

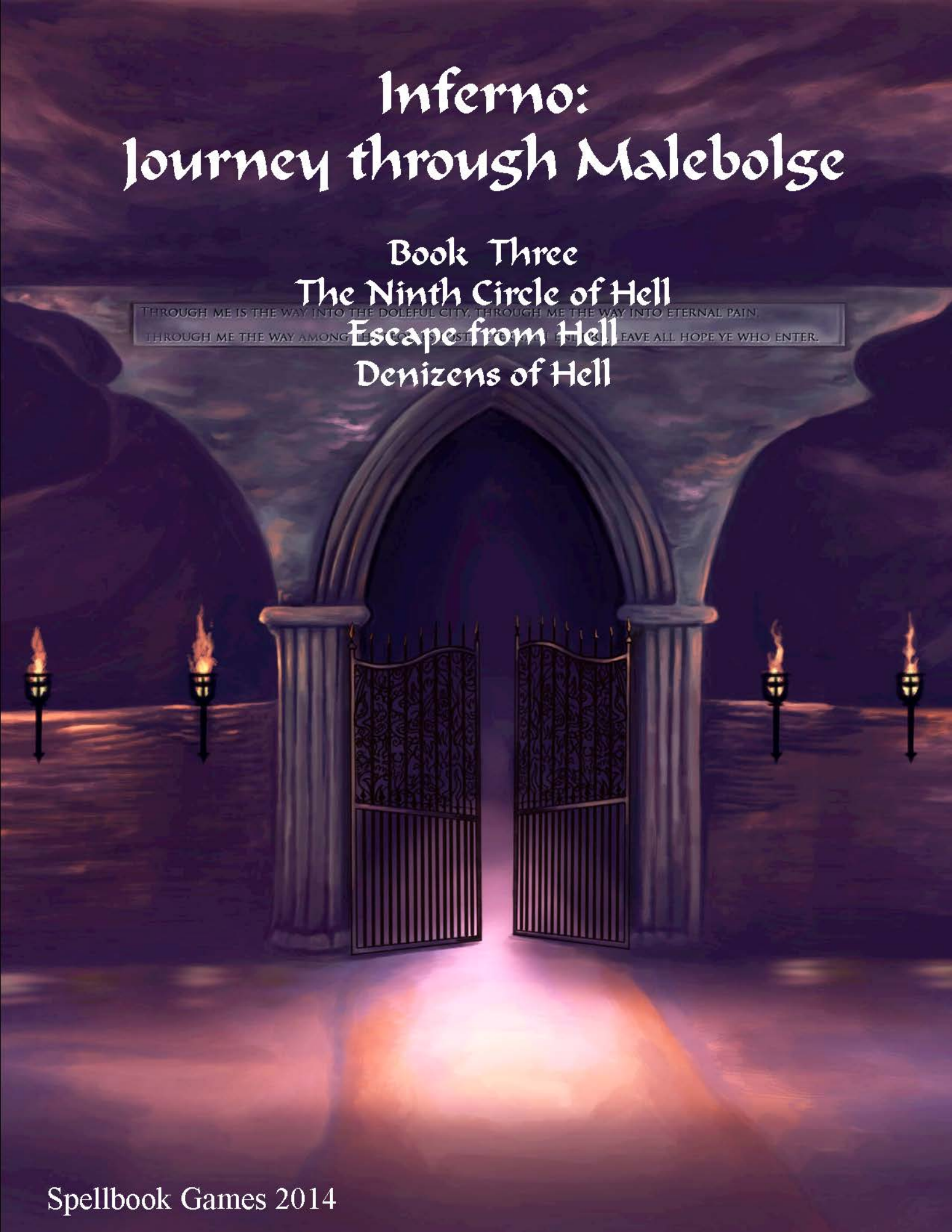
Inferno: Journey through Malebolge

Book Three The Ninth Circle of Hell

THROUGH ME IS THE WAY INTO THE DOLEFUL CITY, THROUGH ME THE WAY INTO ETERNAL PAIN.

THROUGH ME THE WAY AMONG THE LOST, THROUGH ME THE WAY TO DEATH, LEAVE ALL HOPE YE WHO ENTER.

Escape from Hell Denizens of Hell



Inferno

Journey through Malebolge

Book Three: Ninth Circle and Denizens

By
Paul Elkmann, Geoffrey O. Dale

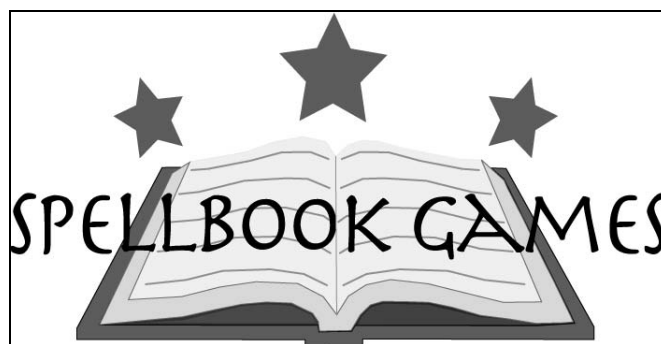
Production by
Paul Elkmann

Art by

Andreas Claren
Boglarka Gleichauf
Paul Elkmann

Jesus Garcia
Clarissa Fillice

Produced with the assistance of Judges Guild, Inc.



©2014 Spellbook Games. All characters, names, places, items, and text are copyrighted by Spellbook Games. All art is copyrighted by the artist(s) and is licensed to Spellbook Games. All rights are reserved except as described in this notice: permission is granted, (1) to make personal copies of this material, and (2) for non-commercial distribution of this material provided that the material is not altered or added to in any way, and is clearly identified as the work of Spellbook Games. The incorporation of any part of this material into any other product offered for sale or distribution in any other manner without the written permission of Spellbook Games is prohibited. This game aid may include mythical, religious, mystical, fantastical, and/or supernatural elements and references; these elements are works of fiction and intended only for purposes of entertainment. Any resemblance between fictional characters described in this game aid and persons living or dead is purely coincidental.

Introduction, Ninth Circle

Introduction, Book Three

This role-playing game Adventure describes the environs of the Hell of the Devils, situated on the Infernal Plane, Gehenna. It is generally based on the descriptions of the *Divine Comedy* (Inferno, Purgatorio, Paradiso) by Dante Alighieri, and updates, expands, and completes the 1980 Judges Guild module, *Inferno*. This game product is intended for use by a Games Master as a role playing game scenario, and contains the information necessary to guide the actions of a party of adventurers as they travel through the Inferno and its environs. It is not intended for reference or use by players, particularly during game sessions. This game module is not intended to be a stand alone product. Reference is made throughout, to a variety of unique monsters, spells, prayers, and enchanted objects. It is assumed the Games Master has descriptions of these standard creatures, magic, and objects available, or has created their own information. The intended descriptions are found in the following references, all available from **Spellbook Games**: *Gehenna Primer*, *Codicil of Maladies*, *Inferno: Bestiary*, and *Inferno: Treasury*. In addition, this volume is intended to be used in close conjunction with *Inferno: Journey through Malebolge*, Books One, Three, and Denizens, which together form the whole of *Journey through Malebolge*.

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

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

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

Ninth Circle of Hell

Diabolic Prince	Asmodai
Prince's Blazon.....	Crossed tridents on a red field
Diabolic Dukes	Azazel, Sitri
Diabolic Generals	Barbas, Ninurta, Orias
Devils	Common, Ordinary, Zoybim, Myduforyas, Freppi, Cayyas, Types 9A to 9C
Other Notables.....	Lucifer the Arch-Fiend
Sinners and Punish	Betrayers (Frozen in Ice)
Environment	Arctic and Ice
Physical Challenges....	Extreme Cold, Slippery, Fog, Wind Blasts, Despair
Size	Circle, Outer Circumference 40 miles, Diameter 12 miles, Radius 6 miles

The Ninth Circle is a circle of frozen ice at the bottom of a 1200 vertical FT cliff in the lowest section of Malebolge more than a mile below the Gehenna rim (Gualichu Hills). Unlike the other Circles, which are toroids, this Circle is an actual circle 12 miles in diameter with a 40 mile circumference. The icy surface is the perpetually frozen swamp Cocytus, fed by the many springs and waterfalls of tears whose outfall is on the cliff above. Cocytus is an extremely smooth and slippery mass of ice, 400 FT thick, which cannot be broken, chipped, chopped, melted, or otherwise damaged by any power or device possessed by the characters. This Circle confines the **Betrayers**, who are punished by being frozen naked into the ice up to their chins; they can see and hear and speak but never move; **Types 9A and 9B Devils** move among the imprisoned souls, flaying them with whips, striking their heads with mallets, and tormenting them with skins of bitter and sour wine (their wounds heal in 24 hours). See the Ninth Circle map on page 2.

