mixed with red dragons. She is called Xaco (CL 15; 54 hp), and has nothing but disdain for Bael and Dagon, though she especially hates the lord of the waters.

The inner sanctum holds the great idol of Chantico. It appears as a massive red serpent with a mane of spines around its neck. It sits in a bed of white hot coals inhabited by thirty fire snakes. Those who look on the idol must pass a saving throw or be turned into wereserpents under the command of the goddess and her high priest.

**FIRE SNAKE:** HD 2; AC 2 [17]; Atk 1 bite (1d4 + paralysis); Move 9 (C12); Save 16; CL/XP 4/60; Special: Paralysis, immune to fire, double damage from cold, surprise on a roll of 1-4 on 1d6.

**WERESERPENT:** HD 4+4; AC 5 [14]; Atk 1 bite (1d6 + poison); Move 12; Save 13; CL/XP 6/400; Special: Lycanthropy, poison (save or paralyzed for 1d6 rounds), silver or better weapon to hit.

**74.79 Mind Rats:** Several old statues – mostly heads and right arms – are lying here in the mud of a low island with a coast of jagged rocks the writhes with poisonous serpents. The inland is mostly serpent free (1 in 6 chance per turn of encountering a single viper), as the population of mind rats keep them under control. The mind rats number about 30 individuals, all of which have psychic powers and a low, cruel intellect. They have burrows underneath the stone heads, where they gather and consume hellcoins, leeching some of the psychic energy from them as they “pass”. The

rats have plans well above their station, and know they need a pliant demon and the assistance of mortals to see these plans through.

**MIND RAT:** HD 3; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d6); Move 12; Save 14; CL/XP 3/120; Special: 5% are diseased, spells (*defensive precognition, force screen, empty mind, mind thrust\**).

\* These "spells" come from the *psionics SRD*; substitute them with similar spells if you like

**75.76 Adamant Spheres:** Floating above the waters here are adamant spheres inhabited by strange women who are hunched and gnarled, with toothless mouths and breath like the sweetest perfume. These strange women make magical paints and can use them on people's faces and bodies to give them the benefits of various spells (virtually anything requested). The paints work as advertised, but steal away people's destinies. Each player who gets a paint job should have to tell of his or her ultimate dream for their character. Once they have been painted, any roll that would lead to that destiny suffers a -5 penalty.

**76.76 Platinum Paladins:** There is a low range of hills here dotted with small, crystal blue lakes and dozens of waterfalls. The hills are dark grey streaked with sulfur yellow and they smell awful. Behind one of the waterfalls there is a shallow cave holding the bodies of seven paladins turned into platinum statues.

**78.73 Vampire Countess:** The waters of the Styx fall into an abyss here, making a terrible roar. A pillar of aurous stone streaked with teal and turquoise rises from the watery pit, the upper portions of the stone being carved into a fortress. This fortress is inhabited by the risen soul of the Countess Vorlanna and her "children", a company of vampire knights and their dames. The knights and dames spend their days in a tortured reverie, lusting for blood but finding little of it in Hell to quench their thirsts. The dark energies of Hell sustain them, but it is an unsatisfying existence. At times, blood flows from a great idol of Bael kept in the countess' throne room. The vampires gather around it with their gold chalices, collecting the blood and drinking it greedily, all while pledging themselves to Bael.

The countess' treasure consists of 1,720 sp, 3,600 ep, 200 gp, a terracotta lamp (230 gp), 4 golden lion skins (25 gp).

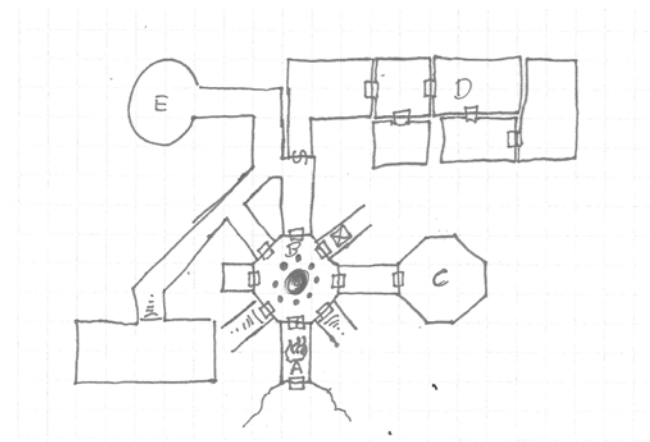
**VAMPIRE:** HD 9; AC 2 [17]; Atk 1 bite (1d10 + level drain); Move 12 (F18); Save 6; CL/XP 12/2000; Special: See description.

**81.37 Blazing Dungeon:** A marshy island here hides a little cove, which leads in turn to a grotto of brackish water and distorted limestone growths, the grotto being lit with a dim, scarlet light that casts all in a murderous aspect.

At the back of the grotto, there is a stone door with a large "X" carved into it. The door pivots open, making it almost impossible for large creatures to squeeze through. Beyond the door there is a room **[A]**, about 20 feet deep and 8 feet wide, with a ceiling about 9 feet high. This room is cut in half by a curtain of broiling flames (*per wall of fire*).

**[B]** Beyond the *wall of fire* there is a set of iron doors (hot to the touch) that hide a large, octagonal chamber. The room has a black, sooty hole in its center. The floor slants gently toward this hole, and the walls are clad in bricks of lead. Around the hole there are eight malachite statues of wailing, weeping women.

The room is warm, and when the doors have been opened for 3 minutes, they snap closed and the room becomes much hotter (*per the heat metal spell*, but the heat does not cease – though read on). As the room blazes, the walls begin to melt, trickles and then rivulets of molten lead running towards the center of the room. The doors are locked tight with a *wizard lock* cast by a 20th level magic-user. The only release is from the statues, which remain cool to the touch as the room becomes stifling. If one drives a dagger into the eyes of the statues, they release streams of cold water, which cool the room in 3 rounds. Once the room is cool, the entry doors unlock. If the room has been hot for at least 10 rounds, the melting lead on



the walls reveals three other doors, all locked.

**[C]** This room has a concave floor and ashen walls. The ground is covered with charcoal and ashes, which makes the air unpleasant to breath. The room contains a bulging iron chest that is locked.

If opened, the chest releases winds which whip up the ashes and take the form of five belkers. At the bottom of the chest there is a *medallion of ESP*.

**BELKER:** HD 7; AC 2 [17]; Atk 2 wings (1d6), 2 claws (1d3), bite (1d4); Move 12 (F21); Save 9; CL/XP 9/1100; Special: Smoke claws, gaseous form.

**[D]** This is actually a collection of interconnected chambers, each one clad in porcelain tiles, with sunken pool clad in gold holding murky water. The chambers are steamy and uncomfortable, and the pools are each inhabited by a kelpie-like creature made of tough, fungal strands. One of the pools hides a golden skull that, while in a lawful (or good) possession, creates a *protection from evil 10-ft radius* (i.e. *magic circle against evil*) effect. Arched doorways with swollen, stuck wooden doors lead deeper into this complex.

**KELPIE:** HD 5; AC 2 [17]; Atk 1 slam (see below); Move 9 (S12); Save 12; CL/XP 7/600; Special: Charm, amphibious, reshape form, resistance to fire (50%), telepathy 1 mile.

**[E]** A 20-ft long vaulted tunnel held aloft by slim golden pillars that run down its center leads to a vaulted chapel, about 20-ft. in diameter, also decorated with gold, the walls holding 10-ft. tall mirrored panels. Behind these mirrors are alcoves that hold iron golems. In the center of the chapel there is a statue of a great cyclops, with a large, gleaming diamond eye (worth 10,000 gp). Any light brought into the room is absorbed and amplified by the diamond eye and sent back into the room as a searing ray that rapidly bounces from mirror to mirror, filling the room with searing death for any inside (they must save or suffer 3d6 points of damage per round). There are eight mirrors in all, and as each one is destroyed, characters gain a +2 bonus to their saving throw. Of course, as each mirror is destroyed, the iron golems are released.

**IRON GOLEM:** HD 20 (80 hp); AC 3 [16]; Atk 1 weapon or fist (4d10); Move 6; Save 3; CL/XP 18/3800; Special: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to magic.

When all the mirrors are destroyed, the beams stop and the diamond can be collected. The diamond is not a mere gemstone, of course, but is actually a *polymorphed* astral deva called Galitzur.

**ASTRAL DEVA:** HD 9+2; AC -5 [24]; Atk 2 weapons (4d6); Move 24 (F50, S21); 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, only harmed by magic weapons, magic resistance (65%), spells (*blade barrier* (1/day), *dispel illusion*, *dispel invisibility* and *protection from evil 10-ft. radius*).



**81.39 Auranthes' Fortress:** The female balor Auranthes commands a captured star fort for Dagon in this hex. Her fortress is lapped by the Styx and is half-flooded to allow the three companies of sahuagin to inhabit it comfortably. Auranthes inhabits a high chamber where she keeps her exhaustive collection of lich bones (mostly fragments), of which she will proudly talk for hours on hours with anyone who will listen (and yes, she'll still kill them afterwards – she is a demon after all).

**AURANTHES:** HD 9 (54 hp); AC 2 [17]; Atk 1 sword (1d12+2) and 1 whip (entangles); Move 6 (F15); Save 6; CL/XP 13/2300; Special: Magic Resistance 75%, surrounded by flame (3d6), magic weapon required to hit, unaffected by spells from casters lower than 6th level.

**81.74 Signpost:** There is a signpost here with a broken crossbar. When the crossbar is righted and pointed in any particular way, a face appears on it and tells what it is pointing towards (though not how far away it is).

**82.71 Nephilius:** Nephilius the glabrezu oversees a small port facility here. The harbor is large enough for two galleons at a time. A crescent-shaped fortress of crumbling white stone wraps around the harbor. The stones of the fortress shift every so often, as though the building is trying to stretch or adjust itself to find a comfortable position. There is a 1 in 6 chance per turn of these adjustments being severe enough that people not used to it must pass a saving throw or be knocked prone. Fighting seems to make this worse, and then there is a 1 in 6 chance per round of this happening.

The crescent fort has a single entry, an iron door on which a paladin has been spread-eagled and chained. The man has been stripped of all gear and has clearly suffered terribly at the hands of the demons within. A school of zombie ravens pecks at his flesh, and his body is covered with oozing sores and scar tissue.

Nephilius rules his little island from an animated throne of hepatizon with clawed feet and a leering, grotesque face in bas-relief on the back. He sits and tortures his prisoners and muses over a collection of their skulls, weighed down by the tedium of Hell and the pointlessness of it all. He owns a golden brazier that, when one burns a blend of expensive herbs and sets one of these skulls atop it, summons spirits composed of the fabric of Stygia itself who take the form of women and men, sad, but beautiful, with reflective eyes and pensive mouths. These spirits tell tales of the woe of the souls consigned to Hell, and sometimes whisper secrets about them and, more importantly, about their tormentors.

The fortress is guarded by a squadron of bone devils and a company of hobgoblin crossbowmen. Nephilius has a treasure trove of 3,200 sp, 3,100 ep, 14,450 gp, a gold-tipped spear (1d4 damage, but worth 1,000 gp), a sealed letter containing the plans for a wizard's vault – where is up to you), a yellow-orange necklace (made of Bakelite – worth 500 gp in a fantasy world), a deck of cards (they register as extremely magical, but are not), a teak staff tipped with a giant emerald (worth 10,000 gp), a deep brown turban (a false lining holds a small scroll containing the *heal* spell in Arabic) and a heavy crossbow carved from the femur of a hellephant.

**HOBGOBLIN:** HD 6+1; AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 11; CL/XP 7/600; Special: Invulnerability, rage.

**BONE DEVIL:** HD 9; AC -2 [21]; Atk 1 hook (2d6); Move 21; Save 6; CL/XP 16/3200; Special: Magic resistance 40%, immune to fire, half damage from cold and poison, fear, hook, spells.

**NEPHILIUS:** HD 16 (86 hp); AC -3 [22]; Atk 2 pincers (2d6), 2 claws (1d3) and bite 1d4+1; Move 9; Save 3; CL/XP 21/4700; Special: Magic resistance (60%), demonic magical powers.

**82.73 Bloody Mercenaries:** A rough stone island here spouts a fountain of rusty water that flows into the swamp. A company of mercenaries has set up camp around the pond. They are roasting the bodies of sahuagin and torturing a sahuagin priestess who has been gravely wounded (eyes torn out, one leg a stump).

The mercenaries are vaguely humanoid, though they have loose folds of skin and dropping eyes and mouths. They bleed from their eyes and noses constantly, and this blood forms viscous goo that stains their ridged platemail and makes them harder to hit. If killed, their bodies collapse like sacks and blood oozes crawl out of them and into the waters of the Styx, to devil and hound the adventurers as long as they remain in Stygia.

**BLOODY MERCENARY:** HD 6; AC 0 [19]; Atk 1 two-handed sword (2d6 + 1d6 acid); Move 12; Save 11; CL/XP 7/600; Special: Bloody, immune to acid, poison, disease and all mind effects.

**82.75 Broken Men:** There is a village of 400 broken people here. The village is composed of hovels that surround a tower of mauve stone. The people of the village look like human beings, but their bodies are twisted badly – backs or necks twisted backwards, legs and arms jutting out at odd angles, etc.

The tower is defended by a squadron of wasp demons. It is home to a cabal of eight sorcerers (MU 9). Each is a man of large stature (almost the size of ogres) with a spherical cage embedded in their chests. These cages hold ravens composed of negative energy. These birds are all that is left of their souls. The sorcerers are emotionless and think of nothing but gathering spells and arcana.

The interior of the tower twists space and time. Though it looks like a normal tower, each step has a chance of transporting a person through space (via a *dimension door*) or backward or forward 1d6 minutes in time. The sorcerers

understand these twists and can actually see them, and can thus use them as they please (i.e. cast *dimension door* and *time stop* at will). Others must roll each time they move.

D8	TWIST
1	Jump 1d6 minutes backward in time
2	Normal movement
3	<i>Dimension door</i> (50% chance of jumping one floor up or one floor down)
4	<i>Dimension door</i> (1d6 x 10 feet away)
5	Normal movement
6	Jump 1d6 minutes forward in time
7	Normal movement
8	Normal movement

**83.38 Zombie Searchers:** Flesh golems with crossbows, lantern shields and bill hooks are being tormented by carrion flies on a salty mud flat. The golems are searching for a particular sullen soul that Bael wants to question.

**CARRION FLIES:** HD 4; AC 7 [12]; Atk 4 tentacles (paralyze) or spit (2d4); Move 3 (F18); Save 13; CL/XP 7/600; Special: Paralyze, acid.

**FLESH GOLEM:** HD 10 (45 hp); AC 9 [10]; Atk 2 fists (2d8); Move 8; Save 5; CL/XP 12/2000; Special: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells.

**83.40 Snail Ships:** Three monstrous giant snails slink through this hex. They serve as makeshift pirate ships, cruising about and leaving trails of crimson slime that smoke and sputter and cause convulsions in those who breathe the vapors. The “pirates” are bat monsters that have wooden ramparts built on the snails’ shells. These wooden forts are armed with ballistae. Their captain is called Yonat. Yonat owns a brass pocket watch that gives him the power of *precognition* (+2 bonus to any attack or save, 3 times per day) while he holds it.

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

**YONAT:** HD 12 (58 hp); AC 6 [13]; Atk 1 bite (2d8), 2 claws (1d6); Move 4 (F18); Save 8; CL/XP 9/1100; Special: None.

**83.69 Grassland:** A low, sodden meadow fills this hex. It features some small mounds and is grazed on by a herd of stench kows. The bodies of the sullen lie just beneath the grass and sometimes reach up to grab travelers.

**83.72 Pixie Locksmiths:** Skulls dipped in colorful wax hang from trees in this hex like lanterns. Fiendish pixies forge

locks and chains of adamant over fires kindled from the souls of lawful clerics and paladins kept in basalt pits.

**PIXIE:** HD 3; AC 5 [14]; Atk 1 dagger (1d4) or arrow; Move 6 (F15); Save 14; CL/XP 7/600; Special: Arrows, magic resistance (25%), spells.

**84.41 Wrath and Avarice:** The tempestuous undead soul of an angry woman lies here, bound inside a stone table atop an island of weeping (literally) cypress and barbed ferns. From her burial place she sends out tendrils of hate (per the *rage* spell) and avarice that grip the hearts of those who trespass on her island. The avarice works like an illusion, making people who fail a saving throw see a desired object upon the table.

**84.44 Glowing Spheres:** A small island covered by a copse of trees is covered with a faintly glowing green mist. If anyone is foolish enough to investigate, they’ll find a clearing with three large (2-ft. diameter) glowing spheres. When approached, they begin humming and vibrating, distorting peoples’ vision and hearing and giving them a terrible headache. If anyone attacks a sphere, it instantly explodes in a blazing gas that deals 10d6 points of damage.

**84.46 Ettin:** A cave overlooks the swamp here, the entrance flecked with phosphorescent mold. The cave is the home of an aging ettin, Thorodri-Woldwen, who keeps a herd of valuable horses. T-W’s horses are capable of running over the surface of the water, but they are ill-tempered and difficult to break. T-W will trade them to folk for charms and potions. He has an iron chest of 1,440 gp and a bronze, skull-shaped box worth 100 gp.

**T-W:** HD 10 (32 hp); AC 3 [16]; Atk 2 clubs (3d6); Move 12; Save 5; CL/XP 10/1400; Special: None.

**84.69 Owlsh Village:** There is a village of brick cottages here, each a conical tower studded with rusty iron spikes. The villagers are 400 men with faces like owls and wondrous long mustaches. The men (there are no women and no children) are an oddity in Stygia, for they are calm, rational (quite intelligent in fact) and cowardly.

They arm themselves with longbows and barbed arrows (those which hit for maximum damage embed into their targets and inflict 1d4 extra points of damage when removed). The men of the village worship flaming idols of Bael that they keep in their towers. The idols produce a noxious smoke that doesn’t seem to bother the villagers,

but which blinds others and makes them retch. They are governed by an elderly philosopher called Mulice (Mage 10; 26 hp) who dresses in white robes. The villagers are all quite sagacious and remarkably helpful for folks in Hell. The only problem with them is that they go stark raving mad when they see the color white.

**VILLAGER:** HD 2; AC 7 [12]; Atk 1 weapon (1d8); Move 12; Save 16; CL/XP 2/60; Special: Immune to fire.

**87.39 Spice Traders:** There is a village here of 300 drow. Their little town has tall walls of fired, black clay, and similar walls and buildings within. All are warm to the touch, and many of the intersections have pits of leaping, blue-green flames that play host to meditating salamanders bound by adamant chains.

The drow walk about completely naked, and all are quite comely. The drow mages wear golden circlets, the priestesses silver collars hung with strips of silk and the warrior caste, the lowliest caste, carry rapier and buckler. The drow are spice traders, collecting exotic spices from the surface and rendering bizarre local spices extracted from damned souls.

DAMNED SOUL	DESCRIPTION
Avarice	Golden nodules with an acidic taste
Envy	Amber colored crystals that are tasteless
Gluttony	Golden brown flakes that
Lust	Black cloves with an electric tang
Pride	White powder that smells of bitter cherry
Sloth	Brown powder that tastes like spicy, fragrant dust
Wrath	Reddish-brown shavings, extremely spicy

**87.49 Leprous Ruins:** There is a collection of stone huts here, burned and smoldering, on a black, spongy island. The huts are inhabited by 100 pyre zombies. The ruined village has a number of sinkholes that drop characters into a maze of corridors with walls that are freezing to the touch that are haunted by undead spirits. Several deep wells dot the maze, the wells belching forth freezing mists. At the bottom of these wells there is a series of caverns in which dwells a bubbling white froth possessing a keen alien intelligence.

**PYRE ZOMBIES:** HD 2; AC 8 [11]; Atk 1 strike (1d8); Move 6; Save 16; CL/XP 3/60; Special: Immune to sleep and charm, immolation.



**87.60 Aquares:** Aquares, vassal of Bael, maintains a vast, multi-level star fort here that looks something like a reddish-brown wedding cake bristling with bronze cannon. The battlements are tipped with poisonous iron spikes. The star fort houses Aquares (**NOD 9**) and his army of devils (20 companies of lemures, 10 companies of bearded demons and 4 companies of vlocks). The star fort is surrounded by a vast city of floating, wooden rafts holding huts of mud and reeds in which dwell almost 6,000 lizardmen. As patron of mercenaries and pirates, he hosts 2,000 of their shades in his fortress at an endless seafood buffet ... a seafood buffet of pure evil!

**88.41 Cyclops:** A great cyclops is stretched out on the ground here, its hands and feet embedded in the ground, his belly grinding down on spiky stones and monstrous centipedes feasting on his back. There are twenty of the centipedes, covered in black, iron-hard chitin, their mandibles dripping with acid. The cyclops is called Endaki and his crimes against Lucifer are many and varied.

**GIANT CENTIPEDE:** HD 4; AC -1 [20]; Atk 1 bite (3d8 + 1d6 acid); Move 18; Save 13; CL/XP 6/400; Special: Poison bite (+4 save or die).

**88.45 Instant Tomb:** There is a jagged gray mountain here that is quite difficult to climb. Atop the mountain there is a flat space that contains a dimly glowing maroon disk 10-ft. in diameter. The disk drains energy/levels/life from those that step on it (1 level per turn), and also casts a *hold monster* effect on them (save to negate). If a person should die on the disk, it begins to expand, forming a tomb of

maroon-colored metal with myriad traps and tricks, and possibly trapping the body within forever.

**88.51 Furfur:** A great bat flies through the skies here, a crystal sphere hanging from a silk band around its neck. The sphere holds an extra-dimensional space that serves as the palace of Furfur and his great host of perytons.

The crystal manse is an assemblage of thick, multi-hued glass, with many chambers and halls, all of them shimmering with harsh, unpleasant light and echoing with the sound of poorly tuned harps. The noise is subtle, yet after ten minutes forces people to save or become irritable and prone to violence.

All of the chambers and halls have high ceiling (50 to 100 feet) and ledges and alcoves that serve as perches for the perytons and other aerial monsters that dwell with Furfur. All halls eventually lead to Furfur's great throne room, a room 300 feet in diameter with a 200-ft. vaulted ceiling. Above the glass vault there rotate three stars, one red, one blue and one yellow. They create a rainbow effect in the chamber that dazzles the eyes.

Furfur's throne is a great diamond that floats in the middle of the chamber. From the diamond, he can control gravity in the throne room, cause sucking holes that eject people into the skies above Stygia to appear beneath people's feet (once every four rounds) or cause the light of the chamber to focus into either a searing beam (6d6 damage) or a *prismatic spray* (cone 200 feet long, 50 feet wide at base). From here, Furfur welcomes guests and entertains their petitions and pleas.

**PERYTON:** HD 9; AC 6 [13]; Atk 1 antlers (2d8); Move 9 (F24); Save 7; CL/XP 11/1700; Special: Immune to non-magic weapons.

**FURFUR:** see *Pandaemonium* in this issue.

**88.65 Magic Pool:** Goat-headed warriors dance around a wide pool of bubbling, rubinous liquid. The warriors are old and gaunt, but as they bend to drink from the pool they are renewed and invigorated (losing half their years in age). The water also carries into their bodies tiny, psychic worms that dwell in the stomach and control their hosts.

**GOAT WARRIORS:** HD 4; AC 2 [17]; Atk 1 gore (1d4) and weapon (1d6); Move 12; Save 13; CL/XP 5/240; Special: Immune to electricity.

**88.68 Facades:** A wide, grassy meadow here, thick with biting flies, has several temple facades set into the ground. Each one depicts the great temple of a sun god from the world above, including temples of Horus in Ibis, Apollo in Lyonesse and Quetzalcoatl in the jungles of Hybrasil.

The temples look tarnished and empty. If the doors to these temples are opened, one sees stairs leading down into darkness, with a warm, coppery glow seemingly hundreds of feet below. As one descends the stairs, the rock walls around them wide and disappear, and one seems to walk through space. Any light shone on these stairs attracts a great swarm of undead ravens, who attempt to kill the light bearer and extinguish the light.

**UNDEAD RAVEN SWARM:** HD 7; AC 6 [13]; Atk 1 swarm (3d6); Move 3 (F18); Save 9; CL/XP 8/800; Special: Disease, eye-rake (save vs. blindness when struck for more than 12 points of damage).

At the bottom of the stairs, one finds themselves in a vast cavern that is miles wide and long and glowing with coppery light. The floor of the cavern is reddish sand that is freezing cold to the feet, and jutting from the sand are hundreds of defaced sun idols, each encrusted by ice and with its eyes gouged out. Profane priests, huecuvas, surround these idols, chanting obscene prayers.

If one of these idols can be freed from the frost and its eyes replaced by jewels worth at least 1,000 gp, the cavern begins to glow with golden light and becomes warm. This drives any huecuva still "alive" down into the sands and creates a sanctum in Hell for adventurers.

**HUECUVA:** HD 2; AC 2 [17]; Atk 1 claws (1d4+1 + disease); Move 12; Save 16; CL/XP 5/240; Special: Change self, disease, silver or +1 weapon to hit.

**89.56 Biting Skulls:** A tall wall appears here, blocking one's path. The wall grows as high and wide as it needs to grow to block forward movement, though it cannot spread beyond this hex. In the center of the wall there is a tunnel that is pitch black. It leads back one mile to a deep pit crossed by narrow bridge. The pit is filled almost to the brim with human and humanoid skulls.

The bridge, when one attempts to cross, becomes incredibly hot, dealing 1d6 points of damage on the first step, 2d6 on the second, 4d6 on the third, 8d6 on the fourth, etc. The bridge is 30 "steps" wide.

The skulls can support up to 200 pounds of weight, but they bite at people who cross (2d6 attacks per round from 4 HD monsters, 1d4 points of damage). Buried 20 feet below these skulls there is a +3 *shortbow* studded with rubies. The owner of the bow is immune to fire, and any creature struck by an arrow (which also strike as +3 weapons) has its fires and fire powers extinguished for 1d4 rounds if they fail a saving throw. Once per day, it can fire a ruby thread that connects the target's life force to that of the archers. Any damage suffered by one is suffered by the other, and the death of one means the death of the other.

**89.62 Weird Garden:** There is an odd garden here surrounded by a wooden palisade. The garden is actually a village of 100 sentient giant Venus flytraps. The flytraps can create illusions of beautiful, green-skinned men and women, and through these they communicate with others. Giant flies swarm the air, attracted by the scent put off by the flytraps, but the flytraps favor the taste of humans.

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

**GIANT FLYTRAP:** HD 8; AC 5 [14]; Atk 1 bite (1d8 + hold); Move 0; Save 8; CL/XP 9/1100; Special: Those bitten must save or be held, suffering automatic damage each round until they make an open doors check.

**90.48 Puppet Show:** A ruin of charred buildings with gaping holes, as though created by cannon balls, is inhabited by a very odd troll. The troll has a puppet that looks vaguely like a damsel in distress, and attempts to use it (while hiding behind a pile of rubble) to draw people close enough to stage an ambush.

**TROLL:** HD 11+3; AC 4 [15]; Atk 2 claws (1d6), bite (1d10); Move 12; Save 4; CL/XP 13/2300; Special: Regenerate 5 hp/round.

**90.54 Pudding Queen:** The tall swamp grasses here are rife with brown puddings. The puddings are encountered on a roll of 1-4 on 1d6. Their queen is a large pudding that takes a fetching humanoid shape and communicates with mind spores that itch and turn one's eyes bright red.

**BROWN PUDDING:** HD 11; AC 9 [10]; Atk 1 strike (2d6 + 2d6 acid); Move 6 (C6); Save 4; CL/XP 12/2000; Special: Acid, split.

**PUDDING QUEEN:** HD 20 (98 hp); AC 7 [12]; Atk 2 strikes (3d6 + 3d6 acid); Move 9 (C9); Save 3; CL/XP 22/5000; Special: Acid, split, telepathy 100 ft.

**91.51 Freezing Tower:** The waters of the Styx ripple to the pulse of pounding and creaking machinery within a stout

tower of gleaming steel set high on a craggy island ringed by knotty archer-trees and barnacle-geese.

The tower is home to Ansefras (Elementalist 13; 42 hp), an elemental who was burned to a cinder by an enraged efreeti and found himself cast into Hell, where his immortal form was revived by Bael, who sought an expendable marshal. The tower is kept freezing cold by strange mechanisms driven by bound water elementals who seek nothing less than the final destruction of their tormentor.

The lower portion of the tower is given over to the machinery, and consists of a maze of gears and a thick, freezing mist. Damned gnomes, their feet bound with chains that sometimes catch on gears and grind them into the machinery, shuffle about, shivering from the cold and doing their best to keep the machines well greased (with the fat of innocents, of course) and everything in working order. A cage-like lift sends people to the upper portion of the tower, which holds libraries, laboratories and living quarters for Ansefras and his minions, a company of yeti. The elemental's halls are decorated by frozen water nymphs in compromising positions and rich tapestries depicting the torment of enslaved efreet.

Ansefras' treasure chamber is protected by an adamant door that is freezing cold (1d6 points of damage to touch) and which, if tampered with, spews forth a mist that *crystallizes* (per the psionic power) all who fail a saving throw. It contains 1,480 sp, 3,510 ep, 630 gp, brass locket (contains a candid picture of Bael), bronze statuette of a scornful woman (worth 10 gp) and a *scroll of mage armor, magic missile and ray of enfeeblement*.

**91.56 Antique Fresco:** There is a toppled wall sticking up from the waters of the Styx here at a sharp angle. Now the perch for three giant killer frogs, the wall bears the remnants of a fresco showing a man in ornate, spiky armor (his head has since been lost) and a partial reading of his name – "RBART". The man is holding a glowing spear and plunging it into the chest of a three-headed green dragon.

**91.60 Golden Flask:** A petrified female elf, pretty but with a severe face, sits on the banks of the Styx, a golden flask in her hands. The woman is composed of crumbling limestone, and can easily be broken to free the flask.



If the flask is dipped into water (any water), and that water is subsequently imbibed, it acts as a *commune with nature* spell covering a circular area with a diameter equal to the drinker's wisdom score in miles. This can be done only once per day, and the water itself is not changed – i.e. if it is poisonous or carries disease, it could still kill.

**93.55 Crystal Ooze:** Three lizard man skeletons float on the surface of the water here, one of them holding a leather sack on its chest under one clawed hand. The sack holds a golden amulet bearing a lock of Bael's hair. The skeletons are not animated, but they are balanced atop a crystal ooze that lurks beneath the water's surface.

## **NEW MONSTER**

### **DEVIL WASP**

Devil wasps are malevolent wasps the size of large dogs. They attack en masse, with no less than three attacking a single person at a time. As they attack, the wasps emit a terrible scream that imposes a -2 penalty on all rolls on those within earshot unless they succeed at a saving throw. Spellcasters must succeed at a saving throw each round they wish to cast a spell in order to concentrate. While screaming, a wasp cannot use its bite attack. That leaves it with its sickle-like claws and its sting, which injects a paralyzing venom (saving throw negates). Once a victim has been paralyzed, the wasps will begin to feed, dealing bite damage for 1d6 rounds and then flying away to their nest with a mouth-full of flesh for their young.

**DEVIL WASP:** HD 3; AC 5 [14]; Atk 1 bite (1d4) and 2 claws (1d4) and 1 sting (1d4); Move 3 (Fly 12); Save 14; CL/XP 6/400; Special: Poison, scream.

