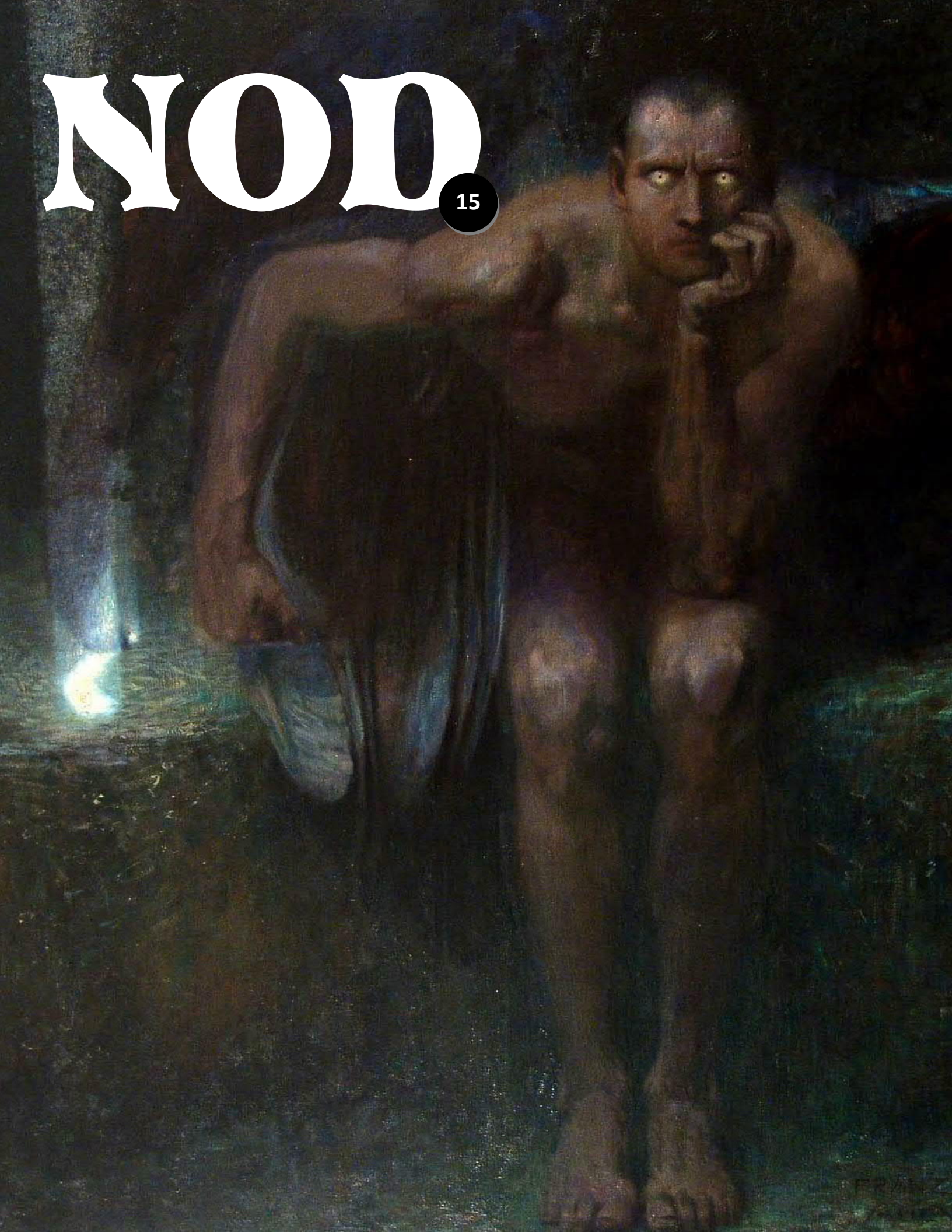


NOD

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By John M. Stater

Cover is *Lucifer* (1890) by Franz von Stuck

Interior Illustrations Gustave Dore, Jon Kaufman, Jacault, Darrel D. Miller, Roderic Waibel and others

Handy Dandy Cavern Generator **I**

Need a cavern in a pinch?

Hellcrawl: Circle VII – Phlegethon **2**

Take a walk through slimy highlands, dismal woods and a salty wasteland

Magic Bracelets **30**

Nine magic bracelets

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Nine steamy pockets jam-packed with evil

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Silver Age Shenanigans **65**

Random Silver Age curveballs for your Mystery Men! game

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RANDOM

The Handy Dandy Cavern Generator

A common problem for a Referee: You've generated some random cavern or cave in a hex and you don't know what to do with it. Or perhaps you know what to do with it, but you don't have time to map the darn thing. Well, today is your lucky day!

The system is simple, and is designed to produce sprawling subterranean environment, not a compact dungeon. Assume that the entrance is a tunnel at least 50 yards long, and usually sloped downwards.

As adventurers explore the cavern, roll 1d6 for every 50 yards they cover. On a roll of 1-4, the tunnel continues on in the same direction and at the same slope. Otherwise, roll on the table below.

D8	FEATURE
1-3	Tunnel branches <ol style="list-style-type: none">1. Left2. Right3. Up (1 = Straight up; 2 = Steep slope; 3 = Gentle slope)4. Down (1 = Straight down; 2 = Steep slope; 3 = Gentle slope)
4	Tunnel ends
5-6	Cavern (1d3-1 exits; 1 = Huge; 2 = Large; 3 = Medium; 4 = Small)
7	Bottomless pit
8	Encounter <ol style="list-style-type: none">1-3. Creature4-5. Object or point of interest6. Earthquake (as spell or power of the same name)

CAVERN/TUNNEL DESCRIPTION

D10	DESCRIPTION
1-3	Cool and dry; possibility of wind
4-5	Moist and damp; possibility of flowing or stagnant water
6-7	Hot and humid; possibility of hot spring
8-9	Jagged and uneven; possibility of gemstones, crystals or precious metals
10	Weird colors and formations; possibility of poisonous salts or gases

FOR MYSTERY MEN!

This generator was originally created for *Mystery Men!* to fill a very specific need: Two heroes in one of my games went underground, and I had no map drawn, though I did know what they were eventually going to find.

When generating random monsters for *Mystery Men!*, use the following table:

D6	MONSTER ENCOUNTERED
1	Black Pudding
2	Ghoul
3	Grimlock
4	Giant Spider
5	Rat Swarm
6	Human Warriors*

* These subterranean warriors are pale men and women armed with ray guns, swords and medium armor.

How many creatures do the super heroes find? Divide the total XP value of the heroes (100 XP per level + 10% XP value of powers) by the XP value of the monster. This number is the highest roll possible on the dice you should roll to determine the number encountered. In other words, if the value is 5, then there are 1d5 monsters (or 1d10 divided by 2). For a really challenging encounter, double the number of monsters rolled on the dice.



Transported by Geryon

Circle VII: Phlegethon

Illustrations by Jacault and Jon Kaufman

After the crowded, dangerous cityscape of Dis, it's nice to settle back into the bleak, dangerous wilderness that dominates most of Hell. Phlegethon is the seventh circle of Hell, wherein the violent are imprisoned for eternity. It is divided into four different landscapes – bleak highlands, the boiling River Phlegethon, a woodland of despair and a salty desert caressed by rains of smoldering ash.

The only way to enter Phlegethon is by hitching a ride on Geryon, the reigning prince of Phlegethon. The circle is ringed by 10 mile high walls of granite and quartz, at the top of which is the vast, sprawling city of Dis.

Myriad caves open in these walls, belching forth the dank waters of the Styx in towering waterfalls to fall in the highlands of Phlegethon, blanketing them in a red mist. The grandest of these caves, replete with sparkling quartzes and veins of gold and silver, is Geryon's palace.

The reddish liquid of the Styx forms streams and rivulets that flow into the boiling Phlegethon, where shades who dedicated themselves to violence in life are anchored to a depth commensurate to the level of their sins. The craggy, damp hills are home to many oozes and fungi, not to mention the minotaurs of Baphomet, medusas of Stheno and Euryale and the savage centaurs of Chiron.

The highlands end at the banks of the Phlegethon, where the centaurs patrol, keeping the interred shades in their boiling punishment. Vandals (the name for shades that have escape the Phlegethon) also roam the highlands in armed bands, keeping its cities and fortresses in a constant state of ruin. The highlands ever ring with the clash of sword and shield, so bring plenty of hit points if you're planning to spend much time there.

Beyond the boiling river is a gnarled woodland of twisted, black trees with human faces. These are the shades of people who committed violence on themselves in life, their bodies twisted into the shapes of trees that moan and grasp at the hair and clothing of travelers. Harpies and hell hounds pursue the Profligates through these woods.

The innermost landscape of Phlegethon is a desert of life-draining salt. The salt wastes are wandered by the blasphemers and userers, who carry their heavy purses chained round their necks. The salt wastes end at miles-high cliffs that overlook the mountains and jungle valleys of Malebolge, the eighth and penultimate circle of Hell.

Dangers of Phlegethon

As with all of Hell, Phlegethon is not entirely welcoming to life. It has several specific dangers to watch for.

Dehydration: The salt wastes of Phlegethon aren't just bone dry, they suck the moisture out of living bodies. Living creatures must double their normal water intake here or suffer 1d4 points of constitution damage per day. After two days, living creatures feel their tongues swell and lips crack, and they are unable to speak properly (i.e. no more spells boys and girls!). After three days, one's skin is so dry that it begins to flake off. Movement is reduced by half and salt insinuates itself into open cracks in the skin, imposing a -2 penalty to all attacks and saves due to pain.

Depression: The woodlands are not just dismal; they suck at one's will to live. Each day in the woods, one must pass a saving throw or be struck by despair (as the *crushing despair* or *emotion* spell). Those who succumb to despair become beacons for the monsters of the woods, and subsequently wandering monsters are encountered on a roll of 1-3 on 1d6.

Phlegethon: The Phlegethon is a boiling river, with flaming oil above and super-heated water below. Touching the river inflicts damage per round based upon how much of one's body is exposed: 1d6 for a single limb or head, 2d6 for half of one's body and 3d6 for one's entire body.

Races of Phlegethon

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

Centaurs: The centaurs of Phlegethon's highlands are large creatures, wild and unruly and with blazing eyes.

CENTAUR: HD 8; AC 4 [15]; Atk 2 kicks (1d8) or longbow (1d8); Move 18; Save 8; CL/XP 9/1100; Special: Immune to fire.

Harpies: The harpies of the dismal woodlands almost have the appearance of angels – porcelain skin, icy blue eyes, white, feathered wings – but marred with a cruel visages and black talons.

HARPY: HD 6; AC 5 [14]; Atk 2 talons (1d6); Move 6 (Fly 18); Save 11; CL/XP 8/800; Special: Flight, siren-song, magic resistance (30%).

Medusas: Phlegethon's medusas have skin as hard and green as malachite.

MEDUSA: HD 8; AC 1 [18]; Atk 2 claws (1d6) and snake bites (1d4 + poison); Move 9; Save 8; CL/XP 10/1400; Special: Gaze turns to stone, poison, half damage from non-magical weapons.

Minotaurs: The minotaurs of Phlegethon have the heads of Brahma bulls, as white as snow, and the bodies of white apes. They are especially cunning, and are immune to mind control and illusion.

MINOTAUR: HD 8+4; AC 4 [15]; Atk Head butt (2d6), bite (1d6) and battleaxe (1d10); Move 12; Save 8; CL/XP 9/1100; Special: Never get lost in labyrinths, immune to mind control and illusion.

Lords of Phlegethon

Several arch-devils and demon lords make their home in Phlegethon. The great prince of the circle is Geryon, who dwells above the landscape of Phlegethon and rarely imposes himself on those below.

The master of the highlands is Baphomet, demon lord of minotaurs and wayward crusaders, who fights ceaseless battles against his ambitious rivals, the gorgon sisters Stheno and Euryale.

Amduscias claims lordship over the woodlands, but must contend with Marchosias, the chief of hell hounds, Eurynome, demon prince of ghouls and lacedons, and Ipes, the chief of the hezrou.

The desert is firmly under the control of Moloch, who savages all who would challenge his dominion. His vassals are Gremory and Uvall.

Random Encounters

Random encounters should be diced for once per hex. They occur on a roll of 1 on 1d6 in most landscapes, but the chance is increased to 2 in 6 in the highlands.

D20	HIGHLANDS	WOODLAND	DESERT
1	Minotaur	Gryph	Fire crab
2	Ogre mage	Harpy	Fire drake
3	Manticore	Ettercap	Salt drake
4	Medusa	Hell hound	Pyrolisk
5	Troll	Fye	Fire phantom
6	Drider	Winter wolf	Cinder ghoul
7	Spectre	Phase spider	Hell hound
8	Oozes	Nuckalavee	Burning dervish
9	Wyvern	Spectre	Fire troll
10	Night Hag	Bearded devil	Night hag
11	Nykoul	Gnarwood	Brass serpent
12	Gorgimera	Babau demon	Hellcat
13	Dracolisk	Night hag	Brass man
14	Athatch	Hellcat	Efreeti
15	Grimlek	Skeleton warrior	Lamia
16	Gallu-demon	Retriever	Armoredon
17	Vrock	Gorgimera	Glabrezu
18	Bearded devil	Dracolisk	Cambion
19	Balban	Treant (Evil)	Balor
20	Nalfeshnee	Hezrou	Gharros

Keyed Locations

43.56. Slimy Ruins: Nestled in the slimy hills and covered by an orange sheen that fizzes in the presence of light, is a ruined fortress of black stone. The exterior walls are about 45% destroyed, and one tower has been toppled.

Four ochre jellies patrol the grounds in search of smaller oozes and fungi to devour, but they avoid one door in particular, a door of green stone encased in rusty iron. Strange vibrations emanate from behind the door, scattering oozes in its wake and forcing other creatures to pass a saving throw or lose their sense of balance.

Those who open the door are greeted with a blinding white light that dims after a minute to a green radiance. Neutrals and Chaotics who see the light must pass a saving throw or have their alignment changed to Lawful and their mindset become notably robotic. The light emanates from a malachite idol of Surya the Sun God. It was locked away by the demon Zenrukh, a balor demon who has since been lured to the cause of Law and regained a portion of his former angelic power. He now leads a (doomed) resistance in Hell. The castle was sacked by the forces of Baphomet, who feared the power of the idol, and has been razed several more times by wandering vandals.

OCHRE JELLY: HD 6; AC 8[11]; Atk 1 acid-laden strike (3d4); Move 3; Save 11; CL/XP 6/400; Special: Lightning divides creature.

44.47. Seal of Cocytus: The highlands here become jagged peaks of rose quartz and the air here is chill and burdens the lungs. In the side of one peak there is embedded a great seal of Cocytus (10 feet in diameter) made of niflirime (see Cocytus in this issue), a magical form of ice. The ice is not only immune to fire, but rebounds fire effects on their casters as a cold effect of equal power.

The seal represents Lucifer entrapped in Cocytus and serves as a shrine to the Emperor of Hell. Ten ice trolls and their annis hag mother, Aptara, tend the shrine on behalf of their Satanic majesty. Once per turn, the ice seal sends out a multitude of blue rays that freeze people in blocks of blue ice that then melts away, transporting them directly to the fringes of Cocytus and inflicting 6d6 points of cold damage (save for half).

ICE TROLL: HD 4; AC 5 [14]; Atk 2 claws (1d8); Move 12; Save 13; CL/XP 6/400; Special: +1 or better weapon to hit, immunity to cold, double damage from fire, regenerate 2 hp/round, vulnerability to slashing weapons.

ANNIS HAG: HD 8 (43 hp); AC 1 [18]; Atk 2 claws (2d8), bite (1d8); Move 12; Save 8; CL/XP 10/1400; Special: Hug and rend, polymorph, call mists.

44.52. Rugged Castle: A rugged castle of white stone carved to look like a great pile of skulls with five skeletal arms (towers) jutting from the pile stands in this hex. The castle bears some damage, but several companies of shade slaves imported from other circles are making repairs. The castle is now controlled by a squadron of gharros demons as an outpost of Moloch, who wishes to stir up difficulties between Geryon and Baphomet (not a difficult thing to

accomplish). Within the castle's great hall are multiple fire pits in which victims (demons, shades, etc.) are slowly roasted to power the infernal engines of Moloch.

GHARROS DEMON: HD 16; AC -3 [22]; Atk 1 axe (2d8) and 2 tail stings (1d8 + poison); Move 12; Save 3; CL/XP 22/5000; Special: Poison, spells, +1 or better weapon to hit, immune to electricity and poison, magic resistance (50%), telepathy 100 ft.

44.58. Colossus: A great pillar of porphyry is being carved into a stone colossus in the image of Caym. An apartment has been carved in the golem's head. Caym plans to use the construct to destroy Baphomet's defenses so that his army may sweep over his fortress. Twelve spikes jut out of the monster's head, each one containing a damned soul. These souls power the colossus, and destroying one (it has an AC of 0 [19] and 100 hp) stuns it for 1d4 rounds. Destroying all of them cause it to de-animate and collapse, inflicting 10d6 points of damage on all creatures within 30 feet (save for half damage). An army of enslaved shades is carving the colossus (which is about 50% complete) under the supervision of six crystalline priests.

COLOSSUS: HD 30 (120 hp); AC 0 [19]; Atk 1 fist (6d6); Move 6; Save 3; CL/XP 31/7700; Special: +1 or better magic weapon to hit, immune to most magic (as stone golem).

CRYSTALLINE PRIEST: HD 6; AC 3 [16]; Atk 1 ruby staff (1d6 + 1d6 fire – only operates for the priests); Move 12; Save 11; CL/XP 9/1100; Special: Blinding refracted light, spells as 6th level anti-cleric.

CAYM: See *Pandaemonium* article in this issue.

45.50. Troll Bridge: A bridge of skeletal trolls spans the river in this hex. The bones have been fused together and pose no danger, though six fire trolls guard the bridge, three climbing out on either end to bar travelers from crossing or departing. If a *flaming sword* is thrust into the bridge, it animates and immediately scurries off (like a giant centipede) in search of the city of Elphame [77.52].

FIRE TROLL: HD 9+3; AC 4 [15]; Atk 2 claws (1d4 + 1d6 fire), bite (1d8 + 1d6 fire); Move 7; Save 13/2300; Special: Fiery, regenerates, immune to fire, vulnerable to acid and cold.

45.51. Reliquary Jars: A batch of jars (made of jade, about 3 ft. long and 1-ft. in diameter) is buried in the woods. The jars contain pickled wizards who each know three secret spells that bestow immunity to dehydration, immunity to despair and immunity to darkness. They are willing to teach these spells for a price if one *speaks with dead*.

45.55. Vandals: A gang of 100 Vandals has made camp here amidst the smoldering ruins of a fortress littered with the oily remnants of dead manes. The Vandals are still besieging a stone tower occupied by a hezrou demon, Ufrizzak, and his company of manes. They are servants of Ipes and have, in the base of their tower a black spawning pool powered by a horned skull carved from obsidian that turns people into demons with the same number of HD as the original creature. The skull can also be used to ward demons (per *scroll of protection from demons*) if removed from the black pool.

VANDAL: HD 3; AC 4 [15]; Atk 2 strikes (1d6) or 2 weapons (1d8); Move 15; Save 14; CL/XP 3/60; Special: Resistance to fire, berserk.

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

UFRIZZAK: HD 9 (41 hp); AC 0 [19]; Atk 2 claws (1d3), bite (2d8); Move 9 (Fly 14); Save 6; CL/XP 11/1700; Special: Magic resistance 50%, demonic magical powers.

45.56. Rock Apes: A clan of 30 rock apes dwell in caves overlooking a valley of shimmering white mists that act as a *protection from evil* spell and affect Chaotic creatures per a *cloudkill*. Within the mists is hidden the preserved body of Saint Clateus, Patron of Choristers and Bards, still well-preserved and garbed in his holy vestments.

ROCK APE: HD 5; AC 4 [15]; ATK 2 claws (1d8 + 1d6 acid + rend) and bite (1d8 + 1d6 acid); MV 30 (C15, B30); Save 13; CL/XP 6/400; Special: Resistance to acid (50%), +4 AC vs. bull rush and trip attacks.

45.57. Hill Giants: A nykoul commands a clan of thirty hill giants with carmine skin and armed with flails that drip acid (and can be used to fling acid to a range of 15 feet for 1d4 points of damage to all in the area of effect). The nykoul, Orf, desires a demoness and is willing to trade a golden seal that can freeze Baphomet for 1d6 rounds for such a prize.

HILL GIANT: HD 8+2; AC 4 [15]; Atk 1 flail (2d8 + 1d6 acid); Move 12; Save 8; CL/XP 9/1100; Special: Throw boulders.

NYKOUL: HD 9 (54 hp); AC 4 [15]; Atk 1 flail (2d12 + 1d6 acid); Move 9; Save 6; CL/XP 11/1700; Special: Spells, Undead immunities, confusion.

46.46. Palace of Amduscias: Amduscias maintains several palaces, fortresses and villas in Phlegethon. He is incapable of rest and constantly on the move, and there is a 1 in 20 chance that he will be in residence when the PC's arrive.

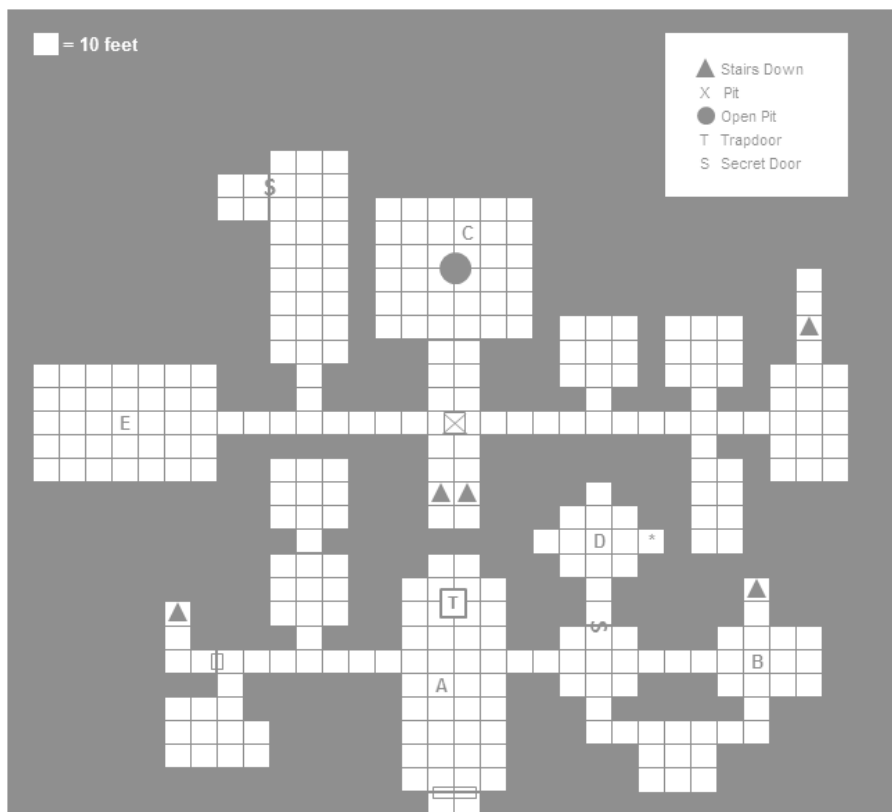
The palace is carved into the walls of a shallow, natural amphitheater of basalt. The entrance is a massive obsidian door on a central pivot that requires a combined total strength score of 80 to push. It is guarded by six shadow demons that are bound to onyx gems set in the top of the 30-ft. tall door. If any of these gems are destroyed, the shadow demons are released and withdraw from combat.

SHADOW DEMON: HD 7; AC 4 [15]; Atk 2 claws (1d6) and bite (1d8); Move F15; Save 9; CL/XP 12/2000; Special: Incorporeal, spells (*darkness*, *fear*, *magic jar* 1/wk, immunity to electricity and poison, shadow blend, sunlight powerlessness, telepathy 100 ft.

[A] As one walks through this vaulted gallery, with its weird, leering faces carved into the walls in reverse relief and lit by bronze oil lamps that hang from the ceiling above, the echoes of their footfalls and voices becomes oppressively loud and frightening. The effect is magical, but is really just designed to put people on edge.

[B] This chamber is rough-hewn from the native stone, which is basalt with veins of silver running through it. The chamber measures about 100 feet long and 80 feet wide, and in the center there is a platform raised about 5 feet above the ground. The room has the appearance of a Roman forum, and implants in people (who fail a saving throw) the urge to argue and debate anything they hear. Those who fall under the forum's spell are incapable of conceding a point, and become successively more passionate and eventually violent if their opponents do not eventually concede the argument.

[C] The stairs lead down into a large, empty chamber, about 60 feet wide and deep, with a ceiling about 30 feet high. The walls are black marble and highly polished. Dozens of banners hang from the ceilings, each one gleaming white. In the center of the chamber there is a pit about 60 feet deep with corkscrew walls. Once somebody moves to within 20 feet of the pit, a powerful wind erupts from the pit, whipping the banners into a frenzy. Each banner has razor-sharp edges, and those in the chamber while the winds are blowing must pass a saving throw each round or suffer 1d6+1 points of damage. The winds can only be stopped by leaving the chamber. Hidden in the ceiling above there is a false stone, and above that stone there is a *golden broadsword* +2/+4 vs. *demons* that can surround its wielder in a golden aura that acts as a *protection from evil* effect for up to 10 rounds per day.



[D] This hidden chamber was a laboratory, until an explosion and fire ripped through it. All of the equipment is cracked, burned or melted, with the exception of a perfectly preserved medusa head in an adamantine chest that is hidden beneath the wreckage. A shape of fire, the wizard to whom this lab belonged, lurks within the alcove marked with the asterisk.

SHAPE OF FIRE: HD 17; AC -1 [20]; Atk 1 strike (2d6 + blazing fire); Move F24; Save 3; CL/XP 26/6200; Special: +3 or better weapon to hit, incorporeal, immune to fire, magic resistance 40%, spells (3/day—*fireball*), creatures struck must pass a saving throw or permanently lose 1d4 hit points.

[E] This room contains a lovingly carved throne of jade, ornamented with acanthus leaves and miniscule fairies in various states of “play”. The throne overlooks the chamber, resting atop a 10-ft high platform that can only be reached easily by flying or levitating. The throne is surrounded by five statues of unicorns carved from obsidian and sculpted to look as though they are in terrible torment – their eyes wide, their nostrils flared, etc. If Amduscias is in residence in this palace, he is here.

46.48. Mezzalorn: In the middle of the boiling, bubbling river there is a low island covered in twisted black willows and which holds the nest of a very cranky mezzalorn demon. The nest is about 30 feet tall and 25 feet in diameter – not a large building by any means. A swarm of ten giant wasps patrols the building day and night. The nest can be entered via a large portal set about 20 feet above the ground. Touching the edges of the portal causes a dimension door to open up within the portal, depositing people who crawl through into a point in space about 1 mile away and 100 feet above the boiling river.

Within the nest, Venaf, the mezzalorn, has constructed a powerful magic circle in which he keeps Targael, an incubus plaything of Baphomet. The body lying in the magic circle is a clone

under the command of Venaf. Lodged within the clone’s chest there is a small crystal orb within which is kept the incubus’ spirit.

GIANT WASP: HD 4; AC 4 [15]; Atk 1 sting (1d4 + poison), bite (1d8); Move 1 (F20); Save 13; CL/XP 6/400; Special: Paralyzing poison, larvae.

VENAF: HD 12 (50 hp); AC -3 [22]; Atk 2 claws (1d6), sting (2d6 + poison); Move 6 (F14); Save 3; CL/XP 13/2300; Special: Magic resistance 10%, immune to poison.

46.49. Platinum Tomb: A tomb of smoky, black glass is situated here amidst a grove of 20 archer trees. The tomb is shaped like a pyramid with four cubical portals, one on each side. All four of them are silvery in color, and one must push through them as though they were liquid curtains to access the interior of the tomb.

ARCHER TREE: HD 7; AC 6 [13]; Atk 1d4 needles (1d6); Move 1; Save 9; CL/XP 8/800; Special: Paralysis.

When one attempts to push through the “curtain”, they are confronted by a platinum golem that looks like a fully armored knight with long talons in place of fingers.

PLATINUM GOLEM: HD 18; AC -2 [21]; Atk 2 claws (2d10); Move 15; Save 3; CL/XP 21/4700; Special: +1 or better weapon to hit, alacrity (each

round can make an extra move or extra attack), magic immunity (*slow* negates alacrity, *haste* restores 1d6 hit points per caster level)

If one gets past the golem, they wind up in a black space with a heavy, frigid wind. Light does not operate here, but one can feel around to discover the walls, etc. There is a point of light floating in the center of the room; a platinum sphere that glows with a sharp, silvery light. Approaching the sphere attracts 12 shadows to attack the party.

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

If the sphere can be removed from the tomb and dropped into a pool of clear water, it glows more brightly and projects the image of a grand, baroque tomb around the pool. Most of this tomb is illusory, but one alcove holds a real sarcophagus that holds the body of Maevan, a valiant knight that was turned to evil by Baphomet's temptations. The sarcophagus holds 1,410 gp, a cloak of mink (worth 100 gp) and a large emerald worth 8,400 gp.



46.51. Baphomet: Baphomet's stronghold is situated here. The stronghold is actually composed of three strongholds, each a maze, one inside the other. At the center is a great ebon tower covered in bas-relief and guarded by ten companies of manes demons. Here is housed Baphomet's throne, an adamant slab engraved with geo-magical patterns that absorb all magical energies unleashed within one mile of it, storing it that Baphomet might cast the spells himself, or channel it into a major globe of invulnerability.

Around the great tower there is an obsidian maze patrolled by three companies of minotaurs. Treat travel through here as finding one's way through a *maze* spell, though time here is measured in days rather than hours, and random encounters with the minotaurs or other monsters occur on a roll of 1-2 on 1d6 checked each hour.

Around the obsidian maze there is a high wall of granite with ten towers, each housing a company of skeletal knights (platemail, longsword, dagger), the remnants of crusaders turned to evil by Baphomet's temptations.

Around the wall there is an unquiet field filled with 100 vandals buried to their necks in the fetid soil. With two words ('Cry Havoc!'), Baphomet can release them to do his bidding – usually, they form the bulk of his army.

Baphomet seeks to topple Geryon from his principedom, and will do anything to see this through, including making twisted bargains with adventurers.

SKELETAL KNIGHT: HD 3; AC 2 [17]; Atk 1 weapon (1d8); Move 12; Save 14; CL/XP 3/60; Special: Undead.

MINOTAUR: HD 6+4; AC 6 [13]; Atk Head butt (2d4), 1 bite (1d3) and 1 weapon (1d8); Move 12; Save 11; CL/XP 6/400; Special: Never get lost in labyrinths.

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

BAPHOMET: HD 25 (115 hp); AC -5 [24]; Atk 1 gore (2d6), bite (1d8) and weapon (2d6+2); Move 18; Save 3; CL/XP 34/5600; Special: Roar, breath weapon, spells, +1 or better weapon to hit, immune to electricity, poison and charm, magic resistance (75%), telepathy 100 ft.

46.62. Misty Cave: Water from the boiling river flows into a misty cave. One must wade into the cave – the water reaches their waist – and if they do they discover that it is clad in ice. The cave is 200 feet long and quite rugged and

twisting. The water in the cave is tepid at first, then chilly and finally slushy at the back wall. In the colder portions of the cave, one sees several corpses (ice wights) embedded in the walls. The back of the cave is solid ice, and within it one sees the leering face of Lucifer. The face gives off a low, rumbling laugh and then a wall of ice forms about 20 feet behind the adventurers. The ice wights break from their confinement and attack the party, attempting to wrest from them their weapons, shields – anything they can get – and then merge back into the icy walls.

ICE WIGHT: HD 8; AC 0 [19]; Atk 1 claw (1d6 + level drain); Move 9; Save 14; CL/XP 10/1400; Special: Drain 1 level with hit, +1 or better weapon to hit, immune to cold, merge with ice.

47.46. Vandals: A band of 100 vandals has set up camp on the banks of the river, pulling their comrades out (when they can) and holding off attacks by the centaurs, who are thick in this hex now (encounter a squadron of centaurs on a roll of 1-3 on 1d6). The vandals numbers have remained pretty steady, since the centaurs are killing them about as quickly as new Vandals emerge from the river.

47.49 Goblins: A tribe of 300 goblins hide in the boughs of the trees here, weeping and wailing. They are hunted by spider women, who sing them to sleep while plucking silver harps. The goblins are encountered in groups of 1d10+10 on a roll of 1-4 on 1d6 in this hex. They throw nets over adventurers and then pull them up into the trees, absconding with eyes and ears to make their stew.

GOBLIN: HD 4; AC 6 [13]; Atk 2 (1d6) or bite (1d4 + blood drain); Move 6 (F12); Save 18; CL/XP 7/600; Special: Glide, swooping attack, blood drain.

47.61 Swirly: A magical pool is situated here in a reed-choked clearing surrounded by the dismal trees of Phlegethon. The waters are magical and act as a *heal* spell, but they are also animated and devilish. One must bathe to gain the effects of the heal spell, but when they immerse themselves in the water, the waters rear up into a swirling column. The water moves ever faster, forcing victims to make a strength check every round. Those who succeed at their check by 5 or more move 5 feet closer to the edge, and can eventually leap out, suffering 1d4 x 6 points of damage from the fall. Those who do not escape in 5 rounds are flung 1d10 x 10 yards into the woods, taking double normal falling damage.