At the geometric center of Gehenna, the Circle, and Inferno/Malebolge, is **Lucifer, Prince of Darkness and Evil**, who reigns over Inferno and Gehenna, while Samael rules as his surrogate. Lucifer is a 750 FT winged, multi-headed humanoid figure confined in and

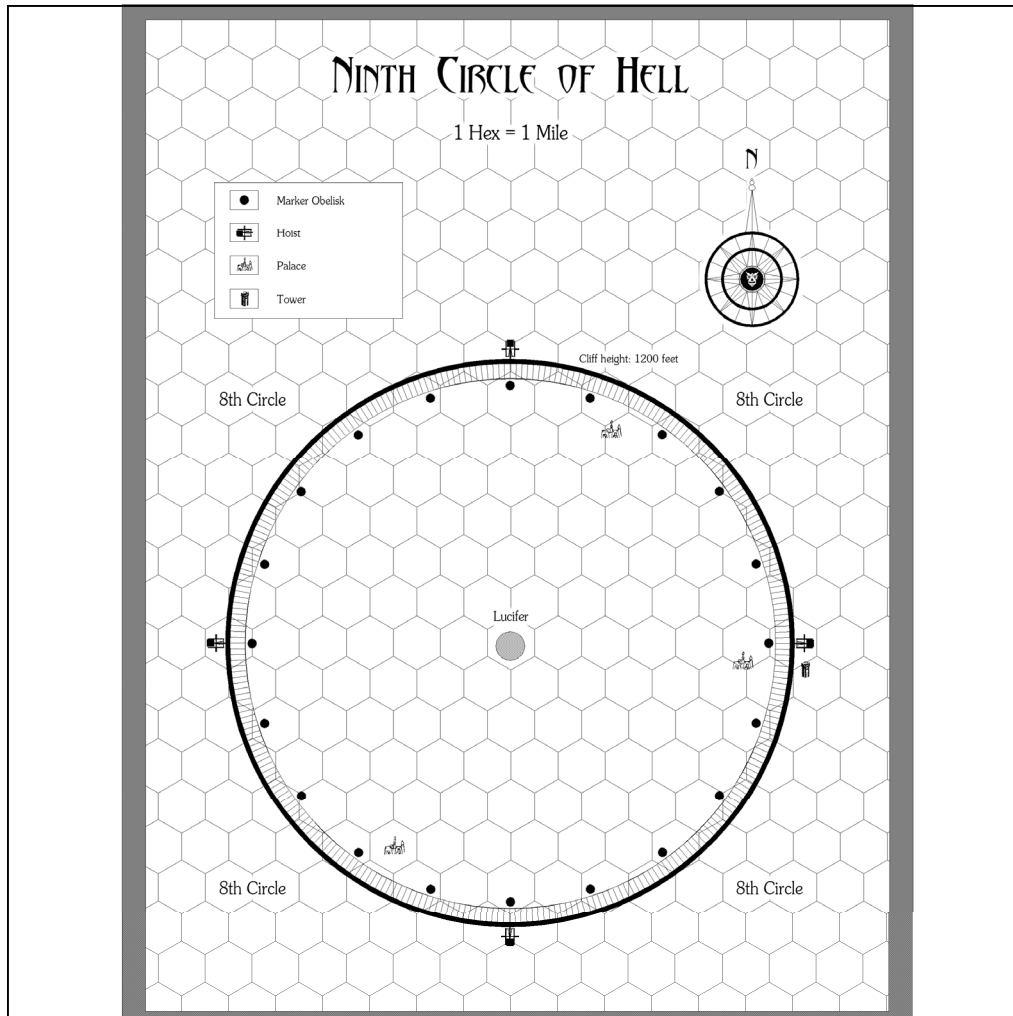
Ninth Circle

Ninth Circle of Hell, continued

below the ice. The ice holds and confines him like a tightened belt from which he cannot escape. HD30 Ice **Worms**, 12 FT in diameter by 40 FT long burrow through the ice, frequently biting his entombed haunches and filling their wounds with *poison*. **Lucifer** continually shakes and twitches, and his muscles clench. Each head cries out with an inarticulate pain with every bite on his body and as his wing muscles strain to lift him out of the ice; the bellows are so full of hopelessness and despair that listeners are driven into *dark depression* and insanity by the sound (range 1 mile, 3d12 hours of torpor, save 1d20 GTET [34-Will], checked every quarter hour.

NOTE: Mortals are unable to injure **Lucifer**. He is unaffected by spells, unless cast by a Wizard GTET L40 or by prayers, unless performed by a Priest GTET L30. Weapons which touch his hide disintegrate on contact without damage; enchanted weapons save on 1d20 rolls GTET (21-Weapon Bonus). Any attempt to attack Lucifer should immediately summon a **Diabolic Duke** supported by 2d20 **Keres** and 3d20 **Jinguma**. A Diabolic Prince also appears on 1d20 rolls GTET 9.

A thick roiling soup of dark black clouds hang low over the center of the Circle, and ominous rumbling peals of thunder echo in the icy well, sometimes loudly enough that normal speech is impossible. The air temperature is a constant 15 degrees. Strong icy winds blow outward from the Circle's center in all directions, driven by



Ninth Circle

Ninth Circle of Hell, continued

Lucifer's three huge wings, having an average speed of 50 miles/hour with gusts to hurricane force (80 miles/hour). Mortals without protection from the intense cold become *numb* in (Stamina) minutes (save 1d20 GTET [33-Stamina], checked every quarter hour), and suffer hypothermia (Stamina*10) minutes after becoming numb (save 1d20 GTET [34-Stamina], checked every quarter hour). *Numbed* persons suffer a temporary reduction of 3 points from their Agility statistic, 2 points from their Strength, and 1 point from their Will. Persons affected by *hypothermia* suffer a *temporary reduction* of 6 points from their Agility statistic, 4 points from their Strength and Will, and become *unconscious* after (Stamina+6)*10 minutes (save 1d20 roll GTET [32-Stamina], checked every quarter hour). An unconscious person *dies* after (Stamina+10)*15 minutes (save 1d20 roll GTET [32-Stamina], checked every quarter hour). An unconscious person, one suffering hypothermia, or a numbed person recovers by one category after (22-Stamina)*3 minutes of warming. More information about numbness and hypothermia is found in the *Codicil of Maladies*.

The entire Circle has an incredible stench emanating from the ice with the strong smells of waste and decay mixed with rotting sewage and garbage and the heavy scent of skunk musk. Mortals are overcome by strong *nausea* for (22-Stamina)*5 minutes (save 1d20 GTET [28-Stamina], checked every ten minutes); affected persons are *weakened* (experience a temporary reduction of 5 points from their Strength statistic for 1d100*3 minutes). A mortal affected once can experience a subsequent episode of nausea.

Mortals traveling across the Circle contract a wasting fever disease which expresses itself in 1d20 days (save 1d20 roll GTET [34-Stamina], checked hourly). Affected persons have their effective Stamina and Strength stats reduced by one point per day for 1d20 days (save 1d20 GTET [34-Stamina], checked daily). If either statistic drops to an effective zero the persons dies (save 1d20 GTET [28-Stamina], checked hourly until recover begins). The statistics recover by one point every second day (permanently lost on 1d20 roll of 1 checked daily).

White obelisks are found seventy-five yards inward from the border cliff, spaced every two miles around the perimeter. Each one is 10 FT tall by 40 inches thick, sitting on a black sandstone stone pad. Arrows are in-

scribed on the outer face. [For the obelisk along the west radius line] the arrow pointing north (clockwise) is labeled '*Asmodia, Azazel,*' and an arrow pointing south (counterclockwise) is labeled '*Sitri, Azazel.*' The palace of Asmodia, Diabolic Prince, is located 13 miles in the clockwise direction from the west radius, a mile inward. The palace of Azazel, Diabolic Duke, is located 21 miles in the clockwise direction [just south of the east radius], 19 miles in the counterclockwise direction, three-quarters mile inward. The palace of Sitri, Diabolic Duke, is located 7½ miles in the counterclockwise direction at the base of the cliff between the Eighth and Ninth Circles. Some adjustments to the labeling will be necessary if Adventurers do not enter the Circle along the west radius line.