# BLOOD & TREASURE

FANTASY ROLE PLAYING GAME



**RULES LITE ...**

**MONSTER HEAVY**

*Blood & Treasure is designed to let you play the kind of game you want, with simple rules and all the options you would expect after almost 40 years of fantasy role playing.*

*With approximately 400 monsters divine and dastardly to challenge players, you'll never have to use the same one twice!*

**COMING  
SOON!**

# Circle VI: Dis

*Illustrations from de Plancy's Dictionnaire Infernal  
and by Giovanni Battista Piranesi*

---

Dis is the grand metropolis of Hell. It forms the barrier between the upper portions of Hell and the deeper circles, in which darkness becomes something more than an absence of light and in which one finds the most powerful lords of Hell, including Lucifer himself.

Dis creates a unique challenge for Referees and for me, the poor slob writing the Hellcrawl. Each hex of Dis would be a fairly large modern city in its own right, so how does one map a city that could encapsulate just about every single major city on Earth?

### THE GEOGRAPHY OF DIS

To “map” Dis, the Referee lays down normal playing cards. Each card is referred to as a block or quarter, and the nature of each block differs based on the suit of the card.

Clubs represents dreary, endless labor, the industrial zones of Dis. Diamonds represent the commerce and trade of Hell, and its tremendous wealth in precious metals and stones. Hearts represents magic and faith (such as it is in Hell), while Spades represents Hell's bureaucracy.

Each block or quarter is like unto a prison. Surrounding it are walls 300 feet tall and 50 feet thick. The walls are pierced by heavily guarded gates and the skies of Dis are patrolled by companies of erinyes. Characters attempting to fly in Dis, especially if they attempt to fly over the walls, are attacked by a company of 20 erinyes demons.

### NAVIGATING DIS

Within the maze of Dis' streets one might very easily become lost. Unlocking each maze depends on the collective wisdom of the party members and any guides they might have picked up along the way. All of the party members' wisdom scores are added together. This is the percentage chance that the party members can successfully navigate the maze. Each hour, after checking for a random encounter (a 1 in 6 chance), the party member with the highest wisdom score must roll d%.

If the roll is a failure, the party becomes lost and makes no progress for that hour. Becoming lost in Dis is not just a matter of physically finding one's way through the maze; it also represents becoming spiritually lost. When a group is lost, the member with the current highest wisdom score loses 1d4 points of wisdom. If their wisdom score is reduced to a 8 or lower, they begin to question the value of virtue and become more attracted to vice. If their wisdom is reduced to 3 or lower, they become enmeshed in sin and take on the chaotic alignment. If their wisdom is reduced to 0, they become one of the hordes of shades that populate Dis and they cease attempting to escape.

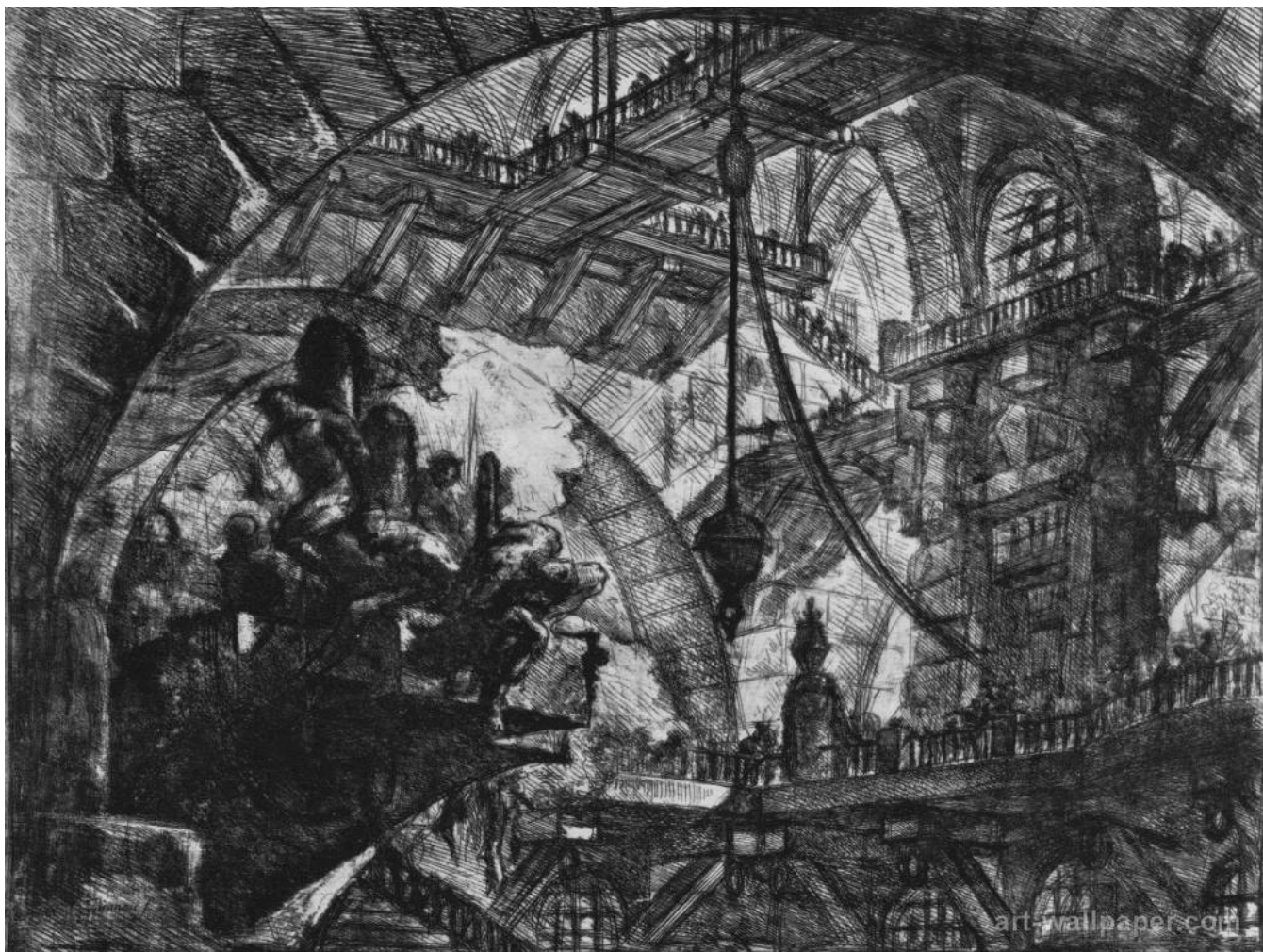
On a successful roll, the party has either found one of the gates out of the block or the “infamous location” within the block wherein dwells the block's ruler.

### THE GATES

The gates between the blocks of Dis are heavily guarded by traps and monsters, and not easy to bypass. One can secure safe passage by showing a bronze or silver seal bearing the glyph of the ruler of the block. The seals can be obtained by either doing the ruler a service, or by defeating them in battle, though they, like their gates, are heavily guarded and usually very dangerous in their own right. A seal allows one to pass from a demon lord's quarter, and it allows passage back into that quarter. The descriptions of the blocks below include descriptions of the various gates and their defenses.

### INFAMOUS LOCATIONS

At the heart of each block there is an “infamous location”, the headquarters of the block's ruler and a place adventurers often must find if they are ever to escape.



Each block ruler holds a bronze seal that permits people to move through the gates of his block for as long as they remain in Dis. More powerful rulers can award their servants silver seals which summon Geryon, the only means of transport from Dis to the lower Hells below.

As Referee, you might invent any manner of service for adventurers to undertake, or you might use the following random tables.

D12	SERVICE
1	Murder ...
2	Maim ...
3-4	Deliver a message to ...
5-6	Deliver a tribute to ...
7-8	Deliver a person to ...
9-10	Collect a tribute from ...
11-12	Collect a person from ...

D20	OBJECT OF QUEST
1	Ruler one card to the east
2	Ruler one card to the north
3	Ruler one card to the west
4	Ruler one card to the south
5	Ruler two cards to the east
6	Ruler two cards to the north
7	Ruler two cards to the west
8	Ruler two cards to the south
9	Malphas (Jack of Clubs)
10	Glasya-Labolas (Queen of Clubs)
11	Deumus (King of Clubs)
12	Astaroth (Jack of Diamonds)
13	Medusa (Queen of Diamonds)
14	Mephistopheles (King of Diamonds)
15	Forcas (Jack of Hearts)
16	Buer (Queen of Hearts)
17	Beluiri (King of Hearts)
18	Caasimolar (Jack of Spades)
19	Yama (Queen of Spades)
20	Dispater or Persephone (King of Spades)

While serving a demon or devil, the adventurers are made to pledge themselves to that entity's service. While so serving, they bear his or her glyph on their foreheads (and in fact, on their very souls), which allows that entity to steal away 1d4 of their levels (no save) if they fail to carry out their quest. In the meantime, they are permitted to pass through that entity's gates. Lawful (or Good) clerics and paladins need not bear the mark of the demon lord, for their oaths are considered unbreakable.

## SUITS

For each suit, this article provides a general description of what the suit represents and a random encounter table for all the blocks in that suit.

## BLOCKS

For each of the 52 blocks of Dis that one might wander into, this article provides the following:

- I. A description of that block (sights, sounds, etc.)
- II. A description of the gates, in case adventurers want to fight their way through
- III. A description of the infamous location at the heart of the block, including its ruler and his or her minions



## Clubs (Toil)

The clubs suit corresponds to the portions of Dis given over to the despair of unending toil. These blocks are mazes of workhouses, belching out black smoke from ovens, boilers and tallow candles and leaking out streams of blood, sweat and tears (and more noxious liquids to boot). The workers are the shades of workers and managers who sinned. They are consigned to a dreary eternity of 24-hour shifts under bosses more ruthless than anything they ever encountered in the world above.

The typical workhouse of Dis is a brick structure without windows. They are sealed by iron doors that burn, freeze or electrocute those who attempt to open them without leave. They are usually from 3 to 6 stories tall, with each floor consisting of rows of work benches or other machineries to which are chained the workers, their bleary eyes bloodshot and vacant, their fingers bleeding. Each floor has a frightening supervisor (any kind of devil will do).

These workhouses produce all manner of goods used in Dis and throughout Hell, from shoes to clothes to barrels to armor and weapons. The top floor of each workhouse holds the office and living quarters of the boss.

Despite the security, the worker shades do sometimes escape their captivity and seek out a moment of respite from the eternal torment. Tucked in between the workhouses there are crude taverns, brothels and gambling houses run by other demons or undead.

The streets of Clubs are paved in black cobblestones. The air is thick with smog (those who traverse a block of Clubs are covered in soot by the time they emerge) and the streets are crossed by canals of the Styx carrying barges. Along the banks of these canals, banshees wash the clothes of the greater undead and demons while screeching their dirges. Puddles of acid dot the streets and flow into the canals, and sometimes animate to attack.

## RANDOM ENCOUNTERS

D10	ENCOUNTER
1	Acid elementals (1d6)
2	Banshees (1d4) washing clothes by a canal
3	Chain devils (2d6) on patrol
4	Eyeless filchers (1d8) looking for something to steal
5	Ghasts (1d6) and ghouls (2d6) seeking sustenance
6	Midnight peddler hawking his wares
7	Night hag selling magical contraband in an alley
8	Shade hiding from a patrol
9	Wights (2d4) looking for trouble
10	Zombie chain gang (3d6 zombies with barbed devil overseer)

## THE BLOCKS

♣ **A. Borbazu:** The buildings in this block are tall and irregular, and covered in a greasy sheen that stinks of rotting flesh. Those who enter the block must save as though facing the noxious stink of troglodytes. The streets are narrow and twisted, and every so often empty into

vast, circular courts. These courts are flurries of activity, as manes demons scurry about, tossing writhing mortals and shades into a 30-ft. diameter pit of boiling liquid. Bearded devils armed with iron staves push these poor souls back into the pit when they try to escape. Other bearded devils are in charge of ladling off the greasy slime that these people are rendered into, scooping it into large black barrels carried on the backs of manes demons. These barrels are loaded on shade-driven carts when they are full and delivered to other blocks for processing.

The gates of Borbazú's block are composed of a vast weave of skeletons. Above the gates, bearded devils man great pots of boiling oil to pour through murder holes that send down a great spray. All within 30 feet of a gate must pass a saving throw or suffer 6d6 points of damage from the boiling oil. In towers that flank the gates there are 40 manes demons armed with heavy crossbows ready to send a volley of bolts down on invaders. Each gate is under the command of a barbed devil armed with a chain that ends in a three-pronged meat hook. If an attack with a chain beats an opponent's AC by 5 or more, it hooks into their flesh and holds them until removed with a successful strength check (which inflicts an additional 1d6 points of damage). The skeletons of the gates can deliver 1d6 attacks to any within reach, trying to grab and hold intruders rather than kill them.

Borbazu, a minor lord of Dis, rules this block. He takes the form of a towering serpent of pallid flesh (not scales) that dwells in submerged, boiling tunnels beneath the block. He can emerge from any of the flesh pits scattered through the city as he likes. Borbazú can also assume the form of a ruddy-skinned, boyish warrior, handsome, but with vestigial horns and a leonine mane. This form has aquamarine eyes and wears white robes. In this form, Borbazú can form metal objects (non-magical) of up to man-sized with the merest thought.

**BORBAZU (SERPENT FORM):** HD 15 (58 hp); AC -6 [25]; Atk 1 bite (3d6), constrict (6d6); Move 12 (S20); Save 3; CL/XP 22/5000; Special: +2 or better weapon to hit, magic resistance (45%), immune to fire, spells as 15th level cleric, constrict.

**BORBAZU (HUMANOID FORM):** HD 15 (58 hp); AC -6 [25]; Atk 1 bite (1d6+2), weapon (3d6+2); Move 15 (F30); Save 3; CL/XP 22/5000; Special: +2 or better weapon to hit, magic resistance (45%), immune to fire, spells as 15th level cleric, form metal objects.

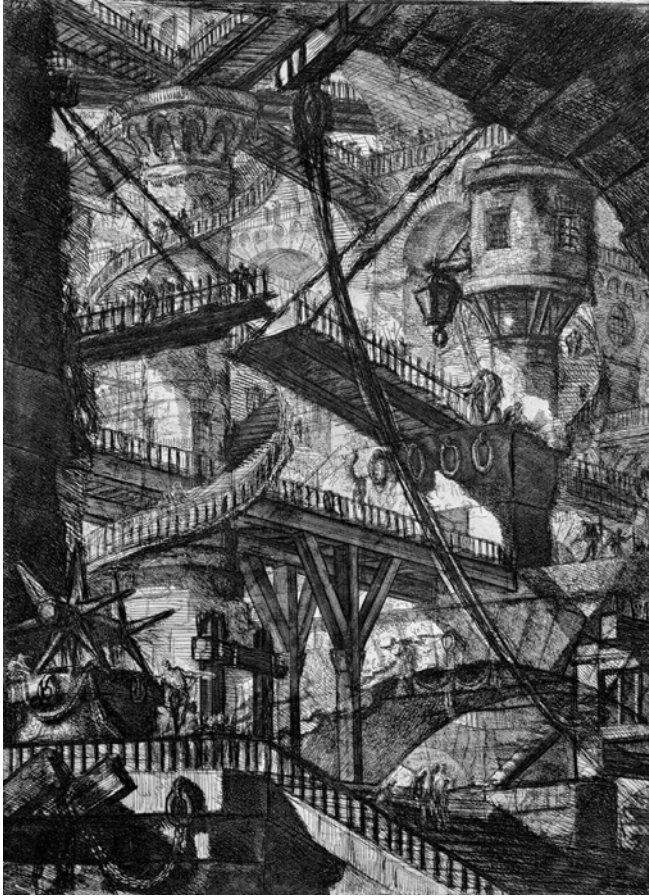
♣ **2. Nauss:** This block is a sprawling collection of shabby, often crumbling, brick buildings built in compounds and surrounded by low walls. Within these compounds, shades are bent to toil, farming stinging nettles and skunk cabbage in fields flooded with foul water under the attentive whips of erinyes. The produce is hauled away in massive wagons pulled by teams of blind ogres.

The gates of Nauss are sculpted of black marble and take the form of gatehouses with gilded bars. Each gatehouse has two small towers (40 feet tall) and two taller towers (80 feet tall) flanking the gate (30 feet tall) of wrought iron. The towers are occupied by two companies (each) of dretches armed with heavy crossbows and a squadron each of erinyes. The gates themselves are guarded by lithe crones wearing mail and plate and hooded cloaks. These crones have skull faces, and each can fight as well as a 10th level fighter and cast spells as a 7th level magic-user.

Amid the squalor of this block there stands a palace that serves as a monument to avarice, a gathering of gilded tenements ringed by fire-breathing gargoyles. Behind great double doors made from hundreds of interlocking hands there is a great gambling hall run by a mallor demon called Nauss, who dresses in silk finery and carries a golden staff tipped with a throbbing red gem that can take the form of almost any tool or weapon Nauss wishes. His malcarnas deal cards and roll dice in rigged games for the coinage of Hell or, if a person is having an unlucky night, a portion of their soul. Skeletons weave in and out of the crowds carrying silver goblets of steaming wine and draughts of witch's brew in mugs of opaque, crimson glass. Nauss fancies himself a ladies' demon, and would absolutely kill to get a powerful demoness under his power.

**NAUSS:** HD 14 (51 hp); AC -4 [13]; Atk 2 claws (1d6 + poison) or +1 *longspear* (2d6+1); Move 12; Save 3; CL/XP 20/4400; Special: Fear gaze, foul liquid, poison, magical abilities, summon demons, summon serpents, +1 magic weapon to hit.

♣ **3. Nihnespalon:** This block is cluttered with wooden buildings composed of ebony and other dark, hard woods that bear beautiful, but marred, ornamentation. The streets are dusty and dry and usually empty. Within the buildings, shades are put to work carving wood harvested elsewhere in Hell. Idols, furniture, hafts, etc. are manufactured here in dark workrooms under the watchful eyes of shadow cats, who report all to their mistress.



The gates of Nihnespalon's block are made of two-foot thick oak covered in bas-reliefs of violent orgies of blood and sex. These are dergenues (20), who animate to attack those who approach the gates without a seal. Nearby, but invisible, are ten hellcats ridden by weretigers (also *invisible*) armed with either mail, scimitar and man-catcher (AC 5 [14]) or mail, scimitar and shield (AC 4 [15]).

At the heart of the block lies the headquarters of Nihnespalon. It takes the form of a large inn and tavern. Within, one finds a roaring hearth and a multitude of private booths shrouded with velvet curtains. There are chairs and small tables scattered about, and the place is packed with the various living inhabitants of Hell, and maybe a vampire or two lurking in a booth, showing their eyes only long enough to entice somebody to dine with them. The tables are waited on by weretigers in loincloths (male and female) and decorative golden chains. The crowd is raucous, bawdy and usually in good spirits.

There are private rooms upstairs, and on the third floor the living quarters of Nihnespalon herself. She appears as a

young woman with the head of a cat. She is tall and lithe, with bristling fur of crimson and gold and delicate feet and hands tipped in iron-hard and poisonous claws. She wears revealing +3 *leather armor* engraved with golden runes of power (can throw a *symbol of discord* or *stunning* once per day). She is lusty and lecherous, but always devoted to the pursuit of raw power through thievery and blackmail. Her guardians are four especially powerful hellcats.

**HELLCAT:** HD 7+1 (40 hp); AC 5 [14]; Atk 2 claws (1d6) and bite (2d6); Move 12; Save 9; CL/XP 11/1700; Special: Invisibility, only harmed by magic weapons, immune to mind control, magic resistance 20%.

**NIHNESPALON:** HD 14 (71 hp); AC -6 [25]; Atk 2 claws (2d6 + poison) and bite (1d6+2); Move 18 (C15); Save 3; CL/XP 22/5000; Special: +2 or better weapon to hit, invisibility, immune to electricity and mind control, magic resistance 45%, spells as 10th level cleric.

♣ **4. Caila:** This quarter consists of crooked buildings made of pale, sweating stone. The buildings hang over the streets, making the air close and stifling, though at odd intervals blazing hot winds whip through them. The walls are spiked, and the doors are all clad in green copper. The streets sometimes empty into pit-like courts with ophidian designs carved into the sides, and winding ramps that lead down into pits.

The gates of Caila's block are all at the end of cramped streets, and consist of circular doors. The doors are coated in deadly poison. Touching the doors causes the spikes in the nearby buildings to fire (1d6 poisoned dart attacks, 1d6 points of damage from each; save to avoid). The buildings on either side of the street hold a company each of bearded devils. Behind each door, a purple worm lurks, waiting to lurch out and swallow people whole.

One of the courts is entered via a bronze arch hung with crystal beads that cut one's flesh like razors and whisper portents of doom into their ears. The court's walls are set with dozens of little windows covered by shutters painted with images of demons or devils, others with shocking scenes of hopelessness and despair. Behind each of these windows is an oracle who can give one piece of information, provided the questioner passes their palm with an equally valuable piece of written information. The oracle reaches their hand through the shutter (as in incorporeally through the shutter) to retrieve their payment and then reaches back out with a tiny scroll containing the desired information.



Within sight of this alley is the jagged red tower of Caila the Judge. The upper portions of the 10-story tower are circled by a guard of young red dragons. The tower's interior is as red as the exterior, with ornaments of carnelian, ruby and bloodstone. Movement from one level to the other is via teleporting cabinets, though some of the cabinets in the tower instead fill with poison gas or spears that jab up from the floor.

Caila is a short, leggy demoness with blue-black skin that bristles into barbed scales when she is excited. She has almond-shaped eyes of azure. She surrounds herself with artists, who she can inspire with her gaze, replacing a portion of their soul with her own. Caila can summon 1d6 fiendish giant scorpions three times per day and can assume the form of a giant scorpion (17 HD) once per day.

**CAILA:** HD 17 (75 hp); AC -2 [21]; Atk 2 claws (1d6+1) and bite (1d4); Move 12 (B9, F15); Save 3; CL/XP 25/5900; Special: +2 or better weapon to hit, magic resistance 55%, immune to fire and poison, *shapechange* into 17 HD giant scorpion once per day, cast spells as 13th level cleric.

♣ **5. Iase:** This crowded quarter is divided by a great canal of the Styx. In between the brick buildings with their doors of poisonous smoke, there are ancient mausoleums occupied by down-on-their-luck wights. The streets are crowded with shades and zombies, the zombies acting as servants of the wights, who live the lives of poor hidalgos, too proud to beg or work. The brick buildings are workshops where fine leather goods are made by craftsmen who have had their heads turned backwards and their mouths shut with iron staples. They are forced to feel their way through the work.

The gates of Iase's domain are composed of three-foot thick glass flanked by freezing cold black metal studded with hypodermic-like needles. Being knocked into these needles forces one to pass a saving throw or suffer 1d6 points of damage and have their blood sucked out of their bodies (to the tune of 1 point of constitution). Within this metal lurk a full company of oblivion wraiths, who pour from the needles in the form of black smoke. The glass doors can only be opened by hitting high C either with one's voice or with a horn or chime.

Many of the mortals captured in Hell find their way into this block, to the slave market of the night hag sisters Avornis, Escapula and Uresto. The slave market consists of

hundreds of Catherine wheels, from which are hung by their arms the shades to be sold, and upon which stand one of the night hags as auctioneer. Imps flit about taking bids and delivering pieces of information to the demons and the demon lords' factors, while amaimon devils collect the winning bids and pull the slaves down from the wheels using hooked poles.

The night hags work for Iase of the Nine Slaughters, who appears as a plump demoness with no hair. Her body is covered in bony chitin that is beryl-green and translucent as a gemstone. Six beady black eyes ring her head, and six pairs of vulture wings adorn her back. She is ever accompanied by an invisible orchestra that plays sickly dirges, and in her service, besides the night hags, are a company of ant-demons with obsidian-black chitin and eyes that blaze with hatred.

**NIGHT HAGS:** HD 8 (42, 39, 37 hp); 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.

**IASE:** HD 19 (89 hp); AC -5 [24]; Atk 2 claws (2d6) and bite (1d8+1); Move 6 (F30); Save 3; CL/XP 26/6200; Special: +2 or better weapon to hit, magic resistance 40%, immune to electricity, fire and poison, cast spells as 17th level cleric.

♣ **6. Thegrash:** Thegrash, Demoness of the Bitter Mein, governs a block of sleepy-eyed shades that walk about bearing iron trunks of locks and chains on their backs. The city streets and buildings are made of concrete. The buildings are great, dreary cubes. Behind the iron doors of these cubes one can hear the bellowing of animals and men, as they are cruelly carved into slabs of meat.

Thegrash's arched gates are made of spiked concrete, with doors of iron blades and spikes. These doors are like *blade barriers*, and can thrust out chains up to 30 feet to grab and pull in victims. The doors have minds of their own, and ignore the seals of Thegrash about one time out of six.

A crude warehouse of blood-stained bricks and a glass roof holds a ghoulish meat market. The market has all manner of grisly cuts, most hanging from hooks, some still struggling. Ghoulish butchers carve meat from still living sources and sell casks of blood to the local vampires. The market is overseen by Thegrash herself, whose fondest desire is the flesh of paladins.



Thegrash is a dwarfish demoness with large eyes of royal purple that spark and blaze. She has a fierce demeanor, with a grimacing mouth of white fangs, chalk-white skin and blazing red hair that hangs to her ankles and can be commanded to attack like constrictor snakes. She bears an iron rod studded with nails that grants or steals a person's fortune (+2 or -2 to saving throws for 24 hours).

**THEGRASH:** HD 16 (79 hp); AC -1 [20]; Atk 1 bite (1d8), 13 locks (1d4 + constrict) and iron rod (2d6+3 + steal fortune); Move 12; Save 3; CL/XP 25/5900; Special: +2 or better weapon to hit, magic resistance 65%, immune to electricity and poison, cast spells as 19th level cleric.

♣ **7. Opabelloc:** This block is composed of close-set, crowded buildings with wooden balconies on each level connected by creaking stairs and ladders that never fail to deposit splinters in one's unprotected hands. The windows on the buildings are narrow and dark, and the doors tall, irregularly shaped and painted black, often with hands or jawbones nailed onto them. The narrow streets are also built on rolling hills, with many ramps and dangerous stairs. The buildings are sometimes separated by squares.

Opabelloc's gates are seemingly unprotected, and consist of deep tunnels lined with black brick and filled with acidic fog (as the spell *death fog*). When one gets about 10 feet into the tunnel, they are teleported to one of the other gates and find themselves re-entering the same block. Holding a seal of Opabelloc eliminates the teleportation, but the acidic fog remains.

As one enters the cobblestone squares that hide among the tall, dreary buildings of this block, the stones beneath your feet begin to lower, forming a maze of corridors that connect via locked and trapped doors to an even more complex maze of corridors, stairs, teleporting portals and vaults wherein the thieves of Dis stash their treasures. The undead thieves of under the control of a council of the greatest thieves who ever lived, all of them so skilled they stole their own souls away and sealed them in deep vaults behind cunning and deadly traps. This has left the master thieves of Dis in a state similar to lichdom. Under their command are a legion of eyeless filchers, zombie urchins, ghostly safe crackers and the like.

The greatest of the master thieves is Opabelloc, who haunted the streets of Nomo hundreds of years ago, and went on to steal the crown jewels of Mu-Pan (and put

them back without the Empress ever knowing), the royal scepter of the Sun King and the jeweled eyes of Rubinia. Opabelloc knows myriad secret ways and passages through Dis, and can provide adventurers a +15% bonus to finding their way through it. In addition, he is privy to at least one dark secret of every arch-devil and demon lord in Dis, and knows a single syllable of Dispater's true name.

Opabelloc wants a challenge – something new against which to test himself. He enjoys riddles and puzzles, especially mathematical puzzles. He might also reward somebody who manages to pilfer the personal weapon or a piece of jewelry from one of the lords of Dis.

Opabelloc appears as a wrinkled old miser, with bone-white eyes devoid of mercy and crimson hair that hangs in greasy curls. His skin is covered in pock marks and scars and he is always hidden beneath a black, hooded robe. Beneath that robe, he has the lower body of a bone-white scorpion. Opabelloc's gaze can rob people of their skills (in essence, they are treated as one level lower if they fail a saving throw to resist the effect).

**OPABELLOC:** HD 14 (79 hp); AC -6 [25]; Atk 2 claws (1d8), sting (2d6 + lethal poison); Move 15; Save 3; CL/XP 25/5900; Special: +2 or better weapon to hit, magic resistance 75%, immune to fire and poison, cast spells as 16th level cleric, gaze attack.

♣ **8. Hemah:** Hemah controls a bustling city of smoke-belching factories astride a wide canal of Styx-water plied by slow barges and even some galleys. The buildings are made of black brick with amber-colored windows. Within these factories, all manner of chemicals, tinctures, elixirs and other alchemical items are brewed in copper vats. One factory creates homunculi from samples of blood taken from adventurers unlucky enough to be stuck by the random nails and spikes that line every doorway and window in this block of Dis.

The gates of Hemah's quarter are composed of pocked and chipped limestone. Showers of acid pour like waterfalls from the gateways and then into gutters that move the acid into the block's canals. When one attempts to part this liquid, a huge acid elemental emerges to stop them.

At the heart of this quarter there is a grand factory wherein the souls of damned alchemists, bound inside bodies of living glass, create the *universal solvent* in vats of

pure force. Acid mephits flock around them, sometimes tormenting the alchemists (who are immune to their acids, but not to their mischief). At the top floor of this factory dwells Hemah, who appears as a gigantic flaming crocodile. Hemah enjoys the attention of two dozen azer, who bathe her in flaming oil.

**HEMAH:** HD 17 (76 hp); AC -5 [24]; Atk 1 bite (3d6 + 1d6 fire), tail (2d8); Move 12; Save 3; CL/XP 25/5900; Special: +2 or better weapon to hit, magic resistance 35%, immune to fire and poison, cast spells as 15th level cleric, aura of fire (per *heat metal* spell).



♣ **9. Ukobach:** The wide streets of this block, flanked by low, cement buildings caked in soot, are ever filled by two things – iron wagons filled with the oil of Hell (rendered from the blood of the damned) and pulled by clockwork oxen, and a thick, acrid smoke. All of these carts head toward the center of the block, where stands the great power plant of Dis, where hellstoker devils maintain the infernal boilers that power Dis and maintain the warmth that persists in most of Hell.

The gates leading into Ukobach's block are 50 ft. long tunnels lined with alcoves holding no less than 20 maggog gargoyles armed with barbed nets and man-catchers. The floor of these tunnels, at the command of a maggog gargoyle, turns into a thick, viscous mud (half movement).

Within the power plant of Dis, which is composed of iron and bronze, has eight gates through which flow the wagons of oil. Smoke stacks atop this factory belch thick,

black smoke day and night. The walls of this plant are coated with acidic brown slime that form pools on the floor. From the entrance, ramps and stairs lead into a great pit of boilers. Hellstoker demons pour oil into these boilers from catwalks and pipes lead every which way.

Scurrying about with the other devils is Ukobach, who looks like a thin devil with a massive nose and pointed ears. He holds an iron "spoon" with which he pours oil and bludgeons the other demons to keep them moving.

**UKOBACH:** HD 17 (80 hp); AC -2 [21]; Atk 1 weapon (1d10+2 + 1d6 fire); Move 15 (C15); Save 3; CL/XP 25/5900; Special: +2 or better weapon to hit, magic resistance 50%, immune to fire and poison, cast spells as 15th level cleric, breath flaming oil (3d6 points of damage plus 1d6 damage per round thereafter until washed off).