48.55 Plague Market: Several dozen plague victims have set up camp here in a salt canyon. They dwell in shallow caves hung with beaded curtains and sell their own ichor and scraps of their fetid clothing – essentially selling their own diseases. A few are stricken alchemists who construct green globes that contain magical plague winds (an amalgam of *cause disease* and *gust of wind*). They sell these globes to demons and other inhabitants of Hell at bargain prices.

49.43 Cliff Dwellings: A cliff city that overlooks the river here is currently occupied by a gang of 60 vandals. Portions of the city, which might have housed up to 500 people at one time, are smoking and smoldering, and dozens of dead bodies – human and humanoid – float in the river at the base of the cliffs. The cliff dwellings are located about 20 to 30 feet above the river and 10 to 20 feet below the top of the cliffs above, with knotted ropes leading down from the cliff tops. A number of crude traps have been set near these rope ladders – collapsing ledges, tripwires meant to send people toppling 80 feet down into the river, etc.

The leader of the vandals is a cambion demon called Foroth the Forked. He wears a coat of jazeraint (i.e. scale mail) and carries shield and hand axe. He owns the following treasures: 1,760 sp, 3,610 gp, a piece of rose quartz worth 135 gp, a zircon worth 3,000 gp and an electrum armband worth 1,000 gp.

VANDAL: HD 3; AC 4 [15]; Atk 2 strikes (1d6) or 2 weapons (1d8); Move 15; Save 14; CL/XP 3/60; Special: Resistance to fire, berserk.

FOROTH, CAMBION: HD 8 (42 hp); AC 1 [18]; Atk 1 axe (1d6+1) or 2 claws (1d6); Move 15; Save 8; CL/XP 12/2000; Special: Spells, +1 or better weapon to hit, immune to electricity and poison, magic resistance (20%), telepathy 100 ft.

49.60 Igniguana: The desert here is rife with igniguanas, who dig into the salty soil and construct large, subterranean burrows where they lay their eggs (clutches of 1d4 x 10) and hold 1d8+3 rubies (worth 1d4 x 100 gp each). Encounters occur on a roll of 1-4 on 1d6 with 1d4+4 of the beasts, and the burrows are located about 10 feet underground. The tunnels collapse as the igniguanas burrow through the soil, but one might be able to figure out the location of the burrow by watching the animals when they flee underground.

IGNIGUANA: HD 4; AC 4 [15]; Atk 1 bite (1d6); Move 6; Save 14; CL/XP 6/400; Special: Breathes fire.

50.40 Worm Eaters: The badlands here are inundated with the waters of the Styx, and in the canyon floors are clumpy wetlands of reddish-brown water. In high places, there are damp mounds that house a tribe of people called “worm eaters”. The worm eaters crawl through the mud and sludge digging worms from the soil to consume. They are foul and fetid creatures and, given their sinister actions in life, only just barely worthy of pity.

Individually, the worm eaters are rather weak, but groups of 9 or more are capable of summoning a worm that walks by vomiting out the wriggling contents of their distended stomachs. These regurgitated worms slither together to form a worm that walks, who does the bidding of the worm eaters and then dissipates into its constituent parts.

The worm eaters hide parcels in their muddy pits (about 200 gp worth of treasure) and they are knowledgeable about the goings on of the various lords of Phlegethon (knowledge absorbed from their meals).

WORM EATER: HD 1d4 hp; AC 6 [13]; Atk 1 fist (1d4); Move 9 (B9); Save 18; CL/XP A/15; Special: None.

WORM THAT WALKS: HD 11; AC -1 [20]; Atk 1 slam (1d6); Move 12; Save 4; CL/XP ; Special: Engulf (as ooze, 3d6 damage per round), disincorporate (treat as swarm of worms), spells (1/day – insect plague)

50.42 Phannia the Grey: A skeletal frost giant patrols these woods, looking for a gem large enough to decorate one of his empty eye sockets. Around his neck he carries a leather satchel (giant-sized), and in the satchel the head of a lich, Phannia the Grey, a sorceress of elder days. She wears a silver collar around her neck and is quick to utter a *power word – kill* on any who refuse to serve as her hands and feet and aid her in gaining revenge against Baphomet, the source of her beheading.

SKELETAL GIANT: HD 10+3 (56 hp); AC 6 [13]; Atk 1 weapon (2d6); Move 12; Save 5; CL/XP 11/1700; Special: Hurl boulders, immune to cold.

PHANNIA: HD 15 (10 hp); AC 0 [19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; CL/XP 18/3800; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells (15th level mage).

56.51 Salty Lake: There is a shallow, salty lake here fed by the Phlegethon. The water is tepid on the edges of the lake, but boiling in the middle. The shores are thick with

phosphorescent reeds and cattails that, if struck, burst into a 10-ft diameter cloud of poisonous spores.

Lounging in the reeds is a pride of weretigers with fur striped emerald green and black. The weretigers are lazy, and apt to ignore those who approach the river (only a 1 in 6 chance of attacking). Floating in the shallows of the lake, which is mildly acidic (1d4 points of damage per round), are dozens of pumice slabs. Each one contains either a random anti-cleric spell (level 1d4) or a *glyph of warding* (5d6 points of acid damage).

WERETIGER: HD 6; AC 3 [16]; Atk 2 claws (1d4), 1 bite (1d10); Move 12; Save 11; CL/XP 7/600; Special: Lycanthropy.

50.64 Stone Circle: From afar, it looks as though a barren hillock here is topped by a stone circle. When one approaches closer, they see that the circle is composed of seven stone golems with their arms outstretched and hands clasped. Within these clasped hands, the stone golems hide the following magical gems: Four *elemental gems* (air, earth, fire and water), a *gem of seeing*, a *gem of brightness* and a *luckstone*. Naturally, disturbing the golems, which are carved to look like elegant, fierce women, causes them to attack.

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.

50.66 Tower Keep: A grand tower keep dominates the badlands here. It looks to have suffered little damage over the eons from wandering vandals, and this is because permanent *walls of force* screen it from the landscape.

The fortress is composed of the reddish stone of the badlands, set haphazardly, with purple moss growing between the cracks. Trickles of reddish water seep from the high, barred windows and form little streams that collect within the area contained by the walls of force, making a reddish moat that is hot to the touch (1d4 points of damage per round).

The fortress has double doors for entry, the doors being made of strips of cold iron bolted to a backing of 10-inch thick black oak. The doors are always kept locked, and murder holes above the doors permit the devils inside to pour boiling red water on those who bother them.

Within the doors, the fortress takes on the aspect of an Escher painting (treat its navigation as a *maze*, except for the inhabitants). It is the home of Galiffiet, a night hag of tremendous power and cunning. Under her command is a company of giant spiders and a “harem” of six chaotic androsphinxes, the largest and most dominant of them being called Rekur.

Gallifiet seeks her lost lover, Zenrukh, the balor demon who now leads the resistance of “fallen devils” in Hell. Whether she wishes to help or destroy him is unknown.

Gallifiet holds a treasure of 790 sp, 11,110 gp, 320 pp, ten pounds of silver ingots (worth 100 gp), a brass candelabra (worth 4,000 gp) that casts the illusion of the angel of death hanging over one person within its light, a silver pendant (worth 4,800 gp, a gift from Zenrukh) and a golden crown that, when tapped against various materials, summons various evil lords and ladies (12th level each) that must serve their summoner for 1 day.

MATERIAL	CLASS
Base Metal	Thief
Copper	Magic-User
Gemstone	Monk
Gold	Cleric
Iron/Steel	Fighter
Platinum	Antipaladin
Silver	Illusionist
Stone	Ranger
Wood	Druid

GIANT SPIDER, INVISIBLE (6 ft. diameter): HD 4+2; AC 4 [15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; CL/XP 8/800; Special: Slow-acting lethal poison (3d6 round delay), webs, invisibility.

ANDROSPHINX: HD 12; AC 0 [19]; Atk 2 claws (2d6); Move 18 (Fly 24); Save 3; CL/XP 15/2900; Special: Spells, roar.

GALIFFIET: HD 16 (80 hp); AC 8 [11]; Atk 1 bite (2d6); Move 10; Save 8; CL/XP 19/4100; Special: Magic resistance (65%), +2 or better magic weapon to hit, magical abilities.

51.42 Geysers: Boiling water from the Phlegethon swirls into a system of underground tunnels in this hex (the river still flows through as well, the caverns are on the south bank of the river) and is regurgitated back above ground by several geysers. The ground is encrusted in reddish and blue salts that hang on the dead trees and form mounds around the geysers. Gangs of 1d6+6 salt mephits are encountered here on a roll of 1-4 on 1d6. One of the

geysers has a *stone of controlling earth elementals* hidden inside it at about arms-length on a ledge. The geyser has a 1 in 6 chance of exploding with boiling water (3d6 damage) each round one has their arm plunged inside.

SALT MEPHIT: HD 3; AC 3 [16]; Atk 2 claws (1d4); Move 12 (F24); Save 14; CL/XP 7/600; Special: +1 or better weapon to hit, summon mephit (25%), breath cone of salt crystals (10-ft. cone, 1d4 damage, -1 to hit and damage), draw moisture from area (20-ft. radius, 2d8 damage, double damage to plant and water creatures), regenerate 2 hp/rd (arid places).

51.43 Black Sabbath: The woods here are thick with witches overhead, flying on their brooms and cackling, gathering for a Black Sabbath in the heart of the woods. The witches torment the souls trapped within the trees, snapping off their limbs for a great fire where they plan to sacrifice a halfling thief, Hobrik (Thief 12, 43 hp), caught trying to plunder the vaults of Geryon. The succubus Ashba oversees the proceedings, along with three grand high witches, Hepzibah, Sarah and Rebecca, all former residents of the Dweomer Bay Colony.

WITCH: HD 4; AC 9 [10]; Atk 1 (1d6 or weapon or spell); Move 12; Save 13; CL/XP 6/400; Special: Shape Change, spell-casting (MU 5, CL 7).

GRAND HIGH WITCH: HD 8 (42, 34, 23 hp); AC 9 [10]; Atk 1 (1d6 or weapon or spell); Move 12; Save 8; CL/XP 10/1400; Special: Shape Change, spell-casting (MU 6, CL 8).

ASHBA: HD 6; AC -1 [20]; Atk 2 claws (1d4); Move 15 (F24); Save 11; CL/XP 14/2600; Special: Magic resistance 70%, +1 or better weapon to hit, half damage from cold, electricity, fire and poison, level drain with kiss, spells (*charm person*, *clairaudience*, *ESP*, *ethereal jaunt*, *shapechange*, *suggestion*), summon Geryon 40% chance of success.

51.48 Tiger Shrine: The Styx winds through this hex of salt wastes, bubbling and sputtering the whole way. A large shrine of white marble sits on the banks, with a long quay that extends into the river where is anchored a fine, sleek galley. The shrine is dedicated to Adarga, the Tiger Demoness. Her image is found on the cornices and columns, on the figurehead of the galley and in the grand golden idol in the inner sanctum.

The shrine is defended by thirteen weretigers. It holds a deep pit of lava, over which are extended numerous iron spears holding the bodies of sinners pulled from the Phlegethon and slowly roasted by the weretigers in honor of their goddess.

The weretigers, when not in the shrine, sail the galley, using harpoons to gather up shades for their roasting pit. Beneath their inner sanctum, a narrow shaft leads down to a treasure trove that contains 2,230 sp, 350 ep, 3,200 gp, a barrel of slow-roasted tobacco (10 pounds, worth 100 gp per pound), an olivine worth 500 gp, a bronze bust of Surya (worth 125 gp and obscured in a black velvet sack worth 50 gp) and 20 barrels of fine, sparkling ale.

WERETIGER: HD 6; AC 3 [16]; Atk 2 claws (1d4), 1 bite (1d10); Move 12; Save 11; CL/XP 7/600; Special: Lycanthropy.

51.62 Chizgit: Chizgit, Patron Devil of Cruel Truths, dwells in the salt wastes here in a small fortress of greenish stone caked with filth and sewage (along with several patches of green slime). A 40-ft wide moat of raw sewage surrounds the castle and holds six ooze demons, his servants. Within the castle, Chizgit commands a company of mechanical men, chaos clerics who are like walking puzzle boxes. Each of them is capable of separating into a swarm of mechanical spiders with acidic, poisonous bites.

Chizgit holds a powerful hatred for Baphomet, whom he would like to displace. A former astral deva, he is honest to the point of cruelty and can curse people with the same inability to speak anything but the unadorned truth.

PUZZLE CLERIC: HD 6; AC 19; Atk 2 mace-fists (1d8+1); Move 9; Save 11; CL/XP 9/1100; Special: Cast spells as 4th level cleric, immune to fire and mind effects, can adjust vibrations to make themselves immune to a particular person's spells.

METAL SPIDER SWARM: HD 6; AC 22; Atk myriad bites and stings (1d6 + 1d6 acid + poison); Move 15 (C15); Save 9/1100; Special: As puzzle cleric above, save cannot cast spells.

OOZE DEMON: HD 10; AC 0 [19]; Atk 1 slam (1d8) or bite (1d8 + 1d6 acid) and 2 claws (1d6 + 1d6 acid); Move 6; Save 5; CL/XP 13/2300; Special: Acid, summon demons, vomit (40 ft., 4d6 acid damage), immune to electricity, poison and paralysis, resistance to acid, cold and fire.

CHIZGIT: HD 10 (47 hp); AC -2 [21]; Atk 1 *ebon battleaxe* (2d6); Move 15 (F30); Save 5; CL/XP 15/2900; Special: Ebon battleaxe (+3 *battleaxe*, causes *confusion* 3/day), +1 or better weapon to hit, magic resistance 65%, immune to fire and poison, spells as 6th level magic-user and cleric, summon 1d4 ooze demons 1/day.

51.64 Shrine of the Stone: The forest gives way here to a number of wide plazas clad in black stone that emit a pale, grey smoke (save or -1d4 to wisdom for duration of stay in the hex and one day afterward). The plazas are circular and connected by wide avenues lined with the tormented

trees. The largest plaza, central to the others, holds a strange, cylindrical shrine or monument. The shrine is 30 feet in diameter and 30 feet tall and constructed of the same black stones as the plaza. It can be entered only through a secret door on the roof.

Inside the shrine there is kept a strange object – a sort of multi-faceted piece of smoky grey quartz about 2 ft. tall and 1 ft. wide. It rests upon a golden pedestal (worth 600 gp) and is protected by a coven of ten vampires. The stone is a center of worship to the folk of Phlegethon, who bring their dead to this place in grand funeral processions, circling the shrine a number of times (depends on the respect they had for the deceased) and then lying the body in state, shrouded in a black cloth with expensive and rank incenses burning around the body in braziers.

After the processions melt back into the woods, the vampires emerge and feast on the bodies, leaving them afterward for the wild beasts of the woods. Their treasures are hidden within the shrine and consist of 3,200 gp, an alabaster statue of a javelin thrower (worth 650 gp), a fist-sized diamond worth 18,000 gp and a *scroll of protection from metal, triple duration*.

VAMPIRE: HD 8; AC 2 [17]; Atk 1 bite (1d10 + level drain); Move 12 (F18); Save 8; CL/XP 11/1700; Special: Vampire abilities, spells as 8th level cleric.

52.44 Blood Alchemists: A crater here has several twisting caverns embedded in the walls. These are connected to an underground tomb complex of salt mummies. Most of the tomb chambers are sealed, but a cabal of blood alchemists (magic-user level 1d6+4) have converted some space for use as a laboratory, making blood golems and a wide variety of specialized homunculi. They currently have a lawful knight in their clutches, drawing forth his bodily humors in a bid to breed homunculi that are proof against the abilities of paladins. Each homunculi of the blood alchemists (they have about 20 in their complex) has a special ability:

D10	SPECIAL ABILITY
1	Aura of sleep (save vs. sleep for 1 hour)
2	Cough <i>fog cloud</i> 1/day
3	Detect thoughts (ESP) at will
4	Immune to all energies
5	Magic resistance 15%
6	Spit poison (60-ft. range, save or die)

- 7 | Shimmering aura (20-ft. radius, save vs. blindness)
- 8 | Summon pit fiend 1/day (5% chance of success)
- 9 | Touch causes people to sprout facial hair that strangles them (attacks as homunculus)
- 10 | Transmute metal to wax (saving throw allowed)

BLOOD GOLEM: HD 6 (25 hp); AC 3 [16]; Atk 2 strikes (1d8 + blood consumption); Move 12; Save 11; CL/XP 9/1100; Special: Blood consumption (if struck by both slam attacks, victim suffers 2d4 points of constitution damage (save for half) and gains 3 hp), cell division (when it consumes enough hit points of blood to reach max. hp, it splits into two identical blood golems with half the original's hit points), +1 or better weapon to hit, regenerate 2 hp/rd, immune to mind-affecting abilities, resistance to fire (50%).

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



53.46 Amphisbaenas: Three ill-tempered amphisbaenas guard an iron chest buried in the wastes. The chest holds a pair of golden gauntlets that the wearer can turn into rearing serpent heads that inject a lethal poison with their bites (1d6) and give their wearer the ability to cast *snake charm* 1/day.

AMPHISBAENA: HD 5; AC 5 [14]; Atk 2 bite (1d3 + poison); Move 10; Save 12; CL/XP 7/600; Special: Lethal Poison.

54.41 University: Several damned mages have organized themselves into a university here, their foul magic forming a grand tower from the living trees of the hex. The tower stands 100 feet high and measures 60 feet in diameter at

the base. It stands as a monument to woe, the twisted, tormented spirits within the wood moaning and weeping constantly and their lifeblood drained by the imp servants of the mages and used in their foul sorceries. The mages are currently trapped in the upper reaches of the temple, one of their spells having gone awry and summoned a demon dinosaur that has already gobbled up three imps and one of their fellows, adding their powers to its own.

DEMON DINOSAUR: HD 18 (75 hp); AC 4 [15]; Atk 1 bite (4d8) and poison sting (1d8 + poison); Move 18; Save 3; CL/XP 24/5600; Special: Chews and tears, immune to fire and poison, regenerate 2 hp/rd, cast spells as 12th level magic-user.

54.66 Longship: A longship of damned Viking warriors is cutting through the waves here, the damned Vikings slaying shades as they go, searching for the body of their former lord, Bagscaeg and his *iron horn of Valhalla*, which he apparently still carries. There are 30 viking warriors on board the vessel and 10 berserkers. They carry with them Skorax, a 10th level cleric of Hel (35 hp, chainmail, +1 shield, light mace +1/+3 vs. Law, unholy symbol, *potion of extra healing*).

VIKING: HD 4; AC 4 [15]; Atk 1 longsword (1d8); Move 12; Save 13; CL/XP 4/120; Special: None. Chainmail, shield, longsword, dagger, longbow, 10 arrows.

BERSERKER: HD 6; AC 8 [11]; Atk 2 battleaxe (1d8+1); Move 15; Save 11; CL/XP 7/600; Special: Immune to fear. Battleaxe and throwing axe.

54.67 Mercenaries: A company of 20 ghost warriors have made "camp" here in a wide stone plaza surrounded by towering cliffs carved with the facades of buildings long since abandoned. The interior of these buildings have been charred and all the contents smashed (though a wily Referee might hide something important in one of the buildings for the characters to find).

The ghosts are rowdy and ill-disciplined, but they are not thoroughly evil and are willing to work for adventurers who can provide them with intoxicating spirits (the equivalent of 20 bottles of wine per week).

GHOST WARRIORS: HD 6; AC 4 [15]; Atk 1 ghostly weapon (1d4 points of ability damage) or hurled object (1d4); Move F30; Save 9/700; Special: +1 or better weapon to hit, magic jar, ability damage, telekinesis, rejuvenation.

55.39 Adamant Fountain: An adamant fountain is hidden away in a deep cave, magenta-colored water pouring from

the fountain, through the cave and out into the badlands. The fountain features a hollow adamant statue of a marilith holding six adamant swords. If struck by a metal object, the sound waves cause the water to drain from the fountain and the bottom descends, permitting folk to enter a strange subterranean prison. When a person approaches the fountain, they are attacked by *black tentacles* (per the spell), which last for 10 minutes.

The prison is a vast labyrinth of corridors and alcoves, the alcoves filled with *force cages*. The cages contain various powerful undead (corporeal), demons, devils, daemons and demodands.

55.43 Ancient Ruin: The desert here descends into a basin filled with a sprawling ruin of buildings composed of salt blocks covered with crystalline vines and flowers of pale, dismal hues. The ruins are occupied by gangs of salt mephits and roaming bands of desiccated zombies.

SALT MEPHITS: HD 3; AC 3 [16]; Atk 2 claws (1d4); Move 12 (F24); Save 14; CL/XP 7/600; Special: +1 or better weapon to hit, breathe cone of salt crystals (1d4), *glitterdust* 1/hour, draw moisture 1/day from 20-ft. radius area (2d8 damage, x2 for plants and water elementals), regenerate 2 hp/round.

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

One temple in the ruin is decorated with bas-reliefs of fire giants slaying aquatic creatures, mostly mermaids and tritons. The inner sanctum contains an idol of a beauteous sea nymph chained to a rock, her head trod upon by the sandaled foot of a fire giant. The idol rests upon a circular pedestal about 10 feet in diameter. If the image of the sea nymph is soaked with at least 10 pints of holy water, her eyes begin to moisten and then flow with pure, fresh water. This water eventually begins to seep from the cracks around the pedestal, filling the hex with water within 1 day and dissolving the salt ruins. The water remains fairly pure for about 1 day and is then salty.

55.44 Amazon Fortress: A tribe of 65 red amazons, cruel war-maids with crimson skin, black locks and angelic faces that belie their wickedness. They are all devoted to Moloch, the lord of the salty waste. Their ornamental armor bears the bull device of Moloch, and the gates of their fortress are flanked by bronze bull sculptures that can animate and attack would-be invaders.

BRONZE BULL: 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 most magic.

The amazons guard a prison of captive mages. Each one wears a bronze collar that radiates an *anti-magic shell*. All have been scourged and beaten, and they are never permitted to get enough sleep that they might recover their magic spells. They are commanded by the high priestess Epatina of the Five Cataclysms (Clr 7; 28 hp). Her amazons wear platemail and carry spear and shield. Epatina has 5 magical gongs that hang in her temple. One causes an *earthquake* that encompasses any hex within Phlegethon, another causes the Phlegethon to flood, filling all adjacent hexes with water for 24 hours. The third creates a powerful wind storm that whips through one random adjacent hex to this one and then moves randomly into another hex each day for 12 days. The fourth gong draws an *insect plague* that fills all adjacent hexes and the fifth gong summons divine fire that fills all adjacent hexes for one hour (per *flame strike*).

RED AMAZON: HD 1+1; AC 2 [17]; Atk 2 spear (1d8); Move 12; Save 17; CL/XP 2/30; Special: Berserkers, immune to fear.

55.63 Ghoulish Priests: A community of hermits has taken residence in the caves of a long canyon. They are worshippers of the Great Worm, and each carves glyphs into their cave that will, when all are complete, summon the Great Worm (whatever that is) to Hell to wrest it from Lucifer and then destroy the Cosmos. The priests are omgoths, and are wrapped in mouldering, filthy robes of black. Each day at dusk they beat on copper drums that echo through the canyons.

OMGOTH: HD 4; AC 6 [13]; Atk 2 claws (1d6); Move 9; Save 13; CL/XP 5/240; Special: Corruption.

55.64 Rusty Pool: A pool of brownish water is set in the desert here and surrounded by dozens of assassin vines. Several souls bound in rusting chains rest at the bottom of the pool, screams leaving their lungs and bubbling to the surface. A gold key is floating about 10 feet above the surface of the water, directly over the center of the pool. The water within the pool is actually a predatory water elemental.

WATER ELEMENTAL: HD 32 (120 hp); AC 2 [17]; Atk 1 strike (6d6); Move 6 (Swim 18); Save 3; CL/XP 32/8000; Special: Overturn boats.

55.65 Logging Camp: Hesteria, a malcarna, commands a logging camp here. The camp is set around a black lake filled with giant, lazy alligators with icy-white scales. The camp is staffed by 30 manes demons that chop down the screaming trees and carve the bleeding wood for shipment elsewhere. Hesteria has recently come into the possession of a withered, magical hand (it was disgorged from an alligator she caught on one of her many hunting trips). The hand is a powerful artifact, which she is hiding until she figures out just what she wants to do with it.

MALCARNA: HD 5 (16 hp); AC 3 [16]; Atk 1 tail (1d8) and up to 3 weapons (1d8); Move 12; Save 12; CL/XP 8/800; Special: Magic resistance 25%, hit only by magic or silver weapons.

56.66 Stheno & Euryale: A wide ledge on the cliff face here fronts a natural amphitheatre and holds the windswept lair of Stheno and Euryale, sisters of Medusa and rivals of Geryon for control of Phlegethon. The sisters are schemers of the first water, and command 10 companies of medusa archers, 10 companies of medusas mounted on gorgons and another 6 companies of bearded devils.

Their true lair is located behind doors formed of statuary – victims of their stony gazes. The doors are exceptionally heavy, and require a servitor stone golem to open (he stands behind the doors; a medusa can be summoned to the door by striking a gong – she communicates via a small, sliding door.

Within, the palace is composed of stone and decorated lavishly with silks, velvets, quartz pottery and, of course, myriad statues of humanoids with surprised or agonized looks on their faces.

57.40 Black Avengers: A company of 20 wicked avengers occupies an ancient castle of blue-grey stone. The avengers (Fighter 5; 20 hp each) dress in black cloaks and coats of blackened mail and arm themselves with longswords and longbows. Their leader is a fallen ranger, Nrogara of the Long Stride (Fighter 16; 68 hp), who was bewitched by Amduscias through a strange, cloudy crystal ball he discovered in a wizard's tower.

The avengers have a treasure of 1,260 sp and 350 gp in a grand, heavily ornamented gold urn (worth 7,000 gp). They

also have 8 casks of fine burgundy (12 gallons each, 100 lb each, worth 600 gp each).

57.67 City of Love: The woods here are thick with spider-dragons with green chitin and poisonous webs. A walled city of pealy walls, rose-covered bowers and shimmering pools waded in by nymphs appears at odd intervals. The city is the home of an amorous, cruel goddess called Xippina of the Emerald Eyes. She is dusky of skin, with a girlish figure, long legs, enchanting green eyes (*dominate monster* at will), black hair that smells of jasmine and full lips always curved in a sly grin. The population of the city is composed of 10,000 souls who committed suicide in their yearning for the teasing goddess.

SPIDER DRAGON: HD 5+2; AC 3 [16]; Atk 2 claws (1d6), 1 bite (1d10 + poison); Move 9 (Climb 9); Save 12; CL/XP 8/800; Special: Breathes poison gas (20-ft diameter cloud, save or die), webs (5/day, save vs. poison).

XIPPINA: HD 22; AC –3 [22]; Atk 1 strike (2d8 + lose 1 level); Move 21; Save 3; CL/XP 24/5700; Special: +1 or better weapon to hit, immune to poison and lightning, blinding beauty (as nymph), kiss drains levels as succubus, ESP at will, cast spells as 10th level cleric and magic-user.

58.39 Abandoned Mine: An iron mine has been dug into the side of a granite mount thronged by the thick, black trees of the Dismal Wood. A mine cart lies toppled just outside the entrance, and the interior of the mine looks to have been scorched at some point in the past. The upper portions of the mine are now inhabited by various dungeon-loving vermin and oozes, but the deeper levels are inhabited by a clan of fire giants, exiles from the salty wastes who now craft objects of power for the rivals of Moloch and for sale in the markets of Dis.

FIRE GIANT: HD 11+3; AC 3 [16]; Atk 1 weapon (5d6); Move 12; Save 4; CL/XP 12/2000; Special: Hurl boulders, immune to fire.

THRUNG, FIRE GIANT KING: HD 22+3 (92 hp); AC 1 [18]; Atk 1 weapon (6d6); Move 12; Save 3; CL/XP 23/5300; Special: Hurl boulders, immune to fire.

58.63 Sparkling Chainmail: On the shores of the River Lethe, the river of forgetfulness, one might see a suit of gleaming chainmail half-submerged on the shore. This is +3 *chainmail* that sparkles with diamond brilliance. It is perfectly safe, but I'll bet more than a few players will balk at wearing it.

58.67 Shattered Statue: There are the vestiges of a marble statue here. It might have once depicted Amduscias, but the head is now missing, as are the upper left quarter of the torso and part of the right leg. From the many small pieces of the statue surrounding it, it appears as though it exploded. If one can find a piece depicting the demon lord's eye (1 in 12 chance per hour of searching), they gain the ability to use *clairvoyance* once per day (though Amduscias shares in all they see), likewise if they can find an ear (i.e. *clairaudience*). Unfortunately, those absconding with any piece summon a hoary hunter in 1d4 days, who tracks them relentlessly.

HOARY HUNTER: HD 15; AC -1 [20]; Atk +2 longsword (1d8+2 + *hold person*); Move 12; Save 3; CL/XP 20/4400; Special: +2 or better weapon to hit, immune to cold, vulnerable to fire, spells (at will—*hold monster*, *obscuring mist*; 3/day—*charm monster*, *dispel magic*)

HOARY STEED: HD 12; AC -1 [20]; ATK 2 hooves (2d6) and bite (3d8); Move 40 (F90); Saves 3; CL/XP 17/3500; Special: Immune to cold, vulnerable to fire, magic resistance 30%, +1 or better weapon to hit, misty breath (per constant *obscuring mist* spell), spells (*air walk*, *astral projection*, *etherealness*, *protection from good* 10-ft radius)

59.37 Ghostly River: A ghostly river of ethereal mists flows through the badlands here, the indistinct waters lapping against the stone, winding its way mazelike through the landscape, seemingly flowing to and from nowhere. Banshees hunch by the river's waters, washing garments and singing their dirges. The banshees are not prone to attack (though they will ably defend themselves), and might be convinced to wash a garment for a character (though what one must offer in payment is unknown). If they perform this service, the garment takes on the effects of a permanent *magic vestment* spell (i.e. +1 to AC), but also drains one level (permanently) from the wearer.

BANSHEE: HD 7; AC 0 [19]; Atk 1 claw (1d8); Move F12; Save 9; CL/XP 11/1700; Special: Magic or silver to hit; magic resistance 49%; shriek of death; Immune to enchantments.

59.70 Dracodars: Brilliantly scaled dracodars hunt this territory, appearing on a roll of 1-3 on 1d6. Once per day, a dracodar can vomit forth a paralyzing blast of icy air (100-ft long cone, 30 ft. wide base, 3d6 cold damage and save or frozen in place per the *hold monster* spell for 1d6 rounds).

DRACODAR: HD 12; AC 4 [15]; Atk 1 bite (3d12), 2 claws (3d6); Move 3 (F30); Save 3; CL/XP 12/2000; Special: Breath fire (100-ft. cone, 6d6 damage), immune to fire.

60.38 Forgotten Sea God: On the banks of the boiling river, amidst the weeping pines, there is an ancient abbey of pocked, gray stone and roofs of sparkling aquamarines. Within the abbey there is an idol of a forgotten sea titan, muscular and pale, a cloak of silvery fish scales thrown over his shoulder. No priests now throng the idol or drown victims in the sacrificial pool at his feet, and the idol's missing head and symbol of Dagon engraved in its chest tells the tale as to why. Still, the god's pool is still inhabited by the souls of the departed, and when the living approach too close, they begin to rise from the waters as waterlogged sea zombies (1d4 per round for 10 rounds), seeking new souls to join them in the abyss.

The pool leads to a pocket dimension of a wine-dark, salty sea populated by brine zombies and shadow sharks. At the heart of this seemingly infinite plane there is kept a relic called the *Orb of Elemental Water*, an orb capable of casting any water-based spell at will and controlling water elemental creatures en masse. It is a powerful artifact, and it is guarded by a monstrosity huge hydra whose heads are those of the high priests who once served the forgotten god (his name even escapes them now), each one capable of casting spells as a 12th level anti-cleric.

SEA ZOMBIE: HD 2; AC 8 [11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm, half damage from fire.

MONSTROUS GUARDIAN HYDRA: HD 20; AC 3 [16]; Atk 10 heads (2d8); Move 9; Save 5; CL/XP 25/5900; Special: Each head casts spells as 12th level anti-cleric.

60.63 Long Arm of the Law: Standing in the middle of the salt wastes you see a line of crystal statues, each one seemingly carved from an immense citrine, and each worth at least 10,000 gp. They depict stately cambions and alu-demons dressed in desert finery. The crunch of the saline sands underfoot suggest that there is pavement underfoot, and in fact characters who walk between the lines of statues (there are 50 on each side) are walking on the floor of an ancient throne room.

At the end of the line of statues, where a throne must once have rested, there is a pit wreathed in acidic mists (1 point of acid damage per round). One can hear screams and sobbing coming from the pit, but should one delve into it (it is 100 feet deep), they find only a pool of acid. About

1d4 rounds after one reaches the bottom of the pool, a giant hand begins to emerge and attempts to grab any living thing in its reach. Treat this as the *grasping hand* spell. Should people flee, it follows, trailed by a long arm. The arm can reach well out of the pit (the elbow bends at the top of the pit) and can reach about 100 feet beyond the pit. The hand has no sensory capabilities, so it must attack blindly (-10 to hit). The hand has an AC -1 [20], can only be harmed by magic weapons, is immune to fire and acid, and will sustain 60 points of damage before it scurries back into its pit. One of the hand's fingers (it takes 10 points of damage to sever one, and they regenerate quickly) is decorated by a ring, which turns out to be a *circlet of acid resistance*.