Adventurers without ice equipment (shoe cleats, ice axes, pointed poles, etc.) move across Cocytus at one-half mile/hour, due to the extremely slippery footing and the strong headwinds. Persons using such gear move at 1 mile/hour. Unassisted persons reduce their effective Agility statistic 6 points on the ice, while ice-equipped persons effectively reduce their Agility by 2 points.

The inner half of the Circle is generally blanketed in thick white fog, 200 FT high, limiting line-of-sight to 10 FT (Infrared vision 40 FT, Ultraviolet vision 70 FT); the sound-muffling effect also reduces the range of hearing by half. A fog occurs on 1d20 rolls GTET (2*distance from Lucifer), checked every mile. A person enveloped in fog reduces their ability to detect a surprise attack by -4. The 250 FT radius immediately surrounding Lucifer is essentially a permanent thick fog.

The evil and despair of Lucifer beats at the minds of the characters like waves on the ocean, making it difficult for even the most hardy and strong-willed to approach him. To continue moving toward the center mortals must succeed on 1d20 rolls GTET (42+{x}-Level-Will), checked every quarter-mile of approach; where x is 5 within a mile of Lucifer, 3 between a mile and two miles from Lucifer, and 1 GTET 3 miles from Lucifer). Persons whose Will is broken experience 1d100*1d6 minutes *overwhelming panic* and the *blackest despair*, are *confused and disoriented*, cannot perform spells or prayers, and can only fight if directly attacked. They cannot continue toward the center until they recover from the despair and panic. A broken-willed person who is restrained and forced toward the center becomes temporarily insane for 1d100 days (save 1d20 GTET [30-Will], checked every half mile of travel, the insanity is permanent on rolls of 1).

Ninth Circle, Sanctum

Ninth Circle of Hell, continued

Mortals must have the permission of King Samael, Prince Asmodia, or one of the Ninth Circle Diabolic Dukes (Azazel or Sitri) to travel across the Circle freely, otherwise they must be escorted by at least a double number of **Cayyas**. Mortals given permission to travel must wear a badge shaped like a violet shield bearing crossed gold tridents. **Devils** who meet mortals on the Ninth Circle always challenge the mortals to show their badges, one badge must be provided for every mortal. A Devil accepts a badge for the Eighth or Seventh Circles on 1d20 rolls GTET 18, and will not accept a badge for any other Circle(s). **Devils** decide to accompany mortals to their stated intended destination on 1d20 rolls GTET 7, even when the mortals provide the appropriate badge.

When fighting occurs, an individual Devil retreats when they are reduced to LTET hp10 (save 1d20 GTET 16); they inform their superiors of the fight in 1d12 hours. Reinforcements of 1d10 **Freppi** and 2d12 **Cayyas** are summoned after a group of **Devils** has collective suffered GTET hp100 damage, or two or more Devils have been destroyed. The entire group of Devils retreats after GTET 6 Devils have been destroyed, returning with double the numbers after 2d100 minutes. Any subsequent hunt for the mortals (double the number of monster checks, when monsters are indicated, Devils are encountered on 1d20 rolls GTET 8) is limited to the Eighth and Ninth Circles. Mortals who surrender after fight against Devils are sentenced to 1d100*1d12*1d6 years entombed in the ice before being deposited naked in an arctic region of the Material Plane.

Sanctum Luciforus

Two hundred yards (600 FT) before Adventurers reach **Lucifer** they see in the fog a one-story white domed building entirely of translucent ice, the Sanctum Luciforus. The building has a 50 FT across by 35 FT high central circular rotunda, topped by a hemispherical dome an additional 25 FT high at its center, with four rectangular wings, each 20 FT tall. The rotunda and wings form an X pattern with the rotunda at the center. The only entry is through an arched adamantine door, 8 FT across by 22 FT tall, on the rotunda's south side, located between the southwest and southeast wings. The doors are latched, not locked, and requires total Strength GTET 30 to open. See the map on page 5.

The building floor is white marble tile with dark red

lines; each tile bears a logo of interlocked circles and crossed pitchforks, done in gold. The interior walls are irregularly-shaped dark red blocks of ice with white grout, six-pointed white marble stars are attached to the block. Numerous small ugly gargoyle figures sit on small white ledges 20 FT up the walls. The wings have lighter red walls with numerous lit gold lanterns attached to the wall.

The rotunda center is filled by a 30 FT diameter polished purple dais, surrounded by a highly polished rosewood railing supporting by carved devil figures with 500 GP opals. A second 10 FT polished black dais fills the rotunda center, surrounded by an inner polished teak railing with carved devil figures with 1000 GP ruby eyes. A 40 FT tall solid gold statue of the three-headed Lucifer with His three wings and twenty-seven scorpion tails; the wings are made of pressed ivory, the tails are adamantine studded with hundreds of black pearls each valued at 1d20*125 GP, and the hooves are each ten pounds of red ozmadine each at 85,000 GP. The entire statue is surrounded by a pulsating green glow of light.

Each person who sees the **Lucifer statue** is *compelled* (save 1d20 roll GTET [45-Level-Will], Priests and Crusaders apply a +3 modifier, good persons apply +2, active dedicated worshipers of other Deities apply +1) to go to their knees, worshiping the idol. Affected persons must spend GTET 30 minutes prostrated before Lucifer's idol.

The northwest (A), northeast (B), southwest (C), and southeast (D)-oriented wings each have straight stairways going down into the floor, oriented along a radius away from the center. Each stair descends into an opening surrounded on three sides by a thick silver railing with each riser representing Lucifer. The approach to the stair in wing A is through four pairs of white marble statues of sitting Manticores; the approach to the stair in wing B is through four pairs of white marble statues of Sphinx; the approach to the stair in wing C is through four pairs of white marble statues of rearing Griffins; and the approach to the stair in wing D is through four pairs of white marble statues of Minotaurs with large raised gold axes (each 2500 GP). A circular stairway (E) drops down into the ice on the north side of the rotunda, behind the idol. The stairs are made of the finest polished marble, the steps are covered with silver, gold, platinum, and electrum (repeating in that order).

A **Type 9A Devil** (*Sword of Cold* +3, reflects Fire magic, double damage to Fire creatures, 2d12 cold