♣ **10. Adramalech:** From the gates of this block, the ground descends into a frigid pit. The cobblestone streets and brick buildings are coated in a thick layer of ice and brown snow falls from the sky, coating everything in a slimy sludge. Shades scurry through the streets, shivering in tattered rags, their feet wrapped, their fingers numb. Some huddle over warm vapors that billow from the entrances to the sewers. Behind the icy doors, shades (mostly those of wicked children) cobble shoes and boots.

The gates of Adramalech's block are clad in 2-feet of ice that melts only when the proper seal is pressed into the ice. The icy towers that flank them are each guarded by a squadron of ice devils, who usually let loose a pack of 20 devil dogs from the towers before wading into battle.

At the heart of this frozen block there is a wondrous ice palace, quite out of place amidst the squalor of Dis. Herein dwells Adramelech, a president of the High Council of Hell, attended by a harem of ice devils and a guard of twenty winter wolves. The entire palace and all of its furnishings are composed of ice, much of it brilliantly colored and looking like sparkling diamonds and sapphires. Before any can see Adramelech, they must get through Hutriel, a chimpanzee faced demon with the body of a louse, who serves as Adramelech's major domo. Hutriel seeks the assassination of some other demon lord, that he might assume their place and leave Adramelech's service.

**HUTRIEL:** HD 15 (79 hp); AC -1 [20]; Atk 1 bite (2d8), 2 claws (1d4+1); Move 15 (C12, F24); Save 3; CL/XP 25/5900; Special: +2 or better weapon

to hit, magic resistance 45%, immune to electricity and poison, cast spells as 14th level cleric.

**ADRAMELECH:** HD 19 (97 hp); AC -2 [21]; Atk 1 bite (2d4), 2 fists (2d8); Move 12; Save 3; CL/XP 25/5900; Special: +3 or better weapon to hit, magic resistance 35%, immune to fire, electricity, poison and mind effects, cast spells as 19th level cleric, hypnotic tail.



♣ **J. Malphas:** Malphas is both a prince of Hell and a grand president, and he is the patron of architects and masons. As one might imagine, his sprawling block is composed entirely of stone buildings, and each one is a piece of art. Cathedrals, strongholds, towers, all ornamented with flying buttresses, fanciful water spouts, bridges, tunnels, fountains, statuary; amazing and very difficult to navigate, as it is so crowded and the streets so narrow. Construction is constant here, with bits of masonry sent falling to the ground at random intervals (1 in 6 random encounters forces adventurers to pass a saving throw or suffer 4d6 points of damage from falling stone).

The gates of Malphas' quarter are great strongholds, ten stories tall, with perfectly straight and smooth walls. They are patrolled by his gargoyles (a company is assigned to each gate) and barred by wooden portcullises that instantly rust any metal that touches them. Within each gatehouse tunnel, Malphas' soldiers can pour green slime on invaders and deliver fusillades of poisoned darts.

Malphas occupies the grandest cathedral in his domain, a veritable demon-made mountain of stone, all of it rare and expensive, with spires that defy gravity. Within this

monument he houses the remainder of his infernal army and keeps a population of slaves, artisans (he has bargained for the soul of many great artists and can summon them at will) and priests. He sits at the center of a maze of passages, all trapped and well-guarded, for Malphas is paranoid in the extreme.

Malphas appears as a crow, but can be induced sometimes to take the form of a handsome humanoid with blue-black skin and curved, golden horns. In either form, he carries a mason's trowel, which attacks as a +2 *battleaxe*, can cleave through any stone, cast *disintegrate* and *earthquake* once per day and can, at will, *transmute rock to mud* and *mud to rock*. Malphas is always at war with one demon lord or another, and is always in the market for spies.

**MALPHAS:** HD 17 (86 hp); AC -4 [23]; Atk 1 trowel (2d6+2), beak (2d8); Move 15; Save 3; CL/XP 25/5900; Special: +3 or better weapon to hit, magic resistance 35%, immune to acid, fire, poison, petrification and mind effects, cast spells as 10th level cleric.



♣ **Q. Glasya-Labolas:** Glasya-Labolas maintains a vast quarter of dark grey buildings with flat roofs. There are many hiding places, and light sources seem to create more shadows than they dispel. The entire block seems to have been created specifically to create places to hide. The streets and buildings are heavily trapped (4 in 6 chance of a door or window being trapped, 1 in 6 encounters is with a deadly trap).

The gates of Glasya-Labolas' block appear as nothing more than simple doors on normal buildings. A silver crescent is

hammered into each of these gates, giving the only clue that it is anything more than it appears. The doors are locked (-10 or -50% to pick; trapped with lethal poison needle) and open onto long, dark tunnels filled with the sound of footfalls and creaking doors. These tunnels are guarded by 10 shadow mastiffs.

About every half-mile or so there is a large, circular court paved in sparkling blue or red stone surrounded by tall, foreboding towers with hundreds of dark windows. One of these courts (it moves about) has multi-colored tiles that form a giant mosaic of four-armed Cali, with her blue-black skin, bloody tusks and necklace of skulls. Should one spill a portion of wine on these tiles, the four arms rise up from the court and join together as a blue-black tower. Anyone who was standing on a hand is lifted up and deposited in the top of the tower.

This tower is the headquarters of the assassins of Dis, all 6,666 of them. Most of the assassins are undead or marilith demons, but the elite 666 are mortals, the only creatures that can truly kill a demon. The Grandfather of Assassins is Glasya-Labolas, who dwells in a high apartment behind a non-descript door. His lieutenant is his daughter Satidasa, a malcarna who possesses a *+4 dagger of venom*. She and her father can walk into any wall in the tower and emerge from any other wall.

The corridors of Glasya-Labolas' tower are smoky and close, with multiple hidden pits containing acid elementals. The towers are protected by an army of 20 companies of shadow demons and 18 companies of stirge demons. Glasya can appear as a comely male or female demon, and in either form has golden skin, long, black hair, small, white horns on the forehead, small fangs behind ruby lips and crimson wings like those of a bat. In his true form, he appears as a large, black dog with the wings of a griffon.

**GLASYA-LABOLAS:** HD 19 (95 hp); AC -2 [21]; Atk 2 claws (1d6+3), bite (1d4+2 or 2d6 in dog form); Move 15 (F30); Save 3; CL/XP 29/7100; Special: +3 or better weapon to hit, magic resistance 70%, immune to fire, poison, petrification and polymorph, cast spells as 15th level cleric.



♣ **K. Deumus:** Deumus is the great prince of the slums of Dis, extorting souls and loyalty from the other demons of Clubs through threats of subtle violence. His grand quarter is composed of terracotta buildings with corroded spires and domes. Everything here is covered in thick coal dust, for coal mining is the business of Deumus' quarter, the coal being dug out of black pits that dot the quarter by the most miserable shades in all of Dis. The shades of children and the elderly are used as coolies, carrying buckets of coal on poles that span their shoulders and are chained to iron collars on their necks. The coal is carried to the blazing palace of Deumus, where it is deposited in chutes that deliver it to the boilers of Hell (♣ 9) and into the furnaces that maintain in Deumus' quarter an almost tropical climate. The terracotta walls of the buildings are grown over with assassin vines and yellow musk creepers, which prey on shades and travelers alike, and fill the air with an exotic, heady stench. The shades of gnolls and other bestial folk are chained to the walls and snap and howl at travelers.

Besides coal mining, just about every manufacture is undertaken in this quarter, and almost any good can be purchased, provided it is not of masterwork quality.

Deumus' gates are 30 cubits wide, 50 cubits tall and 4 cubits thick (i.e. 45 ft. x 75 ft. x 6 ft.) and made of solid granite covered with an inch-thick layer of brass. The gates pivot on a central post and require a combined strength of 200 to move. Deumus maintains hellephants, brightly caparisoned, to open the gates for those with a seal. Atop these hellephants are 20-ft. tall towers of jade carved into the shapes of grinning manticores sitting on their haunches. Within each of these hellephant towers is a squadron of manes demons in mirror armor and armed with longbows and poison-tipped arrows.

The doors of the gates are carved in bas-relief with the images of bloody, broken devas being trampled under the feet of Deumus and his demons. Each is flanked by a tower guarded by a company of weretigresses under the command of a rakshasa, each rakshasa the son of Deumus.

Deumus' palace is even more impressive than the gates. It is a veritable mountain of jade set with seals of amethyst depicting the 10,000 wives of Deumus. Behind gates twice the size of those described above there are gardens bathed in a wavy, green light that forces people to pass a saving throw or be struck with nausea. At the center of the gardens, haunted by weretigers and manticores, there is the amethyst palace of Deumus, wherein that foul prince sits upon a throne of amethyst, attended by his grand court of demons and undead – ivory tusked vampires, rakshasas, wicked nymphs, weretigers, haughty flinds, etc. Hanging from golden chains and hooks there are 2,000 shades that form a chorus whose screams are invoked to entertain Deumus and his wicked court. The throne of Deumus is guarded by ten elephant-headed obsidian minotaurs armed with gigantic wavy-headed double-pronged spears and a company of mariliths.

Deumus appears as a muscular humanoid with the legs and feet of a rooster, three sickle-like claws of adamant for hands, four curved tusks in his mouth, four horns on his head and a golden crown on his head. Under one foot he always maintains a chained paladin.

**DEUMUS:** HD 21 (106 hp); AC -6 [25]; Atk 2 claws (2d8 + poison), bite (1d6 + 1d6 acid), gore (2d8); Move 18 (F24); Save 3; CL/XP 30/7400; Special: +3 or better weapon to hit, magic resistance 35%, immune to acid, fire and poison, cast spells as 20th level cleric.



## Diamonds (Commerce)

Blocks of diamonds are taken up by the commerce of Hell. From above and below caravans of evil merchants make their way to Dis to shift their goods, often trading goods to other merchants headed in the opposite direction. Dominating each block there is a grand marketplace overseen by amaimon devils and filled to bursting with booths and tents where almost anything can be bought at the right price. Surrounding the markets are the manors and townhouses of the well-to-do of Hell.

### RANDOM ENCOUNTERS

D10	ENCOUNTER
1	Darnoks (2d4) grasping for money
2	Ragged craws (2d6) lurking in an alley
3	Amaimon demons (1d8) stretching their legs
4	Midnight peddler (1)
5	Vulchling (4d6) on a roof
6	Rakshasa prince or princess walking manticores (1d4)
7	Caravan of hellbeasts and merchants
8	Vampire rakes (2d4) seeking adventure
9	Red dragons (1d8) on the wing
10	Visiting demon lord (your choice) and their retinue

### BLOCKS

♦ **A. Crufi:** Crufi controls a quarter of wondrous buildings carved from exotic wood, fragrant but worm-ridden and given to strange moaning and creaking noises. Black willows crowd the streets, and from their swaying boughs hang corpses decorated with garlands of flowers. These corpses dance on command and shout obscenities at passersby. The buildings of Crufi's quarter are medieval in design, and very tall. They overhang the cobblestone streets, often making them more tunnel than street. The signs that hang from the thousands of herbalist shops, tobacconists and taverns are crude and vulgar, and sometimes animate and attack customers. The taverns serve bitter brews and spiced wines, and it is not uncommon for a bit of henbane or nightshade to find its

way into a customer's drink. Leprous flower girls with nosegays that attract the giant bees wander the streets.

Crufi's quarter is guarded by triple walls – the lowest being 100 feet tall, then 200 feet and finally 300 feet. The battlements atop the walls are guarded by two companies of demonic satyrs armed with longbows and poisoned arrows. The gates themselves are composed of silver, and are polished to a mirror-like sheen, but distorted. Those who view themselves in a mirror must succeed at a saving throw or become that distorted image, their charisma score being cut in half.

Crufi is a short, curvaceous demoness, originally of succubus-stock, with curly, jet black hair, wide eyes and pitch black skin. She has a tempestuous personality, and can assume the form of a powerful storm (as the *storm of vengeance* cleric spell). She always has in her hands a book bound in bone. This book has within its pages the life story of any person upon whom Crufi casts her gaze.

Her palace is a large complex of herbal baths staffed by dretches with bronze-bristled scrub brushes. Each of the bath rooms has a large dome that casts amber light on the bathers. This light aids the growth of the blood roses, yellow musk creepers and other deadly plants that crowd the pools of steaming, fragrant water.

**CRUFI:** HD 12 (69 hp); AC -3 [22]; Atk 2 claws (1d6); Move 15 (F24); Save 3; CL/XP 20/4400; Special: Magic resistance 70%, +1 or better weapon to hit, immune to cold, fire and poison, level drain kiss, spells, form of *storm of vengeance* once per day, spells as 13th level cleric.

♦ **2. Natijula:** This block is as hot as an oven, with brick buildings of bright red, with flint roofs and wrought iron accoutrements that give it the appearance of a Hellish New Orleans. The buildings hold bakeries of hellstoker devils that produce ashen loaves and deadly delicacies, café's that serve scalding coffee and bitter tea and every sort of restaurant and tavern. In the streets there are fire pits on which are roasted stench kows and other hellbeasts. These pits are tended by lemures whose flesh drips into the pits, the fire hissing and sending up gouts of steam that become sinister steam mephits. Zombified shades in silk finery walk the streets selling wine from casks on their backs or giant rats on iron skewers.

The gates of Natijula are tall and composed of ivory-colored stone with steep battlements and blue, conical roofs. The battlements and towers that flank the gates of thick, blue-green wood, are defended by a company of headless antipaladins. Behind each gate is hidden a giant ballista (8d6), cranked by a stone giant in black platemail and armed with a giant halberd.

Natijula, the self-proclaimed Lady of Agony, is an inhumanly tall woman with an hourglass figure. Her head is bald and she has deep-set green eyes. Her body is covered in golden scales and she wears a classic chainmail bikini and many rings on her fingers and toes. Two massive feathered wings sprout from her back, and she has the ability to take the shape of a roc.

Her "palace" is a great courtyard paved with azure stones and filled with long tables where all manner of demons and devils feast, served by emaciated halfling shades weighed down by iron boots. About 1 hour in 6 is filled with a melee between the demons and devils, always over something trivial, but always fought to the death. Natijula has a deep, abiding hatred for Mephistopheles (they've had dealings in the past), and will do everything in her power to oppose him and his servants.

**NATIJULA:** HD 18 (82 hp); AC -4 [23]; Atk 2 strikes (1d8+3); Move 18; Save 3; CL/XP 28/6800; Special: Magic resistance 75%, +2 or better weapon to hit, immune to lightning, resistance to cold and fire, spells as 12th level magic-user and 15th level cleric. Owns the following magic rings: *Ring of invisibility*, *ring of mammal control*, *ring of protection +1*, *ring of regeneration*, *ring of spell turning*.

♦ **3. Crutridon the Beast Mistress:** This dusty block reeks of animals and fear, and the braying, hissing and roaring of animals echoes through the canyon like streets. The streets are flanked by adobe buildings of saffron-colored mud with fancy bronze gates and grates over the magenta windows. The roads are compressed ash and warm. The streets lead to a number of sunken courts in which animals are kept for sale. One enters these courts via ramps, and other ramps lead beneath the ground to holding pens. These courts are protected by giant stone ropers.

The other buildings hold shops selling animal-related items (saddles, barding), demonic animal trainers and cart- and wheel-wrights who make wagons and chariots. Behind these low buildings are long, gothic fortresses bristling



with companies of manes armed with longbows and giant vulture mounts, with which they patrol the skies above this and other blocks of Dis. Tunnels connect these fortresses to one another and to dungeons.

The walls of this quarter are composed of packed mud that oozes in great clumps, though never seem to fall. Giant mudmen lurk within this mud, ready to pull people within to suffocate them. The gates are composed of massive femurs, possibly from titans, that, when touched, force people to pass a saving throw or see their flesh slough off their bones, which then animate as skeletons and wander off to cause trouble. The unfortunate victims do not die, but eventually devolve into fleshy oozes.

**FLESHY OOZE:** HD 5; AC 9 [10]; Atk 1 strike (1d4+1); Move 6; Save 12; CL/XP 6/400; Special: Ooze abilities.

**GIANT MUDMAN:** HD 8; AC 6 [13]; Atk 2 slams (2d4); Move 6; Save 8; CL/XP 11/1700; Special: Resistance to normal weapons (50%), engulf and suffocate (must hit with both slams, victim must fail save).

The grand central palace of Crutridon looks like one of the aforementioned fortresses, only much larger. The interior is a vast (5-mile diameter) jungle with crystal balconies jutting from curved towers overlooking it. Steaming waterfalls pour down the walls into a central lagoon, and human and animal prey are hunted by the demoness in this, her personal game preserve. The place is illuminated by floating witch lights and will-o'-wisps. Crutridon is a bestial demoness with indigo eyes and long, grey fur. She carries a shepherd's crook that allows her to control animals and magical beasts, and 3 times per day to turn people into animals or magical beasts.

**CRUTRIDON:** HD 15 (62 hp); AC -3 [22]; Atk 2 claws (1d10) and bite (2d4 + poison); Move 18 (S18); Save 3; CL/XP 25/5900; Special: Magic resistance 55%, +2 or better weapon to hit, immune to cold and poison, resistance to fire, spells as 15th level druid, crook (control animals and magical beasts, *polymorph* people into animals or magical beasts 3/day).

♦ **4. Iuaz:** The quarter of Iuaz is a magnificent conglomeration of amethyst spires and ruby domes, the streets illuminated by green mists. Through this emerald haze wander visiting demons and devils visiting the hundreds of strange boutiques that dot the quarter. These boutiques are run by natty hezrous, snobbish mallors and precocious succubi with very stern ideas about fashion that typically run to the "the fancier the better" concept. Demons and devils, you will recall, like to show off their power and

magnificence, given that they got their butts kicked by the forces of Law and were imprisoned in Hell as a result.

The quarter's many squares are promenades of brutally handsome demons and devils and vivacious and cruel demonesses and lady-devils. Each one has a deep pond of glassy, black water that house kelpies formed of deep magenta sea weed.

The gates of this quarter are seemingly thrown open with nobody to guard them. In fact, they are guarded by a number of traps. As one enters one of the tunnel exits (they are about 60 feet long), they are struck by a fusillade of poisoned darts (struck by 2d6 darts (save to cut in half), each dart scoring 1d6 points of damage and robbing the victim of a single point of constitution. The tunnels then burst into *walls of fire*, inflicting 6d6 points of damage per round and setting anything flammable alight. A round later, stone spikes rise from the ground, cutting people's movement in half and forcing people who attempt to walk through the flames to pass a saving throw each round or fall on the spikes, suffering another 3d6 points of damage.

Iuaz, the lord of this quarter, has no set address. He eternally wanders, showing himself and his court of rakes and courtesans in all their silk and velvet frippery, tapping their golden, gem-encrusted walking sticks on the marble pavements or hiding their wicked eyes behind fans of brilliantly hued achaierai feathers. These courtiers number 20 incubi and 20 succubi.

Iuaz is the most brilliant of them all. He is a graceful man with skin the color of dried blood, long finger- and toenails polished glossy black and not a stitch of clothing. Iuaz has a mane of jet black hair which he can animate, using it to make up to four grapple attacks at a range of 10 feet. The constriction inflicts 1d8 points of damage per round. He carries a walking stick that attacks as a +3 *club*. Three times per day, the massive sardonix tip can fire a double-strength *ray of enfeeblement*. He is surrounded by a sparkling, prismatic aura of that dazzles the eye and confuses the mind, inflicting 1 point of intelligence damage each round a person within 20 feet of him fails a saving throw. He despises the ugly (for him, anything without a charisma bonus is ugly, and anything with a charisma penalty is too ugly to live), and prizes the beautiful (charisma of 18 or higher).

**IUAZ:** HD 16 (69 hp); AC -2 [21]; Atk 4 hair whips (1d8 + constrict) and walking stick (2d4+3); Move 18; Save 3; CL/XP 27/6500; Special: Magic resistance 65%, +2 or better weapon to hit, immune to fire and poison, spells as 17th level magic-user, *ray of enfeeblement*, confusing aura.

◆ **5. Liro:** This quarter is reminiscent of Venice, with many canals of water cutting through the Renaissance-style buildings of glistening, slick black stone with silver highlights and ornaments; the tarnished domes, the thin bell towers with their black, iron bells that, when struck, cast a deafening silence over the quarter (save or deaf) and their crooked piazzas of spongy stone that spurt blood as one walks over them. Floating above the streets are ghostly shades engaged in a never-ending dance and cavorting in the heady fumes dispatched from great, silver braziers that line the streets and produce no light or heat, only a thick, white smoke that stings the nostrils.

Within the canals there float black lotus that attract ill-tempered sprites, and on great burgundy lily pads there lounge black-fleshed hezrous, fat and self-satisfied, eyes drowsy and glazed, thick purple tongues darting out to capture screaming sprites.

Leather goods are the business of this quarter, leather drawn from every creature imaginable. Some shops sell the prepared hides, while others fashion them into suits of armor (always of the finest quality), scabbards, boots, saddles, cloaks and other goods. Leprechauns handle most of the fancy craftwork, the other goods being imported from the blocks of Clubs.

The gates of the quarter are located about 20 feet below the surface of these waters – quite a surprise to those who have entered through a normal gate from elsewhere – and are secured by walls of ice one foot thick. Swarms of giant piranha guard the gates, under the seeming command of the hezrou, who make some effort not to displease the mistress of the quarter.

Liro's palace is set between three of these canals, giving it a triangular shape. It is the most imposing building in the quarter. It is a gracious affair, though much of that grace is robbed of the place by the tempestuous behavior of Liro.

Liro is a short, elegant, petite demoness with dark, ruddy skin that is slightly scaled around the hands, feet, shoulders, neck and eyes. Her eyes are teal in color and

appear to be looking directly into the eyes of every person within 30 feet of her (even those behind, who see her as facing the other direction). She wears only a cloak of tiny, triangular gold panels and a diadem of gold and pearl. She is surrounded by a pall of the same stinging white smoke that issues forth from the braziers on the streets, though hers acts as the *death fog* spell. Liro is always accompanied by a guard of chattering rubinous xaocs, visitors to Hell who find it entirely too stifling and staid for their tastes.

**RUBINOUS XAOC:** HD 6; AC 2 [17]; Atk 2 claws (1d4 + 1d4 fire + poison), bite (1d6 + 1d6 fire); Move 40; Save 11; CL/XP 12/2000; Special: Immune to fire, magic resistance 15%, breath fire (1/day, 30-ft. cone, 6d6 points of damage), poison (save or lose 1d4 points of constitution per day; at 0 HD victim transforms into a random xaoc), spells (*detect evil*, *detect magic*, *blur* (1/day), *burning hands* (1/day)), summon 1d3 rubinous xaocs once per day with 30% chance of success, vulnerable to cold.

**LIRO:** HD 18 (80 hp); AC -5 [24]; Atk 2 claws (2d4) and bite (1d4); Move 12; Save 3; CL/XP 29/7100; Special: Magic resistance 75%, +2 or better weapon to hit, immune to fire and poison, resistance to electricity, spells as 17th level cleric, surrounded by *death fog*.

◆ **6. Vevelphe:** The buildings in this quarter are carved from multi-faceted quartz of many colors. The buildings are tall and fluted, and send out vibrations when touched that cause ears to ache and minds to reel. The roads between them are curvy and composed of glass, with weird, hypnotic shapes beneath them. Spheres of quartz roll through the streets, guarding the quarter and sometimes just smashing people out of sheer malevolence.

**QUARTZ SPHERE:** HD 8; AC 0 [19]; Atk 1 slam (3d6); Move 15; Save 8; CL/XP 11/1700; Special: Immune to mind effects, resistance to physical weapons (50%), *haste* 1/day.

Animated crystal statues are found throughout the quarter, in sinful poses and prepared to kill any who defy the will of Vevelphe, with a score of them soon appearing whenever she wills it to destroy her enemies.

The quarter specializes in the sale of glass and stone goods, all masterfully crafted and only sometimes imprisoning evil souls (well, only about 90% of the time).

The gates of the quarter are narrow and also made of thick quartz. They are protected by 100-ft. wide pools of magma that bubble and spit. Within these pools one finds massive sea serpents with flaming yellow flesh and pearly black teeth and eyes. These serpents can carry folk across like bridges, but demand all manner of costly sacrifices to do



so, and just disappear under the magma if attacked, bursting out to swallow people who attempt to fly over or using their control of the magma to send great gouts of it after them. The tops of the quartz battlements are manned by a score of crystalline warriors armed with javelins of glass. The tips of the javelins break off in one's flesh, causing an additional point of damage each round until they are dug out.

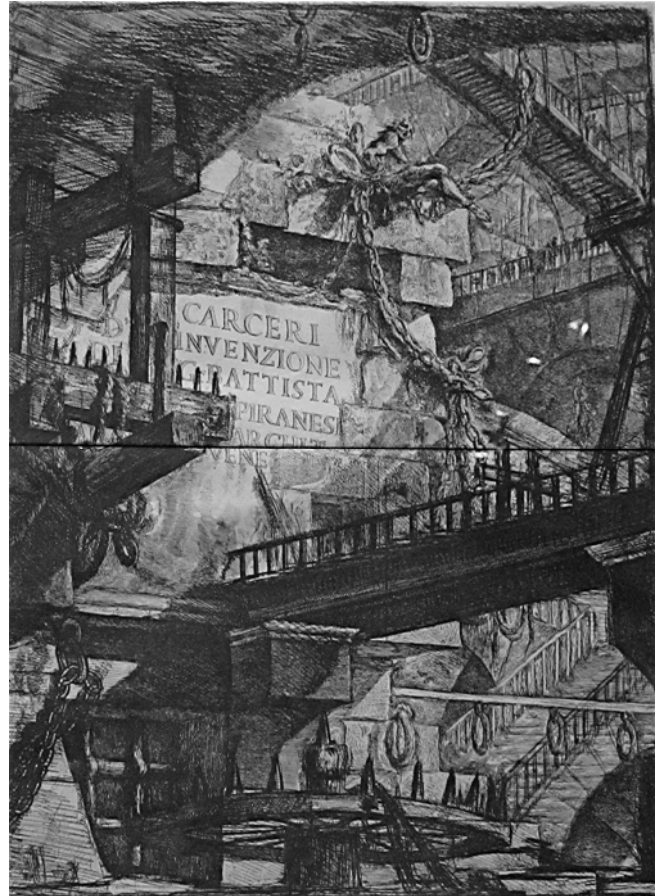
Vevelphe dwells above the quarter, in a floating palace of rose quartz. The palace is in the shape of an inverted pyramid. It is guarded by ten companies of crystalline warriors and three companies of animated statues, as well as a squadron of ice devils. The pyramid is kept freezing cold, and is liberally decorated with corpses in various states of decay and frantic shades imprisoned behind glass.

The mistress is the Lady of Decay, and she appears as an elegant woman with ashen eyes and pallid skin, dark ringlets hanging over a dour face and slim goat horns jutting from her head. She wears thick, velvet robes and a feathered cloak that allows her to assume the shape of a giant owl; she keeps a great flock of fiendish owls in her throne room, as well as prisoners under giant bell jars. Vevelphe is completely devoid of mercy and emotion. She demands perfection and order in all things, perhaps being more "lawful neutral with a mean streak" than "lawful evil". Mephistopheles favors her for one reason or another, and often gives into her demands.

**VEVELPHE:** HD 14 (64 hp); AC -6 [25]; Atk 2 slams (2d4+1); Move 9; Save 3; CL/XP 22/5000; Special: Magic resistance 45%, +2 or better weapon to hit, immune to acid, *confusion*, fire and poison, spells as 20th level cleric, scores max damage on chaotics.

♦ **7. Idibelro:** The foggy, mist-bound streets of this block are filled with haunting, distant music – melodies that stir the heart while also deadening the soul. These streets are lined with bordellos and brothels with ruddy windows and deep grey stones with clinging vines covering them.

Purple globes float through the streets, filling people who fail a saving throw with the most shocking lusts. There are multiple fountains of wine in the city, and a thief (mostly skulks) hide behind every corner and in every alley. Giant amethyst heads of classical composition float above the streets, sometimes speaking foul verses.



The city is set in a deep valley, the walls of the valley being carved in the manner of Hindu love temples – nymphs and satyrs and grossly obese demons and writhing, weeping mortals served up like sacrifices at their orgies. The gates of the city emerge from clefts in these walls that are guarded by stone golems in the shape of Hindi apsaras. At their command, floods of wine pour through these defiles, forcing people to pass a save each round or be swept down into the city, suffering 3d6 points of damage and becoming drunk if they fail a second saving throw.

Idibelro is the master of this block of lust and lechery. He appears as a graceful young man with supple, mauve skin and the black, hairy legs of a goat. He has slanted green eyes and carries a black disc that he can expand into a +2 *shield*, +4 vs. *missiles* that can be thrown as a weapon (2d6 points of damage, save vs. *hold monster* for 10 rounds). Idibelro casts multiple, menacing shadows that provide him the same benefit as *mirror image*. A company of shadow demons protects him.

**IDIBELRO:** HD 19 (96 hp); AC -2 [21] or -6 [25] vs. missiles; Atk 2 claws (2d4) or black disc (2d6 + *hold monster*); Move 12; Save 3; CL/XP 28/6800; Special: Magic resistance 75%, +2 or better weapon to hit, immune to fire, paralysis and poison, resistance to acid, spells as 13th level cleric, *mirror image* effect can be used at will.

♦ **8. Tagrerytaz:** Tagrerytaz, the Grim Abbott of Hell, reigns over a dark quarter of Dis, formed of cracked, grey stone buildings built on multiple platforms and levels connected by icy cold metal ladders and stairs. Wide balconies jut from the buildings, and iron grates cover windows protected by *sepia snake sigils*. Iron chains abound in this place, many holding tormented demons and devils that have angered one of the Lords of Dis, others holding valuable shades, and still others empty. Gangs of chain devils patrol the streets (2 in 6 random encounters are with squadrons of chain devils), using those empty chains to attack their prey.

Most of the buildings hold weapon and armor shops, many selling rehabilitated goods, but the best, largest pavilions custom fitting and manufacturing armor and weapons for the grandees of Hell. Acid pours from pipes beneath these buildings, acid used to etch and color the armor and weapons, running through narrow defiles and eventually running into the few canals that cut through the city.

The gates of the Abbott's domain are hidden within iron mazes with vaulted ceilings. These mazes are guarded by two companies of silent knights and are filled with poisonous fumes (save each turn or lose 1d3 points of constitution). The maze can be solved per the *maze* spell.

Tagrerytaz commands the Templars of Hell, four companies of demonic knights mounted on nightmares. His iron fortress looks like a profane Vatican city surrounded by an abyssal moat of choking smoke (*death fog*). Within, damned fire giants stoop over giant forges crafting armor and weapons of adamant for the knights and their retainers, fifteen companies of bearded devils.

Tagrerytaz is inhumanly tall and terribly over-muscled, with eyes that glow like hellfire and pearly white skin that writhes and ripples. He wears robes of shadow (treat as +3 *chainmail*) and a crowned helm. He carries a +3 *lance* that can fire one death ray per day and a +2 *horseman's mace*/+4 vs. *demons* and rides an ancient black dragon.

**TAGRERYTAZ:** HD 15 (63 hp); AC -5 [24]; Atk 1 mace (2d8+2) or lance (2d8+3); Move 9; Save 3; CL/XP 24/5600; Special: Magic resistance 40%, +2 or better weapon to hit, immune to cold, fire and poison, spells as 13th level cleric, *death ray* 1/day, summon 1d6 death knights 1/day.