61.68 Yostlemok: The vampiric wizard Yostlemok dwells here in a hellish castle of crumbling battlements and rusting portcullises. The castle is guarded by a company of 20 well-armored and armed zombies and Yostlemok's personal guard of 8 vampire acolytes. The castle is thronged in spirit stuff, which roils along the ground and walls like a fog, and picks at the memories of those who pass through it. At odd intervals, shapes from one's past seem to form from the fog, beckoning and then disappearing around corners or behind columns.

Yostlemok dwells underneath the castle, in a wine cellar alive with the dances of damned souls. Here, he watches over his flock of vampires and petitioners, and sends his agents out to find the passage into the Other World [62.37]. He believes it lies within the palace of an arch-devil (Moloch or Baphomet) and has focused his searches on those two diabolical kings.

The vampire's treasure consists of 3,700 ep, 6,300 gp, a chalcedony (4,000 gp) and an aquamarine (1,000 gp).

ZOMBIE: HD 2; AC 3 [16]; Atk 1 halberd (1d10); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.

ACOLYTE: HD 5; AC 2 [17]; Atk 1 bite (1d10 + level drain); Move 12 (F18); Save 9; CL/XP 9/1100; Special: Vampire abilities, cast spells as 4th level cleric.

YOSTLEMOK: HD 10; AC 2 [17]; Atk 1 bite (1d10 + level drain); Move 12 (F18); Save 5; CL/XP 14/2600; Special: Vampire abilities, cast spells as 16th level magic-user.

62.37 Cave of Light: A weathered portal is set into the side of a canyon here, about 10 feet above the mist-shrouded floor of the canyon. A bas-relief of a lit torch is carved above the door. The tunnel beyond is carved from quartz, and is about 100 feet long. At the end of the quartz tunnel there is a circular chamber, the walls clad in mirrors of speculum that are highly polished. Any light source brought into the chamber is magnified to the brightness of daylight. The center of the room holds a hidden pit with a 10-ft diameter that drops people into a sub-chamber, also clad in speculum and holding, in its center, a statue of rose quartz depicting Lucifer in his days as an archangel, when he was still "the light bearer". The statue holds aloft a long torch topped by a crystal ball.

Seven swords are set around the pedestal base of the statue. Each sword is lawful evil *dancing* +2 *short sword* set here to guard the statue and feed it blood. The swords attack any who fall into the sub-chamber. Each has an AC of -2 [21] and 30 hit points. Each time a sword hits for 6 or more points of damage, the crystal ball begins to glow more brightly (assuming the creature hit by the sword can bleed). After the first such palpable hit, the ball has a dim radiance. The second palpable hit makes it glow as brightly as a torch, but the mirrored walls increase the brilliance to that of daylight, while the chamber above becomes as bright as a torch. The third palpable hit makes the light in the pit blinding (save each round to avoid blindness unless eyes are kept closed) and makes the chamber above as bright as daylight.

The fourth hit raises the both chambers to the level of blinding light and sends light out of the tunnel to strike the opposite canyon wall. Where this light hits, a portal is created that leads into a parallel Nod (or whatever campaign you are using). It appears to offer escape, but actually drops people into a world very much like the one they left, only where people are universally sinister. Within this world, a shard of Lucifer's soul is hidden.

62.42 Moloch's Prize: Many pilgrims and warriors come to this empty quarter to pay homage to Moloch, the fire demon, for here there is a grand shrine built in his honor, in which is kept the original throne of Dagon, stolen by Moloch and his demons millennia ago. The throne of Dagon takes the form of a slab of coral that serves as a seat balanced upon a matrix of adamantite rods that are

encrusted with jewels. Narwhal ivory is inlaid into the coral depicting seal of Dagon.

The shrine takes the shape of a pentacle. From the exterior it appears as a circular construction of basalt blocks. There is a single entry in the form of large, heavy bronze doors. The doors are always superheated, inflicting 2d6 point of damage when touched and 1d4 points of damage when standing within 10 feet of them. A *flamestrike* trap rests just behind the door, inflicting 8d6 points of damage when one steps beyond the threshold.

Within the circular hall, adventurers will find five braziers. Each brazier must be fueled with unholy oil and lit. When this is done, five secret doors are revealed, each one appearing as an obsidian slab. Any of these doors opens into a large, star-shaped chamber at the center of which is the throne of Dagon. This chamber is excessively warm, inflicting 1 point of heat damage per round on all who enter. The throne is too large to remove through any of the obsidian doors, and weighs about 1 ton anyhow. It sits on a 20-ft. diameter pit filled with burning sand. An ever-burning fire rests about 10 feet below these sands. Dwelling within the burning sands are five fire drakes.

FIRE DRAKE: HD 4; AC 4 [15]; Atk 1 bite (1d6); Move 9 (F30); Save 13; CL/XP 6/400; Special: Breath weapon (40 feet; 2d8 fire damage), pyrophoric blood, resistance to fire (50%)

Anyone sitting on the throne immediately alerts Dagon to their presence, and his old burning hatred for Moloch burns brightly in his demonic mind. He can communicate telepathically with any who sit in the chair, and will certainly make them an attractive offer.

62.63 Eurynome: From the placid stillness of the Lethe there rises a palace of dull, black stone, generously encrusted with shimmering encrustations that vomit forth thin, pink tentacles that lick at the atmosphere (and anyone who passes too near the structure – 15-ft. reach, attack as 5 HD monster, deal 1d4 points of damage plus paralysis for 1d6 minutes).

The palace is one of graceful, fluted columns and Greco-Roman geometries, and even its highest floors are about 1 foot deep in the waters of the Lethe. Small craft can be rowed into the palace, for its chambers and halls are

generously built, but not every corner of the place can be so reached, and its greatest wonders lie under the surface.

The palace is home to Eurynome, the demon princess of lacedons and other evil folk of the sea. Her palace crawls with the cannibal undead, as well as brine zombies, draugs and the odd aquatic vampire. In all, she commands 30 companies of the creatures. She can be lured above the waters with offers of great wealth (in the form of souls) or information concerning Ipes, her great rival, but otherwise she lurks beneath the waves, weaving her spells.

Eurynome appears as a ghoulish mermaid, lovely in form and feature from afar, but loathsome up close. Her pale green hair is covered in stingers, such that those locked in melee combat with her must pass a saving throw each round or be stung for 1d4 points of damage and paralysis for 1d4 rounds. She wields no weapons, but has a ghoul's paralysis touch, long talons and sharp teeth. Eurynome can cast spells as a 15th level cleric and 11th level magic-user.

EURYNOME: HD 18 (89 hp); AC -4 [23]; Atk 2 claws (1d8 + paralysis) and bite (1d6); Move 9 (S30); Save 3; CL/XP 28/6800; Special: +2 or better weapon to hit, aura (30-ft. radius) makes undead immune to turning by clerics of less than 15th level), spells, summon 2d12 lacedons 1/day, immune to cold and poison, paralyzing hair, magic resistance 40%.

62.66 Jackal Market: A pack of 12 jackalweres has a burrow here which holds a secret passage to a subterranean market. The jackalweres are smugglers of contraband (*potions of healing* and such), and within their market dozens of merchants from across Hell, each of them a rebel against their rebel emperor, trade forbidden texts and have long conversations in the Lawful Good alignment tongue over frothy coffees.

JACKALWERE: HD 4; AC 4 [15]; Atk 1 bite (2d4); Move 12; Save 13; CL/XP 5/240; Special: Sleep gaze, hit by silver or magic weapons only.

62.70 Black Dwarves: A clan of black dwarves (an evil offshoot of the race distinct from the duergar, or grey dwarves) has carved a fortress into the badlands here. The fortress is protected by a moat of acidic bile (30-feet across) and has tall towers equipped with bombards (10d6 points of damage) and battlements patrolled by squads of heavy crossbow-armed dwarves in platemail.

Black dwarves have ruddy skin and glossy blue-black beards and hair, which they never cut and which they braid

and keep scented with oils. Among the black dwarves, both males and females are bearded. They otherwise look like normal dwarves. In total, 250 warriors dwell here, along with 140 females and 50 young. They are lead by Clovis (Fighter 7; 41 hp) and his bride, the cruel Alarda (Cleric/Fighter 5; 26 hp). Both are rarely out of their ornamental, Gothic plate armor (AC 1 [18]). Clovis carries battleaxe and silver dagger while his bride carries a heavy mace and three silver hammers.

Within their fortress, they have an extensive (8 levels, descends 800 feet into the earth) tin mine that produces about 3,000 gp worth of tin each day. The lower three levels are now cut off, as the miners (100) who worked those levels uncovered a strange, green cyst that turned them into leper zombies. They are now sealed behind a 2-ft. thick granite door lined with silver and engraved with silver runes and glyphs (acts as a *wizard lock* cast by a 5th level magic-user).

Within the cyst, there was an iron arc inhabited by a powerful evil spirit – maybe powerful enough to unseat an archdevil – that the leper zombies now wish to carry into Hell. It has raised twenty of the zombies to the level of wraiths and one of them to the level of a spectre, this creature acting as the commander of the undead army.

BLACK DWARF: HD 4; AC 2 [17]; Atk 1 weapon (1d8); Move 6; Save 13; CL/XP 4/120; Special: Detect attributes of stonework, immune to negative energy.

LEPER ZOMBIE: 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.

WRAITHS: HD 4; AC 3[16]; Atk 1 touch (1d6 + level drain); Move 9 (F24); Save 13; CL/XP 6/400; Special: Drain 1 level with hit.

SPECTRE: HD 7 (34 hp); AC 2 [17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (F30); Save 9; CL/XP 9/1100; Special: Drain 2 levels with hit, immune to non-magical weapons.

63.70 Abbey of the Ill Wind: A canyon of howling winds holds an abbey of a forgotten wind god carved into the cliff face. The cliff abbey stands at the end of the canyon, and is the source of the winds. The rock is greyish, streaked bilious green and white, and there is a large, unblocked portal and several windows that lead into the outer sanctum. This sanctum has a floor of white marble. The wind here is fairly intense, making it difficult to hear and

almost impossible to fly, despite the vaulted ceiling being 50 feet overhead. This room is guarded by six belkers.

BELKER: HD 7; AC -1 [20]; Atk 2 wings (1d6), 2 claws (1d3), 1 bite (1d4); Move 12 (F18); Save 9; CL/XP 10/1400; Special: Smoke form, smoke claws.

The only entrance to the inner sanctum is through a large, circular portal about 20 feet above the floor. This portal has three spinning blades within it, driven by the winds which originate in the inner sanctum. Those who give it a hard look have a chance equal to finding a secret door to see the thin, adamantine blades. Crawling through the fan portal is the equivalent of moving through a *blade barrier*.

The inner sanctum has a 30-ft high ceiling, vaulted and walls with fluted engravings. The whole room is carved from an immense vein of cloudy quartz and polished to a high gloss. A massive alcove in the far wall (20 ft. high x 12 t. wide x 18 ft. deep) holds an immense idol of the forgotten deity, which has the shape of a three-headed winter wolf. The winds come from its mouths, and are bitterly cold in this room (1 point of damage per round for those not wearing winter clothing or otherwise protected). Approaching to within 10 feet of the idol summons four winter wolves to defend it.

WINTER WOLF: HD 5; AC 5 [14]; Atk 1 bite (1d6+1); Move 18; Save 12; CL/XP 6/400; Special: Breathe frost (1/turn).

Crawling through one of the idol's mouths (they are large enough for a human to crawl through) inflicts 6d6 points of cold damage on a character and deposits them in a demi-plane of frigid, smoky winds. At the heart of this plane lies the *Orb of Elemental Air* (see location 60.38 for the *Orb of Elemental Water*). The orb is embedded in the armpit of an ice giant that was cleaved from the thigh of the forgotten god of winter winds.

ICE GIANT: HD 20 (93 hp); AC -6 [25]; Atk 2 claws (1d10 + level drain), stomp (2d8); Move 15; Save 3; CL/XP 25/5900; Special: Drain 1 level with hit, numbing cold (60 ft. aura, save or slow), spells (at will-cone of cold, hold person, ice storm)

64.37 Bottles: Colorful bottles hang from the trees here in webs. The bottles hold miniature oozes of various sorts (1/3 normal Hit Dice, half damage), and there are 20 such bottles in the immediate area.

64.39 Crimson Death: A great black obelisk rises from the forest here, seemingly held down by four thick, black

chains, each as thick as Conan's iron-thewed thigh. If the chains are sundered, the black obelisk rises into the sky, never to be seen again, and a thick crimson mist pours from the ground beneath it. The mist is a column 40 feet high and 20 feet in diameter.

CRIMSON MIST: HD 20 (87 hp); AC -3 [22]; Atk envelop (1d6 damage per round, save or lose 1 level); Move F18; Save 3; CL/XP 25/5900; Special: +1 or better weapon to hit, immune to cold, fire and electricity, magic resistance (25%), creatures drained of life rise as wights under the cloud's control in 1d6 rounds.

65.37 Conjurer and Cyclops: The conjurer Zigma-Rho (Magoc-user 13; 30 hp) is chained spread-eagle to the back of a cyclops, who dwells in a grand cave here. The cyclops seems unaware of the conjurer, whose mouth is bound with a leather thong and whose hands and feet are bound in chains that extend around the front of the giant. The conjurer is in rough shape (1d8 hit points), mostly from being jostled and squashed by the actions of the clueless cyclops. The cyclops is called Ott, and he tends a herd of 20 giant goats. Within the conjurer's mouth, attached to the thong, is a green garnet that causes *feeblemind* to any in contact with it.

OTT: HD 13 (62 hp); AC 3 [16]; Atk 1 slam (4d6) or boulder (4d10); Move 12; Save 3; CL/XP 13/2300; Special: None.

GIANT GOAT: HD 3; AC 7[12]; Atk 1 gore (2d6); Move 18; Save 14; CL/XP 3/60; Special: +4 damage on charge.

65.39 Bridge Over the River Phlegethon: Two rival camps have been established on either side of the river. Both are working on constructing a bridge that will allow them to get to their rivals. The camp on the near side of the river is composed of three companies of demonic satyrs under the command of the alu-demon Shyladery, a daughter of Amdusias who appears with the upper body of a nymph and the lower body of a satyr. She sports a black alicorn on her head. Her camp consists of several large pavilions of scarlet damask, hundreds of witchlights flitting about, the odd shadow demon messenger arriving from her father or scurrying off to deliver a message to her father, etc. They have felled scores of trees to construct their bridge, which now spans about a third of the distance across the river.

Her rivals across the river are two companies of minotaurs and a squadron of centaurs under the command of the barbed devil Nastrulsis Nine-Fingers. They live in crude

tents made of pelts and hides, and have impressed 30 duergar into service building their bridge and constructing a trebuchet, that they might hurl missiles at their opponents (the bridge building is taking too long). They are building their bridge of stone, and have gotten about as far along as their enemies. Each night (night and day are relative terms in Hell), when the building has stopped they armies gather on their half of the bridge and scream challenges and threats at one another.

MINOTAUR: HD 6+4; AC 6 [13]; Atk Head butt (2d4), 1 bite (1d3) and 1 weapon (1d8); Move 12; Save 11; CL/XP 6/400; Special: Never get lost in labyrinths.

SATYR: HD 5; AC 5 [14]; Atk 1 weapon (1d8); Move 18; Save 12; CL/XP 6/400; Special: Magic resistance (50%), pipes, concealment.

CENTAUR: HD 4; AC 4 [15]; Atk 2 kicks (1d6) and weapon (1d8+1); Move 18; Save 13; CL/XP 5/240; Special: None.

SHYLADERY: HD 6 (26 hp); AC 4 [15]; Atk 1 longsword (1d8+1) or 2 claws (1d3); Move 12 (F24); Save 11; CL/XP 10/1400; Special: +1 or better weapon to hit, immune to poison and electricity, magic resistance 15%, spells (at will—*charm person*, *ESP*, *polymorph self* (humanoid forms only); 1/day—*dimension door*).

NASTRULSIS: HD 8 (33 hp); AC -1 [20]; Atk 2 claws (2d8 + fear); Move 12; Save 8; CL/XP 15/2900; Special: +1 or better weapon to hit, immune to fire and poison, magic resistance 30%, summon barbed devil (35%), spells (at will—*hold person*, *phantasmal force*, *teleport*; 1/day—*unholy word*).

65.67 Displacers: A pack of seven displacers are moving through this hex on their way to deliver to Geryon the daughter of Zarte [67.69]. The daughter was born to him by a powerful witch of Dweomer Bay, Constance of the Crooked Smile. The child, Zhofta, is 6 years old and thoroughly wicked. An alu-demon, she has red skin, platinum blonde hair, goat hooves, yellow eyes, a fanged mouth and off-white, curly ram's horns. The displacers are already sick to death of the child, and are now contemplating the likelihood that her father still lives.

DISPLACERS: HD 6; AC 16; Atk 2 claws (1d6) and bite (1d8); Move 18; Save 11; CL/XP 7/600; Special: Displacement.

65.68 Don't Light a Match: In the swampy shallows of the burning river, methane bubbles up from the depths, creating an invisible cloud of death that floats just above the surface of the water. Any application of fire creates a 10 dice *fireball*. A small building of white marble stands atop four pillars in the midst of this swamp and houses an idol of a beauteous woman (Rubinia, a Queen of Elemental

Earth). The statue was placed here by servants of the forgotten earth god whose temple lies in [66.64]. The floor of the shrine is covered in a thick layer of dust, and this can rise up and form a dust devil if the idol is molested. The idol is composed of reddish marble, highly polished, set with five large rubies (300 gp each).

DUST DEVIL: HD 16 (78 hp); AC 0 [19]; Atk 1 strike (3d8 + 1d6 fire); Move (F36); Save 3; CL/XP 20/4400; Special: Whirlwind, +1 or better weapon to hit, magic resistance 45%, immune to acid, fire, electricity, poison.

66.39 Cage Match: An odd spectacle has been placed in this hex. Suspended above the river there is a large cage of steel, with walls, floor and ceiling composed of metal lattices. The cage is roughly 30 feet wide, tall and deep. When the shades of fallen paladins are cast into Phlegethon, servants of Amduscias seek them out and fish them from the river. The intensity of their evil and the wrath of the gods of Law incited by their betrayal causes them, when removed from the river, to burst into flames. These flames burn eternally, wracking them with the most violent flame, but they are never consumed by the fire. These flaming, fallen paladins are cast into the cage of force and forced to fight for the pleasure of Amduscias' court, who climb all over the cage and make a party of the paladins' torment. The winner of these tourneys is plunged back into the boiling river, while the other is left to burn until a new fallen paladin can be found to challenge him.

FALLEN PALADIN: HD 7; AC -1 [20]; Atk +1 *unholy scimitar* (1d6+2); Move 12; Save 9; CL/XP 9/700; Special: As anti-paladin.

66.64 Amorous Earth God: A canyon zigzags through the salt wastes here, with sheer cliffs of salt and a floor crawling with poisonous scorpion swarms (2d6).

SCORPION SWARM: HD 4; AC 2 [17]; Atk 1 swarm (1d6 + poison); Move 9 (C9); Save 13; CL/XP 6/400; Special: Poison, swarm abilities.

Somewhere in the middle of this canyon there is a grand idol of a forgotten earth god, master of all that crawls and creeps, sovereign of stone. The idol is carved from the wall of the cliff and stands 50 feet high. It appears as a handsome youth with four arms, each holding a large sphere (hemisphere, actually, since they are sunken into the walls of the canyon) of a different material – purple porphyry, green malachite, white marble and black obsidian.

Touching the porphyry casts *flesh to stone* on the offender. Touching the malachite causes all the metal on the offender to deteriorate as though touched by a rust monster. Touching the white marble infects the offender with lycanthropy (wererat). Touching the black marble causes the offender to lose one level.

If all spheres are touched simultaneously, the statue animates and steps forward from the canyon wall, revealing a passage that leads to his temple.

The temple is clad in malachite and guarded by ten living stone statues, carved in the manner of apsaras. They protect a large cube of transparent quartz. If this cube is struck simultaneously by fire, cold, electricity and acid (from any source), it begins to spin, eventually spinning so rapidly that it opens up a portal into a demi-plane of elemental earth, wherein is hidden the *Orb of Elemental Earth* (see 60.38).

LIVING STONE STATUE: HD 5; AC 3 [16]; Atk 2 lava sprays (2d6 fire) or 2 fists (1d8); Move 6; Save 12; CL/XP 6/400; Special: Lava.

67.68 Totem People: The Phelegethon flows through a tight canyon here that eventually opens out into a much larger space. This space is shrouded in mists and home to thick growths of fungi. Rising from the mists and fungi fields is a great totem pole surrounded by dozens of stone lodges that appear to have been carved out of the living stone. The pole is carved to resemble three different beasts. On the top is a gryph, beneath it a hell hound and at the bottom a hellephant.

As strange as this totem pole is, the people who worship it are stranger. Each is vaguely humanoid and nine feet tall, with thin bodies and six arms. These creatures have three heads, in the manner of their totem pole – a raven-like gryph head that sees the future (*augury* 3/day), a hell hound head (breath 15'x10' cone of fire 3/day for 2d6 points of damage) and their lowest head that of a hellephant (gore attack). The faces of these creatures almost look as if carved grotesques.

The totem people are mercenaries, serving any demon lord who can afford to pay them (they demand the tongues of liars, the hands of thieves or the hearts of cowards). The village is home to 100 of these totem people.

TOTEM PEOPLE: HD 6; AC 3 [16]; Atk 6 weapons (1d8), gore (2d4); Move 9; Save 11; CL/XP 9/1100; Special: Breath fire, augury.

67.69 Citadel: Atop a plateau with jagged sides marred by ancient lava flows there stands a crimson citadel, the home of the nalfeshnee Zarte. Once a place of splendor and elegance, the citadel has now been under siege by the minotaurs of Baphomet for several months, and its end is drawing nigh.

The citadel is notable for the bas-reliefs of rearing and rending panthers that decorate it, serving as supports for false-columns and as ornaments over the windows and grand double doors. The battlements belch forth great plumes of white fire and choking, acrid smoke, making them nearly impossible to surmount (treat as double-strength *walls of fire*).

The grounds surrounding the citadel are covered with hundreds of stumps, each one tied to a tree ghost that now entertains the minotaur army, eager to enact their revenge on Zarte for destroying their forest. Only two companies of manes demons remain to protect the citadel, so it won't be long.

The six companies of besieging minotaurs do not relish fighting Zarte personally, and would prefer he never return. For this reason, they would be quite happy to hire a band of mortals to do the deed while they tangle with the manes defending the fortress. Zarte holds a document explaining the way to access the temple of the forgotten earth god [66.64] and activate the cube within.

MINOTAUR: HD 6+4; AC 6 [13]; Atk Head butt (2d4), 1 bite (1d3) and 1 weapon (1d8); Move 12; Save 11; CL/XP 6/400; Special: Never get lost in labyrinths.

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

ZARTE: HD 11 (27 hp); AC -1 [20]; Atk 2 claws (1d4) and bite (1d6+2); Move 9 (F14); Save 4; CL/XP 13/2300; Special: +1 or better magic weapon needed to hit, magic resistance 65%, +2 on to-hit rolls, immune to fire, magical abilities.

67.70 Heart of Stone: The woods are made of stone here. Grey mists that snake along the ground and seek out people's lungs cause their victim's hearts to turn to stone (saving throw to negate). This does not kill the victim, but makes them cold and emotionless (immune to fear and

other emotions, +3 to save vs. mind control) and leaves them immune to non-magical, non-silver weapons. It also makes them prey for the local satyrs, who harvest the stones and sell them to the local night hags.

SATYR: HD 5; AC 5 [14]; Atk 1 weapon (1d8); Move 18; Save 12; CL/XP 6/400; Special: Magic resistance (50%), pipes, concealment.

68.37 Polly Wanna Adventurer: A roc perches on a cliff here. It wears a leather saddle on its back, but nobody is on it and the leather appears to be slightly scorched. The roc belongs to Allimet, a marilith demon, who was forced to quit her mount when attacked by a large flock of harpies. She landed about twenty miles away and is making her way back to the mount. The roc is quite hungry, and hidden in the bird's saddle is a *scroll of wish*.

ROC: HD 12; AC 4 [15]; Atk 1 bite (3d12), 2 claws (3d6); Move 3 (F30); Save 3; CL/XP 12/2000; Special: None.

68.39 Ipes: Ipes is an Earl of Hell and a chief of the hezrou demons. He dwells here in a scaled fortress of luminous (and narcotic) gasses and iridescent (and psychotropic) slimes, along with 18 companies of hezrou and about 18 companies of lesser demons (manes and dretches). The fortress is set in a low, swampy area adjacent to the Phlegethon. The swamp sprouts reeds as hard and sharp as longwords.

Ipes has the body of a lion, the feet of a goose (watch those talons, they're poisonous) and the head of a vulture. He can cause the air around his body to flare up, causing 1d6 points of heat damage per round and creating vivid mirages of writhing souls, beckoning women or charging demons. He is always accompanied by seven hezrou of the largest size. He can cast spells as a 16th level cleric and a 12th level magic-user.

IPES: HD 22 (93 hp); AC -4 [23]; Atk 2 claws (1d8), 2 talons (1d4 + poison) and beak (2d4); Move 18; Save 3; CL/XP 32/8000; Special: +3 or better weapon to hit, magic resistance 55%, immune to fire and poison, spells.

69.62 Borodom: A limestone arch spans the river here, and is topped by a cluster of fat towers – four towers of the same yellow-white limestone as the arch and one in the center of deep, shimmering emerald green. The towers are the fortress of a daraka demon called Black Baelith, the Bailiff of Borodom.

Steps have been carved into the arch on either side of the river, allowing people to climb up to the fortress. Every three steps (there are 90 to climb), there are two bronze braziers (one on each side) with a sinister little smoke demon dancing and hissing at the adventurers. The tower these steps lead up to, one either side, is about 30 feet tall, with crenellations on top, patrolled by six dretches armed with long, barbed spears, heavy crossbows and a pot of white hot embers they can shower over the side (treat as an *incendiary cloud* that lasts for 1d6 rounds).

DRETCH: HD 4; AC 2 [17]; Atk 2 claws (1d4), 1 bite (1d6); Move 9; Save 13; CL/XP 6/400; Special: Magical abilities.

The tower beyond the entry tower is about 60 feet tall, with a conical roof. The emerald tower is 100 feet tall. This is the famed emerald vault, wherein is kept the body and spirit of Shatarel, a contemporary of Lucifer, who some say was the true leader of the rebel angels. The two 60-ft. tall towers are connected by bridges that bypass the emerald vault, which can apparently only be entered from a small dungeon beneath the towers and carved out of the arch.

Black Baelith commands, in total, forty dretches and a squadron of ten bearded devils mounted on giant dragonflies. He collects tolls on behalf of Moloch, but also does a side business in banditry and black marketeering.

BEARDED DEVIL: HD 6; AC 0 [19]; Atk 1 glaive (1d10 + infernal wound) or 2 claws (1d6); Move 18; Save 11; CL/XP 12/2000; Special: Silver or magic weapon to hit, infernal wounds do not heal without *remove curse*, if hits with both claws strikes with beard for 1d8 damage + save vs. mummy rot, summon bearded devil (35% chance of success), *teleport* at will, immune to fire and poison, magic resistance 15%.

GIANT DRAGONFLY: HD 6; AC 2 [17]; Atk 1 bite (1d6); Move 6 (F24); Save 11; CL/XP 7/600; Special: None.

BLACK BAEILITH: HD 12 (60 hp); AC -3 [22]; Atk 2 claws (1d10), bite (2d6) or scorpions (1d6 + paralysis 1d4 rounds); Move 15; Save 3; CL/XP 19/4100; Special: Scorpions, spells (at will—*invisibility*/ 1/day—*feeblemind*), only hit by silver or magic weapons, immune to electricity and poison, magic resistance 50%, telepathy 100 ft.



70.63 Webbed Ruins: The ruins of a mud-brick fortress stand here, eaten away slowly by the howling winds. The fortress had a curtain wall about 30 feet tall and 10 feet thick; it still has a few crenellations atop it, and one can make out quadruple diamond shapes stamped onto them. The curtain wall has about eight towers, three of them still standing, and only one of them complete. This serves as the home for a trio of bat monsters.

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

There is also an inner keep about 60 feet high that takes the form of a square tower. The keep is about 80 ft. wide x 80 ft. long on the bottom and about 60 ft. x 60 ft. on the top. A gaping hole has been knocked into the side of this keep, and a smaller one on the opposite side, towards the top. Within this keep, a cabal of 13 araneas dwell, each having under their command several knights (3d4) smitten with his mistress and wrapped in ancient strands of webbing that makes them look like a ghost. The aranea pit these knights against one another in the great hall of the keep, entertaining themselves with their battles. The aranea form a coven dedicated to Moloch.

KNIGHT: HD 6; AC 0 [19]; Atk 1 sword (2d4); Move 12; Save 11; CL/XP 6/400; Special: None.

ARANEA: HD 4; AC 6 [13]; Atk 1 bite (1d6 + poison); Move 12; Save 13; CL/XP 7/600; Special: Webs, Spells.

71.42 Amazons: Three hundred amazons dwell in the trees here. These amazons have coppery skin and black hair, which they wear piled high on their heads. They wear the skins of animals, and serve a priesthood of maenads, who call down immense storms in honor of Amduscias. The amazons tap the bloody sap of the trees to brew *potions of strength* and to make their war paint. Their leader is a lilin called Krilia.

AMAZON: HD 4+1; AC 3 [16]; Atk 1 sword (1d8+1) or bow (1d6+1); Move 12; Save 13; CL/XP 4/120; Special: None.

KRILIA: HD 7; AC 6 [13]; Atk 2 claws (1d3) and weapon (1d8); Move 12 (F18); Save 9; CL/XP 8/800; Special: Magic resistance 15%, immune to fire, spells (at will—*ESP*, *charm person*, *charm monster*, *teleport*; 3/day—*animate dead*), +1 or better weapon to hit.

72.41 Boar Hunt: A hunting party of demons led by Amduscias himself is tracking a razor boar through these woods. They have established a fine camp on the banks of the river, a camp of dimly colored pavilions, serving nymphs in silver chains, demonic pixies and satyrs piping and dancing, and two dozen faerie knights on chargers as black as night, some with demonic hawks on their arms, all of them armed with boar spears and poisoned darts.

FEY KNIGHT: HD 10; AC -3 [22]; Atk +2 *longsword* (1d8+2) or +1 *lance* (1d8+1); Move 12 (Ride 30); Save 5; CL/XP 12/2000; Special: Silver or magic weapon to hit, challenge opponent (if challenge not accepted or interfered with, all involved are cursed with -4 penalty to hit and save).

FEY STEED: HD 5; AC 2 [17]; Atk 2 hooves (1d8), 1 horn (1d8); Move 24; Save 12; CL/XP 6/400; Special: Magic resistance 25%, teleport.

AMDUSCIAS: See *Pandaemonium* article in this issue.

RAZOR BOAR: HD 15; AC -4 [23]; Atk 2 hooves (1d4) and tusk slash (1d8 + vorpal); Move 18; Save 3; CL/XP 17/3500; Special: Magic resistance 35%, vorpal tusks, regenerate 2 hp/rd.

73.43 Shipyard: The trees in this section of the wood are tall and straight, with upward lifted branches with long, purple bunches of needles. These trees, called purple levitas trees, are lighter than air by virtue of pockets within the trees that fill with a buoyant gas. Within these groves there is a village of sod houses where dwell hundreds of shades who cultivate the trees and turn them into the airships one might have already seen in Hell.

The village is home to 100 shades. It is surrounded by a low wall and a moat filled with brambles and guarded by a dozen bramble beasts. They labor under the command of a reeve of Amduscias, the amaimon Doman, who dreams of more golden pastures in Dis.

BRAMBLE BEAST: HD 7; AC 2 [17]; Atk 2 slams (1d6 + thorns); Move 9; Save 9; CL/XP 8/800; Special: Thorns (save or lose piece of clothing or have thorns come off and get under armor, imposing a -2 penalty to save and attack).

DOMAN: HD 7 (35 hp); AC 2 [17]; Atk 2 claws (1d6) and bite (1d8); Move 12; Save 9; CL/XP 3/60; Special: Breath weapon (cloud of poisonous fire, 3d8 damage + save or die), magic resistance 15%, immune to fire, fear aura (10-ft. radius), spells (at will—*teleport*, *phantasmal force*, *wall of fire*, *ESP*).

73.46 Tower of Flesh: A tower of sweating, sunbaked flesh rises from the salt wastes. The tower's entrance is a mouth with gnashing teeth that can be opened by brute strength or by tickling the flesh around the mouth – in either event, entering the mouth is a rather hellish experience. The walls within the tower also feel like human skin, and those who are too rough find themselves knocked about as the walls and floor shudder with pain (save or knocked prone, 1d6 damage). The tower has many hallways and chambers – some with fountains of ichor, others with walls covered in blinking, malevolent eyes.