Ninth Circle, Sanctum

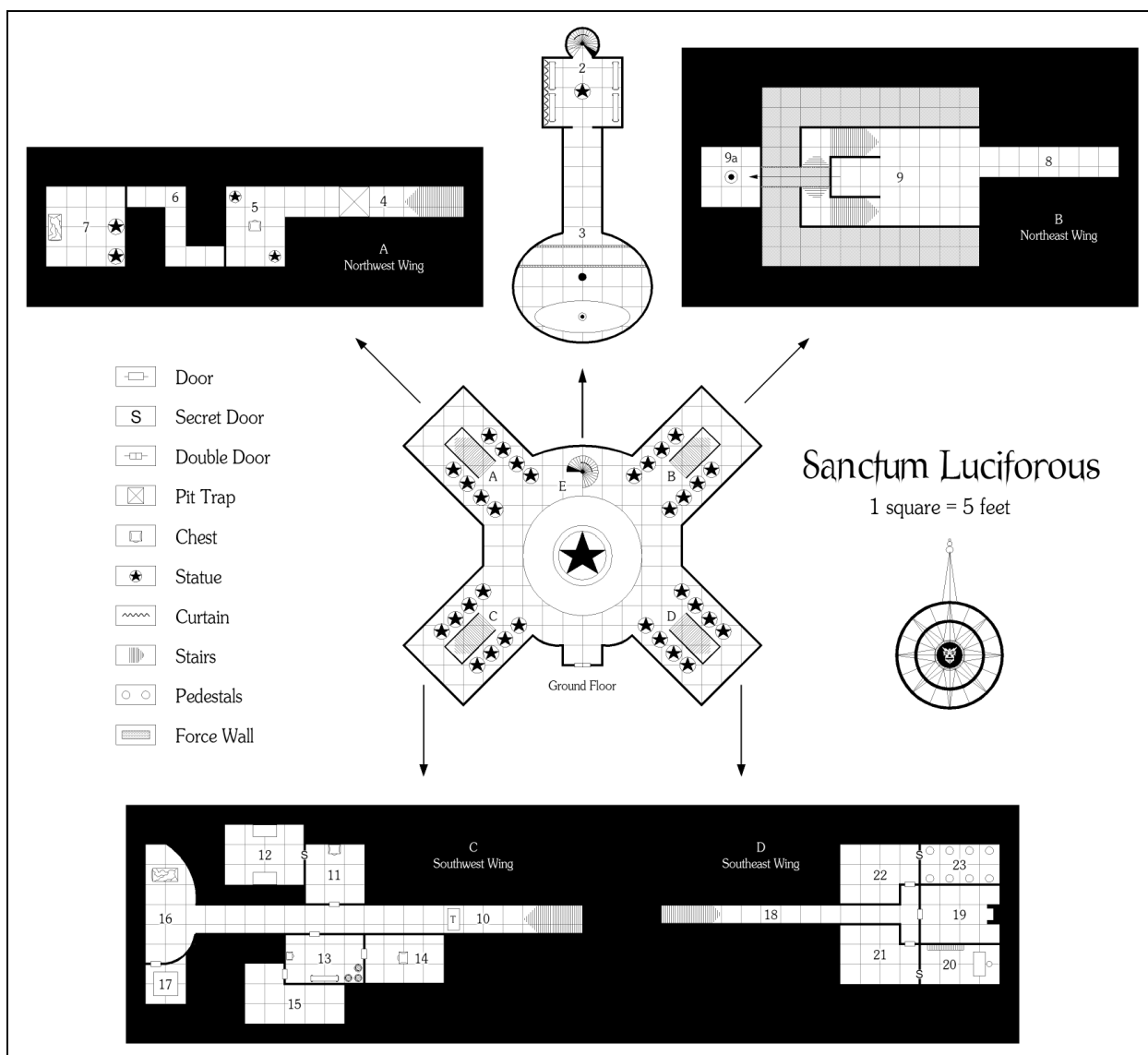
Sanctum Luciforus, continued

damage 3/day on a hit) stands at attention between the statues in the A and B wings, preventing mortals from descending the stairs. A **Type 9B Devil** (*Staff of Cold +4, 2d8 cold/strike, 47*) stands at attention in the C wing, preventing mortals from descending the C steps. A **Type 9C Devil** (double-bladed *Battle Axe of Cold +5*, reflects Fire magic, triple damage to Fire creatures, 1d4 hours encase in ice 5/day, glowing blue blade, Strength GTET 19 to wield) stands at attention in the D wing, with two leashed HD5 **Greater Wolves**, preventing mortals from descending the D steps. If any of the four

Devils are attacked, their comrades do not leave their posts to join the fighting; however, 1d12 additional **Type 9A Devil** reinforcements appear in 1d12 rounds.

Lower Elevation, Section E

2. **Medusa Statue.** An arched door in the center of the south wall leads towards Lucifer's Release (#3). All of the room surfaces are plated an eighth-inch thick in beaten gold. Four grecian rosewood benches stand before the west and east walls. A 6-FT black marble statue of a Medusa in a knee-length toga, holding a staff, fills the room's center. A 1975 GP



Ninth Circle, Sanctum

Sanctum Luciforus, continued

2. **Medusa Statue**...tapestry, 7 FT by 6 FT, hangs on the west wall from a golden rod, depicting Lucifer being trapped in the ice of Cocytus. Golden lamps in golden brackets on either side of the arch in the south wall burn with bright orange flame. The room is suffused with the aura of goodness. A *message spell* is triggered on 1d20 rolls GTET 8 which states aloud (Common), 'My Lord has placed your rewards beyond, if only you claim them.' If Adventurers do not push the red button in Lucifer's Release, a 25,000 GP diamond is found in this room upon their return.
3. **Lucifer's Release**. The passage from the Medusa Statue (#2) is 9 FT tall, floored in fine wood parquet, with alabaster walls, decorated with vivid color tile friezes depicting a magical battle between the Alliance of Good Gods and Lucifer and the Devil Princes. Lit golden lanterns are attached to the walls 8 and 18 FT down its length. The room has a highly reflective black tile floor with a light blue grout, reflective silver mirror walls, and a sky-blue ceiling.

Five FT into the room a *dark blue curtain of force* completely blocks vision and access to the room. Persons of good or neutral alignments who touch this curtain receive a minor hp1d3 electric shock and are repulsed (save 1d20 GTET [38-Will], checked hourly) while persons of evil alignment pass through without hindrance. Five FT past the first curtain a *light green curtain of force* completely blocks further vision and access; persons of evil or neutral alignments who touch this curtain receive a moderate hp1d6 electric shock and are repulsed (save 1d20 GTET [38-Will], checked hourly) while persons of good alignment pass without hindrance. The blue curtain is removed if three *Detect Evil* or *Detect Falsehood* spells are cast within a 5 minute span, or any combination of three prayers from among *Compel Falsehood* or *Find Hidden Object* are performed within a 5 minute span. The green curtain is removed if three of *See Enchantments*, *Vision*, or *Identify Enchanted Object* spells or three of the prayers *Electric Shield*, *Minor Disintegration*, or *Enhance Prayer* are performed within a 5 minute span. The curtains of force may also be passed through following appropriate use of the spell, 'Manipulate Aura,' found in the Library (#9).

A 22 FT oval dais of polished green ozmadine lies

south of the two of force. A 38 inch diamond column is in the dais center (not removable); an unmarked 6 inch diameter red button (aura of evil) is on top of the column. A 1 FT diameter gold ball floats 30 inches above the column; when examined carefully (1d20 roll GTET [33-Intelligence]) the sphere is engraved with thin wavy lines in its surface which divide it into seven areas. A jagged-edged Long Sword (*Sword of Havantius*, good artifact, strong aura of good) hangs on the back wall on a fine silver rack; the blade is surrounded by a white glowing nimbus, the entire sword is surrounded by a translucent yellow *force field* with tongues of flickering fire (disappears after the red button is pressed). Persons touching the yellow force field suffer 1d10 fire damage and are repulsed.

An HD8 **Male Angel** holding an unsheathed *Flaming Sword +4* (+2 damage, +10 damage versus creatures of cold or evil, 1d20 Fireballs 3/day, protects from ordinary fires and heat to 150°F, *summons* Fire Elemental 1/week for 1 hour) stands on the floor 10 FT in front of the column with the button.



The Angel does not move to attack but defends himself as necessary. He speaks to whomever comes through the green curtain of force, saying, 'On my honor as a Servant of Good, you cannot obtain the weapon without pressing the button. The weapon is highly good, but pushing the button causes an evil act.' The Angel does not threaten, intimidate, or act hostile in any way; he does, however, seek to persuade characters that a supremely evil action results from pushing the button without ever describing the evil that results. He requests they show faith and not

Ninth Circle, Sanctum

Sanctum Luciforus, continued,

3. **Lucifer's Release**...push the button.

If Adventurers push the red button, the floating gold sphere lights up along the lines in its face, then blows apart in 2 minutes with a loud pop. There is no way to stop the process once it begins. When its pieces are separated by about 4 inches they all disappear (teleportation). All mortals within 25 FT are *stunned* 1d12 rounds (save 1d20 GTET [30-Stamina]) when this happens, they feel momentarily disorientated, have an unsettled and slightly nauseous feeling in the pit of their stomachs, all overlaid with a deep (very evil) aura of satisfaction. The Angel speaks again, saying, "*You have weakened the spells binding Lucifer to this place, and Cocytus shall warm back to the ungodly fell swamp it once was. Seven years from today Lucifer shall be able to free himself to wreak havoc on the universes, unless the pieces of the golden ball are found and reassembled here using the Prayer of Zurichowi.*" If questioned further, the Angel relates the following information: (1) the pieces of the golden ball are now scattered across the Material Plane, (2) each piece is on a different major land mass, (3) a scroll containing the *Prayer of Zurichowi* is somewhere in an abandoned temple to {insert Deity from Games Master's campaign} in the wide deserts of {location in the Games Master's campaign}, and (4) the sword on the wall always pulls in the direction of the nearest golden piece, or the Prayer, if that is nearer. The Angel disappears after relaying this information.