♦ **9. Chanbe:** The rolling hills of Chanbe's quarter rise like the humps of a camel from putrid green and orange mists haunted by leper zombies and humanoid heaps composed of rot grubs. Atop these hills are constructed baths, gymnasiums and circuses of greenish marble where lilins pamper demon lords and other high ranking devils, whipping their hides with scourges, applying poisonous salts to their bodies and dousing them in scalding water and perfumed oils. Chanbe runs Hell's health spas, believe it or not, and visitors are welcome if they can manage to survive the experience.

Along the streets of the quarter blind troubadours screech like alley cats while a hellish carnival (headless folk juggling their heads, sword swallowers, snake charmers and the like) rages. The lesser illusionists of hell conjure all manner of horrors and splendors for the crowds.

Chanbe's gates are hidden in the putrid mists (save each hour or be struck with mummy rot) and take the form of long, dark tunnels that lead to grand chambers with tarnished bronze gates. These gates are guarded by companies of mummies in jackal-headed suits of bronze armor and armed with spears of black metal that cause paralysis (1d6 rounds) to those who fail a saving throw. Pits in these chambers open randomly, casting combatants into deep pits occupied by massive otyughs.

Chanbe is called the troubadour of damnation. He is a seducer and a lecher with the appearance of a satyr-like wood-god. He has a wolfish muzzle, steel grey eyes and is garbed in a leather doublet resplendent with silver buttons and chains, and he wears multiple talismans. With a glance he can cause plants to grow or wither, and under his command there is a harem of 50 lilin assassins and eight companies of bone devils.

**CHANBE:** HD 20 (87 hp); AC -2 [21]; Atk 2 claws (1d8+1); Move 9; Save 3; CL/XP 28/6800; Special: Magic resistance 40%, +2 or better weapon to hit, immune to charms, fire and poison, spells as 13th level cleric and magic-user, summon 1d6 lilins or 1d4 bone devils 1/day. Has 1d4 magical medallions, talismans and amulets.

◆ **10. Melchom:** The narrow streets of Melchom's block are paved with the gold fillings of misers. The buildings are sturdy and made of multi-hued marbles and limestone. There are no windows, and the doors are like those of a bank vault, with complex locks and terrible traps. Behind each of these doors is a fabulous horde (1d6 x 5,000 gp) guarded by adamant cobras, additional traps, misty poison elementals and mimics. The largest of these hordes are actually living vaults, the eldest of the mimics.

Melchom's quarter is lousy with chromatic dragons of every shape and size, as well as pseudodragons. Among them walk the amaimon devil moneylenders who are the heart and soul of Dis' financial life. All the grand schemes of the demons and devils, and their earthly servants, flow through this quarter, and all of the devilish contracts for souls are hidden in these vaults.

Melchom's gates are massive vault doors guarded by all manner of high level traps and companies of erinyes.

Melchom sits in the middle of his quarter in a massive counting house with scores of amaimon devils keeping accounts and maintaining the many contracts. Pneumatic tubes powered by bound air elementals connect this chancery to every demon lord and moneylender in the city, with information flowing day and night to Melchom. He is the Chancellor of Hell, and carries the purse of Pandaemonium, paying the hordes of Hell. He appears as a man-sized leprechaun with wrinkled, hard eyes, black hair, the ears of an ass and the tail of a rat.

**MELCHOM:** HD 17 (72 hp); AC -2 [21]; Atk 2 claws (1d6) and bite (1d4+1 + devil chills); Move 12; Save 3; CL/XP 26/6200; Special: Magic resistance 65%, +3 or better weapon to hit, *teleport* at will, immune to acid, electricity, fire and poison, spells as 13th level cleric, summon 1d6 amaimon devils 1/day.

◆ **J. Astaroth:** Astaroth is a prince of Hell, and through the markets of his quarter flow spices, narcotics and other such substances sought after by the manors of the demon lords and arch-devils. Astaroth's quarter is a maze of zigzagging corridors between ziggurats of iron and marble, atop of which pit fiends on thrones of fire roar defiance to the assembled masses of bearded devils that cluster at their feet.

The streets are lined with walls covered with blue tiles and mosaics of serpent people, demonic lions, pit fiends and

great battles between devils and demons, all with the bodies of mortals trampled beneath them. Alcoves are set into these walls wherein sit wrinkled, pot-bellied shades wrapped in tattered, dusty azure robes. Before them are spread shallow wicker baskets filled with all manner of herbs, spices and narcotics. Anything you could want, at tremendously high prices, though they will sell almost anything for a drop of a person's blood. Mangy camels covered with oozing sores, some with leathery bat wings, are led through the dusty streets, laden with goods from the world above, or with the bodies of shades in need of correction and punishment. The ever-present buzz of fly demons can be heard above, the demons swarming over the streets and sometimes swooping down to pluck up a shade, camel or traveler for a quick meal (i.e. 1 in 6 random encounters is with 1d8 fly demons).

The streets are patrolled by gharros demon magistrates on the lookout for double dealing and a cut of the proceeds of the shades' business. They serve Astaroth as his enforcers in his quarter, keeping the spice lords (there are several) under control. Among them are Tizu the hezrou who controls the opium trade, Mosheveti the marilith who controls the supply of saffron and white pepper and Vucarik the pit fiend who controls the flow of honey. These lords dwell in the ziggurats with their retinues.

The gates of Astaroth's quarter are numerous, though most of them are false. Finding a gate in this quarter can always be accomplished in 1d3 hours of travel, but only 1 in 4 found gates is genuine. False gates drop people into deep pits lined with burning coal, where they are roasted alive. All of the gates are guarded by twin sirrush and a company of bearded devils armed with man-catchers and heavy crossbows that fire spiked spheres. When these spheres hit a person, they discharge an electrical shock that deals 1d6 points of damage and paralysis for 1d6 rounds (save to negate).

**SIRRUSH:** HD 20; AC -4 [25]; Atk 4 claws (1d8) and bite (2d8); Move 18; Save 3; CL/XP 26/6200; Special: +2 or better weapon to hit, regenerate 3 hp/round, magic resistance 50%, resistance to electricity and fire.

Astaroth dwells in the largest of the quarter's ziggurats, one surrounded by a moat of mercury (those passing over must pass a saving throw or lose 1d3 points of wisdom and suffer *confusion* for 10 minutes). Within the ziggurat there is a grand palace of chambers thick with painted columns

and deep pools of icy water inhabited by bound water elementals which Astaroth can shape into the form of beautiful women who dance seductively for the arch-devil and his court of pseudo-intellectuals. Astaroth commands three squadrons of azizou, five companies of scorpion demons and ten companies of bearded devils. Astaroth is mounted upon a wolf-headed black dragon so ancient it may predate Hell itself.

**ASTAROTH:** HD 15 (75 hp); AC -7 [26]; Atk 2 claws (1d6) and bite (1d4+1 + devil chills); Move 12 (F24); Save 3; CL/XP 26/6200; Special: Magic resistance 50%, +3 or better weapon to hit, *invisibility* and *ray of enfeeblement* at will, immune to fire and poison, regenerate 2 hp/rd, spells as 18th level cleric, summon 1d6 azizou 1/day.

♦ **Q. Medusa:** Few wander the streets of Gorgonoi, the quarter of Medusa, Demon Queen of medusas and gorgons. Her quarter is composed entirely of limestone, shaped by wind and rain into haunting, flowing forms – more like lumps of multi-hued stone crossed by narrow defiles through which flow steams of warm, salty water that flows into the canals that encircle the quarter and provide a home to fiendish octopuses and water cobras. Gorgonoi looks more like a grotto turned inside out than anything constructed.

Through these canyons and strange buildings brushed with gold and silver trod the sacred gorgons, feasting upon the shades unlucky enough to cross their path, and the greater medusas in raiment of silk and chains of pearls, followed by their retinues of lesser medusas, basilims and their primped and polished hell hounds. Statues of shocked and often hopeless men and women fill the streets, many slowly being eaten away by the elements. The shades of dwarves beg in the streets, any valuables they touch turning into scalding ashes in their hands.

Ivory doors in the buildings are set with gems and jewels and hide the shops of the silversmiths, goldsmiths, sculptors and master masons bound to Medusa's service, who produce the wondrous idols, altars and art objects of the demon lords and arch-devils.

The gates of Gorgonoi are set 50 feet above the ground in the 200-ft tall walls that surround the city. These walls are patrolled by companies of medusa archers. The gates are connected to bridges that span the moat by steep stairs. Each of these bridges is guarded by a giant gorgon.

**GIANT GORGON:** HD 16; AC -1 [20]; Atk 1 gore (4d6); Move 12; Save 3; CL/XP 18/3800; Special: Breath turns to stone.

The grand mount of Medusa rises above the city, waterfalls pouring from unnatural springs and into the streets below. The mount is studded with caves which lead into a maze of tunnels and grottos, through which Medusa stalks, wrapped in rage and possessed with a lust for vengeance. Defaced idols of Athena (Minerva) are scattered through the place, along with living statues, un-living statues, etc. Each grotto holds a throne for Medusa, and lesser thrones for her sisters when they visit (which is rare).

Medusa appears as a terrible, beautiful queen, with shadowy, serpentine locks that can stretch up to 20 feet and entangle as well as constrict and poison. Her blood, when spilled (i.e. suffers more than 6 points of damage from a sharp weapon), turns into a random monster:

D8	SERPENT
1-3	1d4+4 vipers
4-5	1d3+3 constrictors
6	Giant Viper
7	Giant Constrictor
8	Amphisbaena
9	Boalisk
10	Basilisk

She is attended by 1d6 gorgons, 1d6 hydras, 2d6 harpies, 2d6 medusa, 1d6 greater medusas, 3d6 ophidians and 3d6 basilim, all of them fallen heroes.





**MEDUSA:** HD 22 (111 hp); AC -4 [23]; Atk 2 claws (1d12), bite (1d10), snakes (1d8 + poison); Move 12 (F24); Save 3; CL/XP 34/8600; Special: Magic resistance 75%, +3 or better weapon to hit, petrifying gaze, regenerate 3 hp/round, immune to polymorph, sleep, stunning, paralysis and petrification, summon 2d6 medusas, 1d6 greater medusas or Stheno or Euryale once per day.

♦ **K. Mephistopheles:** The quarter of Mephistopheles and his toady Stolas looks like New York City if it had been constructed during the Renaissance. The spires and towers are splendid and constructed of brick-shaped tourmalines and citrines with ornaments of ruby, emerald, diamond and sapphire. The bridges that cross the wide canals of boiling water are protected by flame worms covered in shaggy pelts thick with giant fire fleas. They usually shake 2d6 of these beasts loose before attacking.

In the sky above the grand hall of Mephisto there is suspended a fire-rimmed black face that sends licks of hellfire into the streets to roast shades alive. The quarter is populated by gemners and jewelers, little, bent men and women with long, nimble fingers and gemstones for eyes. The streets are composed of amber that hides many monstrous shapes within, including the odd shoggoth who erupts now and then to menace the populace and spawn skittering demonlings who are then ridden down by Mephisto's barbed devils mounted on nightmares.

The iron gates of Mephisto's realm are behind mile deep forests of salt columns from which can emerge a company of salt golems to challenge adventurers seeking to pass through them. The gates themselves are surrounded by a cloud of 50 salt mephits.

**SALT GOLEM:** HD 15 (60 hp); AC 5 [14]; Atk 1 fist (3d6); Move 9; Save 3; CL/XP 17/3500; Special: +1 or better magic weapon to hit, immune to most magic (quench slows them and removes their magical resistance for 1d4 rounds), touch desiccates (1d6 damage, double to plants and water elementals).

Mephistopheles is the great tempter of Hell, who signs most of the diabolical contracts with ambitious fools who seek to advance by demonic means. He appears as a handsome demon in the garb of an archbishop holding a scythe in place of a bishop's crook. He is attended by several companies of anti-clerics garbed as grey friars and demons masquerading as dark angels.

**MEPHISTO:** HD 25 (118 hp); AC -7 [26]; Atk 2 claws (3d4) or scythe (2d8, +2 vorpal weapon); Move 15 (F30); Save 3; CL/XP 38/9800; Special: Magic

resistance 60%, +3 or better weapon to hit, regenerate 2 hp/day (cold thwarts this), immune to fire and poison, resistance to electricity, spells as 20th level cleric, summon 1d10 erinyes.



## Hearts (Philosophy)

Heart blocks are concerned with the worship of demons and devils and the practice of black magic. They are populated by the souls of heretic priests and damned magic-users, as well as their mouldering familiars.

Each block is subsumed with a different form of magical or divine energy, and this energy sometimes manifests as random spell effects that affect everyone present unless they pass a saving throw.

### RANDOM ENCOUNTERS

D10	RANDOM ENCOUNTER
1	Random 3rd level spell (appropriate to city block)
2	Random 4th level spell (appropriate to city block)
3	Random 5th level spell (appropriate to city block)
4	Random 6th level spell (appropriate to city block)
5	Imp (1d8) or Homunculus (2d6)
6	Dragons (any color) (1d6)
7	Iron golems (1d6)
8	Mummy + retinue of zombies (3d6)
9	Vampire + retinue of lesser vampires (1d10)
10	Lich + retinue of skeletons (4d6)

### BLOCKS

♥ **A. Zodraz:** The quarter of Zodraz is filled with psychic energy that often manifests as oddly shaped, glowing crystals that rain from the sky. These crystals explode into harmless sparks of energy when they make contact with anything. The quarter consists of streets at the bottom of zigzagging canyons, the ground and walls consisting of solid quartz. Portals are carved into the walls of these canyons, providing living quarters for the false prophets and psychics that make the quarter their home.

Above the canyons float the infamous monasteries of dread contemplation, each one a conglomeration of quartz and some sort of pearly white metal. The monasteries

draw a slow orbit around the center of the quarter, a pinnacle of translucent quartz in which is located the palace of Zodraz and his silent hordes of cerebriliths.

The monasteries are home to grim monkey demons that spend their days contemplating Hell and their place as the rightful rulers of the cosmos.

Zodraz is called the Drumming Lord of the Mountain, for a pulse of psychic energy emerges from him, heard by most folk as a distant, echoing drum beat, and manifesting itself on the landscape as a ring of light that originates at the peak of the mountain and then drives outward through the quarter.

Zodraz' quarter has no gates, people entering the quarter just appearing out of thin air in the canyons. A group of adventurers can escape by performing a series of thirteen wondrous labors for the elucidation and entertainment of Zodraz. The thirteenth labor is always the destruction of one of the neothelids that dwells within the mountain – the others involve moving things without using muscle, races against the speed of thought, and other such riddles.

Zodraz appears as a giant verdigrised bronze head, with eyes and a grimacing mouth that seem to open on the void before creation. The head can move as it likes, and communicated telepathically, via a complex growth of crystals at its center. It commands 8 companies of cerebrilith demons and 12 companies of demon monkeys.

**CEREBRILITH:** HD 9; AC -3 [22]; Atk 2 claws (1d6) and bite (1d8); Move 12; Save 7; CL/XP 12/2000; Special: Spells (darkness, dispel magic, ego whip, ESP, id insinuation; 3/day – charm monster, gaseous form, protection from good, 10' radius, teleport without error), summon 4d6 dretches or 1 cerebrilith 35%, +1 or better weapon to hit, immune to electricity and poison, telepathy 100 ft.

**ZODRAZ:** HD 18 (80 hp); AC -6 [25]; Atk 1 slam (2d8); Move F30; Save 3; CL/XP 29/7100; Special: Magic resistance 60%, +2 or better weapon to hit, spells as 17th level magic-user and cleric, immune to electricity, fire and poison, resistance to acid, summon 1d4 cerebriliths 1/day.

♥ **2. Lyssa:** The vast quarter is curiously empty. The buildings are tall and seem to press in travelers. The streets appear lived in, but people are almost never glimpsed, and when they are seen it is only for a moment – a person ducking behind a corner, or peering from a window, and then they're gone. Some alleys appear to open onto endless vistas of melting forms and jagged

shapes, like Salvador Dali shapes come to life. The buildings of the block are asylums for mad mages who stared too long into the void and priestesses of madness ministering to the pitiful shades that wander aimlessly.

This quarter is the wellspring of madness and unreasoning fear in Dis. Many encounters (3 in 6) in this place are with bogeymen rather than the normal encounters.

Its gates are hidden within the myriad twisting alleys. When one discovers a gate and walks down it, they find the shadows moving, weird noises behind their heads, the ground slanting one way and then the other, etc. The actual gates within these dark corridors are pools of darkness guarded by fearsome grues.

The queen of this quarter is Lyssa, a titan of madness, rage and rabies who appears as a wild-eyed, wild-haired erinyes with flecks of foam about her mouth. She commands 18 companies of erinyes. Her palace is atop the tallest building in the quarter.

**LYSSA:** HD 20 (84 hp); AC -1 [20]; Atk 1 weapon (2d8); Move 21; Save 3; CL/XP 22/5100; Special: +2 or better weapon to hit, spells (1/day—*confusion, touch of madness, rage, bolts of bedevilment, phantasmal killer, insanity, maddening scream, weird, cause light wounds, shatter, cause disease, cause serious wounds, circle of doom, harm, disintegrate, earthquake, implosion*), summon 1d8 erinyes 1/day.

♥ **3. Ourgos:** Ourgos rules over a quarter dedicated to transmutation and transmogrification. Everything here is composed of fool's gold covering a layer of lead, and false gemstones, save for a few of the manors of more powerful demon lords. It is known for its clone pits, where primordial ooze is struck by bolts of profane lightning that appear in the sky. The thousands of laboratories that dot the quarter produce all manner of hybrid horrors, from simple owlbeats and simulacrum doxies to more unique creations. Leering barbers put their knives to flesh to remake people – sometimes just changing their faces, but more often grafting flesh or other things onto flesh.

The skies are filled with multi-hued vrock demons, servants of Ourgos, the Grand Lord of Change, Artisan of Flesh, Stone and Spirit. They wheel around the gates of the quarter, which are deep pits banked by topaz and amethyst whorls and swirls so intensely bright in the presence of even dim light that one must save to avoid going blind. A full company of vrock demons protects each

of these pits, which one must traverse by sliding into them. A purple worm awaits at the bottom, its belly serving as the gate through which one must pass to escape (even if they carry the silver seal of Ourgos).

Ourgos dwells in a palace of genuine gold and diamond. He takes the form of a lion-headed purple worm of immense size, his myriad coils filling many of the halls and chambers in his palace, his servant vrock and other members of his court run their fingers over his sultry surface, absorbing a contact poison that causes euphoria (i.e. mortals must save or suffer *confusion* for 1d6 rounds). From his mouth, Ourgos can emit a warping roar that inflicts 10d6 points of damage and causes permanent *deafness* (save halves damage and negates deafness). Those who fail this save must pass another or be *polymorphed* into a random demon or devil with as many Hit Dice as they had levels. Ourgos has 22 companies of vrock demons in all.



**OURGOS:** HD 30 (130 hp); AC -3 [22]; Atk 1 bite (4d12), 1 sting (2d8 + poison); Move 9 (B9, F18); Save 3; CL/XP 42/11000; Special: +2 or better weapon to hit, magic resistance 65%, spells as 10th level magic-user and cleric, roar (100-ft range, as *fear* spell), poison sting, swallow whole, immune to acid, electricity and poison, resistance to fire.

♥ **4. Ninese:** Ninese is the so-called Mother and Slayer of Daemons, a fetid daemoness who resides in a blasted wasteland of negative energy pools and destruction. Random disasters plague this otherwise empty quarter (1 in 6 chance per turn; roll 1d4 – 1-3 = *earthquake*, 4 = *storm of vengeance*). In the midst of this destruction there is a deep canyon inhabited by shades that are wracked with pain and sorrow. They inhabit little caves and niches, cowering before the roaming bands of cacodaemons.

The gates of this quarter appear as the aforementioned negative energy pools. Each one is inhabited by a negative energy elemental, which appears as a being of crackling black energy, and nearly invisible in the blackness of Hell. Just jumping into the wells (even with a silver seal) forces one to pass a saving throw or lose one level.

Ninese appears as a sort of Venus of Willendorf, round and fecund, with iron spikes for legs and eight piercing blue eyes on its face, which doesn't have a mouth.

**NINESE:** HD 20 (88 hp); AC -2 [21]; Atk 4 claws (1d12); Move 18; Save 3; CL/XP 30/7400; Special: Magic resistance 60%, +2 or better weapon to hit, spells as 15th level magic-user and cleric, immune to electricity, fire and poison, cannot be surprised, continuous *true seeing* effect, summon 1d4 cacodaemons 1/day.

♥ **5. Fraz-Urb'luu:** This crowded, bustling quarter is a maze of mirrored corridors with scattered gas lights to help cast the shadows that the damned illusionists of the quarter thrive on. Pits and deadfalls abound (2 in 6 chance per turn of running into some cunning trap – be creative and merciless), as do shadow monsters and demi-shadow monsters. In fact, besides the two or three thousand illusionists and their shade servants, everything that dwells here is a product of their illusionist magic, or a random spell effect. The wandering *phantasmal killers* are especially bothersome.

Hidden behind and within the mirrored corridors are the manses of the illusionists, grand structures plucked out of different centuries and bedecked in illusory ornament.

The gates of the quarter can be opened by imagining them, but they are not unguarded. They appear as corridors of swirling, colored mists and each person who enters must fight their greatest fear, which works as a combination demi-shadow monster and phantasmal killer, unless they hold a silver seal from Fraz-Urb'luu, the lord of the quarter.

Fraz-Urb'luu rarely visits this quarter, as he is in great demand in the world above, and has plenty of petitioners to summon him there. He does keep 13 illusory doubles in the quarter, each living in a duplicate of his home, a cluttered Victorian manor stuffed with the bric-a-brac of the professional stage magician, along with a few goodies seemingly taken from Barnum's collection of wonders. Here, one of the doubles, or the original, can be found

sprawling on the Imperial Throne of Goslar, playing with some doodad or thingamajig.

**FRAZ'URB-LUU:** HD 25 (130 hp); AC -3 [22]; Atk 2 clobbers (1d12), bite (1d10) or tail slash (2d6); Move 15 (F24); Save 3; CL/XP 35/8900; Special: Magic resistance 75%, +2 or better weapon to hit, sealed mind, immune to electricity and poison, spells as 12th level magic-user (plus others), summon demon lord or arch-devil 1/day, 75% success.

♥ **6. Thanatos:** The domain of Thanatos, servant and, some say brother, of Orcus, is inhabited by the living dead. The lesser vampire counts have manors here, and several powerful liches and mummies keep crypts in the quarter. The more powerful undead lords dwell with Orcus. The quarter looks like Victorian London after a plague. The buildings are all mausoleums and crypts, and every empty space is taken up by a graveyard rife with ghouls and ghouls. The air smells of damp, black, fetid earth and roiling grey mists that coil around the feet and sometimes (1 in 6 chance per hour) rear up and drain people's life energy (save or lose one level).

The gates of the quarter are large, ornate crypts composed of black marble with golden ornaments. Each one leads down into a pitch black chamber guarded by a squadron of greater shadows.

At the heart of this quarter there is a crooked tower like the Tower of Babel, though perhaps more fearsome. It is the fortress and sanctum of Thanatos. Here, he keeps 20 companies of bone devils and 10 companies of skeleton warriors. Charon is the son of Night and Darkness and the twin of Sleep. He is utterly pitiless and hateful not only towards mortals but also towards the deathless gods. He is garbed in black toga with a black-bronze helm in the ancient Greek style. Two black butterfly wings sprout from his back and a black sword (*nine lives stealer*) at his waist. Around his wrists are the remains of manacles he was tricked into wearing by Sisyphus, and around his neck is a wreath of poppies.

**THANATOS:** HD 19 (82 hp); AC -1 [20]; Atk 1 sword (2d8 + steal life); Move 18 (F24); Save 3; CL/XP 30/7400; Special: Magic resistance 60%, +2 or better weapon to hit, immune to cold and poison, resistance to fire and electricity, spells as 19th level cleric, summon 2d8 bone devils 1/day.



♥ **7. Behemoth:** This quarter radiates magical energy, causing visitors to become almost jittery with all the energy at their disposal. The buildings are swathed in topaz and opalescent flames, and one might run into bulging cysts of magical energy. On the rooftops one sees simple dretches pounding on drums, creating a cacophony of noises that echo through the streets. The canals that run through the quarter roil and bubble, as though a storm-tossed sea, the water pounding in great, multi-hued waves against the bridges that span them.

The shades that walk through this quarter form the retinues of elementalists, evokers and other dynamic mages. They have skin that glows with strange energies, and they are apt to go berserk at the smallest provocation.

There are four gates into Behemoth's quarter. Each one is a great, semicircular gate of mithral with no doors. As one approaches the gate without a silver seal, they are first barred by a *wall of ice* that springs up from nowhere. This wall is guarded by three large ice elementals. When this wall is breached, a *wall of fire* and three fire elementals rise up to bar the adventurer's way. If this is passed, a final wall of force is generated, sealing the gate. Several *forceful hand* spells then push the would-be invaders away, followed by crushing hands if they fail.

Behemoth is the butler of Lucifer's palace (see below), and is usually to be found there, serving his diabolical lord's current avatar (or avatars) and his guests. He appears as a



massive, elephant-headed brute with clawed hands and piercing yellow eyes. His skin is a yellowish pink, with mottled patches of brown and purple. In this quarter, he keeps his own manor, a brilliant palace of translucent, amber-colored force that can shape itself to its master's will. In essence, while in his palace, Behemoth can form walls of force wherever he likes, whenever he likes. His palace is guarded by fifteen companies of brutish balban demons that look much as their master. Behemoth is a slow-witted arch-devil, content to serve Lucifer but terribly jealous of all others, for fear they might displace him in the heart of his satanic majesty.

**BEHEMOTH:** HD 16 (61 hp); AC -3 [22]; Atk 2 fists (2d6), trunk (1d10 + constrict), 2 tusks (1d10+1) or stomp (as *earthquake*); Move 9; Save 3; CL/XP 27/6500; Special: Magic resistance 65%, +2 or better weapon to hit, immune to fire and poison, spells as 10th level cleric, summon 1d6 balban demons 1/day, trump of doom (all within 100-ft who are under half normal hit points must save or die), shapechange and enlarge at will, when enlarges, he loses his mind and goes berserk kaiju-style, cannot be knocked prone or bullrushed.

♥ **8. Lothlara:** Lothlara's quarter appears as a maze of canyons, with steep, black walls. From a gate of entry, which appears as a simple cave shrouded in mists, the floor is 500 feet below and the top of the walls 200 feet above. These canyons are traversed by thousands of webs, some of them fine and ornate, others thick and almost like rope bridges. Some of these bridges lead to nexuses of webbing, others to web-shrouded caves, all of which are inhabited by the arachnid servants of Lothlara, Demon Queen of Spiders. Her people include ettercaps, aranea, giant spiders and driders and her shades are those of men and women who used seduction to commit their crimes in life. Most are employed on the floor of the quarter, digging endlessly deeper, but others are found wandering lodged in the webbing, serving as food for Lothlara's children.

The aforementioned gates are simple caverns shrouded in silvery mists that sting the skin (save each round or lose 1 hit point to acid). Each one is 300 feet deep and defended by a retriever and a company of driders that can each cast spells as a 5th level magic-user.

At the heart of the quarter and the center of the webbing is the palace of Lothlara, which appears as a great silver egg. Within the egg dwells Lothlara and her court of drow warlocks (4 companies), driders (3 companies), aranea (5 companies) and other arachnid horrors (10 companies of

giant spiders and one company of bebeliths). From her perch, Lothlara feels all the vibrations on her webs and knows all the things known by anyone touching her webs. She can send her enchantments through these webs, charming or commanding any who enter her domain.

Lothlara appears as an imposing, terrifying queen shrouded in robes of thick velvet, with a pale, beautiful face and large black eyes. From her mouth can emerge two large, sharp, poisonous mandibles when she wishes, and other her robes is the body of a spider, with eight long, black, furry legs.

**LOTHLARA:** HD 19 (97 hp); AC -1 [20]; Atk 1 bite (1d8 + poison), 4 legs (1d8); Move 18 (C18); Save 3; CL/XP 29/7100; Special: +2 or better weapon to hit, magic resistance 60%, immune to cold, fire and poison, spells as 10th level cleric and magic-user, summon 1d6 bebelith or 2d6 drider 1/day.

♥ **9. Valac:** Valac is a great and mighty president of Hell, a master of divination and a loyal (usually) servant of Lucifer. His quarter is a model of Roman splendor, with marble mounds topped by pillared temples and forums and inhabited by false prophets and fools. Brazen heads atop pillars of limestone proclaim prophecies, and vapors rise from cracks in the ground causing folk to pass a saving throw or be struck first with a prophetic riddle, and then by 1d6 points of wisdom damage. Weird pipings fill the air, and blind shades of fortune tellers and charlatans lead one another through the streets.

The gates of Valac's quarter are invisible and can only be found by instinct. Each gate is within an invisible gatehouse of the sturdiest construction and protected by five invisible stalkers and ten hellcats.

Valac controls his quarter from his palace, an inverted pyramid that sinks deep into the earth. At the bottom is an all-seeing eye, bloodshot and horrendous, which allows Valac to see everywhere within Hell. Surrounding the eye, at the bottom of the pyramid, is the palace proper, wherein Valac consorts with a harem of vampiras with ringlets of jet and skin of bronze. He commands 38 companies – 20 companies of dretches, 10 of bearded devils and 8 of bone devils.

Valac appears himself as a small boy with angel wings and two tiny, pearly horns. Many confuse him for an avatar of

Lucifer, and perhaps he is. He rides a two-headed dragon called Coelapses. Half of Coelapses is red, the other white.

**COELAPSES:** HD 11 (44 hp); AC 2 [17]; Atk 2 claws (1d8), 1 bite (3d10); Move 9 (F24); Save 4; CL/XP 15/2900; Special: Breathes fire and frost, immune to cold and fire, +1 or better weapon to hit, magic resistance 35%.

**VALAC:** HD 20 (104 hp); AC -5 [24]; Atk 2 claws (1d6+3); Move 15 (F24); Save 3; CL/XP 29/7100; Special: Magic resistance 60%, +2 or better weapon to hit, immune to cold, fire, poison and petrification, spells as 10th level cleric and magic-user, summon 1d6 bearded devils 1/day.



♥ **10. Gaap:** Gaap, prince and great president of Hell, governs a vast quarter of Dis marked by its distinctly Moorish architecture, dusty streets, blazing heat (so hot, everything appears wavy and mortals must consume one gallon of water an hour or lose 1d4 points of strength) and the fabulous floating palaces and towers of the efreet and damned conjurers and demonologists who dwell within it. Conjured creatures and elementals are thick in Gaap's district, as are strange pools of golden luminescence that seem to conjure creatures all on their own. Nowhere else in Dis is there such a cosmopolitan place – so many different creatures, all so desperate to escape.

Anything you say aloud can come to be in Gaap's quarter (make a wisdom check – if you succeed, the item or creature appears), though magic items cannot be created, and no means of escape (like silver seals) will come into being. Fabulous tiles cover many of the walls here, and it is

said every spell of conjuration and demonology is hidden in the swirling symbols and lines on these tiles.

Gaap's gates are located in one of four grand coliseums, each one an arena of death. To open a gate, one must descend into the arena and cause four different bells, located 100 feet from one another, to be struck simultaneously. This causes a gate to open in the center and remain open for 1 minute. Once people step into the arena, each round there a high-level *summon monster* spell is cast, summoning all manner of creatures who attempt, naturally, to keep the bells from being rung.

Gaap dwells in the largest of the floating palaces, a conglomeration of ruby towers, sapphire domes, emerald campaniles, amethyst arcades, atriums of imprisoned slimes and crystal statues, and hemicycles, colonnades and other fanciful structures. He is attended in his palace by his 44 companies of manes demons, 22 companies of evil jann and 11 companies of water elementals. His court consists of succubi, efreet and many lesser demon knights seeking to earn his favor.