One chamber, three floors up, holds a massive, beating heart that sends blood through veins into the tower. The heart is surrounded by a *repulsion* effect (save or feel an irresistible urge to vacate the room), and the heart is protected by ten flesh golems that emerge directly from the fleshy walls. If the heart is destroyed (AC 18; 100 hp), the tower collapses into a rotting mass, and anyone in the chamber is trapped beneath it.

At the top of the tower is the brain chamber. The brain looks as one would expect, though it is encased in a thick skull pate (AC 22; 50 hp damage to breach) and can use the following powers, at will: *Confusion*, *fear*, *ESP*, *phantasmal force*, *lightning bolt* (10 dice). The brain is also protected by ten flesh golems and a cerebrilith demon. Destroying the brain (AC 15; 20 hp) has the same effect on the tower as destroying the heart.

If one is not intent on destroying the tower or brain they may discover it can communicate telepathically and has the abilities of a sage.

FLESH GOLEM: HD 10 (45hp); 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.

CEREBRILITH: HD 9; AC -3 [22]; Atk 2 claws (1d6) and bite (1d10); Move 12; Save 7; CL/XP 14/2600; Special: +1 or better weapon to hit, immune to poison and electricity, magic resistance 20%, summon 4d6 dretches or 1 cerebrilith 35%, spells (at will—*confusion*, *darkness 15-ft radius*, *detect good*, *detect magic*, *dispel good*, *protection from good 10-ft radius*, *teleport*; 3/day—*charm monster*, *ESP*, *etherealness* (as potion); 1/day—*feeblemind*).

73.67 Abbey of Gluttony: An abbey of ivory-colored walls stands here, surrounded by jagged badlands. A small road leads up to the abbey, which has a heavy, stone door of red marble that pivots open. The door is guarded by three drunken satyrs armed with scourges.

Within the abbey there are a dozen large chambers, connected by short passages. The chambers are all about 40 feet wide and deep, with vaulted ceilings painted with images of cavorting satyrs and nymphs. Some of these chambers host orgies of wine, food and ... well, you know ... while in others people are passed out. In short, the place is thronged by centaurs, satyrs and demons “enjoying” one another.

The master of the abbey is a satyr called Alzpic (Druid 10; 28 hp), with a distended belly, drowsy eyes that glimmer with malevolence, and hair matted by wine and vomit. He takes an immediate dislike to one or more of the visitors, challenging them to contests of drinking, singing and ... well, you know ... in an effort to best them. If he is bested, Alzpic will lash out violently, but may find his followers less inclined to support him. Alzpic has a harem of seventeen wicked nymphs, who serve as his “nuns”.

74.43 Wolf People: The so-called wolf people dwell here in a collection of thatched cottages surrounded by a ditch that is studded with sharpened spikes. There are 100 shades in the village. They wear wolf-hide vests, wide-brimmed hats of grey velvet and spiked boots. The shades of the village tap the trees, draining their blood-sap to make a sinister syrup popular with the vampires of Dis.

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

74.44 Vrocks vs. Harpies: A flock of 18 vrocks is engaged in a harpy hunt here, collecting the shrill creatures for their master Baphomet, who seeks harpy-flesh for his boudoir.

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

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

74.46 Dried Up Succubus: A desiccated husk of a woman is buried about 4 inches in the sand here, face up. If water is added (not holy water), she regenerates and becomes a succubus who has lost her memory.

SUCCUBUS: HD 6; AC -2 [19]; Atk 2 claws (1d6); Move 12 (F21); Save 11; CL/XP 12/2000; Special: +1 or better weapon to hit, kiss, summon vrock 35%, immune to electricity and poison, magic resistance 15%, spells (*charm monster*, *detect good*, *ESP*, *etherealness*, *suggestion*, *teleport*).

74.52 Fools & Gold: A village of 400 stout miners works the rocky banks of the River Lethe here, pulling fool’s gold from shallow veins. The folk of the village bathe regularly in the river, and dwell in a state of blissful ignorance, even in the depths of Hell. The people have topaz skin and beady, black eyes that stare vacantly ahead. They are easily tricked (and really don’t seem to care), and are mostly left alone by the denizens of Hell, who find them almost impossible to torment.

74.57 Ant Lion: An ant lion has dug a trap in the wasteland near the river, just beyond a rise in the sands. Travelers have a 1 in 6 chance of wandering into the trap.

ANT LION: HD 8; AC 2 [17]; Atk 1 bite (2d8); Move 12 (B6); Save 8; CL/XP 8/800; Special: Trap.

74.58 Ultar-Badu: A smart little town of sandstone houses has been built here on the wastes, the walls surrounding it glazed and red, the gates barred by iron portcullises. The town covers about 20 acres of land, and bears no signs of economic or agricultural activity – the people of the town seem to simply exist to sing paeans to Moloch and roast the odd visitor to their town.

The people of the town have skin as black as obsidian, with pearl eyes and carnelian teeth. Their long ears are weighed down by golden bars (worth 2d4 gp) and they have long claws on their slender fingers. The women smell of exotic, heady aromas and the men dress in brilliantly colored turbans and silk robes, the same hues being seen in the flickering fires that dot the town.

Each person maintains a small altar to Moloch, complete with a basalt idol and a brazier for offerings, in their home. Every intersection in the street bears a larger, bronze Moloch idol resting on a pedestal within a fire pit. A large temple to Moloch, with a brazen bull for burning captives, rises near the center of town, next to the grand manse of the city's autarch, Ult-Rada (Assassin 11; 43 hp; *dagger of venom*).

MOLOCH WORSHIPPERS: HD 5; AC 1 [18]; Atk 1 weapon (1d8) or slam (1d4); Move 12; Save 12; CL/XP 5/240; Special: Immune to fire.

75.53 Makutur: A strange tower rises here from the wastes, a tower that looks like a conglomeration of ornate golden eggs. Entry is via one of several narrow tunnels that weave between the bulging shapes, finally ending in a dark courtyard paved with black, glassy bricks that houses a reflecting pool lit by a dim, coppery radiance that casts terrible shadows on the convex walls. These shadows, naturally, animate and attack when the courtyard is entered. Above the pool there is an invisible portal that can only easily be entered by stepping into the water and speaking the name of the tower's master, "Makutur". The water then rises, carrying the person up through the portal. One person can be carried at a time.

Makutur (Magic-user 12; 35 hp) is a barrel-chested, pessimistic man with a curly, blue-black beard, bald pate, and large, menacing teeth that seem intent on escaping his mouth. He wears a tall, conical hat of lambskin and a leather kilt studded with pearls sewn into the garment with silver thread. He wears two hepatizon bracers (*bracers of AC 2 [17]*) and is working on a collection of every variety of magic staff known to exist. There's a good chance that he's missing one a member of the party owns, but he is primarily interested in the *Staff of the Magi*.

Makutur has three apprentices (Magic-user 2; 2d4 hp), all of them very pretty female drow who are bound to his service and wear slave collars he can tighten at will.

Makutur's treasury holds 1,800 gp, 8,000 sp and 20 yards of demon silk worth 10 gp/yard.

75.58 Scratching Shades: There are many patches in this hex that appear to have long, parallel ridges or scratches running through them. The ground swells up to a high mound (about 50 feet high) near the center of the hex. All around this mound, 600 hunched, withered shades scratch at the ground looking for red diamonds, which they deliver up to the thing in the mound.

The thing in the mound appears as numerous (1d4 x 5) ganglia that erupt from the ground. The ganglia are a black-grey in color, about 30 to 40 feet long, and each tipped with a yellow eye. They snatch up the diamonds and pile them on the top of the mound, and sometimes throttle the delivering shade.

The thing currently has 5,000 gp worth of diamonds in its pile, and plans to powder them and create a magic circle, which it will use to fully manifest itself in Hell.

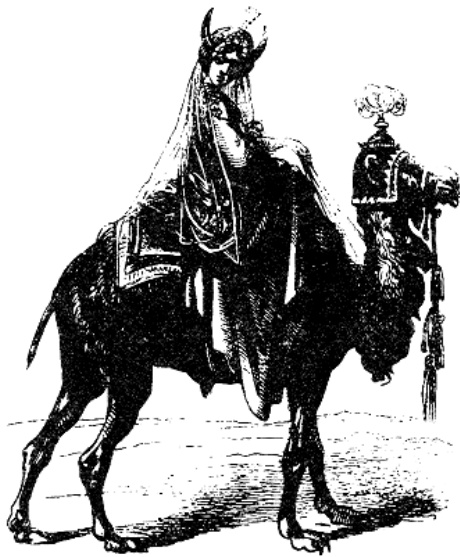
THING IN THE MOUND: HD 12; AC 2 [17]; Atk 20 ganglia (1d10); Move 0; Save 3; CL/XP 15/2900; Special: Regenerate 2 hp/round, immune to fire and electricity, magic resistance 15%.

75.61 Herdsmen: One hundred fair-skinned warriors dwell here in a village of stone cottages surrounded by a stone wall with four wooden watch towers. The village is set on a broad meadow of black grass and purple mushrooms. They graze giant goats on the meadow and use them to make milk (sour) and cheese (bluish and bitter). The warriors have about 250 non-combatants in their village, and pay tribute in the form of their dairy products and their first born to the demons of Amduscias.

WARRIOR: HD 4; AC 2 [17]; Atk 1 axe or sword (1d8); Move 12; Save 13; CL/XP 4/120; Special: None.

75.65 Minotaur City: Within a jagged butte, a vast complex of caves and chambers has been hewn from the stone by about 1,000 goblins, the slaves of 100 minotaurs. The minotaurs and their slaves pull iron out of the ground, along with a few other minerals, sending it to the forges of Baphomet to supply his armies. The minotaurs are ruled by "The Three", shadow demons who plan on dethroning Baphomet from within his organization.

MINOTAUR: HD 6+4; AC 6 [13]; Atk Head butt (2d4), 1 bite (1d3) and 1 weapon (1d8); Move 12; Save 11; CL/XP 6/400; Special: Never get lost in labyrinths.



75.54 Caravan of Souls: Gremory is a Duchess of Hell who commands a never-resting caravan of lost souls; men and women who died in Hell, but do not deserve punishment here. She is a dire mistress, but those who please her are elevated into the ranks of her army, which consists of 20 companies of former mortals, twisted into the form of bearded and barbed devils, and six companies of tormentor devils.

Gremory and her caravan never stop their wanderings. She and her court ride on demonic black camels, devoid of hair, with scaly hides and two fanged heads on long, sinewy necks. The souls are chained together and walk on blistered feet, their tongues lolling from their parched mouths, their eyes blank and dead. Any adventurer who died in Hell and was unaccounted for has a 1 in 6 chance of being present in this miles-long caravan.

GREMORY: HD 14 (80 hp); AC -2 [21]; Atk +3 *scimitar* (2d8 + 2d6 fire + palsy); Move 18; Save 3; CL/XP 21/4700; Special: +2 or better weapon to hit, magic resistance 46%, immune to fire and poison, spells (12th level magic-user and 10th level cleric).

GREMORY'S CAMEL: HD 10 (55 hp); AC -1 [20]; Atk 2 hooves (1d6) and bite (1d8 + poison); Move 30; Save 5; CL/XP 16/3200; Special: +1 or better weapon to hit, magic resistance 15%, immune to fire and poison, *dimension door* at will.

76.42 Vault: A four room vault complex lies beneath a ruined fortress here. All that remains of the stronghold is the tunnel that once belonged to the gatehouse (and a few bits surrounding it, of course) and a bridge over a moat littered with weird cacti (needles cause an afflicted body part to grow to twice their normal size, leaving people either with half their normal movement rate or with the inability to use their weapon or shield arm).

[A] This chamber holds dozens of glass cages, each holding a skeletal animal (mostly reptiles). The cages are actually part of a single cubical *force cage* that, as soon as people enter this room, encloses it and begins to shrink, eventually crushing people if they do not *disintegrate* it.

[B] This room is completely dark, and cannot be pierced by light. Thousands of silk scarves and strands hang from the ceiling (about 12 feet high) and are pushed about by a poisonous wind (save or 1d6 points of damage per round).

[C] The room is piled high with fancy dolls with porcelain faces, silk clothing, etc. They are stuffed with old rags and their eyes seem to follow people about. All radiate powerful magic, but this is mere illusion, for an invisible stalker is the room's true defender.

[D] This is the actual vault. It is barred by a *wizard lock* (20th level) and is trapped. If the lock is not picked properly, the outer door (there are two) immediately polymorphs into a wave of acid, which falls on any who are adjacent to the door (4d6 damage) and then fills the outer portion of the room to 2 feet, the acid causing 1d4 points of damage per round to those in the room.

The second door is merely locked. Behind it is the following treasure: A throwing hammer of white gold (worth 300 gp), a platinum idol of Amduscias (worth 2,000 gp), a steel bracelet studded with hematites (worth 700 gp), a cloak of elvenkind, an azure headband with gold thread embroidery tracing out the symbol of Solomon (worth 250 gp), empowers one to command genies as a 10th level anti-cleric attempting to command undead), a 7th level magic-user's spellbook written in reverse Cantonese, a +2 *sword* sized for a pixie and a red velvet blanket (worth 100 gp).

If any of this treasure is removed from the room, it triggers a mass *disintegration* effect in the outer room.

levitate, phantasmal force, reduced damage from cold, fire, gas, electricity, polymorph into other giant type.

78.51 Lamerol: The elemental Lamerol (Elementalist 10; 26 hp) dwells here in a castle of mottled green and brown stone surrounded by a moat of caustic acid (in which dwell dozens of crystalline pirhana).

CRYSTALLINE PIRHANA: HD 3; AC 6 [13]; Atk 1 bite (1d4+1); Move 0 (S18); Save 14; CL/XP 3/60; Special: Feeding frenzy, immune to acid.

The castle has four sides that surround a courtyard. A tunnel that drips with acid (3d6 damage) leads to the courtyard, which is paved with rough, cut stone (actually four medium earth elementals that lie flat until summoned to destroy invaders). From the courtyard, one can pass through two crystal doors into the castle, which has four stories and sharply peaked roofs.

EARTH ELEMENTAL: HD 12; AC 2 [17]; Atk 1 strike (3d6); Move 6; Save 3; CL/XP 13/2300; Special: Tear down stonework.

Lamerol has three apprentices (Elementalist 3), strange women with husky voices who are draped in velvet and lace, their faces always obscured (people must pass a save or become obsessed with glimpsing them; their faces are those of gorgons and cause people to turn to stone).

Lamerol's most prized possessions are his rather extensive wine cellar (guarded by a clutch of rather alcoholic giant spiders) and his scrying pool which, on command, rises up as a large water elemental in the form of a serpentine woman that whispers sibilant secrets into his ears. He also has a gallery of statuary; the captured souls of scorned lovers who are capable of speaking and moving their upper bodies, but not their lower bodies.

WATER ELEMENTAL: HD 16; AC 2 [17]; Atk 1 strike (4d6); Move 6 (S18); Save 3; CL/XP 16/3100; Special: overturn boats.

78.62 Inverse Sorcerers: An opal dome on a rocky plateau serves as home to seven inverse sorcerers. All of them appear as humanoid shapes that absorb all light (i.e. they appear as black shapes). When they speak, their voices issue from others – this is a limited form of control which can be defeated by the *protection from evil* spell, but which does not permit a saving throw to resist – it's really just meant to freak people out, not cause harm.

The inverse sorcerers do not cast spells, as normal magic-users, but rather cast counter-spells. Each "spell slot" of these entities allows them to negate a spell of the same level when cast by an opponent – in essence, every slot is filled with a focused *dispel magic*. In addition, each strike from one of these sorcerers removes a spell of 1st to 8th level (roll 1d8) unless the victim passes a saving throw.

The inverse sorcerers' goals are mysterious. They are served by a company of nomad warriors who wear ring armor and carry longbows and scimitars.

The inverse sorcerers keep a treasure of 2,600 gp, 4,000 ep, a ruby worth 400 gp and a pair of golden earrings in the shape of grinning skulls (worth 8,000 gp, but so hideous as to impose a -2 penalty to reaction checks and reduce one's effective Charisma by 2 points in terms of attracting and keeping retainers).

NOMAD WARRIOR: HD 4; AC 5 [14]; Atk 1 scimitar (1d8); Move 12; Save 13; CL/XP 4/120; Special: None.

INVERSE SORCERER: LVL 1d5+6; HP per level; AC 7 [12]; Atk 1 strike (1d4 + lose spell); Move 12; Save per level; CL/XP per level; Special: Negate spells, obliterate spells, magic resistance 15%.

79.45 Panthers: This hex is stalked by sleek, black panthers who have had the heads of wicked philosophers grafted onto their bodies. This drops the damage from their bite attacks to 1d3. The philosophers are as wise as sages, but gripped with a savage hunger.

PHILOSOPHIC PANTHER: HD 5+2; AC 6 [13]; Atk 2 claws (1d4), 1 bite (1d3); Move 12; Save 12; CL/XP 5/240; Special: None.

79.49 Clochelman: A stone fastness overlooks the river here. It is the home and workshop of a collection of clochelman, elemental dwarves who are the finest gem cutters and jewelers in all the nine circles of Hell. Once per day, a clochelman can assume the form of a small earth elemental for 10 rounds. The clochelman are not evil, but they are greedy and without sympathy for the suffering of others. In all, twenty of the dwarves live here.

CLOCHELMAN: HD 3; AC 4 [15]; Atk 1 club (1d6+1); Move 9; Save 14; CL/XP 4/120; Special: Become medium earth elemental.

79.53 House of the Black Gables: The forest in this hex is often struck by earthquakes. The earthquakes strike once

every 1d4 hours and rend great tears in the earth, from which emerge 1d6 emaciated vampires.

At the heart of the hex is the House of the Black Gables, a grand ducal palace of dark, polished woods, cut, green stone and stained glass windows. The house is home to The Duchess, a mortal with so dark and uncaring a heart that she is the apple of every demon and devil's eye. She is incapable of love or hate, though she does manage disgust and haughtiness pretty well, and she has been courted by everyone from Lucifer to the lowliest man. All have been rebuked, and none can bring themselves to destroy her, for she is such a perfect specimen of passive cruelty.

79.58 Golden Tomb: Skeletal lizardmen dwell in the swamps that line the river here. The swamps are clogged with spiky fan-palms and dazzling orchid cacti. The skeletons serve an entity locked within a tomb of solid gold, a cube, 10' x 10' x 10'. It communicates with them through some telepathic link. The skeletons seek heroes to bury up to their necks in the mud. There are already 100 heroes planted around the tomb, and the entity needs three more to be released.

79.61 Giant Wasp: A giant wasp nest has been built in a canyon here. The wasps collect pulp from the dismal woods and bring it back here to be stored in their grand treasure chamber. A mezzalorn demon commands these wasps, treating them as his gang of robbers.

GIANT WASP: HD 4; AC 4 [15]; Atk 1 sting (1d4 + poison), 1 bite (1d8); Move 1 (F20); Save 13; CL/XP 6/400; Special: Paralyzing poison, larvae.

MEZZALORN: HD 12; AC -3 [22]; Atk 2 claws (1d6) and sting (2d6 + poison); Move 6 (F14); Save 3; CL/XP 13/2300; Special: Magic resistance 10%, immune to poison, releases pheromones at half hit points that grants all mezzalorn a +1 bonus to hit and damage.

80.48 Smoking Boots: On a wide expanse of bare stone here, one might find a pair of leather boots. The boots have smoke issuing from them, and stand in the middle of a pentagram of silver dust. If put on, the boots make a person resistant to fire and electricity (i.e. half damage), but are impossible to remove. Each day, there is a cumulative 1% chance that the person in the boots suddenly erupts into flame, suffering 3d6 points of fire damage per round until turned to ash. Naturally, the boots' energy resistance does not apply to this fire.

81.56 Chasm of Ghosts: A chasm cuts across this hex from the north to the south. The walls of the chasm are 120 feet high and the chasm ranges from 30 to 200 feet wide. The floor of the chasm is quite rocky and uneven, and a sense of dread pervades the place. The chasm is thick with spectres, and each hour spent in the chasm carries with it a 3 in 6 chance of encountering 1d4 ghosts. The spectres don't seem to notice the living, passing by (or through) them. If a person holds a light source, though, or is Lawful, the spectres flock around them like moths, pleading with them in silent voices, and inadvertently aging people with their touch.

The spectres appear to dwell within little spaces behind the cliff walls. They are decorated like little tombs or crypts, and hold all manner of baubles and treasures that, if removed from these crypts, turn into ectoplasm.

SPECTRE: HD 7; AC 2 [17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (F30); Save 9; CL/XP 9/1100; Special: Drain 2 levels with hit, immune to non-magical weapons.

JMS

MAGIC ITEMS

Magic Bracelets

Armlets of Devolution: These armlets, when placed around the biceps, hold tight and cannot be removed. The armlets act as *rings of protection +1*. Each week, the wearer must pass a saving throw or their body and mind “devolves”. Elves devolve initially into half-elves and then humans. Other demi-humans devolve into humans (of the same general height as their original race). Once human, or if they began as humans, they devolve first into a Neanderthal and then into a white ape. Once the person has been changed into a white ape, the armlets release from them. Changing back requires a *wish*.

Bangles of Bakram: These two bangles are carved from wood and each bears a small hole in it. The bangles were originally worn as earrings by Bakram, a highly skilled and deadly monk who weighed in the neighborhood of 350 pounds. If worn as earrings again, these items grant the wearer the abilities of a 5th level monk, or, if the wearer is already a monk, increases their effective level by +5. Most folks make the mistake of wearing them as bracelets. When put on the wrists, the bangles grant the same ability, but also grant the wearer Bakram’s weight. Ballooning to 350 pounds, the person suffers a -2 penalty to their constitution score and is treated as though they are carrying their extra weight as added encumbrance.

Bengal Bangles: These magic bracelets, when worn, cause the wearer to become a weretiger. While worn, the wearer enjoys all the benefits and all the penalties and problems associated with a weretiger. The bracelets can easily be removed, as they are not cursed. While worn, though, they also attract the hostility of lycanthropes, imposing a -3 penalty to reaction checks with those creatures.

Bracelet of Charms: This silver bracelet has three charms hanging from it, each a garnet heart. One, when plucked,

allows the wearer to cast *charm person*, the second *charm monster* and the third *suggestion*. If all three are plucked together, the plucker’s Charisma is increased to 18 for 24 hours and they can cast *dominate* once in that period.

Bracers of Magnetism: These iron bracelets are set with large hematites. When clanged together, they can pull any small iron or steel item to the bracelets. If the item is held, the holder can make a strength check to hold onto their item; the bracelets pull with a strength of 25. If a sharp item is pulled to the wearer, they must pass a saving throw to avoid being hit and damaged by that item as though it was wielded by a person with a strength of 25.

Bracelet of Missile Deflection: These thick bracelets of gold, when clasped around the wrists, grant a +2 bonus to Armor Class against missile attacks. Moreover, when the wearer is attacked by the *magic missile* spell, they can make a saving throw to not only avoid the attack, but to deflect those missiles back at their caster.

Bracelet of Reaching: This single bracelet is made of bronze and engraved with a triangle pattern. It is normally kept off of one’s wrist, for when it is put on a person’s hand disappears and can be projected, by the wearer, from any similarly sized hole in their view. This could be the top of a vase, another bracelet, a large key ring, a mouse hole, etc. The bracelet can be pushed up to the shoulder if the wearer wishes, with their projected hand (which is part of their body and can be damaged normally) extending to the same length.

Dragon Bracers: These bracers are made from the hide of a blue dragon. Once per day, the wearer can cause the bracers to cover their body with the equivalent of leather armor and granting them immunity to lightning attacks. The armor lasts for 10 rounds, but if struck with lightning immediately retract.

Manacles of Holding: These manacles, when affixed to a creature’s wrists (usually man-sized, but could be smaller or larger), affect them per the *hold monster* spell.

Tinker’s Trinket: This bracelet holds a number of small trinkets in the shape of tools. When plucked from the bracelet, the trinkets become full-sized tools. Most bracelets have a hammer, tongs, sickle, auger, billhook, adze, chisel, hand-saw and carpenter’s axe.

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Circle VIII: Malebolge

With Illustrations by Jon Kaufman

The salt flats of Phlegethon end at the River Lethe, a slow river of grayish-black water that barely seems to move. The river is about one mile wide, and though easy to cross, is still quite dangerous, for it is the river of forgetfulness.

Beyond the river is mountainous Malebolge, the eighth, and penultimate, circle of Hell. Malebolge is a circle of volcanic mountains fronted by ashen foothills. The air here is poisonous and sulfuric, the heat intense and many of the jagged valleys are filled with lava flows that cast wavering, crimson light over the landscape.

The peoples of Malebolge are cave-dwellers, though some of their cave complexes rival the cities of mankind. Most are giants – ogres being the smallest of the Malebolgians – and monsters born of chaos.

Beyond the outer ring of mountains, the mountains slope down into deep pockets of thick, steamy rain forest. Herein dwell the Nine Lords of Malebolge and the Malebranche, thirteen great horned demons who hold fortresses in the mountains and guard the circle from invaders.

The edge of Malebolge, where it overlooks icy Cocytus, is guarded by the chained forms of the elder titans, who may lift people down into the final challenge of Cocytus, or simply destroy those who would parlay with them.

Dangers of Malebolge

Earthquakes: Earthquakes wrack Malebolge, occurring on a roll of 1-2 on 1d10 each day in the mountains, and on a roll of 1 on 1d10 in the jungles. Treat this as the *earthquake* spell centered on the party.

Lava Flows: Lava flows crisscross the landscape in the mountains. Each time a party wishes to cross from one hex into another, there is a 35% chance that their way is blocked by a lava flow. These flows last for 1d4 days and are generally 1d4 x 20 feet wide.

Poisonous Air: The air in the mountains is often quite poisonous, especially in low-lying areas. Each day of travel carries with it a 1 in 10 chance that all adventurers must pass a saving throw or succumb to this poison and die.

Lords of Malebolge

No prince governs Malebolge, for the nine lords war constantly and Lucifer, threatened by their power, encourages this warfare.

The nine lords of Malebolge are as follows: Vaul, Orcus, Hutijin, Andras, Beyrevra, Orobas, Prufas, Cali and Demogorgon. Each has dominion over one of the valleys of Malebolge, governing it as a hellish kingdom, and each covets the kingdom of the other lords.

Besides these lords there are the nine chieftains of the horned devils, the Malebranche, who are called Malacoda, Scarmiglione, Barbariccia, Alichino, Calcabrina, Cagnazzo, Libicocco, Draghignazzo, Ciriatto, Graffiacane, Farfarello, Rubicante and one who remains unnamed.

Bolge number one is the northernmost valley, with the others proceeding clockwise around Malebolge.

BOLGE 1 - HUTIJINISTAN

Panderers and seducers are cast into this bolge, where they are eternally marched around the jungles, lashed by horned devils and stung by insects. Hutijin is fiercely loyal to Lucifer, and serves as his lieutenant in Malebolge.

- | | |
|---|---|
| 1 | Horned devils (1d8) |
| 2 | Horned devils (1d4) and 1d4 x 10 shades |
| 3 | Hellwasp swarms (1d3) |
| 4 | Giant ants (1d6 x 5) |
| 5 | Pit fiends (1d2) |
| 6 | Shaitan genies (1d4) |

BOLGE 2 - BHAIRAVASTAN

In this bolge, excessive flatterers are immersed in a river of feces that flows through the bolge, originating in a deep,

filthy pit in the center of the valley. Beyrevra is known as the “annihilator”, and rules this bolge from a great octagonal watchtower.

- | | |
|---|-------------------------------|
| 1 | Horned devils (1d8) |
| 2 | Otyugh (1d4, double hit dice) |
| 3 | Hellwasp swarms (1d3) |
| 4 | Lesser ooze demon (2d4) |
| 5 | Grey ooze (3d6) |
| 6 | Greater ooze demon (1d6) |

BOLGE 3 – CALISTHĀNA

In the kingdom of Cali, the demon queen of assassins, priests who sold their divine favors are hung upside down in fonts of unholy water with their feet set ablaze by oil.

- | | |
|---|-----------------------|
| 1 | Horned devils (1d8) |
| 2 | Malcarnas (3d6) |
| 3 | Hellwasp swarms (1d3) |
| 4 | Weretigers (3d6) |
| 5 | Manes demons (4d6) |
| 6 | Marilith demons (2d6) |

BOLGE 4 – DEMOGORGON’S REALM

Astrologists, seers and sorcerers are punished here for their perversions of true divining magic. Their heads are twisted to face backwards, and they are forced to walk backwards for all time. Alchemists and counterfeiters are also punished here, consumed by diseases (rashes, dropsy, leprosy and consumption). Demogorgon is a mysterious, primordial power feared even by Orcus and Lucifer.

- | | |
|---|-------------------------|
| 1 | Horned devils (1d8) |
| 2 | Satyrs (4d6) |
| 3 | Hellwasp swarms (1d3) |
| 4 | Ettin (2d8) |
| 5 | Succubi (2d6) |
| 6 | Skeletal warriors (3d6) |

BOLGE 5 – HORKOS

Orcus is the demon lord of the undead and the punisher of extortionists, blackmailers, unscrupulous merchants. Their shades are thrown into a river of burning pitch and tar tended by horned devils with grappling hooks and barbed spears. Orcus is a demon of grim demeanor who appears either as a hairy, bearded giant with the head of a black ram. His realm is thick with powerful undead.

- | | |
|---|-----------------------|
| 1 | Horned devils (1d8) |
| 2 | Wraiths (2d6) |
| 3 | Hellwasp swarms (1d3) |
| 4 | Spectres (2d6) |
| 5 | Wights (3d6) |
| 6 | Shadow demons (2d6) |

BOLGE 6 - DISCORDIA

Bolge 6 is roamed by the shades of hypocrites, who wear robes of cloth-of-gold that are lined with lead. In these heavy garments they are forced to march across the landscape eternally. On their travels they pass by traitors to saints, who are staked on the ground and feasted upon by the native insect life. The bolge is commanded by Andras, a Marquis of Hell who appears as an owl-headed demon riding on the back of a black wolf.

- | | |
|---|------------------------|
| 1 | Horned devils (1d8) |
| 2 | Dretches (3d6) |
| 3 | Hellwasp swarms (1d3) |
| 4 | Hill giants (2d6) |
| 5 | Ratlings (6d6) |
| 6 | Mezzalorn demons (1d4) |

BOLGE 7 – VAUL’S REALM

Vaul is a lieutenant of Orcus, who punishes the shades of thieves. His realm is filled to the brim with vipers and other foul serpents, whose bites cause the shades of combust and burn down into ash, only to regenerate the next day as a serpent themselves. The serpent that bit them take on human form.

- | | |
|---|-----------------------|
| 1 | Horned devils (1d8) |
| 2 | Boalisks (2d4) |
| 3 | Hellwasp swarms (1d3) |
| 4 | Giant vipers (4d6) |
| 5 | Green dragons (2d4) |
| 6 | Mallor demons (1d6) |

BOLGE 8 – BUFASIS

Prufas is a mighty prince of Hell, who appears as a lion-headed demon mounted on the back of a great, brown bear. He punishes the souls of deceivers who give false advice to benefit themselves. They wander the landscape constantly ablaze.

1	Horned devils (1d8)
2	Barbed devils (1d10)
3	Hellwasp swarms (1d3)
4	Fire elementals (1d12)
5	Fire drakes (2d6)
6	Red dragons (1d6)

BOLGE 9 – VERMINUS

Verminus is the kingdom of mighty Orobas, the demon lord of evil dragons who punishes the shades of sinners who promoted scandal, schism and discord. These shades are forced to walk endlessly bearing the horrible, disfiguring wounds inflicted on them by sword-armed horned devils.

1	Horned devils (1d8)
2	Wyverns (1d12)
3	Hellwasp swarms (1d3)
4	Dragons (chromatic) (1d10)
5	Demonic megaraptors (2d6)
6	Purple worms (1d3)

Keyed Locations

51.54 Doomed Lovers: A small chest of ornate wood rests upon a crushed skeleton on a narrow trail through the volcanic mountains. The chest is strapped to the skeleton with a leather cord. If unlocked (it is trapped with a poisoned needle), the chest opens to reveal four small shelves packed with books and scrolls. There is a set of spell books from level one to three (per OD&D – each contains the all the spells of each level that are provided in those little brown tomes), two treasure maps, a *scroll of protection from lycanthropes*, several histories, a dictionary of the infernal tongue, a guide book to the South Seas (out of date and much of it false, though the chapter on black pearls is excellent) and a novella about two doomed lovers.

The novella is magical, but this magic is obscured and difficult to detect. The novella follows the story of Hamlet and Ophelia. Each page that is read cause a random person within 30 feet to be garbed in the clothes of one of the characters of the book, and to share their fate (-5 penalty to saving throws that would avoid said fate or AC).

D10	CHARACTER
1	Claudius (saves vs. poisons, AC vs. swords)
2	Fortinbras (saves vs. emotion)
3	Gertrude (save vs. poison)
4	Guildestern (AC vs. pirates)
5	Hamlet (AC vs. swords)
6	Horatio (no save or AC penalties)
7	Laertes (AC vs. swords)
8	Ophelia (save vs. drowning)
9	Polonius (AC vs. daggers)
10	Rosencrantz (AC vs. pirates)

51.57 Assassins: A small band of tiefling assassins (ASN 12) has been dispatched from Dis to seek the wisdom of Argrave, the anti-saint, whose visage decorates an icon they hold. They believe he is interred in Malebolge, but know not where. The trio of assassins are willing to join forces, for they earn nothing for slaying the adventurers. Each carries a *dagger of venom*.