Lower Elevation, Section A (Northwest)

- 4. End of the Rope.** The floor is paved in rectangular plates of silver, the walls are paneled in rosewood, and the ceiling is painted copper. An open 8 FT pit by 28 FT deep with a 6 FT layer of cold brine water in the bottom, is between the stair bottom and (#5). An *illusion* (disbelieve 1d20 GTET [34-Will]) makes it appear a stout 10 FT rope hangs from an iron hook in the ceiling above the pit, when there is no rope. Two *invisible* HD4 **Rot Beetles** (Rotting Touch) move along the walls. A bronze staff sticks out of the water in the pit bottom with *light-enchanted* diamonds embedded in each end.
- 5. Puzzle Time.** The *enchanted* metal door in the southwest corner leads to Knock-Out Tunnel (#6);

the door does not open until the puzzle in the chest is solved. The floor, ceiling, and walls are made of a slippery blue-white ice which reduces a person's effective Agility statistic by 2 points (save 1d20 GTET [34-Agility]).

The room is occupied by two 7 FT humanoid ice sculptures standing in the northwest and southwest corners. A metal chest (latched, no lock) in the room's center has its underside encased in ice. A black metal plate is across the chest's interior, with a circular depression holding six ivory cubes, six rectangular holes into which the cubes fit, and a two-position knife switch. Each cube has a letter on each face: (1) PEHSCT, (2) IBRWAM, (3) GHIDFL, (4) KJNZET, (5) PUWVZA, and (6) CQXYKD. An *enchanted mouth* appears above the chest 15 seconds after the cover is opened and says (Common), '*Answer in three or water will be. Deadly I am and never venial. Too secure in Myself, I don't back down. What am I?*' The mouth repeats itself ten times at intervals of 1 minute until an answer is entered into the chest. The answer is spelled out using the cubes, and locked in by the knife switch. The answer is '*Pride.*'

If the correct answer is spelled out the metal door unlocks and opens. A single red dot appears for each incorrect answer. If an incorrect answer is locked in three times, the floor immediately turns to water, dropping all persons into an 8 FT deep pool (a small stone column supports the chest). The water is 45°F, so that unprotected persons become *unconscious* after (Stamina-5) minutes (save 1d20 GTET [32-Stamina], checked every quarter minute) then *drown* after another (Stamina/3) minutes. The room resets to its initial configuration after 1 hour.

The ice sculptures are HD10 **Ice Golems** (hp70, AC30, enchanted weapon GTET +3 to damage, edged/piercing weapons inflict 1 damage, Punch 1d12, zone of cold 10 FT radius slows {save 1d20 GTET {32-Will}}, immune to Fire magic, 1d6 damage from ordinary torch, Cold magic regenerates hp4/spell) which animate and attack Adventurers when they return from the Staff Room (#7).

- 6. Knock-out Tunnel.** This S-shaped corridor connects Puzzle Time (#5) to the Staff Room (#7); the tunnel requires single file movement. The words, '*Make like a penitent man*' are scrawled in on the wall in dried

Ninth Circle, Sanctum

Sanctum Luciforus, continued

6. **Knock-Out Tunnel**...blood at the first corner (Common). The tunnel is filled with helium gas from the ceiling to 24 inches above the floor on its center and northwestern legs for a total affected length of 35 feet; the gas is odorless and colorless and puts out open flames 1d12 feet after entering the gas. Persons breathing the gas become *unconscious* after (Stamina+16) FT (2d20 minutes, save 1d20 GTET [32-Stamina], checked every 5 FT of travel, death on saving roll of 1). Persons who crawl through the tunnel are not affected by the gas above their heads.

The copper door to the Staff Room (#7) is closed and locked (-8 open lock). The door is wired to banks of Leyden jars underneath the tunnel; after every failed attempt to open the door persons touching the metal receive an 1d12 damage electric shock (half damage 1d20 roll GTET [28-Stamina]); there is sufficient power available for 12 shocks.

7. **Staff Room**. Good Priests and Crusaders are overwhelmed and *stunned* (2d20 rounds, save 1d20 GTET [30-Will]) by the aura of evil upon entering the room. A **Type 9B Devil** transformed into the shape of a comely naked human woman is manacled to a black marble slab against the northwest wall, a curved gold dagger embedded in 'her' body (the dagger acts as a *stasis spell*). Two 8 FT pot-bellied black statues are against the east wall, each 8 FT tall; each statue has a frog-like body, wide triangular feet, flat bat wings, four-fingered clawed hands, a triangular face with pointed ears, four eyes, a spherical nose, and wide mouth with many fangs. The right hand statue has its hands outstretched with the long fingers curled over into fists.

The left hand statue has its hands outstretched with its long fingers curled around a horizontal bronze staff with glowing diamonds embedded in each end (*Staff of Lenocha Bolcee*, evil artifact). If the right statue is examined carefully (-10 to find), a small slit is found in the center of its body along the waist. Any dagger or other small flat piece of metal fits into the slit, however, if the dagger is removed from the 'woman' and inserted into the statue the hands open. When the bronze staff found in the pit at the End of the Rope (#4) is placed into the statue's now-open hands, and the dagger removed and stuck back into the woman's body, the hands on the left-hand statue

opens, making it possible to remove the *Staff* held there.

Lower Elevation, Section B (Northeast)

8. **Path of Unease**. The floor is parquet wood with a pattern of X's set into large boxes, the walls are black ice blocks, and the ceiling is made of blue-white ice. An *enchantment* causes traps to be detected in this hallway even though none are present.
9. **Library**. Non-evil persons are unable to freely enter the room (Good save 1d20 roll GTET [28-Will], Neutral GTET [25-Will]). Stairs along the north and south walls rise 12 FT, turn inward, ascend five more steps to a common landing which gives access to the mezzanine above the north, west, and south walls. A stone tunnel on the lower floor between the stairs leads northeast to the Black Book Room (#9A); the tunnel is barred at both ends by adamantine portcullis (total Strength GTET 34 to lift). Bookcases line the north and the north side of the west wall, diamond-shaped racks for scrolls line the south wall and the south side of the west wall. Bookcases line the north and south walls of the mezzanine and scroll racks are on the mezzanine west wall.

Three large mahogany desks with padded wooden stools are in the main room. A **Zoybim**, Zhydnek (the Librarian), sits at one desk, while quill pens write on scrolls at the other desks. Two HD4 **Invisible Servants** work those desks recording evil deeds, with two other **Invisible Servants** to bring them supplies and file the completed work.

Zhydnek is dressed in a hooded black robe with a silver metal belt, wearing large *Spectacles (True Seeing)*. A large silver key to the portcullis is attached to her belt by a long thin silver chain; while the key is attached to her belt it acts as if it were made of rubber not steel, it must be removed from the chain to be used. Zhydnek will not willingly open the portcullis and is *immune* to mental control or coercion. She does help evil persons use the Library if she is respectfully approached.

Each desk has a drawer holding sheets of blank parchment, quill pens, empty clay inkwells, sticks of erasing resin, blocks of colored wax, and a cylindrical silver signet showing an open book with three circles on each page, framed in pitchforks. All four

Ninth Circle, Sanctum

Santum Luciforus, continued

9. Library...**Invisible Servants** protect Zhydnek is she is attacked. If fire or Fire magic is used in the room, 1d10 **Common Devils** appear to fight the fire. If fighting occurs, 1d6 **Type 9A Devil** reinforcements appear on the fourth round and 1d8 **Type 9B Devils** appear following the tenth round.

Determine the kind of material that is found when Adventurers examine library material determined using 1d100: (01-35) 4d100 GP book of Evil Philosophy, (36-52) 1d100 GP biography of a prominent Evil Person/Devil/Demon/Vampire/Mummy/Lich, (53-70) 2d20 GP true story describing a major evil act, (71-74) 2d20 GP history of a major evil artifact, (75-79) 1d20 GP history of an Infernal Legion, (80-86) *Communing Ritual* with a Greater Devil [Type 3+1d6], (87-94) *Summoning Ritual* for a Type [1d10] Devil, (95-96) an Evil Spell, or (97-100) an Evil Prayer.

The first spell found is always ‘*Manipulate Aura*,’ thereafter determine **Spells** using 1d20: (1) Dominate Animal, (2) Dominate Person, (3) Minor Sleep, (4) Friends, (5) Cloud the Mind, (6) Dominate Creature, (7) Gregor’s Mage Drain, (8) Major Illusion, (9) Stun, (10) Foul Wings, (11) Putrid Scent, (12) Choke, (13) Acid Slime, (14) Rotting Hand, (15) Paralyzing Hand, (16) Illusory Appearances, (17) Smokescreen, (18) Flame Trap, (19) Mesmerize, (20) Summon Poison Frogs. Determine **Rituals** using 1d10: (1) Drought, (2) Flood, (3) Insect Plague, (4) Livestock Plague, (5) Rat Horde, (6) Panic Townsfolk, (7) Decrease Fertility, (8) Salty Waters, (9) Mass Dead Animation, or (10) Mass Hearing Voices. Determine Evil **Prayers** using 1d20: (1) Animate Bones, (2) Command Animals, (3) Command Minor Undead, (4) Minor Escape, (5) Mute, (6) See Undead, (7) Animate Body, (8) Aura of Belief, (9) Blind Undead, (10) God’s Serpent, (11) Hold Undead, (12) Inflict Panic, (13) Knock Out, (14) Creature’s Form, (15) Grand Crusade, (16) Compel Truth, (17) God’s Bolt, (18) Walk through Fire, (19) Deflect Magic, (20) Walk on Water.