Gaap appears as a giant devil, three times the height of a man, with all the features one believes a devil should have – reddish skin, blazing eyes, goat horns, bat wings and clawed hands and feet. Despite his savage bearing, he is among the most cunning creatures in Hell. Gaap is a close ally of Mammon in their desire to dethrone Lucifer.

**GAAP:** HD 22 (105 hp); AC -1 [20]; Atk 2 claws (2d8) and bite (1d8); Move 12 (F24); Save 3; CL/XP 32/8000; Special: Magic resistance 60%, +2 or better weapon to hit, immune to fire and poison, spells as 16th level cleric, summon 1d6 succubi or 1d4 efreet 1/day.

♥ **J. Forcas:** This quarter is a great maze of caverns swept by terrible, putrid winds that tear at the clothes and leave a yellow stain on them and the skin. Oozes and mushroom form the bulk of the life in Forcas' realm, but there are small settlements of damned duergar and grimlock shades carved into some of the cavern walls, and some of the massive stalactites contain the fortresses of the demonic troglodyte lords who lead the armies of Forcas.

The gates of this quarter are carved into the walls of the caverns, taking the form of a triple-faced demon with three great mouths. Two of these mouths lead to the gates of Hell and Asphodel, the First Circle. The other gate leads to the next quarter. The gates are unguarded.

Forcas dwells in a grand tower of phosphorescent white stone surrounded by a zone of swirling water 100-ft. thick, a zone of burning hot air 100-ft. thick and a zone of scintillating energy 100-ft. thick. The burning air deals 2d6 points of damage per round, and requires one to pass a saving throw or breath in cinders and suffer 1d3 points of constitution damage. The scintillating energy strikes people each round with a random color of a prismatic spray. Within this tower, the demon lord Forcas holds court over a menagerie of reptilian horrors (primarily demonic troglodytes). The grand tower is guarded by twenty companies of demonic troglodytes, nine companies of hezrou demons (who patrol the water zone) and a squadron of mallor demons.

Forcas appears as a broad-chested giant with a monstrous huge beard and mounted on a nightmare, who appears too small for its rider. Forcas carries a *+2 cold iron spear* that appears as no more than a dart in his hands. Those struck must pass a saving throw or be struck blind.

**FORCAS:** HD 23 (83 hp); AC -4 [23]; Atk 1 spear (2d8+2); Move 9; Save 3; CL/XP 32/8000; Special: Magic resistance 70%, +3 or better weapon to hit, immune to cold, electricity and poison, immune to mind effects and fear, spells as 16th level cleric, summon 1d6 hezrou 1/day.



♥ **Q. Buer:** Buer has power over plants and the natural world, and his domain reflects this. It is vast, rolling parkland of scarlet swards and tall, lithe pines with black bark and wickedly sharp needles (treat as groves of 2d6 archer trees). On the hilltops, one might spy a circle of black pentagonal trapezohedron, these serving as gateways out of the quarter, but also gateways into deep dungeons of mushroom men and other devious fungi beneath the surface. One might also spy fey of the unseelie court, damned druids, burning wicker men, bog mummies trapped in the rank peat of the lowlands and clumps of purple clone flowers. There are little villages of feral halflings in dens carved from bramble fields and stone paths through the trees that lead to scummy algoid pools.

The stone circles that serve as gates out of this strange place all have stone tables set within them. To activate these gates, one must commit a blood sacrifice of 13 HD worth of living beings.

Buer dwells in a wooden palace that dominates the landscape. It has thick walls of cedar and a curved roof of ebony tiles. Buer commands 50 companies of demons, most of them grimleaks, not to mention 10 companies of evil druids – fanatics armed with scimitars and firebrands – and 5 companies of tendriculous.

Buer might appear in two forms. He prefers the form of a demonic centaur with ochre-colored skin, curved, black ram horns and the body of a nightmare. In this form, he



holds a +3 *longbow* that allows him to fire three +1 *arrows* per round. His true form is that of a lion's head surrounded by five goat legs akimbo.

**BUER (CENTAUR FORM):** HD 19 (97 hp); AC -6 [25]; Atk 3 arrows (1d10+1) or 2 kicks (2d8); Move 20; Save 3; CL/XP 28/6800; Special: Magic resistance 60%, +2 or better weapon to hit, immune to fire, poison, petrification and mind effects, spells as 19th level cleric, summon 1d6 grimlek demons 1/day.

**BUER (TRUE FORM):** HD 19 (97 hp); AC -6 [25]; Atk 5 kicks (2d6); Move 20 (F30); Save 3; CL/XP 29/7100; Special: Magic resistance 60%, +2 or better weapon to hit, immune to fire, poison, petrification and mind effects, spells as 19th level cleric, summon 1d6 grimlek demons 1/day.

♥ **K. Lucifer:** The grandest of all the quarters of the suit of Hearts is the one that holds the palace of Lucifer. In truth, the entire quarter is his palace, a seemingly endless collection of ivory-and-gold-paneled corridors with vaulted ceilings painted in frescoes of terrible woe and impotent rage and great chambers, some as large as a mile wide, that hold cursed treasures. Evil, destructive magical energy courses through the halls, animating statues, draining energy and even disintegrating the unlucky.

Throughout the palace wander the shades who serve Lucifer and a bureaucracy of anti-clerics numbering at least 10,000, with multiple evil high priests competing for pointless honors and worthless favors. One might also run into any of a thousand avatars of Lucifer, most of them resembling petulant, spoiled children, but some looking like hauntingly beautiful and grim-faced angels with black wings and eyes in tarnished armor.

The gates of Lucifer's palace are in great foyers littered with art treasures plucked from a hundred worlds, floors of porphyry and malachite and chandeliers of gemstones. Each gate is guarded by four pit fiends, members of Lucifer's personal guard, the Order of the Morningstar. One might also encounter Behemoth, Lucifer's butler and cupbearer, or any of the demon lords or arch-devils that serve as his vassals in Hell.

Most especially, one might find his consort, Beluiri, the grand and imposing whore of Dis, and a favorite among the arch-devils and demon lords, for she is not nearly as fearsome as Lilith. She appears as a wan maiden bearing a golden cup of souls that pour like wine into her mirthless mouth. She is mounted on a seven-headed giant.

**PIT FIEND:** HD 13; AC -4 [23]; Atk 1 sickle (2d6) and 1 jagged club (2d6) and 1 tail (2d6); Move 9 (F21); Save 3; CL/XP 25/5900; Special: Magic resistance 60%, harmed by silver or magic weapons, immune to fire, half damage from cold and poison, constrict, regenerate 1d6, spells.

**SEVEN-HEADED GIANT:** HD 18 (90 hp); AC 0 [19]; Atk 2 slams (3d6); Move 12; Save 3; CL/XP 21/4700; Special: +1 or better weapon to hit, magic resistance 45%, heads can babble (save vs. confusion) or howl (save vs. fear) 3/day.

**BELUIRI:** HD 16 (70 hp); AC -2 [21]; Atk 2 claws (1d8 + poison); Move 15; Save 3; CL/XP 25/5900; Special: Dominating gaze, poison, seduction, spells, *true sight*, +1 or better weapon to hit, immune to electricity and poison, magic resistance (65%), telepathy 100 ft.



## Spades (Bureaucracy)

Within the blocks and quarters represented by the suit of Spades are the most terrifying edifices of Hell, where even arch-devils and demon lords fear to tread ... the government offices of Dis. Devils are natural bureaucrats,

and the city of Dis lays this truth bare to the world. Each block of spades is crammed full of the government offices of one ministry or another. Petitioners find themselves waiting in lines that last for days only to discover they have the wrong paperwork or should be in the adjacent line.

One cannot enter one of these quarters without showing their papers (which they almost certainly will not have). This requires they be guided to a devil that can process their claim for papers, and thus starts the insanity. In essence, the attempt to process any task in one of these quarters is the same as for finding anything in a block of Dis, and the penalty (wisdom damage) is the same.

## RANDOM ENCOUNTERS

D6	RANDOM ENCOUNTER
1	Zombie bureaucrats seeking papers (and brains) (4d6)
2	Amaimon tax collectors (1d8)
3	Azizou demons on inspection (1d6)
4	Iron golems (1d8)
5	Bearded devils on patrol (1d8)
6	Random official and retinue

*"My symbol for Hell is something like the bureaucracy of a police state or the offices of a thoroughly nasty business concern." - C. S. Lewis, The Screwtape Letters (1942)*

## BLOCKS

♣ **A. Nybbas:** Nybbas is the demon lord of jesters and charlatans, and he heads up the Ministry of Food & Drink, which is in charge of tasting the food of arch-devils and demon lords (they use shades for that) and in arranging entertainments and diversions for the masses of Hell. Nybbas' quarter is always in an eternal state of misrule and mayhem, and the people here play rough, seemingly getting their ideas for pranks from old cartoons (you know, the funny ones made by my grandparents' generation).

The quarter is a carnival of capering buffoons and clowns and mad pranksters parading through blocks that may once have looked like a sinister Paris, though it is now a ruin of broken glass, splintered wood and vandalized buildings. Besides the japing shades (most of them were wicked bards, illusionists and jesters in life), the quarter is inhabited by nupperibos and lemures, who work in the diabolical bureaucracy under the direction of dretches.

Nybbas' gate is a 10-ft. tall red door with a golden knocker in the shape of grotesque jester's face. Touching the handle on this door sends a 6 dice electrical shock into the person who touches it. The shock acts like *chain lightning*. Behind this door there is a 10-ft. long tunnel that ends in a second door colored green. When one enters this door, a gallon of alkahest, the *universal solvent* falls from the ceiling (save or struck by *disintegrate* spell). Beyond the green door there is a white door; when opened, the first person who opens it is struck by a scalding hot pie in the face (6d6 points of fire damage, plus 1d6 points of damage per round thereafter until the filling is scraped off). Beyond the white door there is a chamber guarded by 1d4+4 rubber chicken golems ... okay, maybe that's taking it a bit far. Beyond the white door is the final chamber, a seeming dead-end holding a garishly colored statue of a harlequin pointing at the door through which the adventurers entered. Pulling this finger releases a *stinking cloud* (as the spell) and, 6 rounds later, causes the entry door to become a *gate* into the next quarter.

In the center of this madhouse is a grand castle reminiscent of Mad King Ludwig's Neuschwanstein castle, though Nybbas' looks like it's been through a tornado. The castle also serves as the ministry headquarters, where 20 companies of nupperibo and lemure bureaucrats do their best to follow the rather chaotic orders of their master. Five companies of red jesters serve as the supervisors of the ministry and Nybbas' personal guard.

Nybbas appears as a fat man in a comfortable throne flanked by two fiendish giant hyenas. His court is filled with red jesters and shades forced to laugh eternally at stale old jokes and cruel pranks. Everyone entering the room must pass a saving throw each turn or be struck by hideous laughter. Nybbas has a moon-like face, glistening eyes that burn with an infernal passion and thin lips curved into a grotesque smile. He holds a traditional jester's marotte tipped with a grimacing skull with living eyes.

**NYBBAS:** HD 15 (80 hp); AC -6 [25]; Atk 1 slam (2d10) or marotte (1d12 + save vs. hideous laughter); Move 6; Save 3; CL/XP 23/5300; Special: +2 or better weapon to hit, magic resistance 76%, immune to fire and poison, spells (dream, nightmare, hideous laughter, stinking cloud), summon 1d6 red jesters 1/day.

♣ **2. Veaper:** This quarter holds the Supervisory of Infernal Tasks, the office responsible for assigning demons and

devils to their work, everything from the temptation of mortals to the scraping blood off the walls of the Pentagon (see below). The quarter runs in mock-Prussian efficiency (black enameled pickelhaubes included), with messenger imps flitting about through the air, papers raining down on the streets to be trampled down by busy shades and demons and devils rushing to their appointed tasks (or not, as the case may be – they're not terribly good about following orders, and only 1 in 6 of these orders turns out to be correct anyhow).

The gates of Veaper's domain are tall and brazen, and always opened. A mass of demons (1d6 of every type, and 3d6 manes, dretches, lemures and nupperibo) presses through these gates, and one must crush into the pack to get through. Naturally, fights are a common occurrence, with a set battle breaking out in 1 round out of 20. It typically takes 4d6 rounds to pass through the gate.

The great task-mistress of Dis is Veaper, who appears as a great golden octopus surrounded by a sea of servitor manes, the supervisors being multi-armed mariliths who have traded in their swords (though they keep them close) for papers, clipboards and poisoned quills. Thousands of hoses hang from the vaulted ceiling of the great office, into which the mariliths bark commands that are heard outside the blocky central fortress via *magic mouths*.

**VEAPER:** HD 16 (78 hp); AC -1 [20]; Atk 8 strikes (2d8 + constrict); Move 6; Save 3; CL/XP 25/5900; Special: +2 or better weapon to hit, magic resistance 75%, immune to electricity, fire and poison, spells as 11th level cleric, summon 1d4 mariliths 1/day.

◆ **3. Obyrith:** Obyrith, most powerful of bone devils, heads the Ministry of Coachmen and Caravans, who direct the merchants of Hell and collect a litany of fees, taxes, assessments, duties, tributes, customs and tolls from them, a portion of the proceeds going to his master Orcus. All of this tax collecting goes hand-in-hand with reams of paperwork. The quarter is a cluster of rough, spiked adobe buildings constructed like caravanseries. Each holds a spring of only mildly poisonous or diseased water and a collection of bickering, noisy traders attempting to extract a few more copper pennies from the merchants.

The gates of Obyrith's quarter are broad enough to permit many columns of slaves, stench kows, nightmares or hellephants to pass through. They take the form of 500-ft.

long tunnels riddled with arrow slits and murder holes for the two companies of bearded devils that guard the gates. Either end of the tunnel is barred by a wrought iron portcullis with bars bent into the image of Obyrith. Touching these bars forces a person to pass a saving throw or suffer 10d6 points of cold damage. Those reduced to 0 or fewer hit points are frozen solid and killed.

At the interior portcullis, an ice devil and a his gaggle of dopey dretches makes an accounting of what is being carried in or carried out, charging a toll of 10 gp per foot, 15 per wheel and 10% of the value of the goods. Once declarations are made and the toll paid, a temporary pass is given to the petitioners, allowing them to enter and move about the quarter. These are checked often, and if not found, erinyes are summoned to cart the lawbreakers to the dungeons of Obyrith and about a decade's worth of forms and declarations, which must be filled out in one's own blood to be valid (i.e. save each day or lose one point of constitution from blood loss, until one has managed to fill out 100 days' worth of forms and passed an intelligence test to make sure they were filled out correctly.)

The ministry appears as a grand ziggurat wreathed in azure flames and bearing multiple bas-reliefs and statues of Obyrith and his liege, Orcus. The outer walls are 400 feet high, and measure about 1,000 feet on a side. The ramps that lead to the top are guarded by a company of dretches each as well as a bearded devil captain, and each captain can command spikes (per *spike stones*) or *grease* (per the spell) to appear on their ramps. At the top one may enter the palace portal if they have the proper passes or can cheat their way past a pair of hellcats, and enter the palace, a series of winding stone corridors with many animated portcullises blocking one's way.

Here, one might find the grand court of Obyrith, decorated generously with his own graven images and taking the form of a feasting hall, where a goodly portion of the goods brought into this hub are enjoyed by himself and his army (20 companies of dretches, 13 of bearded devils, one company of ice devils), who lounge on barbed couches and are served by shades who are forced to walk about on all fours, with trays of food and drink balanced on their backs.

One might also find the grand chambers of accounts, where dretches, aided by animated abacuses, record tallies

of the daily take on clay tablets that they fire in ovens fueled by the paperwork they produce. In the hands of a magic-user, these tablets can be used as scrolls of *extension I* or *mathemagic principal*, but carry a 1 in 6 chance of striking the mage with *confusion*.

Obyrith appears as a large bone devil swathed in a toga of purple velvet, a crown of bronze thorns on his head (acts as a *helm of ESP*) and the traditional gear of the Roman lictor, the fasces, in his hands. The fasces of Obyrith consists of a bundle of wooden sticks, which can be animated three times per day, per a *sticks to snakes* effect, into thirteen giant vipers, and a +2 *vorpai battleaxe* that forces those struck who do not lose their heads to pass a saving throw or have all of their precious metals melt, burning them for 1d6 points of damage per 100 pounds of metal that melts.

**OBYRITH:** HD 18 (97 hp); AC -4 [23]; Atk 1 axe (2d6+2, *vorpai weapon*); Move 21; Save 3; CL/XP 28/6800; Special: +2 or better weapon to hit, magic resistance 40%, immune to fire and poison, resistance to cold and electricity, spells as 15th level cleric, summon 2d4 bone devils 1/day.

◆ **4. Chadper:** Chadper is the Minister of Internal Revenues and perhaps the only demon in Hell more feared by other demons than by shades and mortal visitors. He and his tormentor demons, with their hell hounds, collect the tributes owed to Lucifer, in soul coinage and shades, by the other demons of Hell, down to the lowliest lemur.

The entire quarter is composed of black streets of smooth obsidian and buildings of the same material – all of it seemingly carved from a great block of the material and smoothed as though by burning sands. The only shades in Chadper's domain are those collected for Lucifer and meant to be doled back out to the demon lords and arch-devils to reward their loyal service. They might be found in long chain gangs heading into or out of the city, but most often are kept in deep, stifling pits awaiting an accounting. These pits are guarded by squadrons of erinyes, who perch on the buildings above, slinging the odd dart or rebuke into the pits to keep the shades quiet. Chadper detests noise, and demands almost complete silence throughout his domain. All communication is by whisper or hand signal, and those who break this commandment are immediately set upon by a squadron of *silenced* tormentor devils and summarily executed.

The gates of Chadper's domain are composed of the same obsidian as the rest of the domain, and consist of long tunnels with low ceilings (10-ft.) upheld by rows of pillars (20) carved into the shape of grotesque minotaurs. The gates are completely silenced, and rarely passed through save by captive shades, tormentors carrying back tributes, or demons and devils (including lords) coming hat in hand to beg forgiveness from Chadper and pay their taxes. The gates are guarded by obsidian golems, who merely masquerade as the grotesque pillars. Folk who enter the gate areas can be *teleported* by Chadper into his throne room as he desires, once per day.

Chadper's great chancery is an obsidian cube, unadorned, with tiny doorways marked in silver tracery on the ground level of each face. Within are 1,000 joined courts where the tribute of Hell is counted, re-counted, certified and then, by the direction of Lucifer, doled back out. Chadper has no lair, *per se*, but merely travels from court to court, accompanied by a squadron of tormentor devil guards, directing the dretches who serve him. He commands 8 companies of dretches and 20 companies of tormentor devils, making him among the most powerful devils in Hell. He can also sic a dozen hounds of Chronos on those defy him or refuse to submit to his summons.

Chadper appears as a faintly glowing angel with a twisted, atrophied face and two large, saucer-like ears that permit him to hear (per *clairaudience*) anything said in Hell. He wears black robes and a black breastplate and carries a +3 *glaive* that opens bleeding wounds (1d6 hit points per round until healed) in its victims. Those who die from these wounds rise up as vampires under his control.

**CHADPER:** HD 20 (101 hp); AC -5 [24]; Atk 1 glaive (3d4+3 + bleeding wounds); Move 18 (F24); Save 3; CL/XP 31/7700; Special: +2 or better weapon to hit, magic resistance 35%, immune to fire and poison, spells as 15th level cleric, double damage from sonic attacks and saves at -2 vs. sonic effects, control stirges and vampires, change into *death fog* (double strength) 1/day, summon 2d4 vampires or 1d4 stirge demons 1/day.

◆ **5. Mortifor:** Mortifor controls the powerful Ministry of Evil Works, which is concerned with building and repairing the city of Dis. Of course, they never actually do anything, but they do design an awful lot and are experts at digging up roads, putting up signs and sitting about, leaning on tools. The entire quarter, flooded as it is with infernal architects, is in a constant state of construction. There isn't

a finished building, street or fountain in the entire place, and walking down the street, one has a good chance of being crushed by a toppling edifice. The demon workers use giant, hellish engines that belch steam to drill, crush and excavate the quarter.

The gates of Mortifor's quarter are also always under construction, and a throng of dretches is always hard at not working. Those who pass through must pass a saving throw to avoid being hit for 6d6 points of damage by falling masonry or a girder.

Mortifor's own palace is a weird combination of styles, and many of the passages lead nowhere, or fall off into deep pits. The place is always filled with the din of construction. Mortifor commands 18 companies of dretches, thousands of shades (used as coolies and slave labor) and six companies of massive balban demons.

Mortifor cares nothing for his work, allowing the squabbling lesser demons and devils to fight over things and draw up their outlandish plans, as he wants to conquer Dis and plots ever against Dispater. Mortifor looks like a blobbish hedgehog covered in blue spines that drip a yellowish poison (save or paralyzed for 1 hour). His single, orange eye permits him *true sight*.

**MORTIFOR:** HD 14 (67 hp); AC -5 [24]; Atk 2 claws (1d8) and 1d4 spines (1d4 + poison); Move 9 (B9); Save 3; CL/XP 22/5000; Special: +2 or better weapon to hit, magic resistance 60%, immune to acid, fire and poison, spells as 9th level cleric, summon 1d4 balban demons 1/day.

♣ **6. Gorson:** The "Blood Duke" Gorson has the honor of being the commandant of Dis and a great general of Lucifer. In his quarter of brick stockades, iron armories and corpse-strewn parade grounds (parades in Hell are a bit more violent than normal), he marshals the "secret police" of Dis and maintains a secret vault of magic weapons claimed by Lucifer, the deepest vaults holding powerful artifacts of Law and Good, including the two-handed sword that Lucifer wielded when he was still a Solar. The shades of the quarter are wear the heraldry of one demon or devil or another, and they act as the cannon fodder and simple patrolmen of Dis. They are armed with bills and spears and nothing else, and thus rely on strength of numbers.

The gates of this quarter are long galleries bristling with bronze cannon. Four companies of bearded devils stand

atop the battlements, training long jezzails on those who pass through (or firing on those who would force their way through), and the pavement is strewn with caltrops and with tiles marked with fiery *glyphs of warding* that act something like land mines (1 in 12 chance per round of stepping on one, 1 in 8 if running). The actual gates are made of magnetized iron, one foot thick, that grab iron and steel objects from as far as 50 feet away (per *telekinesis*) and hold it tight.

At the heart of this quarter of war sits the grand military headquarters of Hell, the Pentagonam, a construction in the shape of a pentagram constructed of reddish stone. The building is windowless, and the courtyards within writhe with pit vipers. The doors are composed of porous black stone which, if touched by a mortal, forces them to pass a saving throw or have 1d6 points of constitution sucked out in the form of blood loss.

People who enter the Pentagonam find themselves highly susceptible to commands and charms of every kind, and they take on a more martial bearing. The interior of the place is an eternal battlefield between competing bureaus and offices. Each one seeks preeminence and is willing to fight for it. Some of the major operations are:

The Office of Slaughters and Massacres, commanded by a marilith demon called Amocrui and consisting of three companies of chaaor demons.

The Office of Sieges, commanded by the nalfeshnee Lhynkab and consisting of 3 companies of balban demons.

The Bureau of Agues and Plagues, commanded by the stirge demon Azzhaa and consisting of two companies of stirge demons and a phalanx of one hundred leper zombies led by ten mummy centurions.

Division of Foot, commanded by the bone devil Yegleraie and consisting of 10 companies of bearded devils.

The Division of Wing, commanded by Ziara the erinyes and consisting of five companies of erinyes.

The Division of Hoof, consisting of four companies of blood reaver devils mounted on nightmares and commanded by the blood reaver devil Munanzil.



The Office of Panic and Despair consists of three companies of cerebrilith demons and their master Iugu, a cerebrilith demon with ties to Bael.

And, the most feared, the Quartermaster's Corp, consisting of seven companies of amaimon devils led by the slime demodand Keirdumgenhaa, an acolyte of Mammon.

Gorson delights in this battle, often joining in against all sides, and he makes no attempt to stop it. The halls of the Pentagon run with rivulets of infernal ichor that burn the nostrils and skin, and each turn of a corner brings with it a 80% chance of a skirmish between soldiers of two of the above factions. The corridors in the Pentagon are usually 40 feet wide, with 60-foot high ceilings, and the many chambers are often larger.

**GORSON:** HD 18 (90 hp); AC -3 [22]; Atk 1 axe (2d8), 2 forepaws (1d8); Move 18; Save 3; CL/XP 27/6500; Special: +2 or better weapon to hit, magic resistance 80%, immune to fire and poison, regenerate 3 hp/day, see in darkness, spells (*animate dead*, *charm monster*, *dispel magic*, *produce flame*, *suggestion*, *symbol of stunning* (1/day), *wall of fire*), summon 2d10 lemures or nupperibos, 2d4 bearded devils, 1d4 bone devils, erinyes, or barbed devils, or 1 pit fiend 2/day.

♣ **7. Xaphan:** The Ministry of the Three Infernal Rivers is located in this quarter, wherein a bureaucracy of hydrodaemons do their utmost to regulate the traffic on the rivers of Hell and collect tributes from those who dwell in them. The quarter is like a swamp that has been paved over, with concrete embankments kept free of debris and vegetation by hundreds of servitor shades, well-ordered bridges of wrought iron and stone, and imposing, soulless buildings of concrete and steel. The waters of the canals, which are said to mingle all three of the rivers of Hell via magical gates, are kept at a boiling temperature deep furnaces connected to copper pipes, for the master of the quarter, Xaphan, likes to keep things very hot.

The gates of the quarter pass through waterfalls of boiling water and are barred by bronze gates. To pass through the gates, one must either be on a boat, or they must swim. The water that precedes the gates is guarded by a company of hydrodaemons under the command of a piscodaemon.

At the center of the quarter lies the fortress of Xaphan, a patron of fire-breathing monsters. His fortress looks like a three-legged bronze giant of a distorted, unwholesome

shape. Its legs span three canals that meet in a deep pool, where Xaphan chains water-going demons and devils who degy him, letting them boil alive, their flesh picked at by the fiendish eels that inhabit the pool and canals. Within the froggy head of the statue, Xaphan holds court, his aquamarine throne set between the two bulging eyes (windows). A ditch of burning pitch runs from his throne to the door of his court, and those who would petition him must walk upon burning bronze pillars that rise from this ditch (1d6 damage per round, falling in deals 2d6 damage from the fall and another 2d6 fire damage per round).

Xaphan commands three squadrons of red dragons, who curl around pillars of fire in his court, and four companies of hellstoker devils. Ten companies of hydrodaemons and a company of piscodaemons also serve him, though they never enter his brazen stronghold.

**XAPHAN:** HD 33 (186 hp); AC -7 [26]; Atk 1 falchion (2d6 + 1d6 fire); Move 9 (F24); Save 3; CL/XP 38/9800; Special: Fiery aura, fiery gaze, magic resistance 75%, +2 magic weapons to hit, immune to fire and charm, regenerate 3 hp/round, cast spells as 20th level magic-user.

♣ **8. Hutijin:** Demons and devils who are summoned from Hell are assigned in this quarter, home of the Ministry of Rites and Ceremonies. All infernal contracts also pass through this quarter for review by a small army of shades (former lawyers) under the watchful eye of lilins dressed to the nines and armed with stinging scourges (either for punishment or encouragement – it's hard to tell).

The quarter also contains a Grand Librarium of black marble, the entry flanked by two leonals that were *polymorphed* into bronze statues. The library is for devils planning to tempt mortals and draw up infernal contracts. The top floor contains thousands of legal and mystic tomes overseen by succubus librarians (Hell loves a bad cliché). The basement is overseen by orangutan demons and consists of thousands of small, wooden boxes holding portions of humanoid remains that can be consulted via *speak with dead*. The sub-basement contains a nexus of the strings of fate that are woven for every creature in the cosmos. It is guarded by a company of bebeliths, who guard these strings jealously, and must be bargained with for access. One with the proper training and spells can read these strings as though using *legend lore*. Of course, one must find the proper string, and has only a 1% chance per day of doing so.

The gates of the quarter are grandiose and magnificent, flanked by all manner of profane statues and roaring braziers, the ground clad in red marble, the air above thick with will-o'-wisps (30 to be precise). Each step down the 30-ft. long corridor of the gate requires that one drop a gold piece (they are absorbed into tiles). The first step without a gold sacrifice summons a monster from the *summon monster I* list. Each additional step summons another monster from each subsequent list. At the end of the corridor there is a *wall of force* that can be dispelled by showing a silver seal.

Hutijin, the reigning Minister of Rites and Ceremonies, dwells within the upper portions of the Grand Librarium, in regal quarters with 20 succubi to see to his every need. The walls of his quarters are carved with profane bas-reliefs (20 dergene sworn to his protection) and he also commands an army of 15 companies of manes demons who patrol the quarter for trouble.

**HUTIJIN:** HD 17 (85 hp); AC -5 [24]; Atk 1 trident (2d8 + 1d6 fire) or net of snaring or 2 claws (1d8); Move 15 (F24); Save 3; CL/XP 28/6800; Special: Fear, spells (*animate dead*, *cure serious wounds*, *dispel magic*, *fireball*, *hold monster*, *invisibility*, *polymorph self*, *produce flame*, *suggestion*, *symbol of stunning* (1/day), *wall of fire*), summon devils (2d10 lemures, 2d4 ice devils or erinyes, 1d4 barbed devils, or 1d2 pit fiends; 2/day), +2 or better weapon to hit, immunity to fire and poison, regeneration 3 hp/round, magic resistance 65%, see in darkness.

♣ **9. Leonard:** Leonard, or Master Leonard, is also known as the “Black Goat” and serves as the Inspector General of Hell. His quarter appears to be a place of Renaissance splendor with broad avenues of azure stone flanked by white trees and buildings of puce and tourmaline with ornamental iron work and gold filigree around the doors. Promenading through the streets are shades dressed in finery, with large, ribboned hats on the women and fine, ebony walking sticks in the hands of the men. All of these shades are an illusion, and the buildings, though pretty, are all empty shells.

Underneath the streets the demons of the Inspector General do their work, in labyrinthine dungeon corridors were every torture known to demon is employed to root out opposition to Lucifer. The practitioners of the torture are 16 companies of azizou, who have a special knack for the work, while another 8 companies of barizou skulk about Dis seeking out disloyalty and inefficiency.

The gates of the quarter are located above ground, and are flanked by an honor guard of 60 manes demons in gleaming, golden armor with hundreds of pretty, fluttering pennons on long pikes, each one topped by a bleeding, moaning head. The gates are curtains of acid (6d6 points of damage when walked through – save for half – and 1d6 points of damage each round thereafter (for 10 rounds) until neutralized with salt – eats flesh, stone and all metals except silver, gold and platinum). The curtains of acid are drawn aside to allow people to pass when Leonard wants them followed by his geruzou demons.

Leonard’s lair is deep within the dungeons under the streets, in a fortress of solid blue jade (3-ft. thick walls) called the Hall of Injustice. The Hall has many pitfalls and is guarded by a company of mehrim (goat demons). Leonard can be found in a scrying chamber, which allows him, via hundreds of floating crystal spheres, to see through the eyes of all of his servants.

**LEONARD:** HD 17 (101 hp); AC -1 [20]; Atk 1 touch (save or lose half hit points) or rapier (2d4+2 + 1d6 electricity); Move 18; Save 3; CL/XP 26/6200; Special: +2 or better weapon, magic resistance 85%, immune to electricity, petrification, poison and mind effects, cast spells as 11th level cleric and magic-user, *teleport with error* 3/day, *scry* (as with crystal ball) 3/day, summon 1d6 mehrim demons 1/day.