53.52 Ant: An army of abyssal ants are clearing a path through the jungle in this hex. In their path is a temple with a font that can heal all wounds, though it leaves a person's flesh glassy and translucent and permanently lowers their constitution by one (no save). The guardians of the temple are warlocks (MU 11, 7, 6) who seek aid in diverting the ants.

DEMONIC ANT SWARM: HD 10; AC 0 [19]; Atk swarm (3d6); Move 12 (C12); Save 5; CL/XP 12/2000; Special: Resistance to fire, immune to weapons and non-area effect spells.

54.47 Alchemists: A stegacentipede has been staked down the ground here. A study of twelve alchemists (MU 7) is studying it and drawing vital fluids for their schemes. The alchemists look human save for their dainty mouths where their eyes should be and their large, leering eye where their mouth should be. The alchemists are tended by a retinue of thirty fast zombies and they each has a gaily feathered megaraptor for a mount, the mounts being a bit weighed down by sacks holding all manner of grisly ingredients.

FAST ZOMBIES: HD 2; AC 8 [11]; Atk 1 weapon or strike (1d8); Move 18; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.

MEGARAPTORS: HD 8; AC 2 [17]; Atk talons (2d6), 2 claws (1d4) and bite (1d8); Move 18; Save 8; CL/XP 9/1100; Special: None.

54.52 Prufas: Zabilim, the grandiose city-state of Prufas stands here, thronged by the insistent, crimson foliage of

the jungle. Poking up from the choking, rotting vines and looming over the trees is a vast city of rust-brown ruins. The city is surrounded by triple walls, the lowest 60 feet tall, the highest 100 feet tall, that encircle several square miles. There is but one gate into the city-state, it being barred with a spiky black portcullis of mithral infused with negative energy (touching it drains one level).

Shades that pass into the city are taken before Prufas, where he blows his magic horn and transforms them into green-skinned humanoids who live to worship and serve him. The shades eat the black fruits that drop from the trees. Their soldiers wear gleaming mail encrusted with fancy stones; some are mounted upon dire bears in imitation of their dire lord. Prufas' army consists of nine companies of infantry, six of bear-cavalry and eleven companies of demons.

The walls of Prufas' citadel are protected by lambent emerald flames that can take the form of seductive women (per fire nymphs) or infuse idols of their lord (the citadel is littered with them). The citadel is an empty shell, but within there is an inverse tower that serves as his home. Gravity is reversed in this 600-ft. "tall" tower, which, when one looks out the windows, seems to exist jut up into a starry sky with comets roaring by. Water pours through the tower, forming rapids and waterfalls, and originally bubbling up into a moat that surrounds the citadel. This water is salty, and the moat is inhabited by sea cats.

PRUFLAS: See *Pandaemonium* article in this issue.

SEA CATS: HD 5; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 1 (S18); Save 12; CL/XP 5/240; Special: None.

54.56 Vaultstad: A crater of glassy obsidian holds the great fortress of Vault. The outer walls of this fortress are carved into inward facing battlements and towers containing bombards and manes with pointy sticks.

The inner walls are taller and quite thick, and thronged with crossbow-armed black orcs. Another set of walls is taller and separated from the other walls by a moat of acid (inhabited by acid elementals) and spanned by low bridges over that moat.

These grander walls are defended by manes demons armed with blunderbuses. Within these secondary walls is

Vault's keep. It is 200 feet tall, with perfectly smooth walls of obsidian with no windows and a conical roof. Black puddings scour these walls of all life. Within this keep are the armories of Orcus and his war rooms. A trio of balor demons serves as Vault's lieutenants.

The landscape around the crater has been cleared of trees and salted and burned. It is bleak and unwelcoming and patrolled by bands of warring, quarrelsome black orcs.

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

BLACK ORCS: HD 5; AC 1 [18]; Atk 1 weapon (1d6+2) or scimitar (1d8+2); Move 9; Save 12; CL/XP 5/240; Special: None.

BALOR: HD 20; AC -7 [26]; Atk +1 *vorpall sword* (1d10+7) and +1 *flaming whip* (2d6+1); Move 15 (F 30); Save 3; CL/XP 30/7400; Special: +3 or better weapon to hit, wreathed in flames (6d6 damage), summon demons, immune to electricity and poison, magic resistance 75%, spells.

VAULT: HD 18 (80 hp); AC -2 [21]; Atk +2 greatclub (1d8+2) or 2 claws (1d10); Move 15 (F30); Save 3; CL/XP 27/6500; Special: Control undead (50 HD), spells (*animate dead*, *charm person*, *fireball* (2/day), *power word stun*, *suggestion*, *wall of fire*), stench, summon undead, +1 or better weapon to hit, immunity to electricity and poison, magic resistance 60%, telepathy 100 ft.

54.58 Monkeys: The jungles here are thick with demon monkeys. If thirteen can be corralled and prodded into a ring, those inside the ring are teleported into the throne room of any demon lord in Malebolge. Sickening puce gourds hang from the trees here, offering healing or harm (random chance) when eaten. If hollowed out, they can stand up to any liquid placed inside them.

55.49 Quarry: Three thousand shades quarry serpentine from a vast pit ringed by overhanging trees. One line of 500 slaves form a bucket line to bail water from the pit. The serpentine is used to construct Orobas' never-ending palace. His reeve, Watto, is a barbed devil that is slow of speech and deep of thought. He commands a company of whip-armed bearded devils.

WATTO: HD 8; AC -5 [24]; Atk 2 claws (2d8 + save vs. *fear*); Move 12; Save 8; CL/XP 12/2000; Special: Immune to fire and poison, magic resistance 30%, spells (at will—*hold person*, *phantasmal force*, *teleport*).

BEARDED DEVIL: HD 6; AC 0 [19]; Atk 1 glaive (1d10 + infernal wound) or 2 claws (1d6); Move 15; Save 11; CL/XP 11/1700; Special: Silver or magic weapons to hit, immune to fire and poison, magic resistance 15%, spells (teleport at will), wounds cannot heal except by removing curse or magic.

55.53 Duel: An army of Prufas (two companies of green-man infantry, one company of cavalry, three companies of manes) is gathered here to watch its commander, Durrom, a nalfeshnee, be challenged by a mortal fighting-man, Sanj (Fighter 13; 68 hp; +2 *glaive*, +1 *platemail*, +1 *shield*) acting as champion to his lieutenant, Nera, a marilith demon. Durrom will attempt to bribe one of the adventures into acting as his champion, promising something groovy in return. The army was transporting a large trebuchet.

55.55 The Drum: The caldera of a volcano – perhaps 3,000 feet in diameter – is covered by what appears to be hundreds of red dragon hides, all stitched together to form a drum. There is a 1% chance that it is being used by 1d4x100 fire giants, who pound away, invoking their primordial lord Surt. Through gaps in the sides, one can see the volcano is dormant; there might be something interesting hidden down below.

55.58 The Moving Feast: Terraced, ashen hillsides here are connected by broad, stone steps carved by ancient duergar slaves. The heads of the slaves are preserved here in wax, and are affixed to iron stakes that line the stairs. The stairs lead up to a platform that bears the bloody remnants of some great feast; it is a terrible carnage of humanoid and animal bones, flesh and sinew, that rises up in a distorted parody of life to attack those who approach. The basalt wall behind then feast is an illusion; behind it, one finds the temple-fortress of a giant god of carnage and death.

CORPSE ORGY: HD 14; AC 2 [17]; Atk 4 slams (2d6); Move 6; Save 3; CL/XP 16/3200; Special: Absorb body, pain shriek, half damage from blunt weapons.

55.59 Saint Garvan: This hex is littered with the bodies of demons and celestials, for two armies now fight over the ruins of a once-majestic city, each seeking the burial place of Saint Garvan. Garvan was a paladin who succumbed to temptation and became a mighty servant of evil. Upon dying and being cast into Hell, he atoned and was granted true death. His body was buried in a grand tomb – now hidden somewhere in the ruins – and held two powerful magical gauntlets. One was woven from the hair of Venus, and makes a person immune to charm effects. The other was woven from the hair of Diana, and grants two abilities; the first is a +2 bonus to hit with ranged weapons, and the second is a monk's ability to deflect ranged weapons (up to 4 deflections per round).



Forty-six manes demons armed with glaives now fight a small party of celestials: 12 aasimar fighting-men in platemail and shield, carrying +1 *longswords*, 6 avorals and 3 leonals. One of the leonals, Olion, appears to be the commander of this sortie.

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

AASIMAR: HD 2; AC 1 [18]; Atk 1 weapon (1d8+1); Move 12; Save 16; CL/XP 3/60; Special: *Light* at will, resistance to electricity.

AVORAL: HD 16; AC -5 [24]; Atk 2 claws (2d6) or 2 wings (2d8); Move 15; Save 3; CL/XP 22/5000; Special: Immune to electricity and petrification, magic resistance 15%, spells (at will—*bleed*, *charm monster*, *detect invisibility*, *detect magic*, *dimension door*, *dispel magic*, *hold person*, *light*, *protection from evil* 10-ft radius, *magic missile*; 3/day—*lightning bolt*).

LEONAL: HD 12; AC -4 [23]; Atk 2 claws (1d8) and bite (1d8); Move 24; Save 3; CL/XP 16/3200; Special: Immune to electricity and petrification, magic resistance 15%, spells (at will—*ESP*, *fireball*, *hold monster*, *wall of force*; 3/day—*cure serious wounds*, *cure disease*).

55.60 Azimamonides: Dragon-bats flutter about a tall, graceful stronghold of orichalcum and gold, with windows of thick, purple glass and an entryway of solid granite guarded by a company of manes and held in place from behind by a lonely stone golem. The castle is owned by the aeshma demon Azimamonides, who has at his disposal the aforementioned company of manes demons, as well as a squadron of evil giant werebears with black fur and long fangs and wielding great hammers of cold iron.

Azimamonides holds a bastard sword of great power (+2 *unholy bastard sword*). He is assisted by a shadow demon major domo, Hephas, who is a con-artist *par excellence*.

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

WEREBEAR: HD 7+3; AC 2 [17]; Atk 2 claws (1d3), 1 bite (2d4); Move 9; Save 9; CL/XP 8/800; Special: Lycanthropy.

SHADOW DEMON: HD 7; AC 4 [15]; Atk 2 claws (1d6) and bite (1d8); Move F15; Save 9; CL/XP 12/2000; Special: Incorporeal, spells (*darkness*, *fear*, *magic jar* 1/wk, immunity to electricity and poison, shadow blend, sunlight powerlessness, telepathy 100 ft.

AESHMA DEMON: HD 12; AC -1 [20]; Atk 1 weapon (2d6+1) or 2 claws (1d8); Move 15 (F21); Move 3; Save 3; CL/XP 19/4100; Special: Rage, spells, wounding spear, +1 or better weapon to hit, immune to electricity, see invisibility, magic resistance (45%), telepathy 100 ft.

56.48 Undead Assembly Line: Fiery crabmen are roasting corpses over long trenches of flaming blue gas, part of a process of turning zombies into exploding bones (a type of animated skeleton). A long procession of the revenants are marching into the flames; while standing in line, they receive glyphs on their shoulders, hands, foreheads, feet and small of back (like evil tramp stamps!) from a gaggle of 12 lesser necromancers (level 1d3+3). When they emerge from the fires, they look like brightly painted skeletons (not unlike those seen in Mexico's Day of the Dead celebration) and are marched to the palace of Orobas where they are used as an outer picket of suicide guards.

FIERY CRABMEN (30): HD 3; AC 3 [16]; Atk 2 claws (1d6 + 1d4 fire); Move 12 (S9); Save 14; CL/XP 3/60; Special: Immune to fire.

ZOMBIES (300): HD 2; AC 8 [11]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.

EXPLODING BONES (100): HD 2; AC 8 [11]; Atk 1 weapon (1d8); Move 12; Save 16; CL/XP 3/60; Special: Explode when killed.

56.61 Fountain of Wishes: A grand palace of rough-cut grey stone is set into the side of a volcanic mountain here, overlooking a chasm crawling with thoqqua. The thoqqua feed on the corpse of some massive creature that was vaguely humanoid once. The vapors rising from the rotting thing are highly flammable, and smell of kerosene. Any use of fire within the area creates a burst of fire with a radius equal to the range of the spell causing normal damage to all within that burst radius (save for half damage).

Within the grand entry hall (the palace has many, many rooms) there is an obsidian fountain (dry) containing what appear to be quartz teardrops. Hundreds of them fill the fountain and spill out on the floor. Each one is the crystalized wish of another, and when cracked open, makes that wish come true for the "cracker".

D4	WISH
1	Wants to be a ...
2	Wishes he or she had a ...
3	Wishes something had never happened
4	Wishes somebody would (or wouldn't)

An amorous demon was banished to this palace and lurks in gaseous form here. He can animate the objects here (up to 30 HD worth, including several suits of demonic-looking platemail armed with ranseurs, a large pipe organ, ornate furniture, etc.).

57.47 High Fire King: A lecherous high king is in this hex with his retinue. His name is Znurt, and he is a high king among the fire giants and surrounded by a parade of priests, nobles, warriors and such. All are paying homage to an idol carved into the side of a volcano, with lava framing it. Tendrils of animated lava may strike out from the flow (up to 60 feet) and pull people in as sacrifices, or throw people into the idol's mouth to explore the caverns within, where are held in suspended animation seven fiery gain maids of yore.

FIRE GIANT: HD 11+3; AC 3 [16]; Atk 1 weapon (5d6); Move 12; Save 4; CL/XP 12/2000; Special: Hurl boulders, immune to fire.

58.57 Grim Mage: A grim mage, Ustace (Magic-user 16; 53 hp) wrestles with hurricane force winds, searching for a hidden scepter that speaks evil omens and is surrounded by a halo of black energy.

58.58 Pit Worm: The jungle is parted here by a great, gaping pit where iron was once mined. The pit is now filled with acidic fumes and serves as the nest for a massive worm covered in "scales" of slag and pig iron. The worm guards a portal, deep within the old iron mines, that takes the form of an icy pool. A person who throws himself in the pool finds himself teleported beneath the ice of Cocytus. Here, one might come across Haacl (HD 15; 68 hp), a sahuagin prince who ventured into Hell on a grand quest and is now searching for passage to Cocytus, that he

might escape. HaacI has a servitor imp called Olive and wears a suit of *+3 dripping mail* that keeps him hydrated, and carries a *+2 scimitar* and *+1 light crossbow*.

PIT WORM: HD 30 (154 hp); AC 6 [13]; Atk 1 bite (3d12), 1 sting (2d8 + poison); Move 9; Save 3; CL/XP 32/8000; Special: Poison sting, swallow whole, roar (causes fear), belch fire (cone 30' long, 20' wide, 10d6 damage).

58.59 Council of Ghosts: The council of ghosts is meeting here, in tangled jungle ruins, to decide the fate of a captive lilin who sought to seduce their master, Andras, on behalf of Orobas. The lilin, Aztta, is bound in chains of pure force, and the thirteen ghosts are looking forward to dining on the flesh of a devil.

GHOSTS: HD 4; AC 4 [15]; Atk 2 claws (1d3), 1 bite (1d6); Move 14; Save 13; CL/XP 5/240; Special: Stench, paralyzing touch.

LILIN: HD 7; AC 6 [13]; Atk 2 claws (1d3) and weapon (1d8); Move 12 (F18); Save 9; CL/XP 8/800; Special: Magic resistance 15%, immune to fire, spells (at will—*ESP*, *charm person*, *charm monster*, *teleport*; 3/day—*animate dead*), +1 or better weapon to hit.

59.62 City of Ten Thousand Devils: The owl-headed arch-devil Andras dwells here in his grand city of monasteries. The city has grand walls of dark granite that form a wide circle (3 miles in diameter) and are lined by leering gargoyles (some are monsters, some statues). The city has three gates, each one in the shape of a pentagram and alive with dazzling lights. A causeway passes up and through the star, subjecting travelers to a cascade of colors that affect them per a *color spray* unless they curtain has been deactivated by one of the guardians of these gates, a shining child surrounded in a 60-ft radius aura of blinding light (save or blindness for 1 hour).

SHINING CHILD: HD 16; AC -4 [23]; Atk 2 strikes (4d6 + combustion) or searing ray (10d6); Move 12 (F30); Save 3; CL/XP 22/5000; Special: Spells (at will—*teleport without error*, *light*, *phantasmal force*; 3/day—*dispel magic*, *wall of force*; 1/day—*symbol of insanity*), radiant armor, immune to blindness and fire.

The city within is composed entirely of monasteries; some ornate and crowded, others ruined and smoldering. All are dedicated to one devil or another, though the grandest are all dedicated to Andras. Statues of these devils are everywhere, and are carved in the manner of Oriental gods, with grimacing faces, grand tusks, saucer-like eyes and are painted in garish colors or covered with gold leaf. The city is inhabited by damned monks, who have had their perfect

bodies twisted as punishment. They hobble about their monasteries, praying to the desiccated mummies of their fallen masters and bitterly hating all whose bodies are still young, strong and graceful.

Andras is the master of discord. He looks like a naked humanoid with the head of an owl and riding on a black wolf. He commands 17 companies of ghosts in banded mail and 13 companies of lesser fiends, including lemures, shadow demons and barizou demons. Andras has a deep hatred of magic-users, and none can pass through his city unscathed. Andras spends his days sending his shadow demons out into Hell to sow discord.

SHADOW DEMON: HD 7; AC 4 [15]; Atk 2 claws (1d6) and bite (1d8); Move F15; Save 9; CL/XP 12/2000; Special: Incorporeal, spells (*darkness*, *fear*, *magic jar* 1/wk, immunity to electricity and poison, shadow blend, sunlight powerlessness, telepathy 100 ft.

ANDRAS: See *Pandaemonium* article in this issue.

60.45 Za-Jin: Za-Jin is the imposing city of Hutijin. It is a city of sweeping architecture cut by several dry river beds. The river beds are filled with smooth stones that move about on their own, clicking and snapping and sometimes launching themselves at passersby. Xagra swim through this river and are sometimes plucked out by the tormentor demons who serve in Hutijin's palace. The streets are narrow and thronged by shades joined at the angles by chains of adamant. Seducers and flatterers, they are now tattered and bruised, marched about by horned devils armed with electrified whips of black iron. Ratlings smuggle things in and out of the city (in plain view), running the black markets where all of the city's important commerce takes place. The ratlings dress as dashing (though putrid) swordsmen.

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

Hutijin has a palace of freezing, ornate wrought iron, where he is attended by a coterie of rakish shades in silk and leather. He commands 18 companies of dretches in gleaming armor (it is wasted on them) and spiked gauntlets, 8 companies of tormentor devils and 4 companies of horned devils.

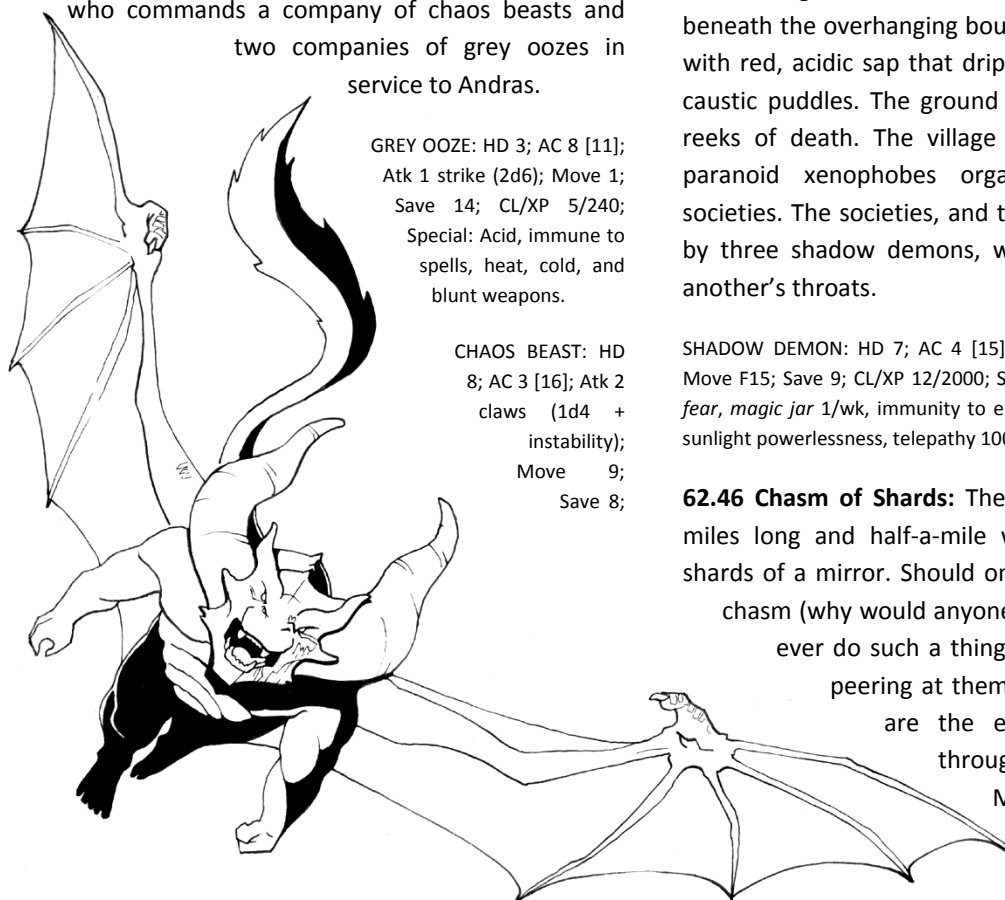
TORMENTOR DEVIL: HD 8; AC -1 [20]; Atk +1 battleaxe (1d8+1) or soulcatcher net (1d4 + entangle) or 2 claws (1d8); Move 12; Save 8; CL/XP 15/2900; Special: +1 or better weapon to hit, spells (*ESP*, *fireball*),

immune to fire and poison, magic resistance 45%, see in darkness, soul track, telepathy 100 ft.

HORNED DEVIL: HD 6; AC -7 [26]; Atk 1 flail (2d6 + stun) or 2 claws (2d8) and bite (2d8) and tail (2d6 + persistent wound); Move 9 (F18); Save 11; CL/XP 14/2600; Special: Persistent wound deals 2 hp damage each round until *remove curse* is cast, aura of fear 5-ft. radius), spells (*dispel good*, *protection from good* 10-ft. radius, *phantasmal force*, *teleport*; 3/day—*fireball*, *lightning bolt*), immune to fire and poison, magic resistance 35%, regenerate 2 hp/rd.

HUTIJIN: HD 17 (85 hp); AC -5 [24]; Atk +3 *flaming 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 or 2d4 ice devils or erinyes, 1d4 barbed devils or 1d2 pit fiends), +2 or better weapon to hit, immunity to fire and poison, regeneration (3 hp/round), magic resistance 65%, see in darkness, telepathy 100 ft.

61.62 Jelly Dungeon: A gaping, steaming hole in the jungle here leads down into a strange dungeon with walls of jelly. Within the walls there are mithral nodules that shimmer, but the jelly is highly acidic (2d6 points of damage when touched). The dungeon has many guards and wards, and is a fortress commanded by the ooze demoness Djarkala, who commands a company of chaos beasts and two companies of grey oozes in service to Andras.



CL/XP 12/2000; Special: Instability (save or turn to jelly and lose 1 point of wisdom per round; 0 wisdom become a chaos beast; save each round to negate), immune to polymorph, magic resistance 20%.

DJARKALA: HD 10 (49 hp); AC 0 [19]; Atk 1 slam (1d8) or bite (1d8 + 1d6 acid) and 2 claws (1d6 + 1d6 acid); Move 6; Save 5; CL/XP 13/2300; Special: Acid, summon demons, vomit (40 ft., 4d6 acid damage), immune to electricity, poison and paralysis, resistance to acid, cold and fire.

62.43 Scarzag: A tribe of 20 apathetic two-headed trolls dwell here in a cave, serving an ancient white dragon, Scarzag, who has been bound here for offenses against Lucifer. He is bound in burning cords, moaning and raging, the trolls throwing him bits of meat, but otherwise avoiding their very angry master. They keep a treasure of 60 pp, 17,000 gp and a bronze idol of Fonzi worth 4 gp.

TWO-HEADED TROLL: HD 10; AC 3 [16]; Atk 2 weapons (1d10) or 2 claws (1d6); Move 12; Save 5; CL/XP 11/1700; Special: Rend, regenerate 1 hp/rd, surprised on roll of 1 on 1d8.

WHITE DRAGON: HD 7 (56 hp); AC 2 [17]; Atk 2 claws (1d4), 1 bite (2d8); Move 9 (F24); Save 9; CL/XP 9/1100; Special: Breathes frost.

62.44 Fractious Village: A village of low, black huts hides in the undergrowth of barbed ferns and stinging nettles, beneath the overhanging boughs of the wild, twisted trees with red, acidic sap that drips day and night, gathering in caustic puddles. The ground here is hard, black clay that reeks of death. The village is occupied by 100 shades, paranoid xenophobes organized into several secret societies. The societies, and thus the village, are governed by three shadow demons, who keep the people at one another's throats.

SHADOW DEMON: HD 7; AC 4 [15]; Atk 2 claws (1d6) and bite (1d8); Move F15; Save 9; CL/XP 12/2000; Special: Incorporeal, spells (*darkness*, *fear*, *magic jar* 1/wk, immunity to electricity and poison, shadow blend, sunlight powerlessness, telepathy 100 ft.

62.46 Chasm of Shards: There is a chasm here, about 5 miles long and half-a-mile wide, filled with the jagged shards of a mirror. Should one lower themselves into the chasm (why would anyone but a fantasy RPG character ever do such a thing?), they will see wicked eyes peering at them through these mirrors; they are the eyes of Hutijin, who peers through all mirrors in this Malebolge, for he holds the concession on mirror spying from Lucifer.

Once he gained this power, the other demon lords tossed their mirrors into this chasm in his territory to deny him any use of it. He can still summon from these shards a crystalline horror, and sometimes does this just to amuse himself by attacking nosy adventurers.

CRYSTALLINE HORROR: HD 7; AC 0 [19]; Atk 1 shard spray (3d6) or claw (1d6); Move 12; Save 9; CL/XP 10/1400; Special: Shard spray (5/day; 40-ft. cone; save or artery nicked for 1d4 points of bleed damage per round until healed), bend light (10-ft cone, save or blind), +1 or better weapon to hit, resistance to cold.

63.46 White Worm: The jungle here appears to have drained of all vitality, the plants looking as one would expect plants denied the kiss of the sun to look. They are pale and listless. The culprit dwells in an iron well, an entity known as the White Worm, who is worshipped by a cult of 30 wights. The wights lurk throughout this hex and are encountered on a roll of 1-3 on 1d6. They seek bodies they may bind to the white foliage, that they may be drained by the eldritch worm. Within the iron well there is a complex of iron rooms and wide tunnels, through which the White Worm can slither. The chambers hold a treasure of 13,290 gp, 3,420 sp and a golden lion skin worth 2,500 gp.

WIGHT: HD 3; AC 5 [14]; Atk 1 claw (1 hp + level drain); Move 9; Save 14; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

WIGHT WORM: HD 15; AC 6 [13]; Atk 1 bite (2d12 + level drain), 1 sting (1d8 + poison); Move 9; Save 3; CL/XP 20/4400; Special: Poison sting, swallow whole, only harmed by silver or magic weapons.

63.60 Glimpse: A wizard's tower rises here, one that looks like a grand tower formed of thousands of massive snail shells. A thin slime oozes from the entry (a sort of tan sphincter one is expected to push through) and forms a rivulet and partial moat around the tower.

Beyond the entry, one finds themselves in a confusing array of spiraling passages, stairs and chambers, all with tan walls with shivering "feelers" jutting out of them, moist, soft floors and copious amount of slick mucous (fighting here requires a saving throw each time one misses an attack, failure indicating they have fallen prone).

Walking slimes patrol the halls, as do larger ogre-snails (look like slimy ogres with hunched backs covered in snail shells and snail heads atop their brawny shoulders) and serve the master, the sorcerer Glimpse (Magic-user 17; 35

hp), a haggard reprobate who has navigated the politics of Hell for almost 2,000 years almost unscathed (his scaled hand and missing eye are proof that nobody is perfect).

Glimpse is as creepy as they come, and always searching for a weakness or soft spot in people – something he can exploit. He currently serves Orcus, and though loath to cross him, is always looking for a profitable scheme.

Glimpse holds the following treasures: 16,780 gp, 5,920 gp and a marble sculpture of Orcus worth 1,650 gp.

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.

OGRE-SNAIL: HD 12; AC -1 [20]; Atk 1 bite (1d12) or acid squirt; Move 6; Save 3; CL/XP 13/2300; Special: Spit acid.

64.44 Fiery Beacon: A beacon tower of reddish basalt, with obsidian portals, stands atop a tall mountain, casting a reddish light throughout the hex. Giant, carnivorous moths flutter about the top of the tower (and attack visitors).

The top of the tower is small chamber containing a heat so powerful it melts soft metals. This portal is inhabited by a fire salamander. A deep well extends down from this chamber, through the tower and the mountains below – down 3 miles to a burning sea of oil. The well is filled with flames (10d6 points of damage per round).

64.45 Symbol of Hope: A cliff face here is covered in bas-reliefs of wriggling centipedes. Hellish black kites perch on these bas-reliefs, attacking any who come near (1d4 of the birds attack each person each round until a total of 30 have been killed).

There are four diamond-shaped holes in the cliff face, about 6 inches wide and high. One is set about 5 feet above the ground, two others about 50 feet up, and the last 100 feet up. They form a diamond pattern on the wall.

If one sticks a flaming torch (or something similar) in all four of these holes, they ignite fuel behind the wall and light the cliff face up to form a symbol. This symbol is proof against Lucifer himself, holding him for 1d6+1 rounds.

64.62 Shield and Spear: A shield and spear have fallen into a crevice here. The crevice ranges from 3 feet wide at the top to 8 feet wide at the bottom, and is about 40 feet

deep. The spear is stuck about halfway down the crevice, lodged between the walls. The shield lies on the ground and contains a magic sapphire that can fire a cone of cold (8 dice) once per day. A name, “Forglum”, is emblazoned on the reverse of the shield.

65.59 Miners: A clan of 30 stone giants slaves here under the watchful eye of 12 horned devils who serve Beyrevra. The giants are dismantling the mountain side here, searching for a special gemstone that Beyrevra believes is buried in the mountain and which, he believes, will give him a tremendous new power. The devils also have a woman captive (thief 15; 32 hp normally, 4 hp currently) they have bound in chains. The devils and giant are sometimes (1 in 4 chance per day) attacked by groups of 2d6+4 cyclops that are paid by Orcus to cause trouble.

STONE GIANT: HD 9+3; AC 0 [19]; Atk 1 club (3d6); Move 12; Save 6; CL/XP 10/1400; Special: Throw boulders.

CYCLOPS: HD 18; AC 0 [19]; Atk 1 club (4d6); Move 12; Save 6; CL/XP 19/4100; Special: Throw boulders (2d12+2).

HORNED DEVIL: HD 6; AC -7 [26]; Atk 1 flail (2d6 + stun) or 2 claws (2d8) and bite (2d8) and tail (2d6 + persistent wound); Move 9 (F18); Save 11; CL/XP 14/2600; Special: Persistent wound deals 2 hp damage each round until *remove curse* is cast, aura of fear 5-ft. radius), spells (*dispel good*, *protection from good* 10-ft. radius, *phantasmal force*, *teleport*; 3/day—*fireball*, *lightning bolt*), immune to fire and poison, magic resistance 35%, regenerate 2 hp/rd.

65.61 Clockwork Ruin: A high plateau here is covered by a clockwork ruin; thousands of springs, gears and coils, not to mention the shells and appendages of hundreds of mechanical men. Weird worms of golden electric current flow through the ruins, and are capable of infecting constructs and destroying them from the inside.

66.45 Tower of Trees: A tower formed of twisted baobab trees rises here, a grand edifice owned by the sorceress Hangee (magic-user 16; 34 hp). Hangee has a human head mounted on a chimpanzee body (the result of a failed experiment), and commands two companies of flying monkeys. She is the scorned lover of Andras, and is now “loyal” to Beyrevra, hoping to somehow worm her way back into the retinue of Andras by destroying his rival’s organization from within. Beyrevra does not trust the witch, though, and employs one of her toys (the head of the arch-witch Mombi encased in amber) as a spy.

FLYING MONKEY: HD 5; AC 6 [13]; Atk 2 hands (1d4), 1 bite (1d6); Move 9 (F18); Save 12; CL/XP 6/400; Special: Rend or carry airborne.

67.44 Big Bug: This hex is the territory of a giant insect thing, an enormous thing with mottled, brown chitin and buzzing wings. The patterns on the wings drain the intelligence of those who gaze on them (save to negate), causing 1 point of intelligence damage per round. Those who lose more than 6 points of intelligence are also confused (per the spell, no save). The beasts hooked legs and mandibles cause terrible, crushing damage.