The spell, ‘*Manipulate Aura*,’ allows the caster to change a person’s apparent aura without actually changing their alignment; the affected person(s) appear to whatever method of alignment detection is used as the alignment specified by the caster. The

effects persist for $([\text{Caster's Level} * 10] + 30)$ minutes.

- 9A. **Black Book Room.** The room is entered from the Library (#9) through a tunnel; both ends of the tunnel are barred by a lowered adamantine portcullis. The floor is dark grey stone, the walls are made from flat black blocks with four small squat stone winged figures attached to the north, west, and south walls. A black stone pedestal is in the room’s center, supporting a large black book (**Black Book of Aun**, evil artifact), held to the stone by six adamantine fingers, each 3 inches by three-quarters inch thick. On the floor along the west wall are the bleached skulls of: a dwarf, a goblin, a giant wolf, a Hell Rat, a Hell Hound, a Nightmare, the exoskeleton of a Carrion Beetle, and variety of different-sized humanoid bones. An HD3 **Black Pudding** is inside the beetle carcass. A small silver *Dagger* +3 (+1 damage, wounds bleed hp1d3 for 1d12 rounds, detects giant insects at 250 FT, Giant Insect Bane) is inside the Hell Hound skull (locked jaw, -3 open lock). If the goblin skull is placed on the Black Book and then smashed, the adamantine fingers retract for 3 minutes, allowing the book to be removed.



Ninth Circle, Sanctum

Sanctum Luciforus, continued

Lower Elevation, Section C (Southwest)

10. **Acid Corridor.** The sturdy wooden door on the north wall to Cold Gargoyles (#11) is locked (-4 open lock), the sturdy wooden door on the south wall is latched, not locked. An hp1d8 *acid spray trap* is located 20 FT from the stair bottom, initiated by a pressure plate in the floor (avoid 1d20 GTET [34-Agility] if undetected, GTET [25-Agility] if detected, -6 disarm trap). A person sprayed by acid is *blinded* 2d12 hours (save 1d20 roll GTET [30-Stamina], persists 1d12 months on saving roll of 1). There is sufficient acid for five attacks.

11. **Cold Gargoyles.** A secret (-5 to find, -3 open lock) door in the northwest corner leads to Time Out (#12). Eight ugly white stone Gargoyles are attached to the left (west) wall emit white beams of light emit from their open mouths which form an intersecting web. Mortals suffer hp1d6 cold damage/round from contact (avoid 1d20 GTET [33-Agility], checked per round) with the beams. Glowing white metal lamps are attached to the north and east walls by white metal brackets. A white metal chest with metal keyhole is against the center of the north wall, closed but unlocked; the chest contains a HD4 **White Mold** (40 FT, Cold Chill, $\frac{3}{4}$ movement, grows from Cold magic, double damage from Air magic). The cold beam function of an individual Gargoyle is deactivated for four hours after the Gargoyle suffers hp20 damage (AC46).

12. **Time Out.** The floor is covered in a thick pile blue carpet, the walls are painted honey-yellow, and the ceiling is covered with a tile fresco centered around a large gold hourglass circled by winged babies. A rectangular pale blue glass frame sits on a thin-legged marble table against the north wall. A rectangular pale green glass frame is on a spindle-legged thin gold table with baroque flowers and cherubs a thin black marble top against the south wall.

While the gold ball at Lucifer's Release (#3) remains intact the blue glass frame shows the dais, pedestal, red button, **Male Angel**, and green force field as seen from the rear wall (Sword's point of view). If the red button at Lucifer's Release (#3) has been pushed the frame shows the dais, pedestal, the depressed button and green force field (if it has not been dispelled). If

the red button at Lucifer's Release has not been pushed, a 4 inch green spot is on the table in front of the green frame and the frame is blank; if the button at Lucifer's Release was pushed, (1) a 2 inch high, 4 inch diameter dark green button appears on the table in front of the frame, and (2) the frame shows a number equal to the number of minutes elapsed since the button was activated [limit 300 minutes], and counts up as mortals watch. If Adventurers press the green button before the counter reaches 300 all persons in the room are *transported in time* to 30 minutes before the button was pressed. This ability works only once.

13. **Totem Room.** The floor is covered by grey stone tile, the walls by tan fabric, and the ceiling is frosted white textured with small stalactites. The stone door to the Beanstalk Room (#14) is closed but not locked. The metal door to the Nightingale Room (#15) has a silver combination lock (six tumblers, numbers 1 to 8, combination is 283215, -10 open lock). The room is furnished with a small red chest (no lock), a wooden bench against the southeast wall, three half-barrels with wooden tops, and a carved wooden totem pole with brass eyes on each animal form (frog, spider, racoon, bear, wolf, eagle, pelican, and owl). A secret (-6) compartment on the underside of the eagle's beak holds a small leather pouch with five *Giant Beanstalk* seeds which are useful at (#14). The red chest contains 4x *1d12 Healing Potions*, 2x *Kellern's Tonic* (blindness reversal), 2x *Patur's Tonic* (disease negation), and a *Poison Antidote*. One half-barrel is filled with cider, one holds ale, and one is empty. The barrel containing ale has a false bottom (-15 to find) which cannot be opened until the liquid is removed; a waterproof leather satchel in the secret compartment holds 20 rose pearls each 1d20*500 +1000 GP, 50 platinum pieces, and a *Hammer of Dwarven Heroes +1* (+3 used by a Dwarven Warrior, kills Goblins in a single strike {save 1d20 GTET [28-Agility]}, 3d10 damage versus Giants 10/day). The room is occupied by three Type 9B **Devils** who refuse to let mortals pass.

14. **Beanstalk Room.** The room has a diagonal pattern of ceramic tile with dark brown grout, the walls are dark wood panels, and the ceiling is flat whitewashed stucco. Lit bronze oil lanterns shaped like flowers are attached to the northwest, northeast, and southeast walls by bronze supports resembling lilies. Eight 5 inch white nozzles in the ceiling are aimed toward the room center.

Ninth Circle, Sanctum

Sanctum Luciforus, continued

14. **Beanstalk**...A raised upright rectangular cypress-wood box stands on carved legs in the room's center; each side is carved in flower designs and has a latch at the top which allows the panel to drop. A thick glass case inside the panels encloses a silver mannequin which displays an ornate orange Robe (*Hyacinth Robe*, evil artifact); there are no obvious ways to open the glass case. Any attempt to directly open the case causes 1d8 **Type 9B Devils** to enter the room in 1d6 minutes. A rectangular 48 inch stone vat is behind the wood box directly underneath a 36 inch diameter circular metal frame set in the ceiling; overlapping metal plates set into the frame form a cover which looks like an ornate flower. The vat is filled with dark aromatic earth, on the floor. When a *Giant Beanstalk Seed* is planted in the stone vat a green shoot immediately appears which grows and thickens into a beanstalk; after 15 minutes the stalk grows up to the ceiling, pushing up the cover. A person who climbs the beanstalk finds a vertical tunnel section 4 FT across by 8 FT long, above which is an impenetrable cold grey fog; inside the tunnel is a round metal handwheel which is stuck in the clockwise direction [closed] and turns sluggishly in the counterclockwise direction [open]. A secret (-8 to find) panel in the tunnel opens to reveal seven canister-type full face respirators: four for humans, one for an elf, one for a Dwarf, and one for a Gnome.

When the valve is opened, a blue liquid sprays from each nozzle, engulfing the box in the center of the room in a thick mist with a bitter aroma; if the wood box has been opened and the glass case revealed, 5 minutes of exposure dissolves the glass material without harming its contents; the mist has no effect on wood. The mist puts out the lit oil lanterns. Exposed mortals suffer hp1d10 lung damage and their *Stamina statistic is permanently reduced 1d4* (save 1d20 GTET [30-Stamina]), causing frequent coughing fits. Twenty-five minutes after the beanstalk opens the ceiling panel, three **Common Devils** armed with axes enter the room to chop down the beanstalk; the **Devils** ignore characters unless they attempt to interfere.