♣ **10. Titivilus:** Titivilus, the Grand Herald of Hell, controls Hell’s heralds, messengers and diplomats. His quarter appears as a gracious city of Byzantine architecture, with broad lanes flanked by stately statues of attractive devils and demonesses and buildings of chiseled and ornamented stone. The thoroughfares lead to large squares containing fountains of gold that spew a sweet-smelling mist of perfume into the air. The shades of the quarter wear fine vestments and act as the messengers and aides-de-camp of the devils of the quarter, all of them having served as diplomats and politicians in life.

As seemingly pleasant as this quarter seems, those who enter it fall under a peculiar curse. Language in Titivilus’ quarter is twisted. Whenever a person attempts to communicate with another, both must make a saving throw (or a wisdom check, if you prefer). If one fails, the message comes out as gibberish, completely unintelligible. If both fail, the message is understandable, but twisted in a subtle, devious and dangerous way – allow the player to deliver the message himself, but require that he alter it in

a devilish way. If he fails, simply drain a level from him. If both people pass their saving throw, the message is delivered normally.

Titivilus' gates are foot-thick steel bars embedded in 50-ft. thick walls of limestone. Atop the battlements, a company of bearded devils keeps a watchful eye out. They are armed with longbows and barbed, poisoned (sleep) arrows. The bars cannot be lifted or bent by anything less than a Lawful god (though they automatically rise for angels, when they are sent to deliver messages to Hell). To pass them, one must use their silver tongue, commanding them to rise as sweetly as possible (i.e. make a charisma check at -5 and require a saving throw to see if the message is twisted or garbled.)

Titivilus dwells in the Grand Embassy of Hell, where foreign visitors are given plush accommodations (especially if they are prospective clients), being served by dapper incubi and seductive succubi. Titivilus' own chambers are vast and luxurious, and it is in these chambers that he sees visitors. The embassy is guarded by eight companies of shadow demons and a company of death knights.

**TITIVILUS:** HD 13 (65 hp); AC -3 [22]; Atk 1 rapier (1d8+2); Move 18 (F24); Save 3; CL/XP 24/5600; Special: +2 or better weapon, magic resistance 70%, immune to fire and poison, regenerate 3 hp/round, fear touch, spells (*animate dead*, *charm person*, *confusion*, *dispel magic*, *feeblemind* (1/day), *invisibility*, *polymorph self*, *suggestion*, *symbol of stunning* (1/day), *ventriloquism*), summon 4d10 lemures or nupperibo, 1d4 bone devils or erinyes, 1d2 horned devils or 1 pit fiend 2/day.

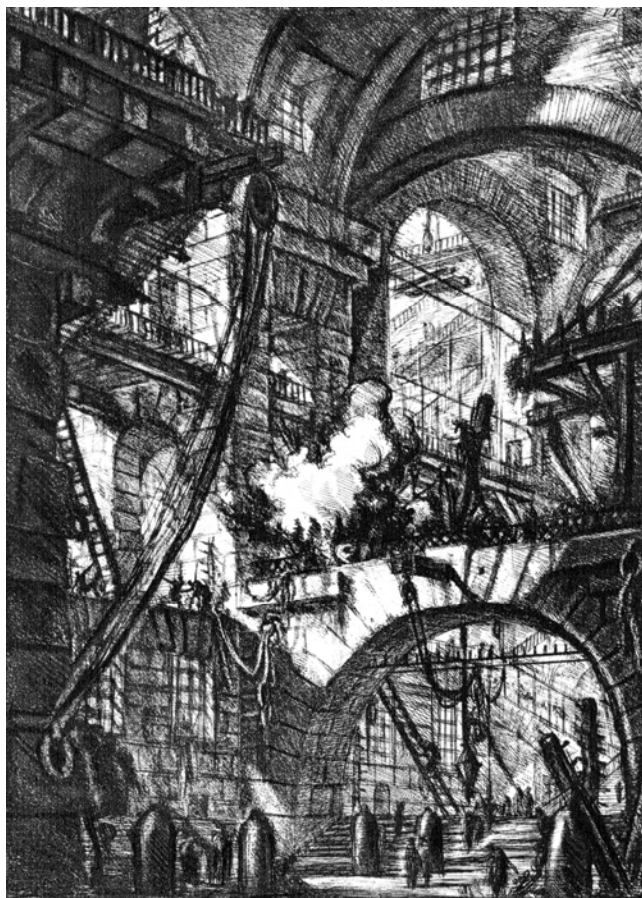
♣ **J. Caasimolar:** One might almost consider this quarter to be the most important in Dis, for it holds the terrible, cacophonous parliament of Hell, called Pandaemonium. The quarter is composed of basalt buildings with domes of cut crystal in dazzling colors that create flickering auroras over the whole of the quarter. The quarter's squares are paced with basalt and feature deep fire pits of writhing, tormented souls (high politicians in life) being raked over the coals by tormentor demons

The quarter has many inns and taverns where the politics of hell are discussed (loudly and violently), as well as scriptoriums where all the minutes of Pandaemonium are written down, illuminated, and then filed away in deep mazes of shelves (they sometimes collapse and bury people) attended by skitterdark demons. There are many monuments here in gold, all of them dedicated to Lucifer

and his triumph over Heaven, including thirteen victory arches with roads paved with gold that lead to the parliament building in the center of the quarter. All of the greater and lesser lords of Hell maintain manors and apartments in this quarter, to be close to parliament.

The gates of the quarter are 50-ft high doors of gold that studded with precious stones that create a mural depicting Lucifer's triumphs and the foundation of Pandaemonium. The doors weigh 50 tons each. Each is guarded by a pit fiend. The gates open onto a low road of silver that circles around the quarter outside a 200-ft. wide moat of lava (a remnant of the original Lake of Fire) from which rise illusory statues of the arch-devils as they appeared after the fall. Bridges of jade span the moat and lead to the triumphal arches and Pandaemonium.

Pandaemonium looks like a massive, basalt palace studded with precious stones and gold filigree. The interior contains various chambers used for meetings and such, and the great parliament hall. The hall is bowl-shaped, with the lords sitting at the bottom, noble demons and devils in the



center, and the lesser demons in the upper galleries, hooting and hollering. At the very bottom there is the vacant golden throne of Lucifer, the lower silver thrones of the great kings of Hell and the brass podium of Caasimolar, the President of Pandaemonium. Dretches in velvet tunics, silk breeches and powdered wigs serve the demons, and shadow demons clerk for them, while a company of grim mallor demons with halberds stand guard at every door.

Caasimolar has a separate manse of gold bricks and a staff of one hundred barbed devils to serve him. He serves Lucifer loyally, and has an in on just about every grudge and plot in Hell thanks to Leonard (for he knows Leonard's true name). He keeps three lilin courtesans who put their talents to bending lesser demons to Caasimolar's will. Caasimolar primarily aims to keep Hell's many bitter feuds and rivalries from boiling over into all-out war.

Caasimolar commands 36 companies of devils (15 bearded, 10 barbed, 7 bone and 4 horned). He appears as tall, handsome devil with heavily creased crimson skin, a long face with a handsomely trimmed mustache and beard, two small, black horns, leering eyes of amber and gold and clawed hands and feet. He has two bat wings and has an honor guard of four female pit fiends.

**CAASIMOLAR:** HD 25 (146 hp); AC -8 [27]; Atk 1 rod (1d6 + *inflict serious wounds*) or *lightning bolt* (10d6); Move 32; Save 3; CL/XP 32/8000; Special: +3 or better weapon, magic resistance 40%, immune to fire and poison, resistance to acid and cold, regenerate 3 hp/round, fear aura (30-ft.), spells (*animate dead*, *cone of cold*, *detect magic*, *detect good*, *ESP*, *dispel magic*, *teleport*, *polymorph self*, *wall of ice* 3/day, *power word kill* 1/day).

♣ **Q. Yama:** This quarter holds the Low Court of Hell, where the Minister of Ironic Punishments, Yama, and ten lesser judges (pit fiends) holds court devising wondrous tortures for the more important souls sent them by Minos in the Third Circle of Hell.

The quarter is steamy and uncomfortable, with many tortures (Catherine wheels, scourgings, stretchings, etc.) in the streets. Shades of lawyers and charlatans litter the streets, running from court to court with important documents. There are a variety of buildings in the quarter, of course, but the ten largest are all court buildings. The buildings have ornate edifices of jade and amethyst. Nysrock demons serve as advocates for the accused and as the accusers and imps clerk for the judges. The juries are

composed of damned souls chained to their benches and tormented by poison dripping from the ceilings.

The streets are lined with gaols filled with the worst souls in Hell awaiting further judgment before being consigned to an eternal punishment. There is also a court of execution for condemned demons that is overseen by Alastor. Gallows trees line the streets, shades swaying from their branches.

The gates of the quarter are *prismatic walls* that can be lowered by tipping the scales of giant statue depicting a twisted, demonic Justice. This can be done by recounting one's sins. As a person confesses, their sins take the form of a lead ball that gains 1 pound per sin (or 10 pounds per mortal sin). Such a ball can be used to tip the scales and lift the prismatic wall, but 100 pounds of sin is required. The gates are also guarded by a single choronzon demon.

The Lowest Court in the land is located in a deep pit and is composed of many sub-levels. Every action taken within this building comes out as the opposite of its intent. The halls are patrolled by three companies of barbed devils armed with man-catchers and iron maces. At the bottom of the pit is located the grand court of Yama, where he presides over the most valuable souls. He sits atop a gigantic dais on a throne of jade, gripping a jade scepter in one hand and a giant bastard sword in the other. Yama appears as a giant man with a scowling, red face, bulging, bloodshot eyes and a long, white beard. He wears black robes (per *cloak of protection* +5) and a judge's cap, and has before him a book of all souls that can show him the life history of any soul brought before him.

**YAMA:** HD 28 (143 hp); AC -9 [28]; Atk 1 sceptre (2d8 + paralyze for 1d10 rounds); Move 12 (F28); Save 3; CL/XP 39/10100; Special: +3 or better weapon, magic resistance 65%, immune to fire, poison, petrification, paralysis, resistance to electricity, regenerate 3 hp/round, cast spells as 19th level cleric and magic-user, summon 1d6 barbed devils or 1d3 pit fiends 2/day.

♣ **K. Dispater & Persephone:** Dispater is the king of Dis and therefore ruler of the 6th circle of Hell. This also makes him the gatekeeper of the deeper pit of Hell, and one of the planes mightiest devils. His quarter is a grand royal preserve with a cluster of buildings at its center, the largest being his palace.

The buildings are of exquisite craftsmanship, being composed of onyx and sardonyx and jade, with golden portals, windows of amber and pearl and braziers of heady incense burning within and without. There is a winery, where black grapes are pressed into poisonous wine, a sunken court with a well of weirds, an amphitheater where ghostly actors and actresses entertain Dispater and his guests, a grand kennel and stable compound for his nightmares and death dogs, a pit of woe for judicial combats, and many other outbuildings.

The remainder of the quarter is taken up with parklands of grey grasses and white asphodels, thick forests of weeping pines through which wind maze-like paths stalked by skeletal wolves and ponds of still, black water featuring white lilies and inhabited by green hags. Banshees are often found washing their clothes in these ponds. The parklands are inhabited by skeletal animals of all kinds, as well as non-skeletal giant ravens.

The gates of the quarter, which are hidden in the woods, are sets of magnificent, 40-ft. tall doors composed of 3-ft. thick wood clad in 3-inch thick hepatizon. The doors are embossed with a giant, grimacing gorgon face, the sight of which can turn people to stone (saving throw to negate). The doors are not apparently connected to anything – they just hang in space in large clearings that are protected by a company of babau demons.

The aforementioned palace of Dispater is one of the wonders of Hell, being constructed of gilded wood and studded with so many precious stones that it appears to be made of them from a distance. The front doors, which are constructed of 2-ft. thick ebony, are guarded by Cerberus about 50% of the time, and by a squadron of death dogs and demonic minotaurs the rest of the time.

Within the place are a hundred small courts, some roofed, some open to the air, and all containing valued shades that Dispater enjoys tormenting, courtly devils in Dispater's train and even some visiting fey who serve his wife. The throne room is clad in green stone on the ground, with lapis tiles on the walls and ceiling and green columns painted with acanthus. Two thrones of solid ivory stand interconnected on a wide dais, the thrones of Dispater and his unwilling bride Persephone, Queen of Dis. The throne room is guarded by a squadron of daraka, while the palace

is guarded by several companies of skeleton warriors in Hoplite armor and a few companies of erinyes.

**DISPATER:** HD 30 (129 hp); AC -7 [26]; Atk 1 military fork (2d10 + save or die); Move 18 (F30); Save 3; CL/XP 42/11000; Special: +3 or better weapon, magic resistance 75%, immune to cold, fire, poison, petrification, paralysis, resistance to electricity, regenerate 3 hp/round, cast spells as 20th level cleric and magic-user, summon any damn thing he wants, 2/day.

Persephone has a separate palace of jade that bursts with life (non-evil, beautiful, normal life), a gift of her mother. She has a magic spring of fresh cool water that can *heal* (as the spell) a drinker once per day. This palace is thronged with a retinue of nymphs who accompany Persephone into Hell in the autumn, and it is guarded by four companies of satyr archers.

**PERSEPHONE:** HD 20 (111 hp); AC -5 [24]; Atk 1 touch (1d8 + *hold monster*); Move 15 (S21, F28); Save 3; CL/XP 31/7700; Special: +3 or better weapon, magic resistance 70%, immune to electricity, fire and poison, regenerate 3 hp/round, cast spells as 20th level druid and magic-user, summon 2d6 satyrs or 1d8 nymphs 2/day, blinding beauty.

Persephone spends autumn and winter in Hell with Dispater, and during this time he is reasonable, calm and quite regal. During the spring and summer months, when she is on the surface with her mother, Dispater is moody and cruel, and given to outbursts of rage.

Dispater commands an army of 20 companies of shadows, 12 companies of skeleton warriors, six companies of shadow demons, eight companies of bone devils, ten companies of babau and ten companies of erinyes.



# Lords of Wrath

*Illustrations from de Plancy's Dictionnaire Infernal*

Most of the lords and arch-devils of the fifth and sixth circles of Hell are described in the preceding articles, but two, Bael and Furfur, are given more complete descriptions, Bael because he is one of the great powers of Hell, and Furfur because we don't want Bael getting lonely.

## Bael, King of Hell

*Large Outsider, Chaotic (LE), Super Intelligence*

HD	28 (132 hp)
AC	25 / -6
ATK	+3 trident/+5 vs. aquatic creatures (3d4+7) or tongue (2d6 + constrict) and bite (2d6) and spell
MV	50 (Climb 50) / 24 (C24)
SV	Fort 3, Ref 3, Will 3 / 3
XP	14,000 / CL 41 (10700 XP)

Bael is a great king of Hell, lieutenant to Lucifer and many believe, he among them, equal in power to the Emperor of the Nine Hells. Bael was among the solars who joined Lucifer's cause when he struck against Law, and thus among those who were flung into the transmogrifying lake of fire upon which Dis is now built. Once, he was as handsome as any creature in Creation, but after the fall he was twisted into a grotesque.

Bael's true form is that of a creature with the squat body of a hairy tarantula (giant-sized, of course) and three heads; one of a cat, one of a frog and one of a king with great, pointed ears and a crown of gold and sable. He usually assumes the form of a crimson-skinned king with a

face twisted by rage and bull's horns jutting from his head, or as a brazen gorgon with the face of a bearded man.

Bael is the king of wrath, and is capable of throwing off waves of hate and resentment that can tempt even the saints. Those within 60 feet of him must pass a saving throw each round or give into their anger and strike in blind fury (roll randomly to choose the target). This rage can be ended the very next round with another successful saving throw. Once per day, he can summon to his side 100 hobgoblin warriors or 3d10 bearded devils, 1d6 barbed devils or 1d2 pit fiends.

As an arch-devil, Bael can grant worshippers up to 5th level cleric spells. He commands 60 companies of demons.

*Spells:* At will – *animate dead, charm plants, command, confusion, dispel magic, fly, rage, tongues, wall of fire, wall of ice*; 3/day – *blade barrier, insanity, unholy word*; 1/day – *control water, fireball, flesh to stone, symbol of death, unholy aura, wish* (others)

*Special Defenses:* Immune to fire and poison, regenerate 4 hp/round, magic resistance (70%), +3 weapon to hit





## Furfur, Great Earl of Hell

*Medium Outsider, Chaotic, Super Intelligence*

HD	26 (99 hp)
AC	23 / -4
ATK	Antlers (2d6 + skewer), bite (2d4), 2 slams (2d8)
MV	30, Fly 180 / 12, Fly 72
SV	Fort 3, Ref 3, Will 3 / 3
XP	13,000 / CL 36 (9200)

Furfur is a great earl of Hell who dwells in Stygia. He considers himself vassal only to Lucifer, and prefers to dwell in the skies, answering summons and stealing souls and leaving the politics of Hell to others.

Furfur can appear either as an astral deva with a cruel smirk in place of a serene smile and darting eyes instead of a steady, honest stare. His true form is that of a winged hart with massive hands.

Furfur can summon to his side any thief or illusionist of 3rd to 6th level (they will not remember the experience, and if killed are merely transported back to where they came from), as well as 3d10 peryton or 1d6 erinyes demons.

Furfur is an inveterate liar, and can only be forced to speak the truth by being placed in a magic circle drawn with gold

dust and the ground bones of a lawful high priest. Furfur, with his golden words, is capable of “rebuking and commanding” chaotic characters (he need make no roll, the targets just attempt a saving throw) and “turning” (but not destroying) lawful characters.

Those pierced by his antlers must pass a saving throw or be skewered (treat as a grapple) and suffer automatic antler damage each round thereafter until they escape.

*Spells:* Continuous – *sleep, tongues*; At will – *charm person, clairaudience, detect magic, detect thoughts (ESP)*; 3/day – *cause fear, control weather, control wind, emotion (lust), lightning bolt*; 1/day – *chain lightning, legend lore, shout, unholy word*.

*Special Defenses:* Immune to lightning and poison, regenerate 2 hp/round, magic resistance (60%), +2 weapon to hit.

## TALES OF THE SPACE PRINCESS



***Astounding adventures in the retro future! Space Princess is a rules-lite game of sci-fi exploration and rescue. Roll up a team of heroes, enter the dark lord's space fortress, rescue the princess and escape into hyperspace.***

Easy to learn, easy to play

**BOOK \$10 | PDF \$5**

<http://www.lulu.com/spotlight/jmstater>

## MAGIC ITEMS

# Hat Tricks

Because you, the readers, demanded it (not really) - a collection of magic hats for your game ...

1. Swallow-Tail Cap: This long cap of silk has two 3-ft long tails - each conical in shape. The right cone is colored a deep maroon while the other is a happy beige. Embroidery around the seams seems to writhe and dance if one stares at it for a few moments (save or suffer from minor headache and the feeling of spiders running up and down your spine). The wearer of the cap can use it, by concentrating, to jump between dimensions. Alone, he can use the equivalent of the dimension door spell a number of times per day equal to his charisma bonus (minimum once per day). With one person holding onto the cap, he can teleport once per day. With two people holding onto the tails of the cap, he can plane shift once per day.

2. Feathered Cap: This tricorne of weathered blue-black velvet is elegant despite its age, but lacking a feather. When a feather is inserted into the cap, it gives the wearer powers corresponding to the bird. An ostrich feather might increase one's running speed and kicking damage, a cockatrice feather might grant them the ability to turn people to stone with their bite, and a roc feather - well, that would probably just give them lots of shade and a stiff neck.

3. Scarlet Capotain: This scarlet capotain (i.e. pilgrim's hat) with a gold buckle makes you look like whomever you are facing, assuming you are facing a human, demi-human or humanoid of roughly the same size. In addition to gaining the person's appearance, you gain some aspect of their

knowledge (i.e. a random skill, class ability, spell or memory), retaining it for 1 hour afterward.

4. Inky Baladava: This black baladava, when wrapped around the face, causes one's skin to take on an inky appearance, giving them a +15% (or +3) chance to hide in shadows. Each turn spent this way drains the person of 1 point of constitution. These lost points of constitution can be restored only by eating, with one day's worth of rations or food required to restore one point of constitution. The lost constitution corresponds to lost body weight (i.e. losing 50% of one's constitution would correspond to losing 50% of one's body weight). A person that loses all of their constitution rises as a ghoul.

5. Master's Hat: This top hat of felted beaver fur with a red satin lining gives the wearer the ability to speak with animals. Three times per day, the wearer can control one of the following animals - elephant, lion, gorilla, black bear or dog. Once per day, he or she can polymorph a person into one of the aforementioned animals.

6. Bodacious Bowler: This bowler, when set atop the head, casts an illusion over the wearer, making them look like everything they have ever wanted to be. In return, the person loses their voice as long as they wear the hat.

7. Porkpie of Pratfalls: While wearing this little hat, a person enjoys a +4 bonus to saving throws made against taking damage from falls.

8. Sugagasa of Fujin: This wide, conical straw hat creates cool, refreshing breezes for the person who wears it - essentially, allowing them to ignore heat up to 130-degrees Fahrenheit. If the wearer grasps the hat with both hands and whistles, the hat will lift off, giving them the ability to fly clumsily (as the spell) for 1 hour per day.

9. Hat of Many Surprises: This hat changes shape once per turn. The person wearing it does not realize this and will not be made to believe it, even if presented with a mirror, assuming instead that it takes the shape of their favorite style of hat. When removed, the hat assumes that form and keeps it until worn by someone else. Aside from this quirk, the hat grants the wearer a protection from evil effect. Roll on the following table to determine the hat's current shape. The Referee should make these rolls and



everybody but the wearer of the hat should be informed of the result.

1 - Horned helm (i.e. viking helmet) - wearer goes berserk in combat

2 - Bicorn - bonus on finding direction using the stars and immune to sea sickness

3 - Phrygian cap - freedom of movement

4 - Busby - +2 damage on charge

5 - Propeller beanie - intelligence cut in half

6 - Stovepipe hat - cannot lie, can discern lies, +2 damage from back attacks

7 - Bascinet - +1 to Armor Class, double normal range of surprise

8 - Scottish bonnet - must save or begin dancing in the presence of drawn swords

9 - Wool cap - head stays warm in cold weather

10 - Dunce cap - struck with confusion whenever asked a question

11 - Wizard's hat - cast spells as 1st level magic-user (roll known spell randomly)

12 - Jingasa - language changes to Japanese

13 - Bearskin - immune to fear

14 - Beret - personality becomes acerbic, strong desire for a cigarette

15 - Cowboy hat - +1 bonus to missile attacks

16 - Cordobes - +1 bonus to attack with sword

17 - Custodian helmet (i.e. British constable's hat) - can summon a gang of club-armed bobbies as a horn of

valhalla summons barbarians

18 - Deerstalker - find secret doors as an elf, notice stonework as a dwarf

19 - Fedora - darkvision 60 ft

20 - Fez - dude, you get to wear a fez - what more do you want?

21 - Ghutra - immune to the effects of heat and flame

22 - Montera (matador hat) - +1 dodge bonus to AC, +1 to hit and damage bulls, stench kows and gorgons

23 - Mortarboard - cast legend lore once during the turn

24 - Panama hat - provides resistance to fire (50%)

25 - Pith helmet - can cast locate object once during the turn

26 - Santa hat - can command gnomes and elves (per a rod of rulership)

27 - Sombrero - cast sleep once during the turn, but must also save vs. sleep as well

28 - Toque (i.e. chef's hat) - immune to poison

29 - Trucker hat - +1 to hit and damage with unarmed attacks

30 - Turban - can charm snakes

**JMS**

## RANDOM

# Dungeon Room Generator

I'm finishing up the first chunk of my Hell hex crawl now, and that means mini-dungeons. I save most of them for last and have about four or five more to go [dude, just counted - there are 13 of them - how appropriate].

To that end, I scribbled down some ideas for generating chambers that I thought others might find useful.'

D6	CONTENTS
1	Empty
2	Trap
3	Monster
4	Monster with treasure
5	Trap with treasure
6	Monster, trap and treasure

Since this is for mini-dungeons, I want fewer empty rooms so I get more bang for the buck. If you're only dealing with six or seven rooms, making three or four of the empty doesn't work for me.

D6	SHAPE OF CHAMBER
1-3	Square or rectangular
4	Circle
5	Other shape (pentagon, hexagon, octagon)
6	Cross or L-shape

D6	LEVELS IN CHAMBER
1-4	One level (i.e. normal, flat room)
5-6	Multi-level - levels connected by
	1. Ramps
	2. Stairs

3. Balconies (i.e. no connection)
4. Beams (i.e. no connection)
5. Pit (i.e. no connection)
6. Ropes or chains
7. Magic (levitation discs, air currents, teleporters)
8. Roll twice, maybe adding a third level to the room

D6	CHAMBER EXITS
1	No additional exit - dead end
2-3	One exit
4-5	Two exits
6	Three exits

D20	CHAMBER THEME
1	Fire / ash / smoke / torches / fire pits / burning walls / obsidian / red
2	Water / sludge / fountains / pools / well / reservoir / damp / rain / geysers / blue
3	Ice / freezing / snow / cold winds / white
4	Gas / sleeping / poison / acidic / fog / clouds / yellow / green
5	Light / multi-colored / bright / dark / twilight / candles / lamps / witch lights
6	Crystal / reflections / mirrors / glass / gem encrusted / facets / vibrations
7	Bone / blood / flesh / mold / rot / unholy / quivering / breathing / secretions / heaving
8	Noise / screaming / breathing / moaning / sighing / music / song / chanting
9-20	Nothing special

For chambers with monsters, roll on the following table to determine how powerful they might be.

D6	MONSTER IS ...
1	Alone (Dungeon Level +3)
2	Duo (Dungeon Level +2)
3	Trio (Dungeon Level +1)
4-5	Mob (Dungeon Level)
6	Monster and mob (Dungeon Level for monster, Dungeon Level -2 for mob)

JMS

# Notable Nobles

*Illustration by Gustave Dore*

Kings and queens play a prominent role in most fantasy stories and mythological tales, but they are often given short shrift in fantasy games. To some degree, this makes sense as the player characters tend to be the central figures in a game, leaving nobles and royals as mere NPCs.

On the other hand, the ruler of a kingdom, duchy or barony really should be given more attention than the village smith. These are powerful men and women who know how to navigate the dangerous political dungeons and who command great wealth and lots of men in chainmail with pointy, metal sticks. They can make life far more or less tolerable for PCs, and therefore should have a few details penciled in.

## Defining Nobles

Let's begin by defining nobles. Any character with a crown and a fief or kingdom can be a noble, but we're looking at them as antagonists or support staff for the PCs, and putting them in the "monster" or NPC category.

The toughest nobles are the border nobles - the guys and dolls on the fringe of the wilderness fighting against humanoids/barbarians/neighbors day in and day out. We're going to give these folks 9 Hit Dice, making them roughly equal to the name-level characters who might live next door. These folks probably have titles like baron or margrave/markgraf/marquiss.

The next toughest are the lesser nobles dwelling within the kingdom's borders - far enough from the barbarians to not

be fighting every day, but close enough that they have to muster maybe once or twice a year to fight a war for their liege. Because they aren't the upper nobility, they're more expendable, and might very well have to form up in ranks and charge into battle. We'll give them 5 HD to reflect their combat training and experience. These folks can be barons, viscounts, counts and maybe dukes.

Dukes, however, are usually part of the greater nobility, along with grand dukes, archdukes (yeah, all the various varieties of duke) and the royals - princes, kings, etc. The greater nobility are politicians more than anything else. They're trained to fight, but they don't have to do much fighting. We'll give the greater nobility 2 HD to show off their training and better living.

This makes nobles pretty plain, really, just men and women with 2, 5 or 9 HD. What makes them noble?

Well, power, of course. Some hold more treasure than somebody with their hit dice should hold. We'll say the greater nobility have treasure as though they were 20 HD monsters, lesser nobility as 15 HD and borderers as 9 HD monsters. They also have large retinues. Nobles always get twice the number of followers that their charisma (we'll assume a charisma of 10, but those nicknames we're going to roll up can change that) would normally allow. Greater nobles have triple the normal number of followers.

3D6	FOLLOWER
3	Court jester (thief or bard level 1d4+2; re-roll if a second jester comes up)
4	Court musician (bard level 1d4+2; additional musicians are level 1 associates of the first)
5	Rake (5% chance of being a level 1d4+2 assassin; additional rakes are just plain rakes)
6-7	Lesser noble
8-10	Scribe (1% chance of being a level 1d4+2 assassin spy)
11-13	Man-at-arms (platemail, pole arm, sword, maybe crossbow)
14-15	Sergeant-at-arms (platemail, shield, longsword, maybe crossbow)
16	Champion (fighter level 1d4+2; additional champions are level 1 comrades of the first)
17	Court magician (magic-user level 1d4+2; additional court magicians are level 1 apprentices to the first)
18	Chaplain (cleric level 1d4+2; additional chaplains are level 1 assistants to the first)

So, here are our basic noble stat lines:

**BORDERER:** HD 9; AC 2 [17]; Atk 1 weapon (1d8); Move 9 (12 out of armor); Save 5; CL/XP 9/1100; Special: Double normal number of followers.

**LESSER NOBLE:** HD 5; AC 2 [17]; Atk 1 weapon (1d8); Move 9 (12 out of armor); Save 12; CL/XP 5/240; Special: Double normal number of followers, treasure as 15 HD.

**GREATER NOBLE:** HD 2; AC 2 [17]; Atk 1 weapon (1d8); Move 9 (12 out of armor); Save 16; CL/XP 2/60; Special: Triple normal number of followers, treasure as 20 HD.

Thethinking behind makings kings weaker than border barons is generally sound in terms of "earned experience", which drives the player characters. On the other hand, not all kings are lay-about weenies. Frederick Barbarossa and Henry V come to mind, as do Genghis Khan, Julius Caesar, etc. These are the architects of empire, as opposed to the heirs of empire. So - if you're doing your king or duke or count as an architect of a great kingdom or empire, by all means, use the Borderer stats for him or her.

## Noble Nicknames

We've all heard them. Charles the Bold, Richard the Lionheart, Pepin the Small. They can describe the person's appearance, faults, foibles, personality and deeds. So, why not let them make nobles something more than cookie-cutter monsters or NPCs.

What follows are 600 possible nicknames, 99% of them drawn from history. Yeah, the weirdest ones are all real. I added about 5 of my own invention to give me a solid 600. Most nobles have a single nickname, a few have more than one (see below).

D10	NUMBER OF NICKNAMES
1-8	Roll for one nickname
9	Roll for two nicknames
10	Roll for three nicknames

Roll 1d6 to determine which list to use and then D% to determine the nickname. Since I don't know which set of rules you're using, I tried to keep things basic. If your rules don't give a bonus for high dexterity, then nicknames that give high dexterity should just be treated as descriptive.

If a noble gets two nicknames that give him character class levels, then either treat them as dual-classed, or reroll if that doesn't make sense. Of course, anything that doesn't make sense, ignore.

Where a title is mentioned (in ALL CAPS), insert the title appropriate to your noble. If your noble is a baron and you roll "Iron DUKE", just change it to Iron Baron. For REGION, insert the name of a region or kingdom in your campaign world. For BARBARIAN insert the name of a human barbarian tribe or a group of humanoids - i.e. Hammer of the Orcs, Judge of the Scots. References to "virtuous spells" and "sinful" spells we'll be dealt with later, though most of you can probably figure it out.