BIG BUG: HD 16 (72 hp); AC -1 [20]; Atk 1 bite (3d6) and 4 claws (1d8); Move 12 (Fly 30); Save 3; CL/XP 22/5000; Special: Confusion and intelligence drain, immune to rays.

67.46 Beyrevra: The city-state of Beyrevra is a cesspool of lumpy buildings of clay and canals of raw sewage into which are suspended the shades of flatterers. The canals are populated by large fearsome otyughs, and gulguths sometimes crawl from the muck to steal people away.

The citizens of Beyrevra’s city are undead of the most unsavory sort, divided into a number of castes. Sniveling vampires for the untouchable caste, for they most resemble the living and still possess human emotions. Above them are the ghouls and ghosts, the feeders on the dead, and above them the warrior cast of wights. Mummies form the priestly caste. The city also boasts a large population of izbits (see below).

Looming over the city is the octagonal watchtower of Beyrevra. It rises 600 feet and is made of tempered steel. The tower is perfectly smooth, and is guarded by a company of horned devils and six companies of stirge demons. Ten companies of wights round out the army; they can be found in the lower portions of the tower, in the streets, and on tarnished barges shaped like wanton women with bulging breasts and bellies, bombards being lodged in their mouths. The bombards send great balls of filth into the surrounding jungle on a regular basis.

The city does a brisk trade in weird mushrooms, which grow on the bottom of the canal boats and on the banks of the canals, and are gathered by the ghouls and ghosts. There is a different variety of mushroom for each magic-user spell in the book, the mushrooms acting as potions when consumed, though one must also save vs. disease or succumb to some deadly ailment.

Izbits are floating frog creatures. They are bloated and round, and have tiny, withered legs that hang limp from their bodies. Tiny bat wings jut from their warty backs, and give them the ability to fly at slow speed. The purpose of these beings is unknown, but they do help keep the biting, stinging flies from overwhelming the city-state.

IZBIT: HD 3; AC -2 [21]; Atk 1 sonic burst (2d6 damage in a cone 20 ft. long and 5 ft. wide); Move Fly 6; Save 14; CL/XP 6/400; Special: Sonic blast 1/rd, immune to poison and disease, magic resistance 15%.

BEYREVRA: See *Pandaemonium* article in this issue.

67.47 Stuck in the Mud: A team of shades is pulling a large cannon on a wagon through the jungles here. It's stuck in a mucky bit, and they're being whipped within an inch of their afterlives by a team of three assweres.

ASSWERE: HD 3; AC 4 [15]; Atk 1 bite (1d4) or weapon (1d8); Move 12; Save 14; CL/XP 5/240; Special: Bray (save or *confusion* 1d4+3 rounds), silver or magic weapon to hit.

67.48 Zgarmuche: A great floating tower of magnetite is situated here in a wide chasm filled with crystalline trees. It is the home of Zgarmuche (magic-user 18; 33 hp), a wizard who has dabbled too much in necromancy and black lotus dust, and now lives in a world of fantasy, fancying himself the true lord of Hell. Zgarmuche is quite powerful, and commands a company of fire drakes, meaning he isn't bothered much by the local demon lords.

Zgarmuche is covered in boils and lesions and wears no clothing on his sensitive skin. His old body is anointed in healing, soothing oils by his apprentices, who dress in the Babylonian style and fan him day and night.

Atop the floating tower there is a golden armillary sphere. One can place gemstones in various positions on the sphere and it projects images of the corresponding planes (Martis, Jupiter, Veneris, etc.) in three dimensions around the top of the tower. Should one jump into one of these images, they find themselves transported into a twisted demi-plane version of this place.

FIRE DRAKE: HD 4; AC 4 [15]; Atk 1 bite (1d6); Move 9 (F30); Save 13; CL/XP 6/400; Special: Breath weapon (5/day; 40-ft. cone, 2d8 damage), flaming blood (slashing attacks deal 1d3 fire damage to the attacker), resistance to fire.

68.46 Concrete Village: Villagers pull shades and other, less savory things from the sewage-rivers that flow through

this pocket of Malebolge. The villagers are foul looking sorts, with a miasma of pestilence surrounding them (save vs. *cause disease*). The village is protected by a thicket of barbed wire surrounded by a deep moat filled with poisonous gas. Villagers lay down iron girders for bridges when they wish to leave. Towers of iron girders rise above the barbed wire, and are guarded by trios of warriors with heavy crossbows. The village consists of dozens of concrete bunkers to house the 600 villagers.

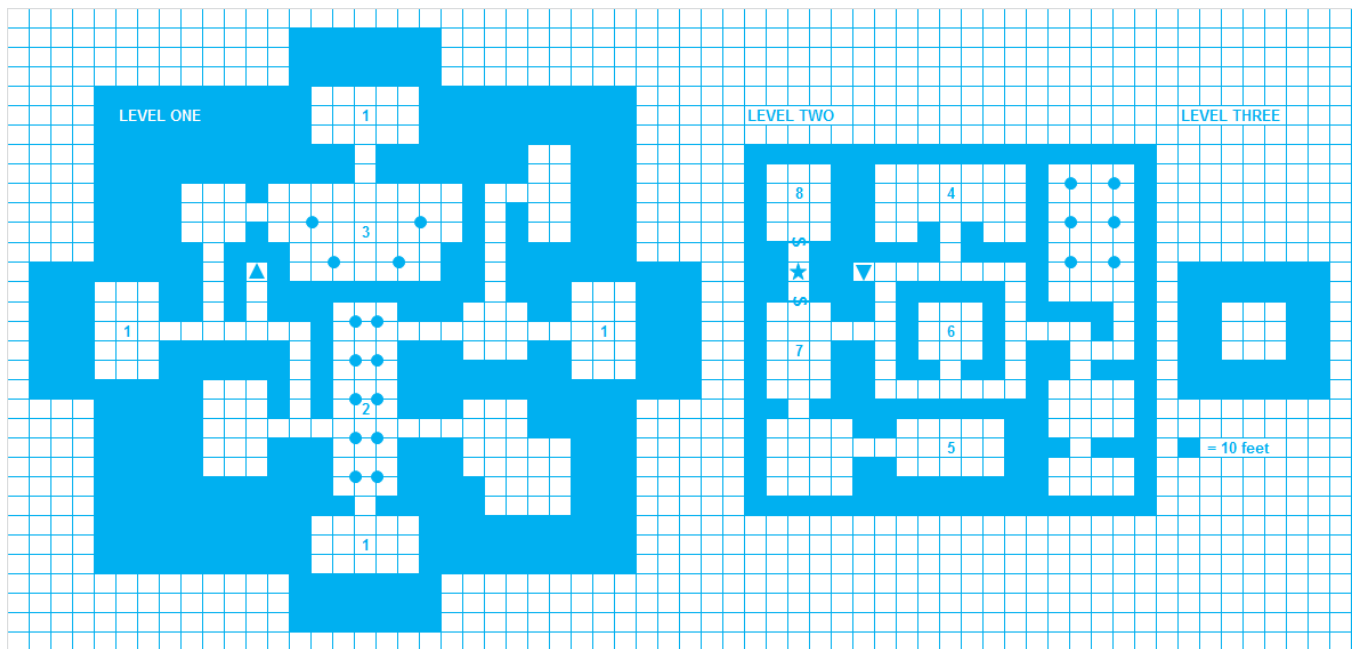
The village, being more of a town really, has two rival trading families (they raise riding centipedes), a small temple of Beyrevra with its own priest, a hoary old sage and a rather fragrant inn.

68.51 Molten Lake: The mountains descend here into a sea of molten metals that splatter the shores, leaving large globules of weird alloys. Mercury mists float over the surface, cling thickly to the shores and fill the nearby canyons (save vs. *insanity*).

68.52 Monastery: A cliff monastery or violent xenophobes is located here. The monks number 19 and they are led by Master Kimbo (monk 11; 35 hp). One reaches the monastery by climbing (500 feet) or flying. The monks ride the currents with leather cloaks. They hate all people and things, and wish nothing more than their privacy.

68.56 Werewolves: The mountains here are riddled with caves inhabited by werewolves, the shades of druids who gave into their love of beasts and became unforgivably savage in life. In human and hybrid form they carry heavy, leaf-bladed swords. Encounters with groups of 2d6 werewolves occur on a roll of 1-4 on 1d6. They are cannibalistic and not to be trusted.

WEREWOLF: HD 4+4; AC 5 [14]; Atk 1 bite (1d6+1); Move 12; Save 13; CL/XP 5/240; Special: Lycanthropy.



68.57 Body Market: A traveling market of body parts for flesh golems and other experiments has set up camp in his hex, their bizarre beasts-of-burden having trampled and burned down the surrounding trees with acid from their elephantine trunks. The traders are minor necromancers (there are four, each a 5th level magic-user), assisted ably by zombies. They are willing to pay for promising specimens, and have just about anything humanoid for sale at outrageous prices.

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

HELLBEAST: HD 8; AC 2 [17]; Atk 1 horn (2d6); Move 12; Save 8; CL/XP 8/800; Special: Double damage on charge.

68.59 Arena of Orcus: A lonely mountain in this hex, bleak and black and wreathed in green mists, is surrounded by flocks of wraith-like avians. The mountain's slopes are littered with skulls and bones, and there are several obsidian portals cut into the mountain, giving ingress to a grand arena of Orcus. In this arena, he pits various undead against each other to test their mettle, and also pits them against necromancers and unfortunate captives.

WRAITH-BIRDS: HD 4; AC 3 [16]; Atk 1 touch (1d6+ level drain); Move 9 (F30); Save 13; CL/XP 6/400; Special: Drain 1 level with hit.

68.60 Magic Ring: Skeletons hang un-quietly from the trees here. Some are scorched, others covered in frost, and still others bear the mark of green slime. One wears a

magic *ring of polymorph* that makes those who use it more bestial each time they activate it.

69.45 Pyramid-Tomb of Huatzin: A dandy little pyramid has been constructed here as a final resting place for the high priest Huatzin, a bloodthirsty little priest from Ibrasail who primarily worshipped Tezcatlipoca, a god of night, hurricanes, obsidian, enmity, discord, temptation, jaguars, sorcery, beauty, war and strife. Clearly, he had a full plate, and Huatzin had his hands full bloodying the local populace in honor of his deity.

The pyramid is composed of three large platforms. The lowest platform is about 30 feet tall. Four wide stairs lead up to large barracks where the souls of mummified jaguar warriors are kept as guardians. Each barracks holds ten such warriors, armed with obsidian axe-swords and decorated with pectorals, greaves and bracers of gold (about 500 gp worth on each warrior), as well as jaguar skin cloaks. From the backs of these barracks one can enter the pyramid proper.

[1] Each of these chambers is guarded by a cadre of eight mummified jaguar warriors armed with obsidian axes.

MUMMY WARRIOR: 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.

[2] This hall is lined with pillars of limestone covered in gold leaf. If magical light is brought into the chamber, the

pillars burst into elementals of black fire columns. Anyone killed by these elementals is reduced to a pile of ashes.

BLACK FIRE ELEMENTAL: HD 12; AC 2 [17]; Atk 1 strike (2d6 + lose 1 level); Move 12; Save 3; CL/XP 16/3200; Special: Ignite materials, +1 or better weapon to hit.

[3] This chamber is an Aztec ball court. Several spots on the floor have enchanted lead plates beneath them; adventurers have a 1 in 4 chance per round of stepping on one of these plates. If they do, they are frozen in place, able to move everything but their feet. Once somebody has been frozen, balls of grey-white energy are thrown from the goal (a hole in the south wall, about 10 feet above the ground). These balls are aimed at the frozen people, who must attempt to catch them by making a saving throw. If they fail, they are struck for 1d6+2 points of damage and the ball dissipates. If a ball is caught, it must be thrown back into the goal. This requires a ranged attack against an AC 0 [19]. For every 10 feet a person is away from the goal, they suffer a -1 penalty to attack.

[4] This chamber is a temple dedicated to Tezcatlipoca, the Aztec god of night. The key feature of the temple is an idol of the god carved from an immense moonstone (worth 20,000 gp, but weighs 3 tons).

When adventurers enter the temple, they are struck by a moonbeam generated from the idol. When multiple people enter the temple, the moonbeams also connect between them. People struck by these beams must pass a saving throw each round or be struck by *confusion*. Those who are affected by confusion must continue to save or they are struck by a *feeblemind* spell.

Once five people have entered the temple, they must take care not to form a pentagram, lest they summon a *chuateteo*, a female nightwalker in service to the deity.

CHUATETEO: HD 21; AC -6 [25]; Atk 2 slams (2d8); Move 18 (F9); Save 3; CL/XP 29/7100; Special: Destroy weapon, gaze (save or paralyzed with fear), immune to cold, magic resistance 50%, spells (*cause disease*, *darkness*, *detect invisibility*, *detect magic*, *dispel magic*, *haste*; 3/day—*confusion*, *hold monster*, *invisibility*; 1/day—*finger of death*, *plane shift*).

[5] This inner sanctum was once the study and special ritual chamber of Huatzin, the old high priest. The room is stained with blood, and those who enter must pass a saving throw or begin bleeding from their eyes (1d4 points

of damage per round). They cannot be healed from this affliction without a *remove curse* spell being cast.

A false stone in the east wall hides three scrolls, each holding a random 7th level cleric spell.

[6] This empty space extends to the third level of the pyramid. It is filled with a moon-glow that, should one commit a blood sacrifice, takes the form of Tezcatlipoca. When he appears, he communicates with the adventurers per a *commune* spell.

[7] This chamber is the false tomb of Huatzin. The tomb contains a mummy sitting atop a stone pedestal, wrapped in ceremonial cloth. The walls are carved to look like jaguars with gaping, fang-filled mouths.

The cloth is actually an animated object that attacks those who approach the mummy, which is actually a wight. From the mouths of the jaguar bas-reliefs emerge four spectres.

ANIMATED CLOTH: HD 1; AC 9 [10]; Atk 1 (no damage); Move 6; Save 17; CL/XP 1/15; Special: Grab.

WIGHT: HD 3; AC 5 [14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

SPECTRE: HD 7; AC 2 [17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (F30); Save 9; CL/XP 9/1100; Special: Drain 2 levels with hit, immune to non-magical weapons.



[8] This is the true tomb of Huatzin. He is interred here as a greater mummy with his ritual knives (+3 daggers) and his wrappings, which act as a *cloak of invisibility*. He lies upon a stone slab carved with bas-reliefs of skeletons and demons, their eyes being tiny rubies (worth 1,000 gp all together). One of these rubies, when pushed, causes the slab to rise into the ceiling, revealing a pit containing four iron cobras and the following treasure: 5,540 gp, a brass dish (50 gp), tourmaline (1,250 gp) and a hepatizon and olivine bracket (worth 90 gp).

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

HUATZIN: HD 16 (82 hp); AC -6 [25]; Atk 2 slams (4d6 + mummy rot); Move 20; Save 3; CL/XP 25/5900; Special: +1 or better weapon to hit, sight causes despair (save or paralyzed with fear), regenerate 2 hp/rd, magic resistance 60%, vulnerable to fire, spells (*lightning bolt*, *dispel magic*, *haste*, *knock*, *passwall*, *teleport*).

69.48 Galvolt: A tang fills the air here, where a subtle current of static electricity flows through the canyons of turquoise. Several columns of magnetite float through the canyons, each one ridden by a sorcerer encased in armor of steel and silver (actually a mechanical man who appears much as a suit or ornamental Gothic platemail). These are the wardens of the canyon, who do their best to steer people away from their master, the blue wyrm Galvolt, who dwells in a cave of gold and silver, where sits an altar that also serves as the beast's lair/battery.

MECHANICAL MAN: HD 6+1; AC 3 [16]; Atk 1 slam (2d6); Move 12; Save 11; CL/XP 6/400; Special: None.

GALVOLT: HD 10 (80 hp); AC 2 [17]; Atk 2 claws (1d6), 1 bite (3d8); Move 9 (F24); Save 5; CL/XP 12/2000; Special: Spits lightning.

69.60 Tar Collectors: A village of 300 bedraggled shades pulls pitch and tar from one of many bottomless pits for transport in iron barrels to the great city of Orcus. The air here smells of sulfur, burning the eyes and lungs. A few shades of grafters and illusionists are kept here in iron masks and chains, hung by the feet into the burning pitch as punishment for their crimes against humanity. The villagers are overseen by the nysrock demon Kaszkanti and his cabal of thirteen ophidian sorcerer-priests.

KASZKANTI: HD 10; AC 0 [19]; Atk 1 bite (1d8 + constrict) and 1 sting (2d4 + poison); Move 12; Save 5; CL/XP 12/2000; Special: Constrict (1d8), immune to poison, spit poison.

OPHIDIAN SORCERER-PRIEST: HD 7; AC 4 [15]; Atk1 two-handed weapon (1d8+1) and bite (0); Move 12; Save 9; CL/XP 11/1700; Special: Reproductive bite, spell as 5th level magic-user and 7th level cleric.

70.45 Forest of Stone: A woodland of petrified trees is nestled in a collection of canyons here, each one large and full and home to an oread who was a tempter of married mortals cast into Hell by a lawful cleric. They fume with anger here, and take their frustrations out on travelers (especially married men). Each of these trees serves as an altar of sorts to the oread. Within the boughs of these trees there are gemstone altars (worth countless gold pieces), on which the hearts of their victims are displayed.

OREAD: HD 6; AC 0 [19]; Atk 1 slam (1d6+1); Move 12 (B12); Save 11; CL/XP 8/800; Special: Sight causes blindness or death.

70.47 Pits of Entropy: On a grand plateau, accessible by climbing mighty cliffs that crack and tumble in response to climbers, there is a wood (3 miles in diameter) of rubbery, lifeless trees of sapphire blue. Blue mists curl around the trunks of the trees, sometimes assuming almost human shapes that lurk behind the trees. Set throughout this strange wood are numbers of pits that look as though they hold cool, pleasant water, but are actually pits of entropic essence, which inflict level drain on those who touch them. The mists flow from the pits, and force people to pass a saving throw every 10 minutes or lose one point of constitution.

70.49 Kalamor: Kalamor is the glorious city-state of Cali, the ogrimish demon lord of assassins and murderers who is charged with punishing the shades of priests who sell their divine favors to the highest bidder.

Kalamor is known as the black pit city, for the entire city is contained within a deep pit 4 miles in diameter and 1 mile deep. The walls of the city are carved with thousands upon thousands of man-made (or demon-made) statues, all of them faced with precious stone and metal and bas-reliefs of the most profane and disheartening nature. There are grand balconies belonging to the minor nobility of the city or to wealthy traders and long, thin bridges that span the pit, which is filled with almost impenetrable darkness (only magical light functions here, at half its normal potency) and scores of shadow demons (encounter 1d6 of them on roll of 1-2 on 1d6 made each hour). The bottom of the pit is a sea of caustic liquid, the fumes of which can drive

mortals mad. The demons of the city often take swift boats out onto this sea, racing them for sport. Throughout the halls and stairways of the city, one can spot the shades she is punishing, walking about the place wrapped in flame, burning as brightly as they sinned and leaving oily, flaming footprints behind them.

Cali is served primarily by barizou demons and mariliths, as well as by the shades of assassins and thugs, who are not only dispatched to conjurers on Nod to forward the aims of Cali's foul cult, but also throughout the lower portions of Hell to settle one score or another between various demons and devils, all of whom promise favors to Cali in return. Several vast chambers of Cali's palace of bones are given over to several millennia of such promises written in ichor or blood on scrolls. Cali has not called in a favor yet, but the day is rapidly approaching. The palace is guarded by a phalanx of forty ogre mages and a company of marilith demons, not to mention the many barizou demons that pass in and out on tasks for their master.

The city is also known for its court of souls, where ebon jewels containing the souls (or portions thereof) of desperate men and women, are traded.

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

BARIZOU: HD 3; AC 2 [17]; Atk 2 claws (1d4) and bite (1d6); Move 12 (F18); Save 14; CL/XP 6/400; Special: Spells (*cause fear*, *invisibility* (self)), surprise on 1-4 on 1d6, backstab x2 damage, +1 or better weapon to hit, immunity to electricity and poison, magic resistance 5%, telepathy 100 ft.

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

CALI: See *Pandaemonium* article in this issue.

71.48 Citadel: Fields of mushrooms here hold a megalithic citadel, the home of the feared icehaunt serpent Avarr and his servants, an army of 80 bronze men and a cabal of seven alchemists (magic-user 8; 18 hp), including the ultrachemist Tastraron (magic-user 17; 46 hp). The citadel stands about 200 ft. tall and is bristling with ballistas and catapults. The men seek slaves, for they are lazy and cruel, and need folk to whip and torment. The alchemists seek test subjects.



BRONZE MEN: HD 5; AC 2 [17]; Atk 2 by weapon (1d6); Move 12; Save 12; CL/XP 5/240; Special: None.

ICEHAUNT SERPENT: HD 8; AC 9 [10]; Atk 1 bite (2d6); Move 18; Save 8; CL/XP 11/1400; Special: Gaze (save or *charm monster*), +2 or better weapon to hit, immune to fire and lightning.

71.56 Pharsalia: Pharsalia is the city-state of Demogorgon, demon lord of monstrous things-that-should-not-be. The city is populated by 6,000 trolls of various sorts, as well as a slave caste of frog-goblins who hop about doing their best to avoid their masters and congregating in the low places to swap stories and lap the strange spirits that ooze from the walls of the city.

Pharsalia rests within a grand triangle of adamant walls, 200 feet tall and enclosing about 30 square miles of city. The walls are guarded by trolls. Within the walls is a mass of writhing, living towers with snapping mouths atop them that snap at passersby now and again, and which sweat a burgundy colored spirit the trolls find very intoxicating. There are twisting, narrow streets that run with the burgundy spirits, stairs like waterfalls (and often trapped), gardens of black trees that are actually voids in the fabric of reality (per a *sphere of annihilation*). The shades of the city were astrologers and false prophets in life, who now walk about with their heads twisted on backwards (yes, it hurts constantly). They hunger for news of the world above, but fear to speak in the presence of the trolls.

Demogorgon has no set palace within the city-state – he moves about the towers and streets, skulking and bringing mindless terror with him wherever he goes. About 1 in 100 random encounters in the city-state are with him.

FROG-GOBLIN: HD 5; AC 4; Atk 1 claw (2d4); Move 12 (hop 18); Save 12; CL/XP 5/240; Special: Immune to acid and poison.

DEMOGORGON: See *Pandaemonium* article in issue.

72.50 Smog Dragon: A village of 100 mutants with orange, braided beards and highly variable facial arrangements dwell here. The mutants are skilled archers who dwell in long, stone houses with flat roofs. The village is surrounded by a deep moat of swirling black mist (not dangerous). The mutants guard a wondrous garden, ancient and overgrown, built atop a grand plinth of pure citrine. This garden serves as the great smog dragon Nedi, who keeps a treasure of 9,900 gp, a topaz worth 2,000 gp and a *deck of many things*. Nedi once served in the retinue of Orobas, but has since left that service and seeks revenge upon the lord of devil dragons.

MUTANT-MEN: HD 4+2; AC 5 [14]; Atk 1 weapon (2d6); Move 9; Save 13; CL/XP 4/120; Special: None.

SMOG DRAGON: HD 10; AC 1 [18]; Atk 2 claws (2d4) and bite (2d10); Move 15 (F15, S15); Save 5; CL/XP 14/2600; Special: Breath weapon (60-ft x 60 ft x 30 ft cloud of poison gas), immune to sleep and charm.

72.51. Bone Forest: A canyon cuts through the mountains, a great cleft of rose-red stone with a quickly, silvery river flowing through it. The banks of the river, indeed the entire canyon, is filled with bone white trees of bone, the branches jointed and rattling in the wind, skulls hanging like fruit from the trees and containing pink nuts not unlike human brains (eating one causes a random, wicked thought to pop into one's mind; save or it becomes a persistent, nagging desire). The canyon ends in a wide-mouthed cavern; the forest extends deep into the cavern, and the river originates there as a waterfall pouring from a rent in the ceiling. Herein dwell a tribe of berserker half-orcs, brutish humanoids with upturned noses, manes of golden hair and bushy beards of the same. They serve the bronze demon Velothrive of the Ebon Hands. Indeed, her hands have been severed and replaced by hands of gold lacquered a glossy black.

HALF-ORCS: HD 1; AC 6 [13]; Atk 1 weapon (1d6+1); Move 9; Save 17; CL/XP 1/15; Special: None.

VELOTHRIVE: HD 14 (48 hp); AC -5 [24]; Atk 2 claws (2d6); Move 24 (C18); Save 3; CL/XP 20/4400; Special: +2 or better weapon to hit, immune to fire and poison, magic resistance 35%, spells as 8th level cleric.

72.54 Mirror Fiends: The mountains flatten here, looking as though a small mountain was decapitated, creating a plateau covered by mists. The plateau is covered by a thick carpet of giant dandelions that hide a small cave that descends into the plateau, ending in a mystic mirror containing a pernicious mirror fiend.

MIRROR FIEND: HD 8; AC 3 [16]; Atk 1 mirror weapon (3d4); Move 12; Save 8; CL/XP 12/1400; Special: Unaffected by normal weapons, 50% magic resistance.

73.57 Impish Dandies: Kipodiisi (fighter 18; 78 hp; *platemail +3, longsword +2*) was once a knight in the court of Orcus, but he fell into disfavor with that demon, and found himself the overlord of a backwater village in a wide canyon filled with a wasteland of grey, smooth river stones, whistling hellwinds and basalt towers. The village in question is populated by 200 impish dandies, crossbreeds with long beards and mustaches. The imp-men tend bulldragons, ferocious, stocky, wingless dragonoids with long, curling horns and voracious appetites. The bulldragons snort fire from their noses, and are treated as prized cattle by the imp-men, who make games of strapping prisoners to the ill-tempered beasts and seeing how long they can survive on their backs.

IMP-MEN: HD 6; AC 2 [17]; Atk 1 sting (1d6 + poison); Move 9 (F18); Save 11; CL/XP 10/1400; Special: Poison tail, *polymorph*, regenerate 2 hp/round, immune to fire.

BULLDRAGON: HD 8; AC 4 [15]; Atk 1 gore (3d6) or trample; Move 18; Save 8; CL/XP 10/1400; Special: Immune to fire, snort fire (10-ft cone, 4d6 damage, 3/day).

JMS

DRAGONS

Shades of Blue

Blue – the color of water, sky and depression, especially when you’ve just turned a corner in a deep, dark maze and come face to face with one of these cousins to the vicious blue dragon.

AZURE DRAGON

Medium Dragon, Chaotic (LE), High Intelligence; Solitary

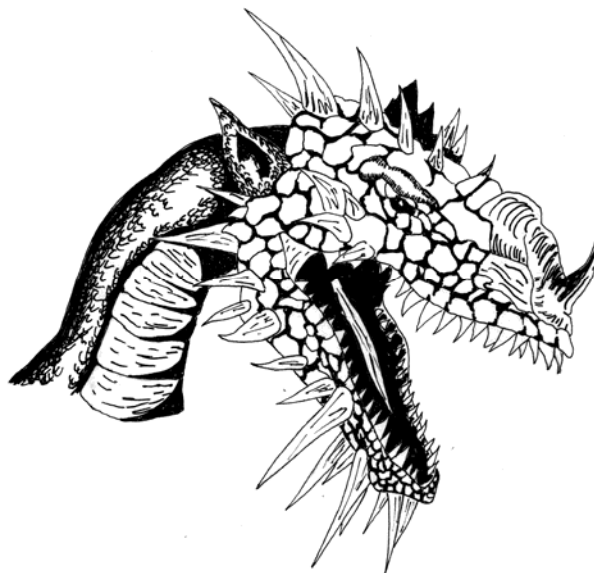
HD	9
AC	17
ATK	2 claws (1d6) and bite (3d8)
MV	40 (Fly 150, Burrow 20)
SV	F 9, R 9, W 8
XP	2,250 (CL 11)

100% chance of speaking; speaking dragons have a 100% chance to cast spells

An azure dragon’s sense of self-worth is as majestic as the color of its scales. Azure dragons are mesa dwellers; haughty and self-satisfied. They control the weather over their domains, alternately keeping it dry as dust to discourage large interlopers from approaching and then, when fools dare tread on their domain, causing downpours that turn into flash floods.

Azure dragons are medium-sized dragons, with lofty, white horns that curl and nearly meet above its head. Azure dragons are always capable of speech (usually a throaty, superior baritone) and magic, and they always use spells.

Azure dragons begin casting spells as 2nd level sorcerers when they reach juvenile age. At each additional age, they advance their spell casting level by 2, thus 4th level as adults and 12th level as great wyrms. In addition, they have several spell-like abilities.



Spells: At will—Control weather, call lightning; 3/day—lightning bolt

Special Qualities: Resistance to electricity

AZURE DRAGON (S&W): HD 9; AC 2 [17]; Atk 2 claws (1d6) and bite (3d8); Move 9 (F24); Save 6; CL/XP 11/1700; Special: Spells, control weather, call lightning and lightning bolt.

CERULEAN DRAGON

Medium Dragon, Chaotic (LN), High Intelligence; Solitary

HD	8
AC	17
ATK	2 claws (1d6) and bite (3d6)
MV	40 (Fly 150)
SV	F 9, R 9, W 8
XP	2,000 (CL 11)

65% chance of speaking; speaking dragons have a 15% chance to cast spells

Cerulean dragons are small for blue dragons, with tiny scales and over-sized wings. They are gregarious and vivacious, and the least wicked of the blue dragons, though they are as self-centered as any other wyrm, and prefer to be the center of attention.

Electricity runs up and down their scales (touching them inflicts 1d4 points of damage) and their bodies give off an

electric hum. Cerulean dragons are capable of controlling electro-magnetic forces around their body (treat as a *telekinesis* spell that only works on iron-based objects). Most cerulean dragons keep dozens of steel blades around their lairs, whipping them into a *blade barrier* when intruders approach. The blade barrier has a radius of 20 feet and inflicts 8d6 points of damage to anyone who passes through the barrier. They have the normal chances for speech and magic use.

Special Qualities: Immune to electricity

CERULEAN DRAGON (S&W): HD 8; AC 2 [17]; Atk 2 claws (1d6) and bite (3d6); Move 9 (F24); Save 7; CL/XP 11/1700; Special: Magnetism, blade barrier.

GLAUCUS DRAGON

Small Dragon, Chaotic (NE), High Intelligence; Solitary

HD	8
AC	18
ATK	2 claws (1d6) and bite (3d6)
MV	40 (Fly 180)
SV	F 10, R 9, W 8
XP	2,250 (CL 10)

65% chance of speaking; speaking dragons have a 15% chance to cast spells

Small, wiry and suspicious, the glaucus dragon likes to toy with its prey. It always acts as though it is incapable of speech and magic use, and always pretends to be sleeping when first encountered.

Glaucus dragons breathe a heady, thick gas as thick as pea soup that forces those who breathe it in to pass a Fortitude saving throw or be struck by the *slow* spell and age 1d10 years per round. The cloud covers an area measuring 20-feet in radius. This aging can be reversed with a potion consisting of the offending dragon's blood mixed with blueberries and stirred with electrified copper.

Glaucus dragons begin casting spells as 1st level sorcerers when they reach juvenile age. At each additional age, they advance their spell casting level by 2, thus 3rd level as adults and 11th level as great wyrms.

Special Qualities: Magic resistance 10%

GLAUCUS DRAGON (S&W): HD 8; AC 1 [18]; Atk 2 claws (1d6) and bite (3d6); Move 12 (F27); Save 8; CL/XP 11/1700; Special: Breath weapon (aging).

INDIGO DRAGON

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

HD	10
AC	17
ATK	2 claws (1d6) and bite (4d6)
MV	20
SV	F 7, R 8, W 7
XP	2,500 (CL 12)

45% chance of speaking; speaking dragons have a 15% chance to cast spells

Indigo dragons are large and lazy, almost floppy if that's possible for a reptile. They have small, useless wings on their shoulders, terrific maws filled with sharp teeth and two elephantine tusks that jut out of their mouths. Indigo dragons are gluttonous and boorish. They have only a 45% chance to speak, and when they can speak they rarely have anything interesting to say.

Indigo dragons radiate an aura of static electricity down the spines on their back. This electricity arcs to any creature within 10 feet, inflicting 2d6 damage per round on characters without metal armor and an additional 1d6 damage for characters in metal armor and/or wielding a metal weapon (i.e. 4d6 total for a character in metal armor wielding a metal weapon).

Indigo dragons are encountered in their lairs 80% of the time and are asleep about 70% of the time.

Indigo dragons begin casting spells as 1st level sorcerers when they reach juvenile age. At each additional age, they advance their spell casting level by 2, thus 3rd level as adults and 11th level as great wyrms.

Special Qualities: Immune to electricity

INDIGO DRAGON (S&W): HD 10; AC 2 [17]; Atk 2 claws (1d6) and bite (4d6); Move 6; Save 5; CL/XP 12/2000; Special: Electric aura.