15. **Nightingale Room**. The floor is made up of diamond-shaped red ceramic tiles, the walls have 6 inch white tiles painted with blue flowers and blue borders, and the ceiling is made up of narrow strips of

light-colored wood. A wooden wall rack on the southwest end of the alcove holds six bouquets of forget-me-nots.

A rounded pewter vase sits on a rectangular pewter column in the room's center. Under the vase is a brown (wood) circle in the column; when the circle is pressed down a spring ejects a slender wooden wand (20 charges each *Read Memory from Object*, *Create Memory*, *Copy Memory*, and *Block Memory*). Wrapped around column is a thick vine with three Trance Gourds (entranced 1d12*1d100 minutes, save 1d20 GTET [33-Will]).

A silver birdhouse is mounted on the northeast wall; 1 minute after Adventurers enter a *mechanical silver canary* (HP10, AC8) with emerald eyes emerges to sing a *song of mesmerizing and amnesia* (forget their identify, their purpose, their companions; Wizards and Warlocks forget all spells for 48 hours, Priests and Crusaders forget their Prayers for 48 hours; save 1d20 GTET [32-Will], checked every 1 minute of song). Mortals carrying a bundle of forget-me-nots are unaffected by the canary. A **Psychic Mold** (hp32) is found in the south corner on 1d20 GTET 14.

16. **Elderly Bier**. A 5 FT wooden door (steel keyhole, locked, -5 open lock) in the south wall leads to Trapped Jars (#17). The floor is a pebbled in black and grey stones, the walls are covered in smoky-grey glass, and the ceiling is highly reflective ice. An elderly white-bearded male human lies on a white marble bier in the northern end; the bier is carved in ugly horned three-eyed faces. The man is dressed in a dark blue robe, 34 GP gold chain belt, and black slippers; he is an L9 **Simulacrum Warrior** (hp30, AC32, immune to Cold magic, resists Air magic 1d20 rolls GTET 6, 3/day each: *2d8 Lightning Bolt*, *2d8 Fireball*, *Hold Person*, *1d12 Ice Ray*, *2d10 Cold Blast*). A gold-bladed *Scimitar* +3 (+1d4 cold damage, *cleaves limbs* on natural rolls GTET 19, avoid 1d20 GTET [31-Agility]) is hidden under the robe. A small gold key (aura evil, -10 to find, disarms traps in Trapped Jars [#17]) is hidden in his left slipper.

The bier is guarded at the corners by four **Type 9A Devils** armed with Glaives. Adventurers are ignored as long as they do not approach. The **Simulacrum** and **Type 9A Devils** attack Adventurers as they exit from Trapped Jars (#17).

Ninth Circle, Sanctum

Sanctum Luciforus, continued

17. **Trapped Jars.** Six 30 inch blue clay jars sealed with red wax sit on a 6 FT by 22 inch tall red stone in the room's center. Each jar has a red heart-shaped stone firmly attached to it and a small gold keyhole on its underside; the trap(s) in each jar are disarmed when the key obtained at the Elderly Bier (#16) is inserted.

When the first jar is opened it releases a red gas causing *heart failure* in 1d10 rounds (6 FT, save 1d20 GTET [28-Stamina]); the jar contains ten rubies each (1d12+5)*500 GP. When the second jar is opened it releases a blue gas affecting oxygen *capacity* (6 FT, temporarily reduces Strength and Stamina statistics by 2 points, persists 1d6 hours, save 1d20 GTET [28-Stamina]); the jar contains ten sapphires each (1d20+4)*250 GP. When the third jar is opened it releases a green gas causing an inability of *blood to clot* (6 FT, persists 6 hours, all wounds bleed an additional hp1/round for 1d20 rounds, save 1d20 GTET [30-Stamina]); the jar contains ten emeralds each 4d6*250 GP. When the fourth jar is opened it releases a violet gas causing *paralysis* (8 FT, persists 1d100+30 minutes, save 1d20 GTET [30-Stamina]); the jar contains twenty amethysts each 3d6*125 GP. When the fifth jar is opened it releases a silver-grey smoke which coalesces into two **Vampire Lords** (HD10 man & HD8 woman, hp95&90, *vampiricism*, *Aging Touch*, *domination Gaze Attack*, *shapechange* {Bat/Wolf/Black Rat/}, *invisibility*, *regeneration* hp3/round), armed with *Scimitars +1* (evil, Good Bane, save 1d20 GTET [28-Wil) and Short Bows with a quiver of ten *Arrows of Slaying* (save 1d20 GTET [30-Will]). The woman is also a **Wizard L9** (Earth and Fire: *Basic* (FREE 14): 1d6+4 (Acid, Fire), 1d4 Acid Slime 1d6 rounds, Bog Down 20x20 FT, Command Fires, Extinguish Lights, 1d8+4 Fire Arrow, Flare {blinding}, 1d12 Magic Grenade, +1d6+4 AC Rockskin, 1d6 Rotting Hand, Slippery Surfaces 25x25 FT, Smokescreen 20x20 FT, 1d4+4 Steam Vent {ground}, Telekinesis; *Lesser* (FREE 10): 2d6+4 Attack (Acid, Fire), 1d6+4 Attack (Cold, Electricity), Blindness, hp2d6 Body of Stone, Breathe Poisonous Fumes, Disperse Magic, Fire Ring, Hold in Place, Invisibility, Paralyzing Hand, Summon Giant, +2 TD Terra's Wrath; *Greater* (Free 5): 2d6+4 Attack (Cold, Electricity), Blinding Cloud 25x25 FT at 1 hour, Command Gravity, Confusion, 3d8 Fire Hail 25x25 FT, Gaze of Stone, 4d12 Meteor Cluster 50x50 FT, Summon Djinn, Summon Earth

Elemental). When the last jar is opened it releases a yellow gas which *heals hp1d12* per person (5 FT); this jar is empty.



A small silver box appears after all of the clay jars are removed from the center stone. The box has an adamantine lock (locked, -10 open lock) which is opened by the key found at the Elderly Bier (#16). The box holds a single gold ring decorated with a ruby and five bloodstones (**Ralcull's Ring**, evil artifact, aura of evil, disguised so that is initially identified as a *Ring of Altered Realities* {three wishes}).

Lower Elevation, Section D (Southeast)

18. **Cold T.** A stone door (padlock, -5 open lock) at the southeast end of the hallway leads to Cold Blade (#19), a latched wooden door at the northeast end of the T leads to Dung It (#22), and a latched wooden door at the southwest end of the T leads to the

Ninth Circle, Sanctum

Sanctum Luciforus, continued

18. **Cold T...**Fungus Room (#21). A *3d10 Cold Blast* occurs in Cold Blade (#19) one minute after the door is opened; the trap is activated when a spring-loaded pin in the top of the door frame is released (-8 to find). 1d4 HD5 **Ice Mantis** (3d6 Ice Breath 3d6) are present in the tunnel on 1d20 rolls GTET 13.
19. **Cold Blade.** The floor is a highly slippery sheet of silver ice that causes Adventurers to have an effective Agility statistics of 10 (save 1d20 GTET [33-Agility]). The walls are a white marble with tile friezes showing devils fighting demons with pitchforks, and the ceiling is white with twenty 2 FT icicles with sharp tips. A fireplace on the southeast wall has an intense flickering blue flame that sends out *waves of cold* into the room (temperature 15 degrees). Large blue-leaved bushy plants (**Ice Plants**, hp22, AC3, *Lethargy Attack*, *Sleep Attack*, *Heat Loss* of hp1/round) with white-and-blue flowers grow in three large copper kettles filled with dark earth. Five 28 inch **Gargoyle faces** (hp20 to disable, AC30) in ice are mounted 10 inches off the floor on the both the north east and southwest walls with tongues of blue flame flickering in their open O-shaped mouths. A white *Long Sword* (**Bauldron's Sword**) is stuck into a 30 inch by 40 inch block of ice in the room's center of the room.

The sword has a wide white metal basket hilt studded with diamonds and ten large pearls on the grip and pommel. It can be pulled out by persons GTET 6 FT tall with Strength GTET 20. When the tip comes free of the floor *1d12/round cold flames* spout from all Gargoyles, each with a 7 FT range.