If a rolled nickname doesn't make sense to you, re-roll.

D10	ROLL ON TABLE ...
1-2	Table I
3-4	Table II
5-6	Table III
7-8	Table IV
9-10	Table V

TABLE I

D%	NICKNAME
1	the Blissful: High wisdom (12 + 1d6)
2	the Blond / the Blonde: Has more fun
3	the Blood COUNTESS: Noble is actually a vampire
4	the Blood-Red: Enjoys +2 bonus to hit with edged melee weapons
5	the Bloody: Enjoys a +1 bonus to damage with melee weapons
6	the Blubberer: Low charisma (9 - 1d4)
7	the Boar: Continues to attack for two rounds after dying
8	the Bold: Immune to fear
9	the Bonnie PRINCE: High charisma (12 + 1d6)
10	the Book-Lover: Has the abilities of a sage
11	the Boss: Imparts a +1 moral bonus to his soldiers
12	the Bottomless Purse: Has half normal treasure and 1d10 x 100 gp in debt
13	the Bounteous: This noble has 1d4+3 children, all living. Half of his children are old enough to be treated as nobles of one order lower in terms of combat and have acquired nicknames of their own.
14	the Brave: Immune to fear
15	the Brigand of REGION: Convert hit dice to thief levels
16	the Brilliant: High intelligence (12 + 1d6)
17	the Brilliant Madman: High intelligence (12 + 1d6) and

	low wisdom (9 - 1d4)	51	the Cook: Convert hit dice to gourmand levels
18	the Bringer of Victory: Imparts a +1 moral bonus to his soldiers	52	the Court Page
19	the Brown	53	the Cowled: Owns a magic cloak (determine randomly)
20	the Brown-Haired	54	the Coxcomb: Low intelligence (9 - 1d4) and low wisdom (9 - 1d4)
21	the Bruiser: Enjoys a +1 bonus to damage with melee weapons	55	the Crafty: High intelligence (12 + 1d6)
22	the Builder: Has the skills of a siege engineer henchman	56	the Crooked: Low dexterity (9 - 1d6)
23	the Bushy-Eyebrowed	57	the Crude: Low charisma (9 - 1d4)
24	the Butcher: Enjoys a +1 bonus to damage with melee weapons	58	the Cruel: Can cast one sinful spell per day (roll randomly)
25	the Calf: Suffers a low intelligence and wisdom (9 - 1d4), but enjoys a high strength and constitution (12 + 1d4)	59	the Crusader: Convert hit dice to paladin levels
26	the Captive	60	the Cunning: High intelligence (12 + 1d6)
27	the Cavalier: Enjoys a +2 bonus to hit when fighting on a mount	61	the Damned: Can cast one sinful spell per day (roll randomly)
28	the Celebrated: High charisma (12 + 1d6)	62	the Dancer: High dexterity (12 + 1d6)
29	the Chapman: Convert hit dice to venturer levels	63	the Dancing CHANCELLOR: Convert hit dice to bard levels
30	the Chariot Fighter: Enjoys a +2 bonus to hit and damage in chariot combat	64	the Daring: Immune to fear
31	the Charitable: Can cast one virtuous spell per day (roll randomly)	65	the Dark LADY: Can cast one sinful spell per day (roll randomly)
32	the Charmer: Can charm monster once per day	66	the Dark-Eyed: All who meet this noble's gaze must save or be fascinated by their eyes for 1d4 rounds
33	the Chaste: Can cast one virtuous spell per day (roll randomly)	67	the Deacon: Convert hit dice to cleric levels
34	the Cheat / the Cheater / the Trickster: Convert hit dice to illusionist levels	68	the Deaf: Suffers from deafness
35	the Childless: Has no children	69	the Dean: Has the abilities of a sage
36	the Child-PRINCE: Suffers a low intelligence and wisdom (9 - 1d4), but enjoys a high strength and constitution (12 + 1d4)	70	the Debonair: High charisma (12 + 1d6)
37	the Chivalrous: Convert hit dice to paladin levels	71	the Decadent: Can cast one sinful spell per day (roll randomly)
38	the Chronicler: Has the abilities of a sage	72	the Deceitful: Can charm person once per day (only for the purpose of deceiving)
39	the Churl: Low charisma (9 - 1d4)	73	the Deep-Minded: High intelligence (12 + 1d6) and high wisdom (12 + 1d6)
40	the Clement: Can cast one virtuous spell per day (roll randomly)	74	the Defender of the Church: Convert hit dice to cleric levels
41	the Cleric: Convert hit dice to cleric levels	75	the Degenerate: Can cast one sinful spell per day (roll randomly)
42	the Clubfoot: Low dexterity (9 - 1d6) and half normal movement rate	76	the Delayer: Can adopt a defensive stance for one round per hit dice; gains a +2 bonus to Armor Class and 1 temporary hit point per hit dice. Temporary hit points are lost before permanent hit points.
43	the Coarse: Low charisma (9 - 1d4)	77	the Destroyer: Enjoys a +1 bonus to damage with melee weapons
44	the Cock o' the North	78	the Determined: Immune to fear
45	the Comb: Low intelligence (9 - 1d4) and low wisdom (9 - 1d4)	79	the Devil: Can cast one sinful spell per day (roll randomly)
46	the Concubine: Can charm person once per day (only while seducing)	80	the Devil's Tool: Can cast one sinful spell per day (roll randomly)
47	the Confessor: Enjoys a permanent protection from evil effect	81	the Devoted: Can cast one virtuous spell per day (roll randomly)
48	the Conqueror: Imparts a +1 bonus to hit and morale on his soldiers	82	the Devout: Can cast one virtuous spell per day (roll randomly)
49	the Constable: Imparts a +1 moral bonus to his soldiers	83	the Diamond PRINCE: High constitution (12 + 1d6) and double normal treasure
50	the Contender	84	the Dignified: High charisma (12 + 1d4)

85	the Diplomat: High charisma (12 + 1d6)
86	the Disinherited: Half normal treasure and 1d10 x 100 gp in debt
87	the Dizzy: Low dexterity (9 - 1d6)
88	the Dodger: High dexterity (12 + 1d6)
89	the Do-Gooder: Convert hit dice to paladin levels
90	the Do-Nothing: Immune to charms and compulsions
91	the Downcast: Low charisma (9 - 1d4)
92	the Dragon: Can cast one sinful spell per day (roll randomly)
93	the Dream KING: Convert hit dice to psychic levels
94	the Drunkard: Has a 4 in 6 chance per encounter of being drunk (-1d4 to all ability scores or -1d3 to hit, damage, save and Armor Class)
95	the Duelist: Enjoys a +2 bonus to hit with swords
96	the Dull: Low intelligence (9 - 1d4)
97	the Dung-Named: Low charisma (9 - 1d4)
98	the Eagle: Imparts a +1 bonus to hit and morale on his soldiers
99	the Ecclesiastic: Convert hit dice to cleric levels plus has the abilities of a sage
100	the Educator: Has the abilities of a sage

**TABLE II**

D%	NICKNAME
1	the Elder: Suffers a low strength and constitution (9 - 1d3), but enjoys a high intelligence and wisdom (12 + 1d3)
2	the Eloquent: High charisma (12 + 1d6)
3	the Empowerer
4	the Enlightened Despot: High intelligence (12 + 1d6)
5	the Equitable: High charisma (12 + 1d4)
6	the Exile: Having no land of his own, this noble is a wanderer. Convert half of his hit dice in levels in one random class (roll d4: 1 = Fighting-Man; 2 = Cleric; 3 = Magic-User; 4 = Thief) and half in another.
7	the Extravagant: Has half normal treasure and 1d10 x 100 gp in debt
8	the Fair / the Fair Maid: High charisma (12 + 1d6)
9	the Fairy EARL: Has the special abilities of a random fey creature (Roll 1d6: 1-3 = Elf; 4 = Nymph; 5 = Satyr; 6 = Pixie)
10	the False King: Low charisma (9 - 1d4)
11	the Famous: High charisma (12 + 1d6)
12	the Fanged: Enjoys a +1 bonus to damage with melee weapons
13	the Farmer: Has the secondary skill of a farmer, enjoys a +2 reaction bonus from peasants
14	the Fart: Can use the troglodyte stench ability 1/day; has low charisma (9 - 1d6)

15	the Fast Rider: Enjoys a +6 (or +20 ft) bonus to movement on horseback
16	the Fat: High strength (12 + 1d6) but low dexterity (9 - 1d4)
17	the Feckless: Low charisma (9 - 1d4)
18	the Fecund: This noble has 1d4+3 children, all living. Half of his children are old enough to be treated as nobles of one order lower in terms of combat and have acquired nicknames of their own.
19	the Feisty: Enjoys a +1 bonus to damage with melee weapons
20	the Ferocious: Does +3 damage on a charge attack
21	the Festive: High charisma (12 + 1d6)
22	the Fierce: Does +3 damage on a charge attack
23	the Fighter: Convert hit dice to fighting-man levels
24	the Flame-Bearer: Can produce flame once per day
25	the Flower of Chivalry: Convert hit dice to paladin levels
26	the Flower of REGION: High charisma (12 + 1d6)
27	the Foolish: Low wisdom (9 - 1d4)
28	the Forceful: Enjoys a +2 bonus to damage with melee weapons
29	the Fortunate: Enjoys a +1 bonus to all d20 rolls
30	the Fox: Convert hit dice to thief levels
31	the Fratricide: Convert hit dice to assassin levels
32	the Freckled
33	the Free: Can escape bonds on a roll of 1-4 on 1d6; one attempt per hour
34	the Friar: Convert hit dice to cleric levels
35	the Friendly: High charisma (12 + 1d4)
36	the Fugitive: Convert hit dice to ranger levels
37	the Gashed: Low charisma (9 - 1d6)
38	the Gatekeeper: Can adopt a defensive stance for one round per hit dice; gains a +2 bonus to Armor Class and 1 temporary hit point per hit dice. Temporary hit points are lost before permanent hit points.
39	the Generous: Can cast one virtuous spell per day (roll randomly)
40	the Gentle: Can cast one virtuous spell per day (roll randomly)
41	the Girl QUEEN / the Boy KING: Suffers a low intelligence and wisdom (9 - 1d4), but enjoys a high strength and constitution (12 + 1d4)
42	the Gloomy: Low charisma (9 - 1d4)
43	the Glorious / the Glorious DUKE: Enjoys a +2 bonus to all d20 rolls
44	the Godless: Can cast one sinful spell per day (roll randomly)
45	the God-Loving: Can cast one virtuous spell per day (roll randomly)
46	the Godly: Can cast one virtuous spell per day (roll randomly)

47	the Golden One	80	the Illustrious: Enjoys a +1 bonus to all d20 rolls
48	the Good: Can cast one virtuous spell per day (roll randomly)	81	the Immigrant
49	the Good EARL: Can cast one virtuous spell per day (roll randomly)	82	the Imp: Can cast one sinful spell per day (roll randomly)
50	the Gouty: Half normal movement rate	83	the Impaler: Can cast one sinful spell per day (roll randomly)
51	the Grammarian: Has the abilities of a sage	84	the Imperious: Can command once per day
52	the Great: Enjoys a +3 bonus to all d20 rolls and imparts a +1 bonus to hit, damage and morale on his soldiers	85	the Impetuous: Low wisdom (9 - 1d4)
53	the Greatbeard	86	the Impious: Can cast one sinful spell per day (roll randomly)
54	the Green COUNT: Convert hit dice to druid levels	87	the Implacable: Cannot be pushed back in combat, enjoys +1 bonus to Armor Class
55	the Grim: Enjoys a +1 bonus to damage with melee weapons	88	the Impotent: Has no children
56	the Gross: High strength (12 + 1d6) but low dexterity (9 - 1d4)	89	the Inconstant: Low wisdom (9 - 1d4)
57	the Guardian: Grants a +1 bonus to AC to those he is adjacent to in combat	90	the Indifferent
58	the Hammer: Enjoys a +1 bonus to damage with melee weapons	91	the Indolent: Low charisma (9 - 1d4)
59	the Hammer of BARBARIANS: Enjoys a +2 bonus to hit and damage against one tribe of human barbarians or one type of humanoid (i.e. orcs, gnolls, goblins, etc.)	92	the Infamous: Can cast one sinful spell per day (roll randomly)
60	the Hammer of God: Enjoys a +2 bonus to hit and damage against chaotic creatures	93	the Infamous Cannibal: Can cast two sinful spells per day (roll randomly)
61	the Handsome: High charisma (12 + 1d6)	94	the Infirm / the Sickly / the Sufferer: Low constitution (9 - 1d4)
62	the Hardy: High constitution (12 + 1d6)	95	the Ingenuous: Low charisma (9 - 1d4)
63	the Harlot: Can cast one sinful spell per day (roll randomly)	96	the Injured: Low constitution (9 - 1d4)
64	the Haughty: Low charisma (9 - 1d4)	97	the Insane: Has a 1 in 6 chance per hour of succumbing to confusion
65	the Hearty: High constitution (12 + 1d6)	98	the Intermediate
66	the Heroic: Can cast mage's transformation on himself once per day	99	the Intolerable: Low charisma (9 - 1d4)
67	the Historian: Has the abilities of a sage	100	the Intruder
68	the Hog: High strength (12 + 1d6) but low dexterity (9 - 1d4) and continues to attack for two rounds after dying		
69	the Holy DUKE: Convert hit dice to cleric levels		
70	the Homosexual		
71	the Honest: Can cast one virtuous spell per day (roll randomly)		
72	the Hotspur: Berserker (fury lasts one round per hit dice, +2 to hit and damage, -2 to AC)		
73	the Humane: Can cast one virtuous spell per day (roll randomly)		
74	the Hunchback: Low dexterity (9 - 1d6) and low charisma (9 - 1d6)		
75	the Hunger		
76	the Hunter: Convert hit dice to ranger levels		
77	the Hyena of REGION: Convert hit dice to barbarian levels		
78	the Idiot: Low intelligence (9 - 1d4)		
79	the Ill-Ruler / the Evil-Advisor: Can use suggestion once per day		

**TABLE III**

D%	NICKNAME
1	the Invincible: Ignore 1 hit point of damage from physical attacks.
2	the Iron DUKE: High constitution (12 + 1d6) and +1 bonus to Armor Class
3	the Iron Hand: Enjoys a +1 bonus to damage with melee weapons
4	the Joyous: High charisma (12 + 1d6)
5	the Judge of BARBARIANS: His soldiers enjoy a +2 morale bonus against one tribe of human barbarians or one type of humanoid (i.e. orcs, hobgoblins, kobolds, etc.)
6	the Just: Can cast one virtuous spell per day (roll randomly)
7	the Justiciar: Convert hit dice to paladin levels
8	the Kind: Can cast one virtuous spell per day (roll randomly)
9	the King of Markets: Convert hit dice to venturer levels
10	the KING of the Sea: Has the abilities of a sailor
11	the Knight: Convert hit dice to fighting-man levels
12	the Knightly: Convert hit dice to fighting-man levels



13	the Lamb: Can cast one virtuous spell per day (roll randomly)	44	the Maggot: Can cast one sinful spell per day (roll randomly)
14	the Lame: Low dexterity (9 - 1d6) and half normal movement	45	the Magician: Convert hit dice to magic-user levels
15	the Landless: Having no land of his own, this noble is a wanderer. Convert half of his hit dice in levels in one random class (roll d4: 1 = Fighting-Man; 2 = Cleric; 3 = Magic-User; 4 = Thief) and half in another.	46	the Magister: Convert hit dice to magic-user levels
16	the Large Footed: High charisma (12 + 1d4)	47	the Magnanimous: Can cast one virtuous spell per day (roll randomly)
17	the Lawgiver: High wisdom (12 + 1d6)	48	the Magnificent: Enjoys a +1 bonus to all d20 rolls
18	the Learned: Has the abilities of a sage	49	the Man of Blood: Noble is actually a vampire
19	the Leopard: Attacks twice per round	50	the Man-Eater: Berserker (fury lasts one round per hit dice, +2 to hit and damage, -2 to AC)
20	the Leper / the Leprous: All in his presence must save vs. disease once per day	51	the Martyr: Can cast one virtuous spell per day (roll randomly)
21	the Liberal: Enjoys a +2 reaction bonus from peasants; if attacked in their presence, all peasants rush to his defense	52	the Marvelous: Enjoys a +1 bonus to all d20 rolls
22	the Liberator: High charisma (12 + 1d4)	53	the Memorable: High charisma (12 + 1d4)
23	the Light of REGION: Enjoys a +2 bonus to all d20 rolls	54	the Menacing Eyes / the Cruel Eyes / the Steely-Eyed: All who meet this noble's gaze must save or be stunned for 1d4 rounds
24	the Lightning / the Lightning Bolt / the Thunderbolt: Enjoys a +1 bonus to damage with melee weapons	55	the Merchant: Convert hit dice to venturer levels
25	the Limp: Low dexterity (9 - 1d6) and half normal movement	56	the Merciful: Can cast one virtuous spell per day (roll randomly)
26	the Lion: Attacks twice per round; imparts +1 bonus to damage on soldiers	57	the Merry MONARCH: High charisma (12 + 1d6)
27	the Lion of Justice: Enjoys +2 bonus to hit thieves, assassins, bandits, brigands and pirates	58	the Mighty: High strength (12 + 1d6)
28	the Lisp: Low charisma (9 - 1d4)	59	the Mild: Can cast one virtuous spell per day (roll randomly)
29	the Little: High dexterity (12 + 1d6) but low strength (9 - 1d4)	60	the Milksop: Low strength (9 - 1d4) and low constitution (9 - 1d4)
30	the Lone: Low charisma (9 - 1d4)	61	the Minor: Suffers a low intelligence and wisdom (9 - 1d4), but enjoys a high strength and constitution (12 + 1d4)
31	the Long-Armed: Enjoys a +1 bonus to initiative rolls	62	the Minstrel: Convert hit dice to bard levels
32	the Long-Handed: Enjoys a +1 bonus to initiative rolls	63	the Miracle KING: Can cast two virtuous spells per day (roll randomly)
33	the Long-Legged: Enjoys a +3 bonus (or +10 ft bonus) to movement rate	64	the Mirror of Chivalry: Convert hit dice +2 to paladin levels
34	the Loser: Suffers a -1 penalty to all d20 rolls	65	the Money Bag: Has double normal treasure
35	the Lousy: All in his presence must save vs. disease once per day	66	the Monk: Convert hit dice to cleric levels
36	the Lover: Can charm person once per day (only when seducing)	67	the Most Fortunate: Enjoys a +2 bonus to all d20 rolls
37	the Loyal: Can cast one virtuous spell per day (roll randomly)	68	the Most Meek: Can cast two virtuous spells per day (roll randomly)
38	the Lucky: Enjoys a +1 bonus to all d20 rolls	69	the Most Quiet: Surprises on a 1-4 on 1d6
39	the Lusty: Can cast one sinful spell per day (roll randomly)	70	the Motherless Hound: Can cast one sinful spell per day (roll randomly)
40	the Luxurious: High charisma (12 + 1d6) but half normal treasure and 1d10 x 100 gp in debt	71	the Mountain-High: Enjoys a +2 bonus to all d20 rolls
41	the Lyremaker:	72	the Mystic: Convert hit dice to magic-user levels
42	the Mad: Has a 1 in 6 chance per hour of succumbing to confusion	73	the Nail:
43	the Madman: Has a 1 in 6 chance per hour of succumbing to confusion	74	the Navigator: Convert hit dice to venturer levels
		75	the Nimble: High dexterity (12 + 1d6)
		76	the Noble KING: Can cast one virtuous spell per day (roll randomly)
		77	the Noisy: Only surprises on a roll of 1 on 1d8
		78	the Oak: High constitution (12 + 1d6)

79	the Oceanographer: Convert hit dice to venturer levels	11	the Pious: Can cast one virtuous spell per day (roll randomly)
80	the Old / the Old COUNTESS: Suffers a low strength and constitution (9 - 1d4), but enjoys a high intelligence and wisdom (12 + 1d4)	12	the Playboy KING: Has half normal treasure and 1d10 x 100 gp in debt but enjoys a high charisma (12 + 1d6)
81	the One Who Fights Alone: Convert hit dice +2 to fighting-man levels	13	the Poet: Convert hit dice to bard levels
82	the One-Eyed: Suffers a -1 penalty to hit with missile weapons	14	the Poisoner: Convert hit dice +2 to assassin levels
83	the Oppressed:	15	the Poisonous: Can use suggestion once per day
84	the Orator: High charisma (12 + 1d6)	16	the Politic: Can charm person once per day (only when making political deals)
85	the Ordained: Convert hit dice to cleric levels	17	the Popular: High charisma (12 + 1d6)
86	the Orphan:	18	the Posthumous: Noble is actually a ghost
87	the Outlaw: Convert hit dice to thief levels	19	the Pot Belly: Low constitution (9 - 1d4)
88	the Outspoken:	20	the Pretender: Low charisma (9 - 1d4)
89	the Pacific: Can cast one virtuous spell per day (roll randomly)	21	the Priest-Hater: Enjoys a +1 bonus to hit clerics and druids and a +1 bonus to save against the spells of clerics and druids
90	the Paladin: Convert hit dice to paladin levels	22	the PRINCE Who Likes to Hit Others With Big Sticks: Enjoys a +2 bonus to hit with clubs and maces
91	the Pale: Low constitution (9 - 1d4)	23	the Princess Bride:
92	the Parricide: Convert hit dice to assassin levels	24	the Prodigal:
93	the Parsons' King: Has 1d4 cleric companions (level 1d4 each)	25	the Protector: Convert hit dice to fighting-man levels
94	the Patient: High wisdom (12 + 1d4)	26	the Proud: Can cast one sinful spell per day (roll randomly)
95	the Pauper: Has half normal treasure and 1d10 x 100 gp in debt	27	the Prudent: High wisdom (12 + 1d4)
96	the Peaceful: Can cast one virtuous spell per day (roll randomly)	28	the Purple-Born:
97	the Peacemaker: Can calm emotions once per day	29	the Quarrelsome: Convert hit dice to fighting-man levels; must pass a save to avoid fights
98	the Peasant's Friend: Enjoys a +2 reaction bonus from peasants; if attacked in their presence, all peasants rush to his defence	30	the QUEEN of Intrigues: Convert hit dice to assassin levels
99	the Peasant's KING: Enjoys a +2 reaction bonus from peasants; if attacked in their presence, all peasants rush to his defence	31	the Quick: Enjoys +1 bonus to initiative rolls
100	the Peculiar: Low charisma (9 - 1d4)	32	the Racous: Berserker (fury lasts one round per hit dice, +2 to hit and damage, -2 to AC)
		33	the Rager: Berserker (fury lasts one round per hit dice, +2 to hit and damage, -2 to AC)
		34	the Rake: Convert hit dice to thief levels
		35	the Raven Feeder: Imparts a +1 bonus to damage and morale on his soldiers
		36	the Reasonable: High intelligence (12 + 1d6)
		37	the Rebel EARL: Can cast one sinful spell per day (roll randomly)
		38	the Red: Berserker (fury lasts one round per hit dice, +2 to hit and damage, -2 to AC)
		39	the Red COUNT: Berserker (fury lasts one round per hit dice, +2 to hit and damage, -2 to AC)
		40	the Redbeard: Enjoys a +1 bonus to damage with melee weapons
		41	the Reformer: Can cast one virtuous spell per day (roll randomly)
		42	the Renowned: High charisma (12 + 1d6)
		43	the Resolute: Immune to fear
		44	the Resplendent: High charisma (12 + 1d6)
		45	the Restless: Low wisdom (9 - 1d4)

**TABLE IV**

D%	NICKNAME
1	the Peer: Convert hit dice to fighting-man levels
2	the Peerless: Enjoys a +2 bonus to all d20 rolls
3	the People-Murderer: Can cast one sinful spell per day (roll randomly)
4	the Perfect: Enjoys a +2 bonus to all d20 rolls
5	the Persistent: High constitution (12 + 1d4)
6	the Petty KING: Low charisma (9 - 1d4)
7	the Phantom KING: Noble is actually a ghost
8	the Philosopher-King: High intelligence (12 + 1d6) plus the abilities of a sage
9	the Pig-headed: Continues to attack for two rounds after dying
10	the Pilgrim: Can use bless once per day

46	the Restorer: Enjoys a +1 bonus to all d20 rolls	85	the Smiling PRINCE: High charisma (12 + 1d6)
47	the Rich: Has double normal treasure	86	the Smith KING: Has the abilities of a smith henchman
48	the Ridiculous: Low wisdom (9 - 1d4)	87	the Smooth Tongue: High charisma (12 + 1d6)
49	the Righteous: Convert hit dice to paladin levels	88	the Snow PRINCESS: Suffers half damage from cold and enjoys +2 bonus to save vs. cold attacks
50	the Riparian: Has a swim speed equal to his land movement rate	89	the Snub-Nosed: Low charisma (9 - 1d6)
51	the Robber: Convert hit dice to thief levels	90	the Soft: Low strength (9 - 1d4)
52	the Rod of GOD: Enjoys a +1 bonus to hit and damage against chaotic creatures	91	the Solemn: High wisdom (12 + 1d6)
53	the Rose Without a Thorn: Can cast one virtuous spell per day (roll randomly)	92	the Solitary: Low charisma (9 - 1d4)
54	the Rotten Goodman:	93	the Son of the Devil: Can cast one sinful spell per day (roll randomly)
55	the Royal Whore:	94	the Sorceress: Convert hit dice to magic-user levels
56	the Ruddy: Berserker (fury lasts one round per hit dice, +2 to hit and damage, -2 to AC)	95	the Sparrow: High dexterity (12 + 1d6)
57	the Sacrificer:	96	the Spear: Enjoys a +2 bonus to hit with spears and javelins
58	the Sailor KING: Has the abilities of a sailor	97	the Spendthrift: Has half normal treasure and 1d10 x 100 gp in debt
59	the Saint: Convert hit dice +2 to cleric levels	98	the Sphinx: High wisdom (12 + 1d6)
60	the Savage: Convert hit dice to barbarian levels	99	the Spider: Enjoys a high wisdom score (12+1d6) and has 1d4 assassin companions (level 1d4 each) as his ring of spies
61	the Savior: Convert hit dice to cleric levels	100	the Spittler: Low charisma (9 - 1d6)
62	the Scarred: Low charisma (9 - 1d6)		
63	the Scholar: Has the abilities of a sage		
64	the Seawolf: Has the abilities of a sailor		
65	the Self-Sacrificer: Can cast one virtuous spell per day (roll randomly)		
66	the Serene: High wisdom (12 + 1d6)		
67	the Sergeant with Beautiful Legs: High charisma (12 + 1d4) and convert hit dice to fighting-man levels		
68	the Sergeant-KING: Imparts a +1 bonus to hit and morale on his soldiers		
69	the Serious: High wisdom (12 + 1d6)		
70	the Servant of GOD: Convert hit dice to cleric levels		
71	the Severe: Low charisma (9 - 1d4)		
72	the Shadow KING: Can cast two sinful spells per day (roll randomly)		
73	the Shame of his Father: Can cast one sinful spell per day (roll randomly)		
74	the Short: High dexterity (12 + 1d6) but low strength (9 - 1d4)		
75	the Short Stocking:		
76	the Silent: Surprises on a 1-3 on 1d6		
77	the Silver Tongued: High charisma (12 + 1d6)		
78	the Simple: Low intelligence (9 - 1d4)		
79	the Singer: Convert hit dice to bard levels		
80	the Slave Lord: Can cast one sinful spell per day (roll randomly)		
81	the Slimy: Low charisma (9 - 1d6)		
82	the Slobberer: Low charisma (9 - 1d4)		
83	the Small: High dexterity (12 + 1d6) but low strength (9 - 1d4)		
84	the Smart: High intelligence (12 + 1d6)		

**TABLE V**

D%	NICKNAME
1	the Springer: Enjoys a +2 bonus to initiative rolls
2	the Squinty: Suffers a -1 penalty to hit with missile weapons
3	the Staller: All in his presence must save each round or take no action so long as he can speak
4	the Stammerer: Low charisma (9 - 1d4)
5	the Standard Bearer: Immune to fear
6	the Star of the North: Enjoys a +2 bonus to all d20 rolls
7	the Steadfast / the Steady / the Constant: Immune to fear
8	the Stern: Low charisma (9 - 1d4)
9	the Stingy: Has double normal treasure, gives half normal reward
10	the Strict: Low charisma (9 - 1d4)
11	the Successful: Enjoys a +1 bonus to all d20 rolls
12	the Summoned:
13	the Sun COUNT: Can cast one virtuous spell per day (roll randomly)
14	the Surety:
15	the Surly: Berserker (fury lasts one round per hit dice, +2 to hit and damage, -2 to AC)
16	the Suspicious / the Distrustful: Rolls chance of being surprised on 1d8 instead of 1d6
17	the Swineherd: Low charisma (9 - 1d4)
18	the Sword of GOD: Enjoys a +2 bonus to hit and damage against chaotic creatures and a +1 bonus to save vs. their

	spells and special abilities	53	the Unifier: Can calm emotions once per day
19	the Taciturn: Immune to fear	54	the Unlucky: Suffers a -1 penalty to all d20 rolls
20	the Tail:	55	the Unready: Suffers a low intelligence and wisdom (9 - 1d4), but enjoys a high strength and constitution (12 + 1d4)
21	the Tall: High constitution (12 + 1d6) but low dexterity (9 - 1d4)		
22	the Tanner: Suffers half damage from acid and enjoys +2 bonus to save vs. acid attacks	56	the Unthrifty: Has half normal treasure and 1d10 x 100 gp in debt
23	the Tempest: Berserker (fury lasts one round per hit dice, +2 to hit and damage, -2 to AC)	57	the Upright: Can cast one virtuous spell per day (roll randomly)
24	the Terrible: Can cast one sinful spell per day (roll randomly)	58	the Usurper: Can cast one sinful spell per day (roll randomly)
25	the Terror: Can cause fear once per day	59	the Valet:
26	the Theatre Duke: Has 1d4 bard companions (level 1d4 each)	60	the Venerable: Suffers a low strength and constitution (9 - 1d6), but enjoys a high intelligence and wisdom (12 + 1d6)
27	the Theologian: Convert hit dice to cleric levels plus has the abilities of a sage	61	the Vicar: Convert hit dice to cleric levels
28	the Thrice Damned: Can cast three sinful spells per day (roll randomly)	62	the Vicious: Enjoys a +1 bonus to damage with melee weapons
29	the Thrice Victorious: Imparts a +1 bonus to hit and morale on his soldiers	63	the Victorious: Imparts a +1 moral bonus to his soldiers
30	the Thriftless: Has half normal treasure and 1d10 x 100 gp in debt	64	the Vigilant: Rolls chance of being surprised on 1d8 instead of 1d6
31	the Tiger Earl: Attacks three times per round	65	the Vixen of REGION: Can charm person once per day (only when seducing)
32	the Timid: Suffers a -1 penalty to save vs. fear	66	the Wake Dog: Has the abilities of a sailor
33	the Tollgate:	67	the Warlike: Convert hit dice to fighting-man levels
34	the Traitor: Can cast one sinful spell per day (roll randomly)	68	the Warrior / the Warrior QUEEN: Convert hit dice to fighting-man levels
35	the Traitor EARL: Can cast one sinful spell per day (roll randomly)	69	the Weak: Low strength (9 - 1d4)
36	the Traveller: Convert hit dice to thief levels	70	the Well-Appointed: High charisma (12 + 1d6)
37	the Treacherous: Low charisma (9 - 1d4)	71	the Well-Beloved: High charisma (12 + 1d6)
38	the Trembler: Suffers a -2 penalty to save vs. fear	72	the Well-Served: Imparts a +1 moral bonus to his soldiers
39	the Triumphant: Imparts a +1 moral bonus to his soldiers	73	the Werewolf: Noble is a werewolf
40	the Troubadour: Convert hit dice to bard levels	74	the Wheelwright: Has the secondary skill of carpentry
41	the True: Can cast one virtuous spell per day (roll randomly)	75	the Whelp: Suffers a low intelligence and wisdom (9 - 1d4), but enjoys a high strength and constitution (12 + 1d4)
42	the Trustworthy: Can cast one virtuous spell per day (roll randomly)	76	the Whiner: Low charisma (9 - 1d4)
43	the Twisted: Low dexterity (9 - 1d6)	77	the White: Can cast one virtuous spell per day (roll randomly)
44	the Twister: Enjoys a +1 bonus to damage with melee weapons	78	the White Duck:
45	the Tyrant: Can command once per day	79	the White KING: Can cast one virtuous spell per day (roll randomly)
46	the Ugly: Low charisma (9 - 1d6)	80	the White Rose: High charisma (12 + 1d6) plus one virtuous spell per day (roll randomly)
47	the Unblemished General: Imparts a +1 bonus to hit and morale on his soldiers	81	the White Widow / the White Widower:
48	the Unconquered: Convert hit dice to fighting-man levels	82	the Wicked: Can cast one sinful spell per day (roll randomly)
49	the Uncrowned:		
50	the Unexpected: Surprises on a 1-2 on 1d6	83	the Wild MARGRAVE: Convert hit dice to barbarian levels
51	the Unforgettable: Enjoys a +1 bonus to all d20 rolls	84	the Wily: High wisdom (12 + 1d6)
52	the Unfortunate / the Unfortunate PRINCE: Suffers a -1 penalty to all d20 rolls	85	the Wise: High wisdom (12 + 1d6)
		86	the Witch: Convert hit dice to magic-user levels

87	the Wizard EARL: Convert hit dice +2 to magic-user levels
88	the Wolf: Convert hit dice to ranger levels
89	the Wonderful: Gains the ability to cast one random spell per day, as a wand of wonder
90	the Worst DUKE: Suffers a -1 penalty to all d20 rolls
91	the Wry-Mouthed:
92	the Young: Suffers a low intelligence and wisdom (9 - 1d4), but enjoys a high strength and constitution (12 + 1d4)
93	the Young Cavalier: Convert hit dice to fighting-man levels; same ability modifications as "the Young"
94	the Zany: Has a 1 in 6 chance per day of succumbing to confusion for 1d4 hours
95	Turnip Head: Low intelligence (9 - 1d4)
96	Waked the Waves: Can summon an 8 HD water elemental with a 20% chance of success when near a body of water
97	Weak-in-the-Foot: Half normal movement rate on long journeys
98	White Shirt:
99	White-Shanks:
100	with the Axe: Enjoys a +2 bonus to hit with axes

## A Noble Rogue's Gallery

### BARON USTED the Bald

Being bald doesn't get Usted much, but as a noble he does get double the normal followers, giving him 8. We roll and find he has the following people in his retinue: For men-at-arms, three scribes (one is a 6th level assassin) and Marcus, the son of the Countess Genevieve, Usted's liege lady.