SAPPHIRE DRAGON

Medium Dragon, Chaotic (LE), High Intelligence; Solitary

HD	9
AC	17
ATK	2 claws (1d6) and bite (3d8)
MV	40 (Fly 150)
SV	F 9, R 9, W 8
XP	2,250 (CL 11)

100% chance of speaking; speaking dragons have a 35% chance to cast spells

Sapphire Dragons have brilliant, polished scales that look like little teardrop shaped sapphires. They live deep underground and are notoriously fastidious and picky about their surroundings. All sapphire dragons can assume human shape as they wish, usually taking the form of tall, stately men or women with blue-black hair and sapphire blue eyes. They enjoy attention and worship, and often cultivate little cults of beautiful men and women.

Their breath is a sapphire ray that can be directed at a single victim. The ray causes all of the victim's synapses to fire, stunning them for one round and leaving them with a pounding headache for the next 24 hours. While suffering from the headache, spellcasters have a 5% chance of their spells failing to materialize.

Sapphire dragons can always communicate telepathically and cast spells, though they sometimes are incapable of physical speech. Sapphire dragons begin casting spells as 1st level sorcerers when they reach juvenile age. At each additional age, they advance their spell casting level by 3, thus 4th level as adults and 16th level as great wyrms.

Spells: At will—detect thoughts; 3/day—sleep; 1/day—confusion, feeblemind, suggestion

Special Qualities: Magic resistance 15%

SAPPHIRE DRAGON (S&W): HD 9; AC 2 [17]; Atk 2 claws (1d6) and bite (3d8); Move 9 (Fly 150); Save 7; CL/XP 13/2300; Special: Breath weapon (stun), spells, telepathy 100 feet.

ULTRAMARINE DRAGON

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

HD	10
AC	17
ATK	2 claws (1d6) and bite (3d8)
MV	40 (Fly 150)
SV	F 7, R 8, W 7
XP	2,500 (CL 12)

65% chance of speaking; speaking dragons have a 15% chance to cast spells

Ultramarine dragons are large, powerful specimens of dragonhood, with deep blue scales that gleam in the light and absolutely blaze in the moonlight. They have large, knowing eyes and long, overlapping fangs. Ultramarine dragons are imperious and overbearing, and are especially vulnerable to flattery. They are also uncommonly fond of intoxicating beverages, and have been known to keep especially skilled bartenders in their lairs mixing wondrous concoctions.

An ultramarine dragon spits chain lightning. Chain lightning strikes one target initially, then arcs to up to ten other targets who cannot be more than 10 feet apart from one another. Damage is normal on the first target and half normal on all others. Saving throws to halve damage are permitted. If multiple targets fail this saving throw, their minds are switched by the mystic lightning.

Special Qualities: Resistance to electricity

ULTRAMARINE DRAGON (S&W): HD 10; AC 2[17]; Atk 2 claws (1d6) and bite (3d8); Move 9 (Fly 24); Save 5; CL/XP 13/2300; Special: Chain lightning (damage and mind-switching).

Circle IX: Cocytus

Illustrations by Gustave Dore and Jon Kaufman

After the steaming canyons and jungles of Malebolge, icy Cocytus should be a relief to the adventures.

Of course, it is not.

Cocytus is a frozen expanse of water surrounded by frosty, rugged highlands. The entire circle has a temperature well below freezing, but the physical freeze is nothing compared to the spiritual freeze of Cocytus.

The highlands of Cocytus are ancient obsidian, jagged and deadly, and covered in ice and snow. Glaciers grind through the highlands towards the central ice mass of Cocytus. Where the cliffs surrounding Cocytus meet the mountains of Malebolge, a dozen elder titans and many ancient giants are chained in punishment for the ancient titanomachy and gigantomachy (when titans and giants respectively waged war against Heaven). These poor souls are one of the few ways a person can reach the pit of Cocytus, though, and may be willing to give travelers a lift down in exchange for a sympathetic word.

The ice at the heart of Cocytus is of variable thickness, so one never knows when the ice is thin enough for something horrible to burst through it. Where the ice is thin enough, one can see the frozen bodies of treacherous shades floating beneath the ice, barely moving, but a look of pain, fear and desperation on their faces. At the center of this ice one finds Lucifer, embedded to the waist.

The only way out of Cocytus and back to the surface of Nod is through Lucifer. This involves fighting one's way to the Great Beast, being swallowed by him, and then ... well, you'll see. The primary inhabitants of Cocytus are the ice

devils, though many monsters prowl the highlands, including frost giants and white dragons.

Dangers of Cocytus

Freezing: Cocytus is completely without heat or light. Traveling Cocytus is like challenging the Arctic, and those not dressed for the experience soon expire. The only source of heat in Cocytus comes from Lawful creatures, which produce a 30-ft-radius aura of dim, but warm, light. Even Lawful acts produce a temporary (1d6 minutes) flare of warmth. Natural and magical fire is merely warm in Cocytus, and fire damage is always minimized here (i.e. 6d6 points of fire damage will always translate as just 6 points of fire damage). Cold damage is always maximized here. Light spells work at half strength in Cocytus (half the normal area of effect, half the normal duration).

Heart of Hell: Cocytus is not just deadly, it wants to claim souls for its master, Lucifer, the emperor and chief inmate of Hell. Neutral acts committed in Cocytus inflict on a person 1d4 points of damage that does not heal naturally. Chaotic acts inflict 1d4 points of constitution damage that also do not heal naturally.

Lords of Cocytus

The ruler of Cocytus is Lucifer, Emperor of Hell. Lucifer projects avatars of himself into other circles of Hell, often taking the form of a petulant and wicked child or a handsome, seductive man or woman. His true form, his physical, fallen form, is that of a monstrous humanoid of colossal proportions, covered in black, tangled hair, with bat wings, horns on his head and a great, gaping mouth.

Even demon lords and arch-devils fear to tread too close to Lucifer, but a few do dwell in the highlands surrounding the pack ice. Most prominent, of course, is Hel, the icy Queen of Cocytus. Kostchtchie wanders the highlands alone. Picollus is a hellish chief of evil cold creatures, and Adramalech is the chief of the ice devils.

Random Encounters

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

D20	MONSTER
1	Cacodaemon (1d3)
2	Chaos Knight (1d8)
3	Choronzon Demon (1d3)
4	Devil Dog (2d6)
5	Ethereal Shade (2d6)
6	Frost Giant (1d8)
7	Frost Man (2d6)
8	Frost Worm
9	Giant Ice Toad (3d6)
10	Glacial Ooze (1d6)
11	Hoar Spirit (2d6)
12	Ice Drake (2d6)
13	Nidhund (1d6)
14	Night Hag (1d6)
15	Oblivion Wraith (1d8)
16	Skeleton Warrior (2d6)
17	Spectral Scavenger (1d6)
18	Titan (1d4)
19	White Dragon (1d6)
20	Kostchtchie

KOSTCHTCHIE: HD 15 (100 hp); AC -4 [23]; Atk +3 warhammer (3d6); Move 9; Save 3; CL/XP 23/5300; Special: Spells (as 12th level magic-user plus at will—*cause serious wounds, charm monster, darkness, dispel magic*), summon 1d4 frost giants or white dragon three times per day, +1 or better weapon to hit, immune to cold, electricity and poison, magic resistance 60%, telepathy 100'

Keyed Locations

57.52 Hunters: A pack of 13 winter wolves patrol this hex in search of a golden elk that roams Cocytus, a glimmer of hope in an otherwise hopeless place. Adventurers can try their luck as well – the elk is capable of casting the following spells, each once per day: *Heal, cure disease, neutralize poison* and *restoration*. The wolves are encountered on a roll of 1-4 on 1d6.

WINTER WOLF: HD 5; AC 5 [14]; Atk 1 bite (1d6+1); Move 18; Save 12; CL/XP 6/400; Special: Breathe frost (1/turn).

57.53 Porphyron: The elder titan Porphyron is chained to the walls of Cocytus here with bindings of rainbow light which spring from strange globes, about 1 foot in diameter, held aloft by statues of angels crafted from an alloy of gold and adamant called harmonium.

Porphyron stands about 80 feet tall, and has the head of a cockatrice and massive constrictor snakes for legs.

Porphyron is seated in a burning bronze throne that melts the ice for a mile around and keeps the titan in eternal agony. The lake of water surrounding the throne is boiling within 100 feet of the titan and geows tepid on the outskirts of the lake. There are many bare, jagged, granite islands jutting up from the water, and two of these hold the harmonium statues.

Should the prismatic orbs be removed (no easy task, for molesting them immediately summons a random chromatic dragon to defend them), the binding chains of light disappear and Porphyron is freed!

PORPHYRION: HD 35 (180 hp); AC -8 [27]; Atk 2 slams (3d6) and 2 snakes (3d6 + constriction); Move 15; Save 3; CL/XP 40/10400; Special: Constrict with legs, spells as 20th level magic-user and cleric plus at will—*change self, commune with nature, cure serious wounds, eyebite, free action, fly, fog cloud, monster summoning VI, produce flame, protection from fire, read magic, remove curse, speak with animals, soften earth and stone, speak with plants, teleport without error, wind wall*; 3/day—*antilife shell, astral projection, contact other plane, dispel magic, invisibility purge, plane shift*.

58.50 Clytius: Clytius, an elder titan, was immolated by torches conjured by Hecate, and he burns to this day. He is chained to the walls of Cocytus by adamant links that send flickering shadows over the frozen hills. Salamanders caper about him, basking in the warmth and sampling the flesh of the shades roasting in his fires while skewered on pikes. Magical shields and armor tempered in Clytius' flames grant their wielders immunity to fire for a temporary amount of time. Each day, there is a 1 in 20 chance that



the armor or shield loses this new magical property.

CLYTIUS: HD 35 (180 hp); AC -8 [27]; Atk 2 slams (3d6 + 1d12 fire); Move 15; Save 3; CL/XP 40/10400; Special: Flaming aura (60 ft. radius, 1d6 points of damage per round), immune to fire damage, spells as 20th level magic-user and cleric plus at will—*change self, commune with nature, cure serious wounds, eyebite, free action, fly, fog cloud, monster summoning VI, produce flame, protection from fire, read magic, remove curse, speak with animals, soften earth and stone, speak with plants, teleport without error, wind wall*; 3/day—*antilife shell, astral projection, contact other plane, dispel magic, invisibility purge, plane shift*.

58.55 Alcyoneus: Alcyoneus is one of the gigantes, elder titans who had serpent legs. He was one of the leaders of their assault on the gods of Law after they had cast the titans into Hell. Alcyoneus has been bound by chains of adamant engraved with golden glyphs of power. Rivers of venom flow from his serpentine legs, and the landscape around him is pitted with shallow caves and pools of poison. Ophidians loyal to Alcyoneus dwell in these caves as hermits, practicing weird devotions.

ALCYONEUS: HD 35 (180 hp); AC -8 [27]; Atk 2 slams (3d6 + 1d12 fire), 2 snake bites (2d6 + poison); Move 15; Save 3; CL/XP 40/10400; Special: Immune to poison, spells as 20th level magic-user and cleric plus at will—*change self, commune with nature, cure serious wounds, eyebite, free action, fly, fog cloud, monster summoning VI, produce flame, protection from fire, read magic, remove curse, speak with animals, soften earth and stone, speak with plants, teleport without error, wind wall*; 3/day—*antilife shell, astral projection, contact other plane, dispel magic, invisibility purge, plane shift*.

59.50 Niflheim: This hex is thick with icy mists that hide the great citadel of Hel, demon queen of wintry death and current consort of Lucifer after that whole Lucifer-Lilith thing dissolved. The citadel takes the form of a dome of ice five miles in diameter. The interior of the citadel is a cavern of looming icicles, each entwined by an ice serpent that drips acidic venom onto the cowardly, traitorous shades below, who huddle around pale, heatless fires. The shades are guarded and tormented by five companies of ice devils. The outer ring of the dome is a grand fortress of ice housing Hel, her 10 companies of shadow trolls and her favorite minions, three companies of nidhunds.

NIDHUND: HD 4; AC 5 [14]; Atk 1 bite (1d6) and 2 claws (1d6); Move 21; Save 13; CL/XP 7/600; Special: Immune to cold and poison, rake with claws, magic resistance 10%.

SHADOW TROLL: HD 6+3; AC 4 [15]; Atk 2 claws (1d4 + 1 point of strength drain), bite (1d8); Move 12; Save 11; CL/XP 10/1400; Special: Regenerate 3 hp/round, +1 or better weapon to hit.

ICE DEVIL: HD 11; AC -6 [25]; Atk 2 claws (2d6), bite (2d6) and tail (3d6 + slow) or spear (2d8 + slow); Move 18; Save 4; CL/XP 18/3800; Special: +1 or better weapon to hit, 10-ft radius aura of fear, summon ice devil 20% chance of success, spells (*ice storm, phantasmal force, teleport, wall of ice*), immune to cold and poison, magic resistance 35%, regenerate.

HEL: HD 20 (135 hp); AC -7 [26]; Atk 1 claw (3d6 + 1d6 cold + level drain); Move 27; Save 3; CL/XP 27/6500; Special: Drain 2 levels with hit, hit only by +3 or better weapons, spells as 20th level cleric and 10th level magic-user, immune to cold, fear, poison and disease, magic resistance 75%, regenerate 2 hp/round (overcome by holy weapons).

59.57 Mimas: Mimas is a giant of colossal proportions bound in adamant chains to the wall. Mimas, like the other gigantes, once had serpents for legs, but they were chopped off during the war and lie, skeletal and swarmed by ravenous crows, some ways away. Blood seeps from these wounds, creating bloody rivers that quickly turn to slush and color the icy hills a deep scarlet. A brotherhood of 20 antipaladins mounted on shaggy nightmares serve the fallen gigante, bringing him victims to assuage his terrible pangs of hunger.

ANTIPALADIN: HD 7; AC -1 [20]; Atk +1 *unholy scimitar* (1d6+2); Move 12; Save 9; CL/XP 9/700; Special: As anti-paladin.

NIGHTMARE: HD 7; AC -4 [23]; Atk 1 bite (1d8), 2 hoofs (2d6); Move 18 (F35); Save 9; CL/XP 10/1400; Special: Breathe smoke, incorporeal.

MIMAS: HD 35 (180 hp); AC -8 [27]; Atk 2 slams (3d6); Move 15; Save 3; CL/XP 40/10400; Special: Immune to poison, spells as 20th level illusionist and cleric plus at will—*change self, commune with nature, cure serious wounds, eyebite, free action, fly, fog cloud, monster summoning VI, produce flame, protection from fire, read magic, remove curse, speak with animals, soften earth and stone, speak with plants, teleport without error, wind wall*; 3/day—*antilife shell, astral projection, contact other plane, dispel magic, invisibility purge, plane shift*.

60.48 Ephialtes: Ephialtes was the elder titan of nightmares. He is chained to the walls of Cocytus here with chains of light. His presence has made the entire hex a nightmarish land of illusions that flow from the mind of the titan. The hex is inhabited by nightmares and night hags, who burn heaps of bound shades like bonfires, dancing around them in honor of their adopted lord.

EPHIALTES: HD 35 (180 hp); AC -8 [27]; Atk 2 slams (3d6); Move 15; Save 3; CL/XP 40/10400; Special: Immune to mind effects, spells as 20th level illusionist and cleric plus at will—*change self, commune with nature, cure serious wounds, eyebite, free action, fly, fog cloud, monster summoning VI, produce flame, protection from fire, read magic, remove curse, speak with animals, soften earth and stone, speak with plants, teleport without error, wind wall*; 3/day—*antilife shell, astral projection, contact other plane, dispel magic, invisibility purge, plane shift*.

60.52 Frost Worm: A frost worm lurks within the ice here, sometimes (3 in 6 chance) erupting from the ice to menace travelers. A burning halo is lodged in its gut, and if affixed to the head of a Lawful person gives them magic resistance 50% to the spells of Lucifer. Those who wear the halo must not commit sins; doing so causes the halo to glow with divine fire, inflicting 1d10 points of damage to the sinner each round until it is removed or they are killed.

FROST WORM: HD 14; AC 1 [18]; Atk 1 bite (2d8 + 1d8 cold); Move 12 (B6); Save 3; CL/XP 3; Special: Trilling noise (save or frozen motionless), breath (1/hour; 30-ft. cone of cold, 15d6 damage).

60.53 Watchtower of the West: Though Cocytus is the very heart of Hell, it is not without angelic influence. The gods of Law, cognizant that the only way for mortals to escape Hell is by being of a non-Chaotic alignment, and knowing as they do the way Hell can prey on a person's soul and by degrees turn them from the path of Law (or even Neutrality), they established four watchtowers staffed by powerful champions of Law. These angels are in Hell to provide atonement to the Chaotic and Neutral and succor to Lawful souls in Hell.

The watchtower is composed of brilliant white quartz and takes the form of a grand tower keep, about 100 feet tall, with pearlescent battlements and golden spires that give off a warm, inviting glow. The battlements are guarded by three companies of luminous aasimar, who wear white tunics (no armor) and carry white heavy crossbows, silver glaive-guisarmes, daggers and quivers of twenty +1 bolts.

Araquel is the angel of judgment for clerics, and this is his watchtower. Here, Chaotic clerics can turn from the path of wickedness and atone for their past sins, and neutral druids can prepare themselves for the ordeals ahead. Clerics in need of atonement must fast for one week and cast aside their armor, relying until they escape Hell on nothing but their spells.

AASIMAR: HD 4; AC 1 [18]; Atk 1 longsword (1d8) or longbow (1d8); Move 12; Save 13; CL/XP 5/240; Special: Resistance to electricity, cast *light*.

ARAQUEL: HD 12 (49 hp); AC -5 [24]; Atk +2 heavy mace (1d8+7 + stun 1d6 rounds) or slam (1d10); Move 20 (F40); Save 3; CL/XP 20/4400; Special: +1 or better weapon to hit, immune to acid, cold and paralysis, resistance to electricity and fire, magic resistance 30%, aura of protection, spells (*cure disease*, *detect evil*, *dispel evil*, *dispel magic*, *holy word*, *invisibility (self)*, *plane shift*, *polymorph self*; 7/day—*cure light wound*; 1/day—*blade barrier*, *cure serious wounds*).

60.56 Rime Forge: A throng of frost giants and their ice troll thralls dwell here in a village of stone longhouses surrounded by a wall of ice blocks studded with iron spikes, many of which are decorated with impaled, wriggling shades. Here, they dig deep into the glaciers for the ancient ice of Niflheim, called niflirime. This ice can be forged like iron in dragon fire (the frost giants have the service of three fire drakes, which they keep chained in their forge) and turned into frost weapons. In all, there are thirteen frost giants dwelling here, along with 30 ice trolls.

FIRE DRAKE: HD 4; AC 4 [15]; Atk 1 bite (1d6); Move 9 (F30); Save 13; CL/XP 6/400; Special: Breath weapon (5/day; 40-ft. cone, 2d8 damage), flaming blood (slashing attacks deal 1d3 fire damage to the attacker), resistance to fire.

ICE TROLL: HD 4; AC 5 [14]; Atk 2 claws (1d8); Move 12; Save 13; CL/XP 6/400; Special: +1 or better weapon to hit, immunity to cold, double damage from fire, regenerate 2 hp/round, vulnerability to slashing weapons.

FROST GIANT: HD 10+3; AC 4 [15]; Atk 1 weapon (4d6); Move 12; Save 5; CL/XP 11/1700; Special: Hurl boulders, immune to cold.

61.58 Pallas: Pallas was the elder titan of war, who was killed by Minerva during the titanomachy. He was beheaded, and is now chained to the walls of Cocytus while his head lies about 2 miles away. An order of chaos knights has constructed a stone shrine over the head, with a dome of niflirime. The shrine is protected eternally by a *protection from good*, 30-ft radius effect.

The blood of Pallas flows from his bloody neck, creating a steamy, fiery swamp through much of this hex, a swamp inhabited by fire drakes. Weapons dipped in this blood must pass an item saving throw or be destroyed. Those that save gain a +1 enchantment (or their existing enchantment is increased by +1).

FIRE DRAKE: HD 4; AC 4 [15]; Atk 1 bite (1d6); Move 9 (F30); Save 13; CL/XP 6/400; Special: Breath weapon (5/day; 40-ft. cone, 2d8 damage), flaming blood (slashing attacks deal 1d3 fire damage to the attacker), resistance to fire.

CHAOS KNIGHT: HD 10; AC 0 [19]; Atk 1 touch (1d6) or sword (1d8+8); Move 12 (F4); Save 5; CL/XP 14/2600; Special: Special *dimension door*, *wall of ice*, *spikes of ice*, *pass through walls*, *telekinesis*, random spell effect, immune to non-magical weapons.

PALLAS: HD 35 (175 hp); AC -8 [27]; Atk 2 slams (3d6); Move 15; Save 3; CL/XP 40/10400; Special: Immune to mind effects, spells as 20th level illusionist and cleric plus at will—*change self*, *commune with nature*, *cure*

serious wounds, eyebite, free action, fly, fog cloud, monster summoning VI, produce flame, protection from fire, read magic, remove curse, speak with animals, soften earth and stone, speak with plants, teleport without error, wind wall; 3/day—antilife shell, astral projection, contact other plane, dispel magic, invisibility purge, plane shift.

62.48 Koios: Koios is a primordial titan who symbolized the axis around which the heavens revolved. He is also the titan of the north star, of wisdom and foresight. He was, above all else, farsighted enough to escape his bonds and flee Hell, and only his adamant chains remain here hanging from the walls of Cocytus.

62.50 Adramalech's Palace: Adramalech's palace sits here, a palace of black ice embedded with the shades of unworthy kings and queens who gained their thrones by treachery and murder, and bishops who abandoned their vows in favor of earthly power. Adramalech is the chief of the ice devils. His palace contains vicious doors that open and close on their own, fountains of flowing mercury and curtains of smoky shadows. Within the palace the air is filled with a black radiance that robs one of their ability to see in normal light (unless they pass a saving throw) ever again. Three maidens of ice dwell within this palace, delivering to worthy Chaotics kisses that make them immune to fear but incapable of joy.

The walls of the ornate palace are defended by an army consisting of 66 companies of ice devils, possibly the most powerful army in all of Hell.

ICE DEVIL: HD 11; AC -6 [25]; Atk 2 claws (2d6), bite (2d6) and tail (3d6 + slow) or spear (2d8 + slow); Move 18; Save 4; CL/XP 18/3800; Special: +1 or better weapon to hit, 10-ft radius aura of fear, summon ice devil 20% chance of success, spells (*ice storm, phantasmal force, teleport, wall of ice*), immune to cold and poison, magic resistance 35%, regenerate.

ADRAMALECH: See *Pandaemonium* article in this issue.

62.51 Watchtower of the North: From his opalescent tower keep, wherein burns a sacred, healing light, Shamsiel provides succor for travelers and absolution for thieves and assassins seeking to atone for their sins. Here, rogues must swear an oath of poverty and sacrifice all of their riches and magical items, casting them into a deep well. They may keep for themselves nothing but the simplest clothes, a suit of leather armor and a single weapon. Their tools (thieves' tools and poison) they must cast aside.

The interior of the watchtower is a veritable garden of fragrant blooms and delectable fruits (none of them forbidden) that grow in the light of the ten companies of sun motes that defend the palace and serve Shamsiel.

SUN MOTE: HD 3; AC 3 [16]; Atk 1 slam (1d6); Move F21; Save 14; CL/XP 7/600; Special: Only harmed by magic weapons, immune to cold, fire and lightning, magic resistance 25%, voices.

SHAMSIEL: HD 12 (54 hp); AC -5 [24]; Atk +2 heavy mace (1d8+7 + stun 1d6 rounds) or slam (1d10); Move 20 (F40); Save 3; CL/XP 20/4400; Special: +1 or better weapon to hit, immune to acid, cold and paralysis, resistance to electricity and fire, magic resistance 30%, aura of protection, spells (*cure disease, detect evil, dispel evil, dispel magic, holy word, invisibility (self), plane shift, polymorph self*); 7/day—*cure light wound*; 1/day—*blade barrier, cure serious wounds*).

62.53 Lucifer: At the very heart of Hell lies its most infamous prisoner, the foolish immortal who has convinced himself that he rules this dark and dismal place.

Lucifer has two forms. His outer form is that of a massive, bestial humanoid buried to the waist in the ice of Cocytus. This form has three heads, each with a gaping mouth that isn't happy unless it is chewing on an arch-sinner. His great bat wings flap eternally, sending freezing winds through Cocytus and his black, tangled hair crawls with vermin.

To escape from Hell, one must first reach its true center, and that happens to lie within Lucifer's gut. Enraging the outer Lucifer is not difficult, and he will do his best to grab and swallow whole any who offend him. If adventurers know this must happen, it is almost a *fait accompli*.

OUTER LUCIFER: HD 60 (240 hp); AC -11 [30]; Atk 2 slams (6d6) and bite (6d6 + swallow whole); Move 0 (has a 30 ft. reach); Save 2; CL/XP 73/20300; Special: +5 or better weapon to hit, immune to fire, cold, poison, disease, fear and mind effects, resistance to acid and lightning, magic resistance 95%, regenerate 5 hp/rd.

Once inside Lucifer, lawful and neutral adventurers feel as though they are falling into a black pit for 1 hour. When they hit the ground, they suffer 6d6 points of falling damage (save for half damage). They find themselves in and endless black space with only two tiny points of golden light – the eyes of the inner Lucifer. Here sits the Emperor of Hell on a little lump of shadow, bored and unrepentant.

Chaotic souls find themselves falling through space for a few moments, and then plunging into the ice cold waters of Cocytus, a thick layer of ice suddenly over their heads. They will most likely not be leaving this place again.

Lucifer taunts the adventurers who confront him, making outrageous claims of what he will do to their souls, threatening, insulting, etc. He is capable of fighting them, if they wish, and those who die by his hands have their souls consumed by him and cannot be raised or resurrected.

INNER LUCIFER: HD 60 (240 hp); AC -11 [30]; Atk 2 slams (6d6); Move 24 (F60); Save 2; 73/20300; Special: +5 or better weapon to hit, immune to fire, cold, poison, disease, fear and mind effects, resistance to acid and lightning, magic resistance 95%, regenerate 5 hp/rd, cast spells as 20th level cleric and magic-user.

Unfortunately, those who manage to actually kill Lucifer find that it does them no good. It provides no escape from Hell, though it does eliminate Lucifer from Hell and creates one doozy of a power vacuum.

The only way to escape Hell is with forgiveness. Those who merely laugh at Lucifer's hate and forgive the arch-devil disappear from Hell, and are teleported to the place they most love on the surface (or beneath the surface) of Nod.

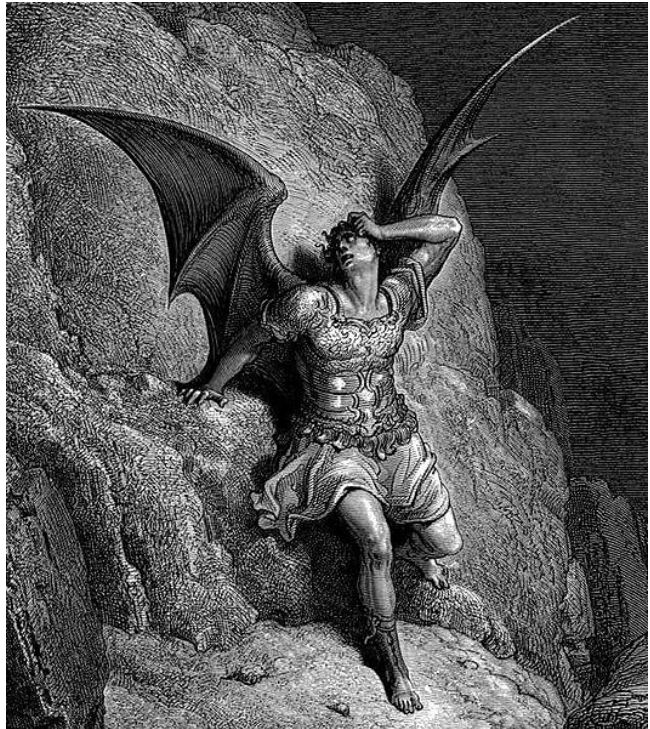
62.54 White Wyrn: A crevasse in the ice here is 100 feet deep. Shades are embedded in the walls, mouthing curses towards those who walk free, and setting up vibrations in the ice that alert the white wyrn Skavrach who dwells within these icy confines. Although capable of destroying intruders, Skavrach prefers to parlay, asking them a simple question:

"What, mortals, is the most powerful weapon in Hell?"

If they can find it, he assures them, Lucifer's defeat is a certian, as is their release from Hell.

SKAVRACH: HD 7 (56 hp); AC 0 [19]; Atk 2 claws (1d6), 1 bite (4d6); Move 9 (F24); Save 9; CL/XP 9/1100; Special: Breathes frost.

62.55 Watchtower of the South: Azaziel, who once taught men war but found redemption for his sins, serves as the angel of redemption for warriors. His tower looks like the other watchtowers, and is defended by four companies of dancing +2 *swords*. Here, warriors must atone for their sins by wrestling hound archons. Those who lose and accept their defeat graciously, bowing before the might of Law,



are made once again pure. Those who are merciful in their victory prove themselves to be worthy of the glory of Law, and gain a *protection from evil* effect for 1d6 days.

DANCING SWORD: HD 6; AC 0 [19] Atk 1 slash (1d8+2); Move F30; Save 11; CL/XP 8/800; Special: Only harmed by +3 or better weapons.

HOUND ARCHON: HD 6; AC 0 [19]; Atk 2 slams (1d4) or grapple; Move 15; Save 11; CL/XP xxx; Special: +1 or better weapon to hit, immune to electricity and petrification, magic resistance 15%, spells (*continuous—protection from evil 10-ft radius (magic circle), tongues; at will—aid, continual flame, detect evil, message, teleport*).

AZAZIEL: HD 12 (58 hp); AC -5 [24]; Atk +2 *heavy mace* (1d8+7 + stun 1d6 rounds) or slam (1d10); Move 20 (F40); Save 3; CL/XP 20/4400; Special: +1 or better weapon to hit, immune to acid, cold and paralysis, resistance to electricity and fire, magic resistance 30%, aura of protection, spells (*cure disease, detect evil, dispel evil, dispel magic, holy word, invisibility (self), plane shift, polymorph self; 7/day—cure light wound; 1/day—blade barrier, cure serious wounds*).

63.54 False Watchtower: Suriel, a fallen angel who taught the craft of illusion to mortals, has established here a false watchtower to ensnare the unwise. From here, he sends penitent souls on fruitless quests throughout Hell or torments them with his chamber of moon-nymphs, who drive men mad with unquenchable desire. The tower is guarded by two companies of manes enchanted to appear as chaste and puissant dames in shining platemail.

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

SURIEL: HD 12 (65 hp); AC -5 [24]; Atk +2 *heavy mace* (1d8+7 + stun 1d6 rounds) or slam (1d10); Move 20 (F40); Save 3; CL/XP 20/4400; Special: +1 or better weapon to hit, immune to acid, cold and paralysis, resistance to electricity and fire, magic resistance 30%, aura of protection, spells (*cause disease*, *detect good*, *dispel good*, *dispel magic*, *unholy word*, *invisibility (self)*, *plane shift*, *polymorph self*; 7/day—*cause light wound*; 1/day—*blade barrier*, *cause serious wounds*).

63.56 Burning Idol: A piece of some unwholesome bronze idol, burning hot, has fallen here, melting the ice and creating a frigid pool. If the idol is broken open, it releases a stinging gas that gives one the equivalent of *stoneskin* for 1d4 days, but drains them of 1d4 points of constitution.

63.58 Kigatiliiks: The frozen wastes here are hunted by a pack of seven kigatiliiks. The monsters search for clerics of any stripe to devour. They dwell in a small ice cave, where is hidden a great tome bound in adamantine chains with a complex lock. The book has covers of polished ivory and leaves of vellum, and the only word written within the book, in every language imaginable, is “Forgive”.

KIGATILIK: HD 10; AC -2 [21]; Atk 2 claws (1d10) or bite (1d8); Move 18 (S15); Save 5; CL/XP 13/2300; Special: Immune to cold, devour clerics and druids (every 5 points of damage they inflict on a cleric or druid heals 1 point of damage on the kigatilik), immune to cleric and druid spells.

64.48 Menoetius: The titan Menoetius exists here in an undead state. His flesh is decayed, his eyes are black gulfs, and he is missing his left arm. Menoetius is worshipped as a god of undeath by a great tribe of wights who dwell in the crevasses and caves of this hex. Encounters with 3d6 of the wights occur on a roll of 1 on 1d6 checked each hour. The entire hex is a landscape of misty craters; the air is thick with icy fog that never clears.

Menoetius is bound in chains woven from threads of adamant and silver and strands of angel hair (i.e. golden hairs from the head of an angel, not pasta). He groans and strains eternally against his bindings.

MENOETIUS: HD 35 (180 hp); AC -8 [27]; Atk 2 slams (3d6 + lose 2 levels); Move 15; Save 3; CL/XP 40/10400; Special: Undead, spells as 20th level illusionist and cleric plus at will—*change self*, *commune with nature*, *cure serious wounds*, *eyebite*, *free action*, *fly*, *fog cloud*, *monster summoning VI*, *produce flame*, *protection from fire*, *read magic*, *remove curse*, *speak with animals*, *soften earth and stone*, *speak with plants*, *teleport without error*, *wind wall*; 3/day—*antilife shell*, *astral projection*, *contact other plane*, *dispel magic*, *invisibility purge*, *plane shift*.

64.49 White Gnolls: A village of 200 white gnolls loyal to Menoetius is situated here on an icy promontory that overlooks a vast, misty valley. They worship the titan with little idols and offer themselves as sacrifices to him, the titan turning them into wights. The gnolls keep black goats that lick the ice of the landscape, releasing entombed shades that are then devoured by the white gnolls.

WHITE GNOLL: HD 3; AC 5 [14]; Atk 1 bite (2d4 + level drain) or weapon (1d10); Move 9; Save 16; CL/XP 3/60; Special: Silver weapon to hit.

64.51 Lucifer’s Waiting Room: A small tower of ice rises here from the frozen plain. The door on the tower is open, and it contains nothing but a spiral staircase that descends into a dungeon.

[A] This grand temple of Lucifer is clad in pure quartz, with a brazen fire pit running down the center of the room. The fire pit is 40 feet long and 10 feet wide, and is fueled by the bodily humors of about one hundred shades that are hung from the ceiling above it. The fire pit leads to a great idol of Lucifer in his bestial form, with giant bat wings and three faces. The fires of the pit run into the hollow idol and flicker from its open mouths and eye sockets.

The temple is inhabited by thirty humble priests of sin (Cleric 5) who are waiting to be called to Lucifer to be consumed. Here, they immolate themselves with the flames and flay their skin with scourges. Four pit fiends guard the temple and take a shot or two at the priests.

PIT FIEND: HD 13; AC -7 [26]; Atk 2 claws (2d10), 2 wings (2d6), bite (4d6 + poison + disease) and tail (2d8 + constrict); Move 18 (F24); Save 3; CL/XP 26/6200; Special: +2 or better weapon to hit, 20-ft radius aura of fear, summon devil (1d4 erinyes, horned devil or ice devil), immune to fire and poison, magic resistance 45%, regenerate 2 hp/rd, spells (*animate dead*, *dispel magic*, *fireball*, *hold monster*, *invisibility*, *protection from good* 10-ft radius, *phantasmal force*, *power word stun*, *teleport*; 1/day—*unholy word*; 1/year—*wish* (other)).

[B] A troupe of chaos knights bivouac here, their nightmares stabled in the chamber beyond. The room is deathly cold, and there is a 1% chance that a person’s frozen breath coalesces into a hostile frost mephit.

NIGHTMARE: HD 7; AC -4 [23]; Atk 1 bite (1d8), 2 hoofs (2d6); Move 18 (F35); Save 9; CL/XP 10/1400; Special: Breathe smoke, become incorporeal.

CHAOS KNIGHT: HD 10; AC 0 [19]; Atk 1 touch (1d6), or sword (1d8+8); Move 12 (F4); Save 5; CL/XP 14/2600; Special: Special dimension door,

wall of ice, spikes of ice, pass through walls, telekinesis, random spell effect, immune to non-magical weapons.

[C] A long gallery of quartz leads to a cylindrical chamber with a ceiling 90 feet above the entrance and a floor 90 feet below the entrance. Hovering in the center, even with the entrance, there is a globe of faceted quartz that emits beams of searing light. These beams cut runes and glyphs into the walls of the chamber, and inflicts 4d6 points of damage to anyone in the chamber. The exit can be reached by flying or jumping.

[D] The top of a wheel emerges from the ground here. The wheel is made of somewhat rusty iron, and is spiked and generally unpleasant to look at. It moves slowly, and disappears through a small gap in the wall. This wheel is the only way to reach the lower levels of the dungeon, where, it is said, is kept a holy object of artifact level power that was long ago lost in Hell. The ride on the wheel causes 4d6 points of damage (save for half), but this can be halved with the application of a *grease* spell, *armor* spell or any spell that toughens the skin.

64.53 Watchtower of the East: Kokabiel was the watcher who taught men the secrets of magic. He now commands the eastern tower, and here served as the judge of magic-users and illusionists. He is assisted in his endeavors by thirty putti (i.e. winged babies), who might be considered the Lawful equivalent of imps.

Mages that wish to atone for their sins and join (or rejoin) the Lawful alignment must be baptized in a silver pool and willingly give up access to their highest level of spells until they have escaped Hell. To regain their spell level, they must make a gift of some wondrous object or a gemstone worth at least 10,000 gp to a Lawful temple.

PUTTI: HD 2; AC 2 [17]; Atk 1 sting (1d4 + poison); Move 6 (F16); Save 16; CL/XP 6/400; Special: Poison tail, polymorph, regenerate, immune to fire.

KOKABIEL: HD 12 (60 hp); AC -5 [24]; Atk +2 heavy mace (1d8+7 + stun 1d6 rounds) or slam (1d10); Move 20 (F40); Save 3; CL/XP 20/4400; Special: +1 or better weapon to hit, immune to acid, cold and paralysis, resistance to electricity and fire, magic resistance 30%, aura of protection, spells (*cure disease*, *detect evil*, *dispel evil*, *dispel magic*, *holy word*, *invisibility (self)*, *plane shift*, *polymorph self*; 7/day—*cure light wound*; 1/day—*blade barrier*, *cure serious wounds*).

65.57 Crius: Crius is the elder titan of the stars. He appears as a morose man of colossal proportions garbed in a black

toga with a halo of starlight floating about his head. He is chained with adamant bonds and looks eternally heavenward, ignoring everything but his hunger to once again see the stars. His hex is composed of black ice and is inhabited by will-o'-wisps (2d6 are encountered on a roll of 1-4 on 1d6). Crius can be moved to tears by poems and songs about the sun and stars, and these tears may (15%) coalesce on the ground into 1d4 random ioun stones.

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

CRIUS: HD 35 (165 hp); AC -8 [27]; Atk 2 slams (3d6 + lose 2 levels); Move 15; Save 3; CL/XP 40/10400; Special: Undead, spells as 20th level illusionist and cleric plus at will—*change self*, *commune with nature*, *cure serious wounds*, *eyebite*, *free action*, *fly*, *fog cloud*, *monster summoning VI*, *produce flame*, *protection from fire*, *read magic*, *remove curse*, *speak with animals*, *soften earth and stone*, *speak with plants*, *teleport without error*, *wind wall*; 3/day—*antilife shell*, *astral projection*, *contact other plane*, *dispel magic*, *invisibility purge*, *plane shift*.

66.50 Thoon: The titan Thoon was clubbed to death by the Moirai during the Titanomachy. He is chained here in bonds of blazing adamant that bite into his bruised skin and cause him to wail and moan. This hex is as unremarkable as he, and is inhabited by brutish mountain giants who attempt to cool the chains with water and sooth his flesh with salves, largely to no avail.

MOUNTAIN GIANT: HD 16+2; AC 4 [15]; Atk 1 weapon (3d8); Move 12; Save 8; CL/XP 17/3500; Special: Throw boulders.

THOON: HD 35 (190 hp); AC -8 [27]; Atk 2 slams (3d6 + lose 2 levels); Move 15; Save 3; CL/XP 40/10400; Special: Undead, spells as 20th level illusionist and cleric plus at will—*change self*, *commune with nature*, *cure serious wounds*, *eyebite*, *free action*, *fly*, *fog cloud*, *monster summoning VI*, *produce flame*, *protection from fire*, *read magic*, *remove curse*, *speak with animals*, *soften earth and stone*, *speak with plants*, *teleport without error*, *wind wall*; 3/day—*antilife shell*, *astral projection*, *contact other plane*, *dispel magic*, *invisibility purge*, *plane shift*.

66.51 More White Gnolls: A company of 20 hoary white gnolls is moving through this icy hex dragging a massive arm of pallid, decaying flesh on sledges. The arm seems to create an icy fog wherever it goes. They are returning it to Menoetius [64.48], who lost it some time ago.

WHITE GNOLL: HD 3; AC 5 [14]; Atk 1 bite (2d4 + level drain) or weapon (1d10); Move 9; Save 16; CL/XP 3/60; Special: Silver weapon to hit.

67.52 Wolf Warriors: A crack in the ice here leads to a series of caverns that serve as the lair for a tribe of winter

wolves. When they're not hunting or causing ill-feelings towards all canine-kind, they lap at the salty ice of their cave, slowly revealing a golden skull that is encased in the ice. The skull belonged to Thrudgelmir, an ancient frost giant, and holds untold powers over frost giant-kind (per an *orb of dragonkind*).

WINTER WOLF: HD 5; AC 5 [14]; Atk 1 bite (1d6+1); Move 18; Save 12; CL/XP 6/400; Special: Breathe frost (1/turn).

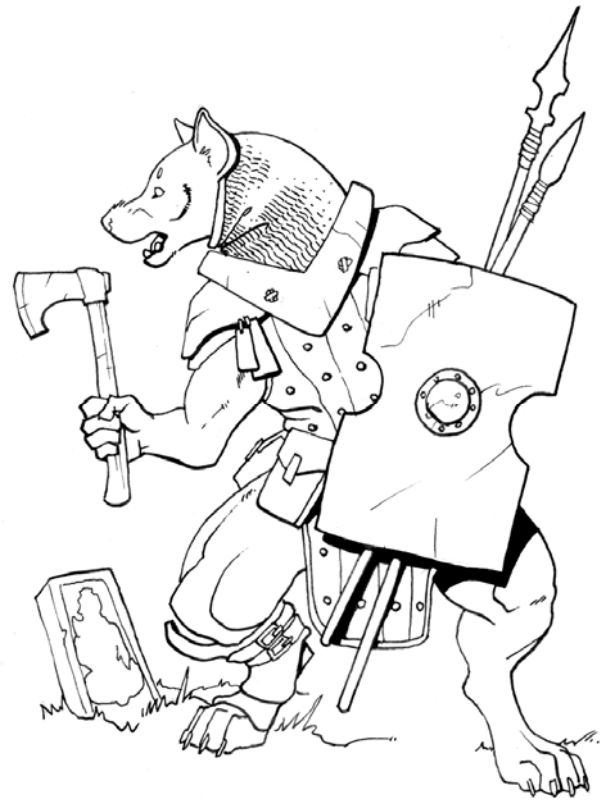
67.54 Perses: Perses is the elder titan of destruction and slaughter, and few mourned him when he was killed and cast into Hell. His influence has turned this hex's landscape into one of grinding ice and jagged earth, broken up by boiling springs and jets of scalding steam.

Perses is chained to the walls of Cocytus with chains of pure force, and he pulls eternally against those chains, gnashing his teeth and screaming at the top of his lungs. With each scream, the landscape is wracked by an earthquake (as the spell). His blood, if drank as a potion, causes 3d6 points of fire damage, but also grants magic resistance 45%.

PERSES: HD 35 (188 hp); AC -8 [27]; Atk 2 slams (3d6 + lose 2 levels); Move 15; Save 3; CL/XP 40/10400; Special: Undead, spells as 20th level illusionist and cleric plus at will—*change self, commune with nature, cure serious wounds, eyebite, free action, fly, fog cloud, monster summoning VI, produce flame, protection from fire, read magic, remove curse, speak with animals, soften earth and stone, speak with plants, teleport without error, wind wall*; 3/day—*antilife shell, astral projection, contact other plane, dispel magic, invisibility purge, plane shift*.

67.56 Picollus: A fortress carved of whale ivory and bone rises from the cracked and seething ice here, the palace of Picollus, an arch-devil and chief of the ice devils. All feeling is negated within this cold and unlovely place, which is decorated with colorless tapestries and lit with wan light that makes one's skin look pasty and sallow. In the castle's feast halls are ice tables covered with tasteless food that is boiled and white (i.e. Norwegian cooking – HA! Thanks folks, I'll be here all week) and sometimes re-animates while one is eating (or worse yet, after they have consumed it; 2 in 6 chance, save or suffer painful nausea).

The shades that wander this palace are headless, their still semi-living heads being used to form much of the furniture of this place, save for Picollus' throne, which was carved from the jawbone of an abyssal whale. Tallow candles fill



the palace with its light, and the smoke from these candles can coalesce into belkers.

Besides the headless shades the palace houses ice devils (five companies), several white dragons, three companies of oblivion wraiths and ten companies of frost giants.

Picollus appears as a handsome man carrying a scrimshaw greatclub. He can also appear as a venerable frost giant with a long, white beard or a dwarf in white silks and lace carrying a silver rapier (*nine-lives stealer*). He is a minor godling of death and decay, a god-destroyer and spirit of winter. Picollus hungers constantly for flesh and souls; his innards burn with an unquenchable white fire which he can expel as a cone of fire.

PICOLLUS: See *Pandaemonium* article in this issue.

JMS

PANDAEMONIUM VIII

Lords of the Depths

Illustrations from de Plancy's Dictionnaire Infernal

Some of the most potent powers of evil dwell in the seventh, eighth and ninth circles of Hell, imprisoned for all time, but capable of exerting their influence over mortals via temptations and false promises.

AMDUSCIAS, GREAT KING

Medium Outsider, Chaotic (CE), Super Intelligence

HD	24 (134 hp)
AC	24 [+3] / -5
ATK	2 claws (2d4 + rend) and bite (2d6 + lethal poison) or +3 two-handed sword (3d6)
MV	40 / 15
SV	Fort 3, Ref 3, Will 3 / 3
XP	12,000 (CL 27) / CL 37 (9500 XP)

Amduscias is a Great King of Hell, and ruler of the woodlands of Phlegethon. He is an inconstant lord, possessed of a terrible wanderlust and a keen instinct to hunt demon, devil, man and beast.

Amduscias appears as a humanoid with silvery fur coving his body and long talons on hands and feet. His oversized head is that of a unicorn, with a fanged mouth and a horn colored white, red and black. He is possessed of a fierce narcissism and a love of violence and bloodletting. He is accompanied by a procession of succubi, evil nymphs and

demonic unicorns called shadhahvar (see below), not to mention an honor guard of fey knights and hoary hunters. In all, he commands 40 companies.

Amduscias can cast spells as a 5th level druid and 15th level illusionist. He can, at will, summon a hellish orchestra of invisible musical instruments, which produce such a terrible cacophony that those present must pass a saving throw each round or be stunned.

He carries a brazen trumpet that produces a similar noise as his invisible orchestra, and once per day it can cause those who hear it to be paralyzed for 1d6 rounds. Amduscias can also command its trumpet to become a +3 *two-handed sword* that explodes with a thunderous roar (save or deafened, additional 1d6 points of damage) when the demon lord rolls a natural '20' on his attack rolls.

As a demon lord, Amduscias can grant his worshippers up to 3rd level cleric spells. Once per day, he can gate in 1d6 succubi or 1d4 vrock demons.

Spells: At will – *animate dead, call lightning, cause disease, charm fey (as charm monster, but fey creatures only), confusion, dispel magic, fly, poison, shout, tongues, wall of thorns*; 3/day – *entangle, teleport without error, unholy word*; 1/day – *control weather, lightning bolt, harm, symbol of death, unholy aura*

Special Defenses: Immune to electricity and poison, regenerate 3 hp/round, magic resistance (65%)

SHADHAHVAR

Large Outsider, Chaotic (LE), Super Intelligence

HD	8
AC	18 / 1
ATK	2 hooves (1d4), bite (1d6) and horn (1d8)
MV	60 / 18
SV	Fort 8, Ref 8, Will 8 / 8
XP	800 (CL 9) / CL 10 (1400 XP)

Shadhahvar look like emaciated antelopes that stand about 6 feet high at the shoulder. They have yard-long horns that are pierced by a multitude of holes. When the wind blows, these holes create an eerie piping sound that

charms any who hear it and fail a Will saving throw, luring them to come close so they can be killed and devoured.



ANDRAS, GREAT MARQUIS

Medium Outsider, Chaotic (LE), Super Intelligence

HD	18 (81 hp)
AC	23 [+2] / -4
ATK	2 slams (2d6) or <i>magic sword</i> (3d8)
MV	30 / 12
SV	Fort 4, Ref 4, Will 3 / 3
XP	9,000 / CL 18 (3800 XP)

Andras is a Great Marquis of Hell and Hell's chief sower of discord, among mortals and immortals alike. Andras is something of a trickster, though his tricks always end in damnation or death. Andras has the body of an archangel and the head of an owl. He rides upon a powerful shadow mastiff (double HD) in the form of a black wolf and wields a chaotic *sword of sharpness* (+4 keen longsword, blinds opponents who fail a Fortitude saving throw).

Andras is never to be trusted. He has a normal magic resistance of 65%, but a magic resistance of 90% against spells that would protect magicians from him or bind him. Only the power of the Gods of Law holds him in Hell, and

he is one of very few arch-devils who have ever escaped their confinement (albeit temporarily).

Andras' gaze acts as a *symbol of discord*, and all charm, control or dominate spells cast in his presence or in effect in his presence cause the victim to instantly turn on their charmer/controller.

Andras can cast spells as a 12th level cleric and 9th level magic-user. He commands 30 companies. Once per day, he can gate in 1d4 barbed devils or 2d4 bearded devils.

Spells: At will – cause fear, charm monster, detect magic, detect thoughts (ESP); 3/day –emotion (rage), imbue with spell ability, symbol of discord, symbol of fear; 1/day – symbol of death, unholy word, wish (other).

Special Defenses: Immune to disease, fire and poison, regenerate 2 hp/round, magic resistance (65%)



BEYREVRA

Large Outsider, Chaotic (CE), Super Intelligence

HD	26 (99 hp)
AC	23 [+3] / -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)

Beyrevra is a demon of annihilation and destruction, a scourge in Hell and a patron of mass murderers in the mortal realms. Beyrevra cults are few and far between, as their nihilistic urges often cause them to destroy themselves, but where they flourish they can despoil entire populations and raze entire countries.

Beyrevra appears as a large, reptilian humanoid, with a serpentine head and glossy black scales. He wears as a loose robe of midnight blue and silver jewelry, and carries a curved +5 *dagger of venom* in his belt.

At will, Beyrevra can change his arms and legs into serpents, the arms attacking as giant vipers and the legs attacking as constrictors. His gaze forces creatures who look into it to pass a Will saving throw or be paralyzed with fear for 1d4 rounds. Once per day, he can summon 1d4 mallor demons or 3d6 giant vipers or constrictors.

Spells: At will – cause fear, detect magic, detect thoughts (ESP), fly, suggestion; 3/day – black tentacles (appear as serpents), cause fear, circle of doom, sticks to snakes; 1/day – disintegrate, finger of death, polymorph other

Special Defenses: Immune to fire, lightning and poison, regenerate 3 hp/round, magic resistance (75%)



CALI, DEMON QUEEN

Large Outsider, Chaotic (CE), Super Intelligence

HD	27 (141 hp)
AC	25 [+3] / -6
ATK	Tusks (2d4 + vorpal) and either 4 swords (2d8) or four claws (1d8 + poison)
MV	50, Fly 150 / 15, Fly 60
SV	Fort 3, Ref 3, Will 3 / 3
XP	13,500 (CL 30) / CL 37 (9500)

Cali is the demon queen of assassins, chief of the mariliths and a death goddess in her own right who is especially worshipped by the ogres and ogre mages. She appears as purple-black skinned ogress with large, gleaming tusks, four arms that end in iron-hard talons and wearing a necklace of skulls and severed hands around her neck.

Cali is possessed of a frightening lack of temper, flying easily into a rage that always ends in copious amounts of bloodshed. Her tusks are vorpal, severing limbs or heads on a natural attack roll of '20' and her claws drip a lethal poison. She is ever armed with four magic weapons:

- +3 *scimitar*, flames on command
- +2 *trident*, +4 vs. lawful creatures, who must also save or be held (*per hold monster*) for 1d4+1 rounds
- +1 *mace*, those struck must pass a saving throw or be confused for 1d3 rounds; inanimate objects struck must save or be disintegrated; the ground, if struck, is affected per the *earthquake* spell
- +2 *battle axe*, can be thrown up to 1 mile and teleports back to her hand after hitting a target, or 1 round after missing a target; save or drains 1 level

Once per day, Cali can go into a dance of death that lasts for four rounds. While so dancing, she is capable of attacking every creature within 20 feet with on sword or claw attack. When the dance is done, all who witnessed it must pass a (Fortitude) saving throw at +2 or die.

Cali casts spells as a 13th level cleric and 6th level illusionist. She commands 13 companies of mariliths and

forty companies of manes demons. Once per day, she can gate in 1d6 marilith demons.

Spells: At will – *cause fear, darkness, detect magic, detect thoughts (ESP), inflict light wounds, protection from good (magic circle against good)*; 3/day – *animate dead, inflict serious wounds, emotion (rage), haste (self), symbol of discord, symbol of pain*; 1/day—*create undead, finger of death, symbol of death, unholy word.*

Special Defenses: Immune to fear, fire and poison, regenerate 2 hp/round, magic resistance (65%)

DEMOGORGON

Medium Outsider, Chaotic, Super Intelligence

HD	30 (150 hp)
AC	25 [+5] / -6
ATK	Touch (2d6 cold damage + drains 1d4+1 levels)
MV	Fly 90 / Fly 36
SV	Fort 3, Ref 3, Will 3 / 3
XP	15,000 / CL 46 (12200)

Demogorgon is the primordial sum of all fears of the demons and devils interred in Hell. So powerful and profound are these fears that his existence now predates the creation of Hell. He appears as a vague, shadowy figure, ranging from 10 to 40 feet tall and surmounted by a brazen gorgon mask, tusked and leering, through which the primordial demon speaks and focuses his magic. He dwells in a shadow realm called Abyse.

Demogorgon is incorporeal, save for his mask, which can only be struck by +5 or better weapons and which can sustain 100 hit points of damage before being destroyed and dispersing Demogorgon for 1d4 days. His presence extinguishes all but magical lights cast by 12th level or higher creatures (or effects) and forces creatures within 30 feet to save vs. fear each round or flee his presence.

What Demogorgon casts spells as a 20th level cleric and 20th level magic-user. Once per day, he can summon 2d6 shadows, 1d8 gorgons or 1d6 medusas.

Spells: Continuous—*deeper darkness, detect thoughts (ESP), fear*; At will—*confusion, detect magic, dimension*

door, dispel good, protection from good 10-ft radius (magic circle against good); 3/day—*bestow curse, flame strike (black flames that scream as they burn), flesh to stone, shadow conjuration, shadow evocation, shadow walk, symbol of discord, symbol of insanity, teleport without error*; 1/day—*black tentacles, plane shift, unholy word.*

Special Defenses: Immune to fire, lightning and poison, resistance to acid and cold, regenerate 3 hp/round, magic resistance (75%)



MARCHOSIAS, MARQUIS

Medium Outsider, Chaotic, Super Intelligence

HD	16 (88 hp)
AC	22 [+2] / -3
ATK	2 claws (1d8), bite (2d6 + 1d12 fire) and serpent tail (1d8 + poison)
MV	30, Fly 180 / 12, Fly 72
SV	Fort 3, Ref 3, Will 3 / 3
XP	8,000 / CL 28 (6800)

Marchosias is a great marquis of Hell and the chieftain of all hell hounds. He appears as a giant, black wolf with golden, feathered wings and piercing yellow eyes. His tail is

a serpent with poisoned fangs. He can speak in a hoarse, grumbling growl, or telepathically (up to 1 mile range) with the voice of an angel.

Marchosias is among the most dissatisfied of the lords of Hell, despising his bestial form. He can breathe fire three times per day in a cone 100 feet long and 60 feet wide, that deals his current hit points in damage (Reflex save for half damage). The poison of his tail is lethal, but he can choose to suspend death in those willing to serve him, speaking to them telepathically. At will, he can resume the poison's effects on those who displease him.

Marchosias can cast spells as a 12th level magic-user (conjurer) and cleric. Once per day, he can summon 2d6 hell hounds or 4d6 worgs, who serve him faithfully. He commands 30 companies of hell hounds and grimlek demons. He wishes to rejoin the Heavenly Host one day, and to that end will never tell a lie.

Spells: At will—*cause fear, darkness, detect magic, detect thoughts (ESP), dispel magic, shout, speak with animals, summon monster II, teleport*; 3/day—*charm monster, fireball, summon monster V*; 1/day—*summon monster IX, unholy word*.

Special Defenses: Immune to fire and poison, regenerate 2 hp/round, magic resistance (55%)

PICOLLUS

Medium Outsider, Chaotic, Super Intelligence

HD	18 (101 hp)
AC	23 [+2] / -4
ATK	2 slams (1d8 + 1d6 cold) or head butt (2d8) or beard (2d4 + 1d6 cold)
MV	30 / 12
SV	Fort 3, Ref 3, Will 3 / 3
XP	9,000 / CL 27 (6500)

Picollus is a count of Hell and a god of death and evil worshipped by many berserker clans. He appears as a bent, old man (wiry and tough) with long, white hair and a white beard that drags behind him and which he can animate. He dresses in black robes and wears a silver helmed topped by a spike and a silver breastplate that

radiates intense cold to a range of 100 feet (save or suffer 1 point of cold damage per round). He is always accompanied by two giant winter wolves (double HD).

Picollus is an angry spirit. He brandishes a great +3 *saber* with which he can slice the air (treat as a lightning bolt effect that deals cold damage). He commands 20 companies of wights and 6 companies of ice devils.

Picollus can cast spells as a 12th level druid and 16th level magic-user. Once per day he can summon 2d6 winter wolves or 1d4 ice devils. Cold-using creatures must pass a Will save in order to harm him.

Spells: At will—*cause fear, detect magic, detect thoughts (ESP), dispel magic, emotion (rage), ethereal jaunt, fly, teleport*; 3/day—*animate dead, cone of cold, confusion, freezing sphere*; 1/day—*unholy word*.

Special Defenses: Immune to cold, fire and poison, resistance to lightning, regenerate 2 hp/round, magic resistance (58%).

PRUFLAS, GREAT PRINCE

Medium Outsider, Chaotic, Super Intelligence

HD	24 (144 hp)
AC	23 [+2] / -4
ATK	4 claws (1d6+1), 2 bites (2d6) and +2 <i>greatsword</i> (1d10+6)
MV	40 / 15
SV	Fort 3, Ref 3, Will 3 / 3
XP	13,000 / CL xxx (9200)

Prufas is a fallen trumpet archon, who fell some time after the initial war in heaven, but rose quickly through the ranks of Hell to become a great prince and duke. He appears as a lion-headed man, naked, mounted upon the back of a giant black bear. The bear is, in fact, not a separate creature, but rather a part of Prufas himself. He carries a tarnished trumpet.

Prufas' trumpet produces a hideous wailing moan that forces all who hear it to pass a Will save or become paralyzed with fear for 1d6 rounds and to pass a Fortitude save or be deafened permanently. The archon can also

command its trumpet to become a +2 *greatsword*. If his trumpet is stolen, it becomes a chunk of useless metal until he can recover it. Woe betides the thief caught with one.

Prufas can also assume the form of a great roc composed of fire. In this form, he can make 2 talon attacks (2d6 + 2d6 fire) and one beak attack (2d6 + 2d6 fire + swallow whole) and gains a fly speed of 240 [96].

Prufas casts spells as a 15th level cleric. He commands 26 legions of chaaor and grimlek demons and, once per day, can summon 1d6 grimlek demons or 1d4 chaaor demons.

Spells: At will—*charm person*, *continual flame*, *detect magic*, *detect thoughts* (ESP), *dispel magic*, *hold person*, *message*, *protection from good* 10-ft radius (magic circle against good); 3/day—*confusion*, *fireball*, *lightning bolt*, *nightmare*, *symbol of discord*, *symbol of sleep*; 1/day—*cause disease*, *fireball*, *lightning bolt*, *unholy word*.

Special Defenses: Immune to fire, lightning and poison, regenerate 2 hp/round, magic resistance (66%)



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Silver Age Shenanigans

Illustrations by Darrel D. Miller

Is your superhero campaign getting a little staid, a little routine, perhaps even boring?

Round about the late 1950's and early 1960's, those super hero comic books that survived the great purge started running out of ideas. The mash-up of super heroes and soap operas was a few years away, and writers of the "silver age" started getting, well, a bit weird.

When your own campaign begins to run thin on ideas, why not introduce some silver age shenanigans with a roll on the following table.

D20	SILVER AGE TWIST
1	Plagued by extra-dimensional pixie for the remainder of the current adventure. The pixie has extraordinary magical powers, and must be tricked into returning to his own dimension [Pixie is a Cosmic-level magician]
2	Random character (or characters) becomes incredibly fat [Con and Dex are halved for the duration of the game]
3	Random character (or characters) becomes incredibly thin [Con and Str are halved for the duration of the game]
4	Characters must speak in reverse (i.e. say the opposite of what they mean) for duration of current adventure; each failure to do so inflicts 1d6 points of damage
5	Characters must speak in rhyme for the duration of the current adventure; each failure inflicts 1d6 points of damage
6	Characters must speak in questions for the duration of the adventure; each failure inflicts 1d6 points of damage
7	Random character (or characters) turned into a gorilla [Str +3, Con +3, Dex -3, Cha -3]
8	Random character (or characters) turned into a caveman [Str +2, Con +2, Int reduced to 1]
9	Random character turned into a "future man" with a giant,

	bald head [Str -2, Con -2, Int +4, gains a mental power chosen by the Mastermind]
10	Random character (or characters) swap genders
11	Random character (or characters) develops a weird allergy (to a color, word, common material) and must make a CON feat when exposed to it to avoid sneezing uncontrollably
12	Random character (or characters) develops a weird vulnerability, suffering double damage or -4 to feats to resist it
13	Random character (or characters) develops a severe phobia that, coincidentally, coincides with whatever super villain you're fighting this week
14	Random character (or characters) must alter their costume's colors or develop a major vulnerability (triple damage, -6 to feats) to current villain's powers
15	A random character's love interest, friend or close relative gains 1d6 random powers and starts showing them up
16	A duplicate of a random character arrives from another dimension or planet to challenge them; this duplicate could be evil, could be good, or maybe is stuck in his or her own weird silver age adventure)
17	Random character loses his or her memory
18	Random character is split into two heroes, each with half the powers of the original; they don't get along
19	A random character's love interest, friend or close relative turns out to be an alien doppelganger
20	Random character (or characters) swap powers with an associate OR lose powers and have to beat this week's super villain without them



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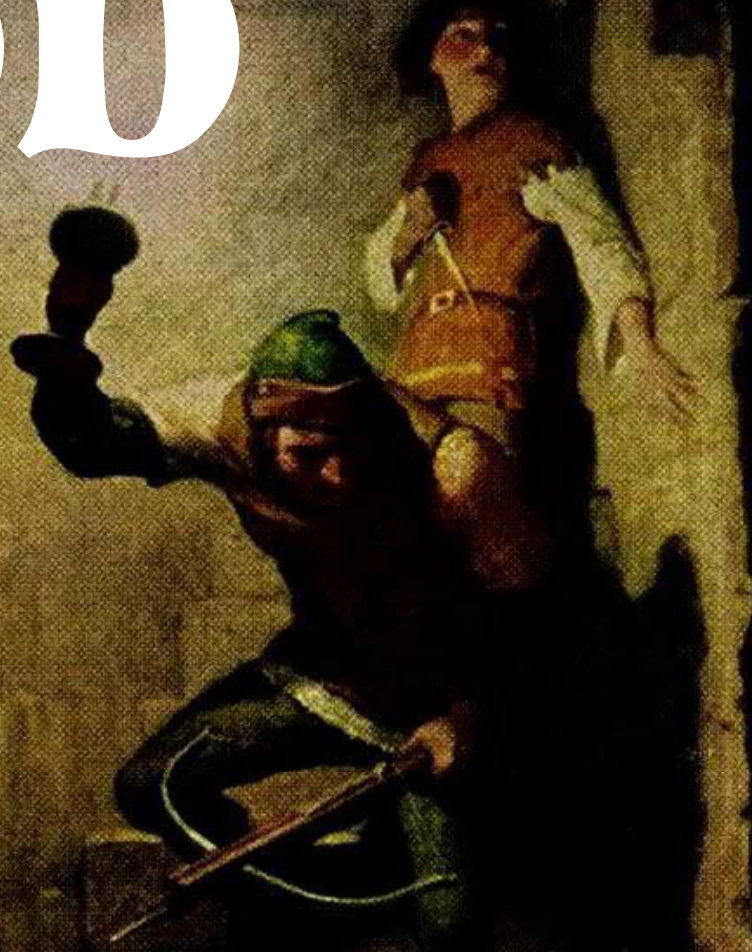
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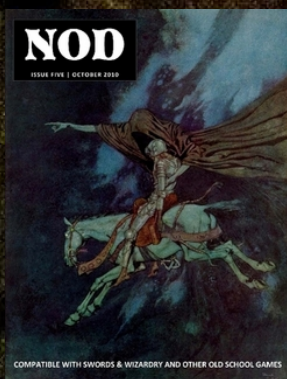
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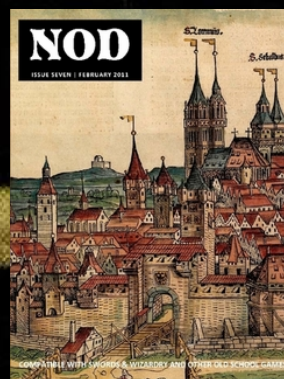
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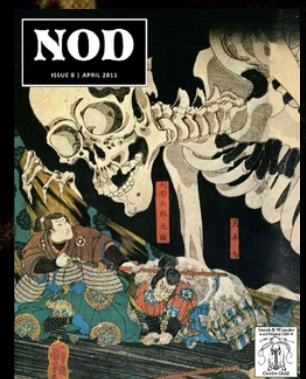
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