USTED: HD 9 (41 hp); AC 2 [17]; Atk 1 battleaxe (1d8); Move 9 (12 out of armor); Save 5; CL/XP 9/1100; Special: Eight followers.

### COUNTESS GENEVIEVE Hairyfoot

The countess has some halfling blood in her; after all, her mother adored pastries and that halfling gourmand who worked at the castle was often called to visit at odd hours. She now rules a prosperous county in the middle of the kingdom. Her eight followers are Wodwick, a sergeant-at-arms, four men-at-arms, a scribe, the Baroness Salamandra, a childhood friend and Sister Sarah, a 5th level cleric.

GENEVIEVE: HD 5; AC 2 [17]; Atk 1 weapon (1d8); Move 9 (12 out of armor); Save 12; CL/XP 5/240; Special: Halfling racial abilities, eight followers, treasure as 15 HD monster.

### KING HUMPHREY the Antichrist

King Humphrey was birthed on a moonless night, the midwife a witch and his mother a sacrifice. A bastard, he was presented to the court by his uncle and, within a decade, had seized the throne and instituted a reign of terror. His followers include five scribes, five men-at-arms and their sergeant-at-arms, Zabbo, and the wicked Viscomte de Gris.

HUMPHREY: HD 2; AC 2 [17]; Atk 1 weapon (1d8); Move 9 (12 out of armor); Save 16; CL/XP 2/60; Special: Twelve followers, treasure as 20 HD monster, spells (1/day—*bestow curse, inflict light wounds, protection from good*).

### HIERTRUDE the Bounteous, the Blood Marquessa

The Marquessa Hiertrude is mostly known for her large, loving family – six children by her late husband, the Marquis. It is less known that she is a vampire, turned by a foe of her husband. She has since turned her children into her spawn (save the eldest, Hormand, who is in hiding) and is even now preparing to rally the humanoids she once fought and lead them into the heart of Azura's kingdom. Her retinue (also vampire spawn) consists of three men-at-arms, two clarks, her court musician Antonio and two sons of the lesser nobility, Anatole and Freder, who were serving as page boys in her husband's court before she turned them. They are now eternally eleven years old and thoroughly evil.

HIERTRUDE: HD 9 (42 hp); AC 2 [17]; Atk 1 weapon (1d8) or bite (1d10 + level drain); Move 9 (12 out of armor, F18); Save 6; CL/XP 12/2000; Special: Eight followers, vampire powers.

### COUNT GUDOLPH the Cunning

Gudolph is a cunning man, though only lightly educated. He knows well that his county lies in the path of the Blood Marquessa, and has been recruiting heavily among the priesthood of the kingdom for the last year, giving generous gifts of land to the church in an attempt to shore up his defenses or, at a minimum, convince Hiertrude to

march her armies around his land. His retinue consists of two scribes (lay priests), three men-at-arms and three sergeant-at-arms. All of his bodyguards have been trained and armed to deal with vampires.

GUDOLPH: HD 5 (22 hp); AC 2 [17]; Atk 1 weapon (1d8); Move 9 (12 out of armor); Save 12; CL/XP 5/240; Special: Eight followers, treasure as 15 HD, Int 14.

### QUEEN AZURA, the Calf

The young Azura has recently assumed the throne after the mysterious death of her mother. She is only 16, but head strong and confident. Faced with signs of rebellion on her borders, she is assembling an army to meet it head on, caring little for the council of her advisers. Her retinue includes four lesser nobles, four sergeants-at-arms (one of them her secret lover) and four scribes doing their best to educate the girl-queen while she scurries about barking orders and managing her new kingdom with gusto.

AZURA: HD 2 (14 hp); AC 2 [17]; Atk 1 weapon (1d8); Move 9 (12 out of armor); Save 16; CL/XP 2/60; Special: Triple normal number of followers, treasure as 20 HD, Int 8, Wis 6, Str 16, Con 16.

### BARON AGLOS the Gatekeeper

Aglos commands a sizable fortress that guards a mountain pass into the archduchy. He and his warriors have faced countless hordes of goblins and hobgoblins attempting to push their way into the green lands of the archduchy from the frozen uplands. These years of combat have allowed him to perfect a defensive stance that makes him more difficult to hit than the normal heavily armored warrior. His retinue includes two scribes, four men-at-arms and his two boon fighting companions, Aaron of the Golden Harp (a 5th level bard) and Schultz (a 5th level fighting-man).

AGLOS: HD 9; AC 2 [17]; Atk 1 weapon (1d8); Move 9 (12 out of armor); Save 5; CL/XP 9/1100; Special: Double normal number of followers, defensive stance (+2 AC, +1 hp/HD).

### KENNE the Imp, Count of Owaith

Count Kenne is a devotee of the dark cult of Mammon, as befits one of his greedy nature. His devotion to Mammon



has won him the ability to cast *cause light wounds* once per day. Kenne has a retinue that includes five clarks (money counters, mostly), a man-at-arms two sergeants-at-arms.

KENNE: HD 5; AC 2 [17]; Atk 1 weapon (1d8); Move 9 (12 out of armor); Save 12; CL/XP 5/240; Special: Double normal number of followers, treasure as 15 HD, cast *inflict light wounds* 1/day.

### ARCHDUKE SCATON the Handsome

Scaton the Handsome is everything a fairy tale prince should be, except that he is an archduke, of course. He is handsome, charming, well-mannered and brave. Unlike fairy tale princes, he has rarely been outside the walls of his city, Gondwane, but he has cultivated quite a retinue of followers within those walls. This retinue consists of his court champion, Aloysius (a 4th level fighting man) and his comrade, Black Albrect, a rake, his paramour the Baroness Uda, ten scribes (one of whom, Ignatio, is a 5th level

assassin sent to spy on the archduchy), three men-at-arms and two sergeants, Duff and Yoder.

SCATON: HD 2; AC 2 [17]; Atk 1 weapon (1d8); Move 9 (12 out of armor); Save 16; CL/XP 2/60; Special: Triple normal number of followers, treasure as 20 HD, Cha 16.

### **ANWENOD the Rebel Earl of Arddus**

Anwenod is a raven-haired elf earl who dwells on the fringe of the kingdom and near the border marches of the humans. Grey of eye and lean of build, he is a masterful swordsman with a deep interest in the politics of both elves and men. He is currently attempting to woo the daughter of a human baron as a hedge against perceived enemies in the royal court. Anwenod's retinue consists of his champion, Keryd (elf ftr 3/m-u 2), four elf warriors, two elf sergeants and Cedric, son of the human Baron Donal, who is a visiting dignitary attempting to secure the marriage of his sister Yulisa to the Rebel Earl.

ANWENOD: HD 9 (48 hp); AC 2 [17]; Atk 1 longsword or longbow (1d8); Move 9 (12 out of armor); Save 5; CL/XP 9/1100; Special: Double normal number of followers, cast *darkness* once per day.

### **KAITH the Quick, Duchess of Beor**

Kaith is a tall elf woman (5'9", very tall for an elf) with ebony skin and a sharp jaw line. Her hair is short, curly and as black as pitch and her eyes emerald green and radiant. Kaith is a cynical woman, bored with the tedium of life inside the great elfwood. The high queen is her cousin and a tepid rival. Kaith's retinue includes three scribes, three elf warriors, the harpist Lhart (bard 3) and the human rake Lardre, whose devious antics and disruptive presence help relieve the duchess' melancholy.

KAITH: HD 5 (29 hp); AC 2 [17]; Atk 1 weapon (1d8); Move 9 (12 out of armor); Save 12; CL/XP 5/240; Special: Double normal number of followers, treasure as 15 HD, +1 to initiative rolls.

### **MORGANNET the Renowned, the Spider, the High Queen of Elves**

Morgannet is the high queen of the Elfwood, a gentle woman with nut-brown skin, gray-green eyes and golden

brown hair that falls down to her ankles. She is fine-boned, but with flashing, lively eyes and a vivacious, cherubic face. Despite her childlike appearance, Morgannet is an expert politician. Her spies, the elven thieves (level 3 and 4) Blathet and Dumnann are frequent visitors to every court in the land, and little escapes their notice. Her retinue includes three maids-in-waiting (lesser nobles), seven scribes (for the elves believe that every utterance of their queen is prophetic and must be recorded), four elf longbowmen and their sergeant, Pathogius, a human found as a waif and reared by the elves.

MORGANNET: HD 2 (10 hp); AC 2 [17]; Atk 1 weapon (1d8); Move 9 (12 out of armor); Save 16; CL/XP 2/60; Special: Triple normal number of followers, treasure as 20 HD, Cha 14, Wis 13.

### **MANSOUR the Lion, Bey of Rumm**

Mansour the Lion is a handsome man, aging and rugged, who commands a fortress where the desert sands meet the savannah. Caravans of traders and pilgrims move through his land, making him wealthy, and his many wars against the nomads have made him famous throughout the kingdom. He looks upon the Sultana Azzah with hopeful eyes, but her heart lies elsewhere. Mansour's retinue includes the half-ogre fighter Isaam (F5) and his comrade, the sly Ziyad (F1), four men-at-arms and two scribes.

MANSOUR: HD 9 (45 hp); AC 2 [17]; Atk 2 scimitar (1d8); Move 9 (12 out of armor); Save 5; CL/XP 9/1100; Special: Double normal number of followers.

### **SHAFEEQ the Landless, exiled Amir of Pazazabad**

Shafeeq the Landless is the son of Bishr, the former Amir of Pazazabad. That wondrous city-state was overrun by goblins not three years ago, and the young man has wandered ever since with his retinue, seeking support for a reconquest of his land. The retinue includes four scribes, two sergeants-at-arms and his father's court magician, the cloying Nazihah of the Nine Lamps (M3). He is also accompanied by Intisar, a lesser aristocrat and the rambunctious daughter of Pazazabad's greatest merchant (and, unknown to others, the traitor who engineered the goblin invasion) Haarith of the Hoary Beard.



SHAFEEQ, FIGHTER LVL 3/THIEF LVL 2: HP 15; AC 2 [17]; Special: Double normal number of followers, treasure as 15 HD monster.

### **AZZAH the Liberal, the Iron Sultana, the Leopardess, Sultana of Keshfar**

Azzah is the Great Sultana of all Keshfar. Learned, wise and fierce, she commands the deserts, savannas and sea for hundreds of miles from her domed capital of Nadid. Despite her coteries of handsome petitioners and the adoration of her people, she knows he is not getting any younger and must soon choose a husband that her line may continue. Mansour the Lion seems the logical choice, but her heart burns for Shafeeq the Landless, if only she knew where he was. Azzah's retinue includes the rakish sisters Amani and Munirah, the handsome young Izvod, Baron of Esterhafen and his sister, Lady Bezpa, four scribes, three men-at-arms and he sergeant-at-arms, the loyal Tariq.

AZZAH: HD 2 (16 hp); AC 1 [18]; Atk 2 scimitar (1d8); Move 9 (12 out of armor); Save 16; CL/XP 2/60; Special: Triple normal number of followers, treasure as 20 HD, +2 reaction from peasants, Con 14.

### **WILDGRAVE OGMUND the Standard Bearer, the Tempest, White Shirt**

Ogmund is a ragged, wild-haired dwarf who dwells in the rugged borderlands on the edge of the dwarf kingdom, lands invaded regularly by the goblin races, ettins and trolls. A famed giant-slayer, he is a loyal companion of Jarl Vagn, having gone on many adventures into the giant country with his father, Vagr, when they were both young dwarfs with much to prove. Ogmund's nephew, Skapti, is rarely far from his side save when Ogmund's berserker-gang comes upon him. His retinue also includes three chroniclers, two dwarf warriors and their sergeant, Odi and Ljot, a 5th level fighter who serves as his champion and bailiff. Ogmund always dresses in a white tunic and white, hooded cloak.

OGMUND: HD 9 (52 hp); AC 2 [17]; Atk 1 weapon (1d8); Move 9 (12 out of armor); Save 5; CL/XP 9/1100; Special: Double normal number of followers, immune to fear, berskerer.

### **THEGN INGIRID the Treacherous, the Usurper, the Well-Served**

Ingirid is the half-sister of Jarl Vagn and his most hated rival. Hated by most of her kin due to her treachery and her dealing with the goblins and orcs, she nevertheless holds fortified iron mines in the southern mountains that keep her wealthy and influential. Her consort is Vandrad, an exile from the Jarl's court, two scribes and one orc sergeant, Forox. Her minions are very loyal.

INGIRID: HD 5 (23 hp); AC 2 [17]; Atk 1 weapon (1d8); Move 9 (12 out of armor); Save 12; CL/XP 5/240; Special: Treasure as 15 HD, Cha 6, cast *bane* (reverse of *bless*) once per day, +1 morale bonus to soldiers.

### **JARL VAGN the Springer, Star of the North, the Tail**

Jarl Vagn is the young, dashing king of the dwarfs, having taken the throne when his father Vagr finally passed into the halls of his ancestor. Vagn is a lover of gold and luxury, unlike his sterner father, but his glib tongue, handsome features and strong sense of justice have kept him popular with all but his half-sister Ingirid. Vagn is accompanied by the berserker Bersi, the shieldmaiden Hlif (who drives him mad with desire), four clarks (one a 3rd level fighter/thief in service to Ingirid), five dwarf warriors and their sergeant, Olaf the Round.

VAGN: HD 2 (12 hp); AC 2 [17]; Atk 1 weapon (1d8); Move 9 (12 out of armor); Save 16; CL/XP 2/60; Special: Triple normal number of followers, treasure as 20 HD, +2 initiative, +2 to all attacks and saves.

**JMS**

# Family Feuds

*Illustration by Sir John Gilbert*

The other day, I was thinking about fantasy cities and ways to define them. Most of my cities for NOD are done as a small section of the place with interesting personalities to run into, along with a run down on the ruler, high priest or priestess, etc. Just enough to make the place memorable and with a focus on something special that might bring the players hundreds of miles – the finest armorer in the region, a black market for stolen goods, etc.

The idea of a key industry crossed my mind. Think of several industries and specialties and generate one specialty in one industry in which a city excels – i.e. if you want the best éclairs, you have to travel to Barnabas, the City of Eclairs. So, Barnabus would have a bunch of master bakers who produce the best éclairs in the universe, and in fact are so skilled they can bake magical effects into their éclairs (i.e. magic potions). Barnabas would have many excellent normal bakers as well, and to support the baking industry would need associated industries like milling, farming, orchards, jelly makers, beet growers, spice merchants, etc. As I played with working this into a system, I realized that it was breaking my #1 rule for NOD: Focus on adventuring. This industry stuff was interesting, but how was this forwarding the goal of sending players on adventures? Putting an hour of work into generating some demographics that will never lead to a daring sword fight, a swing across a chasm, assassination attempt, kidnapping or plundered treasure horde doesn't make sense to me when we're working at creating an adventure game.



One thing that did come to me, though, was the idea of rival families. You see, when I was thinking about different medieval industries, merchants came to mind. But how does a city specialize in merchants? Well, maybe banking – but every city needs merchants. And then I thought about great merchant families, and the Montagues and Capulets came to mind and I thought, “you know what every fantasy city needs – rival families!”

To be precise, a city needs three families, one the most powerful, the other their bitter rival, and the third the up-and-comer playing the larger families off one other. That can lead to adventures, as players get involved with these folks and their endless machinations.

With that in mind, grab some dice and roll up some feuding families to make your character's lives miserable.

## STEP ONE – THE FAMILY

Every family has a head – the man or woman who holds the legal reins. We need to determine how old they are and what they can do. In this case, all of these families are going to be mercantile in nature. All family heads are going to be venturers. Their level depends on their generation: Adult 1d6+1, Mature 1d8+2 and Old 1d10+3.

D6	GENERATION
1-3	Adult (25 to 35 years old)
4-5	Mature (36 to 55 years old)
6	Old (56 + years old)

Now we need to roll 1d6 for the family head's siblings. Each sibling has a 50/50 chance of being male or female and comes from the same generation as the head of the family. We'll presume that any older family members are dead, or else they would be in the leadership position.

The siblings are probably nondescript merchant types or venturers (see **NOD 2**), but might be something else. Roll to find out for sure. At the same time, roll a 1d4 to figure out their general personality.

D20	OCCUPATION
1-6	Merchant (0-level)
7-10	Trader (3 HD)
11-13	Venturer
14	Sage
15-16	Artisan
17	Thief or Assassin
18	Magic-User or Illusionist
19	Cleric* or Druid
20	Fighter or Duelist (1% chance of a paladin)

\* Clerics worship as follows: 01-70 – Deity of Trade or Wealth; 71-90 – Lawful Deity that might frown on some business practices; 91-100 – Chaotic Deity/Demon/Devil

D4	PERSONALITY
1	Sanguine (impulsive, pleasure-seeking, sociable, emotional, creative, compassionate)
2	Choleric (ambitious, leader-like, aggressive, passionate, energetic, dominating)
3	Melancholy (introverted, thoughtful, pondering, considerate, artistic, perfectionists)
4	Phlegmatic (relaxed and quiet, lazy, content, kind, accepting, affectionate, shy)

For those with class levels, roll them as follows:

Young\* - 1d4

Adult - 1d6

Mature - 1d8

Old - 1d10

\* For children of adults

75% of males and females are married and have 1d4-1 children. Each siblings mate is (1-4) from the same generation or (5) one generation older or (6) one

generation younger. The children are all from one generation younger than the younger partner in the marriage. Roll up the children's personalities and occupations as well, unless the children are from the generation younger than "Young", in which case they are too young to have an occupation.

For each person in the family, roll up their Charisma score as well on 3d6. Adult or older children of the siblings have the same chance as the siblings as being married with children. Young children of the siblings have a 50% chance of being married and have 1d3-1 children.

## STEP TWO – ASSETS

Each of these mercantile families has core assets dependent on the number and age of the family members (not including spouses). Each family also has a town house for the head of the family and each sibling, and the necessary servants for each town house (butler/valet, cook, upstairs maid, etc.)

Young - 1d20 x5 gp

Adult - 1d20 x 10 gp

Mature - 1d20 x 50 gp

Old - 1d20 x 100 gp

In addition, the family gets 1d4+1 rolls on the following table of special assets.

D%	ASSETS
1	Tied by blood to a noble family – the head of the family is a (1-3) 3rd cousin, (4-5) 2nd cousin or (6) first cousin to a (1-4) baron, (5-6) count or (7) duke or (8) king.
2-3	Tied by marriage to a noble family – replace the head's spouse or one of the sibling's spouses with a person of noble blood (as above).
4-9	Owns a caravan of 2d6 wagons or elephants or 4d6 camels to a nearby city
10-15	Owns a merchant galley that travels to a nearby city
16-20	Owns a caravan of 3d6 wagons or elephants or 6d6 camels that travels to a far-away city
21-25	Owns a merchant cog that travels to a far-away city
26-27	Owns a valuable heirloom that is (1-3) a major piece of jewelry, (4-5) a major gem or (6) a minor magic item
28-30	Owns 2d4 fine horses
31-33	Owns 3d6 fine hounds

34-36	Owns 3d6 fine falcons
37-38	Owns a single magical beast
39-40	Has a hired magic-user (roll 1d4+1 for level); all family members can cast a single non-offensive 1st level magic-user spell per day
41-43	Has a hired assassin (roll 1d4+1 for level); all family members carry vials of mild poison
44-48	Has a hired duelist (roll 1d4+1 for level); all family members +1 to hit and damage with rapiers
49-50	Has a hired gourmand (roll 1d4+1 for level)
51-55	Owns a fine manse in the city (1d6+6 rooms)
56-59	Owns a fine mansion in the city (1d10+10 rooms)
60-62	Owns a fine villa or manor in the country (1d8+8 rooms)
63-66	Owns a fabled wine cellar (total value of 3d10 x 100 gp)
67-70	Owns a fabled art collection (total value of 3d10 x 100 gp)
71-74	Owns a fabled armor and weapon collection (3d6 pieces, all masterwork and legendary)
75-78	Has a seat on the city council
79-80	Has a seat on the king's privy council
81-83	Has master of the local merchant's guild
84-85	Has a dark family secret
86-88	1d4 x 10,000 sp in additional assets
89-90	1d3 x 1,000 gp in additional assets
91	1d2 x 100 pp in additional assets
92-95	Has a letter of marque from the king
96	Suffers under a family curse
97	Enjoys a family blessing (an ancestor was a saint or martyr)
98	Has an infamous (and rumored) torture chamber
99	Has an infamous (and rumored) cabinet of horrors
100	Has an infamous (and rumored) shrine to a demon or devil lord

## SAMPLE FAMILY: THE MONTFLEURS

The Montfleurs are a successful mercantile family that has risen to prominence in their city-state, much to the chagrin of their rivals, the Capossians.

The family is headed by Arnou Montfleur (sanguine adult 4th level venturer), a pleasant man with a wonderful head for business and an almost supernatural ability to make deals. Arnou has two sisters.

Gallia is a phlegmatic, adult trader (3 HD) married to Merlin, a young merchant. They have three infant sons: Merlin, Arnou and Delmar.

Allyriane is a sanguine, adult duelist (1st level) married to Octave, an adult merchant. They have three young children, Tristan (3 HD trader), Therese (3 HD trader) and Fleurette, a goldsmith.

The family's assets are 10,000 sp and 310 gp in cash money, locked away in the family's town house. The family also owns a caravan of 5 wagons that travels to a far-away city, 8 fine hounds, a merchant galley and, though this is only rumored, a shrine to the devil Mammon in their cellar (it's really behind a sliding wall in their dining room).

## SAMPLE FAMILY: THE CAPOSSIANS

The Capossians are bankers and moneylenders, and the hated rivals of the Montfleurs. They are headed by Rudolfo Capossian (melancholy mature 9th level venturer). Rudolfo has four siblings:

Lucretia is a choleric moneylender, plain of face and very aggressive in her dealings. Most say she is the true power in the family. Her younger brother is Franco, a sanguine moneylender with a shrill voice. The youngest of the family is Gloriana, who has the same gloomy demeanor as her eldest brother. The most famed of the family is the third son, Karlo, a sanguine 3rd level duelist with an ugly face and a ready blade.

Karlo has a wife, Anna, and two adult sons, Karlo and Gandolfo (named for his grandfather). Karlo is a sanguine 5th level venturer, while his brother is a phlegmatic 2nd level duelist, and the trouble maker of the family. Both are married, and Karlo has a young son named Rudolfo, who is himself an ambitious 1st level venturer quickly learning his father's business (and planning to seize control of it).

The family's assets are all in the form of coin, and consist of 30,000 sp and 4,285 gp in cash money, making them among the wealthiest families in the city-state.

**JMS**

# BLOOD & TREASURE

## FANTASY ROLE PLAYING GAME



### **RULES LITE ...**

### **CLASS HEAVY**

*Blood & Treasure is designed to let you play the kind of game you want, with simple rules and all the options you would expect after almost 40 years of fantasy role playing.*

*Blood & Treasure includes thirteen classes and gives examples of how variants of those classes can be created easily. All the traditional races are present to, and multiple "monsters" are given the statistics you need to allow them to be playable characters.*

**COMING  
SOON!**

**Designation of Product Identity:** The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: Any and all logos and identifying marks and trade dress, such as all John M. Stater product and product line names including but not limited to *1800 – American Empires™*, *Action X™*, *Blood & Treasure™*, *Mystery Men!*, *NOD™*, *LAND OF NOD™*, *PARS FORTUNA™*, *Queen & Kaiser™*, *Space Princess™*, *Target 10™*; any specific characters and places; capitalized names and original names of places, artifacts, characters, races, countries, geographic locations, gods, historic events, and organizations; any and all stories, storylines, histories, plots, thematic elements, and dialogue; and all artwork, symbols, designs, depictions, illustrations, maps, and cartography, likenesses, poses, logos, or graphic designs, except such items that are in the public domain or used via a Creative Commons license (and edition). The above Product Identity is not Open Game Content.

**Designation of Open Game Content:** Subject to the Product Identity designation above, the following portions of NOD 14 are designated as Open Game Content: the magic items; the names, spell parameters (range, duration) and game mechanics of the new spells; the names, statistics, and text for the new monsters; the names, statistics, special abilities and advancement table for the new classes; the statistics for the characters; and anything else contained herein which is already Open Game Content by virtue of appearing in the System Reference Document or some other Open Game Content source.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

Use of Contributor Credits: You may not market or advertise the Open Game Content using

the name of any Contributor unless You have written permission from the Contributor to do so.

Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

**NOD 14**, Copyright 2012, John M. Stater. Author: John M. Stater.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden

Castles & Crusades: Monsters & Treasure, Copyright 2005, Troll Lord Games; Authors Robert Doyel and Stephen Chenault

Castles & Crusades: Players Handbook, 2nd Printing, Copyright 2006, Troll Lord Games; Authors Davis Chenault and Mac Golden

Labyrinth Lord™ Copyright 2007, Daniel Proctor. Author Daniel Proctor.

Land of Nod, Copyright 2010, 2011, John M. Stater; Author John M. Stater

Monster Compendium: 0e, Copyright 2008, Matthew J. Finch

OSRIC copyright 2006-08 by Stuart Marshall, adapting material prepared by Matthew J. Finch, based on the System Reference Document, inspired by the works of E. Gary Gygax, Dave Arneson, and many others.

Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch

**The Grand OGL Wiki**, <http://grandwiki.wikidot.com> Copyright 2008-2009 Purple Duck Creations; Authors: Mark Gedak, Alex Schroeder, Joel Arellano, George Fields, Yair Rezek, Mike Whalen, Shane O'Connor, Mike Rickard, John Whamond, Bill Browne, Eric Williamson, Slatz Grubnik, Charles R. Wenzler Jr, John Fraser.

Open game content from **Monster Encyclopaedia Volume 1** copyright 2004, Mongoose Publishing Ltd.

Open game content from **Monster Encyclopaedia Volume II Dark Bestiary** copyright 2005, Mongoose Publishing Ltd.

Alu-demon from the **Tome of Horrors Complete**, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Gary Gygax.

Amaimon devil from the **Tome of Horrors Complete**, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Azizou demon from the **Tome of Horrors Complete**, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene and Clark Peterson.

Balban demon from the **Tome of Horrors Complete**, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Barizou demon from the **Tome of Horrors Complete**, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene and Clark Peterson.

Beluiri from the **Tome of Horrors Complete**, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Blood reaver devil from the **Tome of Horrors Complete**, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Bloodsuckle from the **Tome of Horrors Complete**, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Erica Balsley.

Boggart from the **Tome of Horrors Complete**, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Gary Gygax.

Brown pudding from the **Tome of Horrors Complete**, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Gary Gygax.

Caasimolar from the **Tome of Horrors Complete**, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Cambion demon from the **Tome of Horrors Complete**, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Gary Gygax.

Chaaor demon from the **Tome of Horrors Complete**, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Choronzon demon from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Dagon from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Daraka demon from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Demonic Knight from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Faerie dragon from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Brian Jaeger and Gary Gyga.

Fire nymph from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Fire snake from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Michael McDonagh.

Fraz-Urb'luu from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Gary Gyga.

Geruzou demon from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene and Clark Peterson.

Ghaddar devil from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Gharros demon from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Gloom crawler from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Gorsion from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Greater medusa from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Green, based on original material by Wizards of the Coast.

Hellstoker devil from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Huecuva from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Underworld Oracle.

Hutijin from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Gary Gyga.

Hydrodaemon from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Gary Gyga.

Kelpie from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Green, based on original material by Lawrence Schick.

Lesser shadow from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Authors Scott Greene and Clark Peterson.

Lilin devil from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Mallor demon from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Maphistal from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Mehrim demon from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Mezzalorn demon from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Nerizo demons from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Nupperibo from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Gary Gyga.

Nysrock demons from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Obsidian minotaur from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Piscodaemon from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Gary Gyga.

Shroth demon from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Skeleton warrior from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Nigel Morgan.

Skitterdark demon from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Skulk from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Simon Muth.

Stench kow from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Gary Gyga.

Stirge demon from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene and Clark Peterson, based on original material by Gary Gyga.

Stun jelly from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Neville White.

Stygian leviathan from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Titivilus from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Gary Gyga.

Tormentor demon from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Clark Peterson and Scott Greene.

Tri-flower frond from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Gary Gyga.

Tsathoggua from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene and Bill Webb.

Vepar from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Xaphan from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Yellow musk creeper from the ***Tome of Horrors Complete***, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Albie Fiore.

END OF LICENSE