20. **Arctic Library.** The room is entered from (#21) through a secret door in the southwest corner. The room has a floor of grey slate, walls of blue/white checkered tile, and a ceiling covered in gold leaf, except for two large ceiling vents blowing in large amounts of very cold air. A large four-faced golden clock hangs from the ceiling center; all of the clocks are stuck in the three o'clock position and have no unusual properties. The room is furnished with an empty wooden desk, a low wheeled stool, a tall bronze candlestick with lit blue candle, a four-shelf bookcase, and a 50 GP white polar bear rug. Three **gold-tipped Spears** are stuck into the floor (Strength GTET 18 to remove; immediately animate and attack

the nearest persons, Warrior L7, hp15, AC14, resists natural fire/Fire magic). The bookcase holds copies of seven biographies of well-known arctic explorers, two books about arctic weather, five books on arctic survival [reading all five books *confers skill at Wilderness Survival*], a book on southern arctic languages, two books on kayak construction, a book about types of tundra and arctic lichens and mosses and their medicinal properties, *Pelk's Bestiary of Infernal Creatures* [only creatures native to the various Infernal Planes], a *Frost Tome*, a *Codicil of Transformation* (bull **Walrus**), a **Manual of Skills** (whale hunting), and a *Geas Tome* (seek out the *Fimbulstone*). Each normal book is written in a foreign language and worth 1d20*35+50 GP.

The room is occupied by four HD6 **Ice Spirits** (hp60, AC200 versus ferrous weapons, 1d8Cold Touch, Psychic Domination with *compulsion to disrobe*). Mortals must succeed on 1d20 roll GTET [32-Will] to see the Spirits. A disrobed person suffers hp1 damage/minute unless resistant to cold.

21. **Fungus Room.** A secret door (-7 to find, -5 open lock) in the southeast wall leads to the Arctic Library (#20). Mottled brown/cream stalactites grow from the ceiling while round black cylinders are attached to some of the walls. The floor is covered in redwood tiles, the lower half of each wall is painted brown and the upper half painted a cream color. The ceiling is covered in black marble with irregular white whorls. The room contains three ordinary Gnome skeletons in brown robes, sandals, and staves; several broken wooden chairs, an empty wooden barrel (blocking the secret door), a round copper mirror frame with a few remaining slivers of glass, two rusted swords, a much-chipped wooden shield, eight adamantine gears, and two 16-inch steel shafts with spiral screw turnings. A leather backpack bobs and floats in the air near the ceiling; the backpack is highly fire resistant and contains a flint&steel, four torches, three flasks of lamp oil, seven adamantine spikes, two *Throwing Stars* +2, two *Potions of Cold Resistance*, two *2d8 Potions of Healing*, a *Potion of Invisibility*, and a *Dwarven Lockpicks* +5.

Fifteen hp80 **Hanging Fungus** (1d8 Bomb Attack, avoid 1d20 GTET [28-Agility], 1d4 Spore Spray plus hp1 lung damage 1d20 rounds) are on the ceiling. Ten **Explosive Fungus** (1d12 blast, avoid 1d20 GTET [32-Agility]) grow on the southwest wall and five **Explosive Fungus** are on the northeast wall;

Ninth Circle, Sanctum

Sanctum Luciforus, continued

21. **Fungus Room**...each fungus explodes on 1d10 rolls GTET 4 checked each round.
22. **Dung It**. A secret door (-6 to find, -5 open lock) in the east wall leads to Down in the Cups (#23). The floor, walls, and ceiling have a thin veneer of grit and dust adhering to the ice. The room is heaped high with fresh foul-smelling dung; a 1d20 roll GTET [49-Stamina-Will] is required to enter. The left knee and foot of a skeleton protrudes from one large heap. One HD6 Furry **Death Beetle** (hp27, fatal poison) is initially visible in the dung pile; after the third round of combat another **Death Beetle** emerges from a heap, and after the fifth round two more **Death Beetles** emerge. The skeleton is that of a long-deceased human male and has no unusual properties.

A 50-pound capacity backpack is found in the dung after four minutes of searching, holding a bedroll, empty one-quart canteen, four meals, a small iron pry bar, a 200 FT spool of thin steel wire, three vials of *Holy Water*, two wooden stakes, a wooden mallet, four silver spikes, a *Skeleton Key*, a cloth pouch holding 220 GP, 14x *War Arrows* +2, three *Arrows of Devil Slaying* (save 1d20 GTET [HD]), a *2d8 Potion of Healing*, two pots of *Salve of Stoning Reversal*, a pot of *Salve of Sight Restoration*, a gold-and-ivory Holy Symbol to {Deity in the Games Master's campaign}, a *Pouch of Disintegration*, a pair of *Houdini's Bracers*, and *Pipes of Rat Charming*.

23. **Down in the Cups**. The room is entered from #22 through a secret door in the wall. The floor is white marble tile, the walls are grey marble veneer, and the ceiling is covered in 2 FT square copper panels decorated with stylized Medusa heads. A coarse white powder is scattered on the floor in a thin layer. A finely sculpted 5 FT statue of a shirtless youth in open-faced helm, with leggings, chain mail shirt, sword belt and sheathed weapon, sandals, sits on each of eight round white marble pedestals carved with relief's depicting men in classical armor fighting various monsters. Each statue's head is surrounded with a softly-glowing blue nimbus, they hold out a severed stone Medusa head in their left hands and a fine metal cups in his right hand. Two lit gold lamps are attached to the rear wall by adamantine brackets shaped like vipers with ruby eyes. One

1580 GP goblet is gold with rubies and sapphires, one is a 890 GP gold goblet with pearls and moonstones, one is a 3115 platinum goblet with black onyx and polished obsidian, one is a 4151 GP silver goblet with pieces of amber and jade, one is a 610 GP silver goblet with turquoise and topaz, one is a 330 GP fine rosewood goblet with an ivory rim and diamonds, one is a 145 GP bronze goblet, and one is 42 GP pewter goblet with a polished white quartz stem. Each goblet has the aura of enchantment and goodness; if any evil or neutral person's hand comes within 6 inches of any cup a hp1d4 electrical spark jumps to their hand (1d100 minute arm paralysis, save 1d20 GTET [28-Stamina]). The goblets are held so that the underside is visible but not the interior; the goblet interiors are (respectively) engraved with a bunch of grapes, a sheaf of grain, a lyre, a shovel, an owl, an anvil, a boat with sails, and a windmill. The goblets are placed in the statue's hand and can be easily removed.

Nothing happens if a good or neutral person removes the rosewood goblet (*Eavrilok Goblet*, good artifact); the goblet *telepathically imparts a mission (optional, not a compulsion)* to a good person who touches it on 1d20 rolls GTET 9 {additional adventure plot}. If an evil person touches the rosewood goblet or if any person removes any other goblet: all of the **stone Medusa heads** (hp20, AC40) immediately become alive with loud hissing snakes, three small explosions are heard, and eight HD6 **Spitting Cobra's** (paralyzing venom) are *summoned* to the room. Removing the rosewood goblet after the snakes have been awakened does not have a calming effect. A mortal looking at an active Medusa head is *stoned* for 1d20 years (avoid sight on 1d20 roll GTET [28-Will], [34-Will] while fighting; save 1d20 roll GTET [32-Stamina] per sighted head).

The room is occupied by the **Japheth Hrolf Aelfwig** and his companion **Crostoph**, a HD10 **Lion-Headed Lammasu**. Japheth tells a group having GTET two good persons, '*One of these Goblets is a highly blessed Dwarven artifact, while all others are imitations crafted by the Telchine devils. A person with good intentions may safely remove the correct goblet, while selecting an incorrect one activates a deadly trap. One may touch the goblets but if one moves even slightly it is selected.*' Japheth knows the proper cup is marked with a symbol associated with Dwarves, that incorrect cups are marked with symbols associated with Humans and Elves, the trap is

Ninth Circle, Sanctum

Sanctum Luciforus, continued

23. **Down in the Cups**...vision-based, and the proper cup has the stone most associated with fidelity and honor. Japheth gives no information about the cups to a group of Adventurers having only one good person, or none; he will tell a Dwarf, ‘*One of these cups is a powerful item of Dwarven origin,*’ before leaving. Japheth and Crostoph will accompany {if asked} a group of Adventurers having four or more good persons to the exit of Inferno and then back to the Material Plane, after which they teleport away.

Vault of Ephoranim

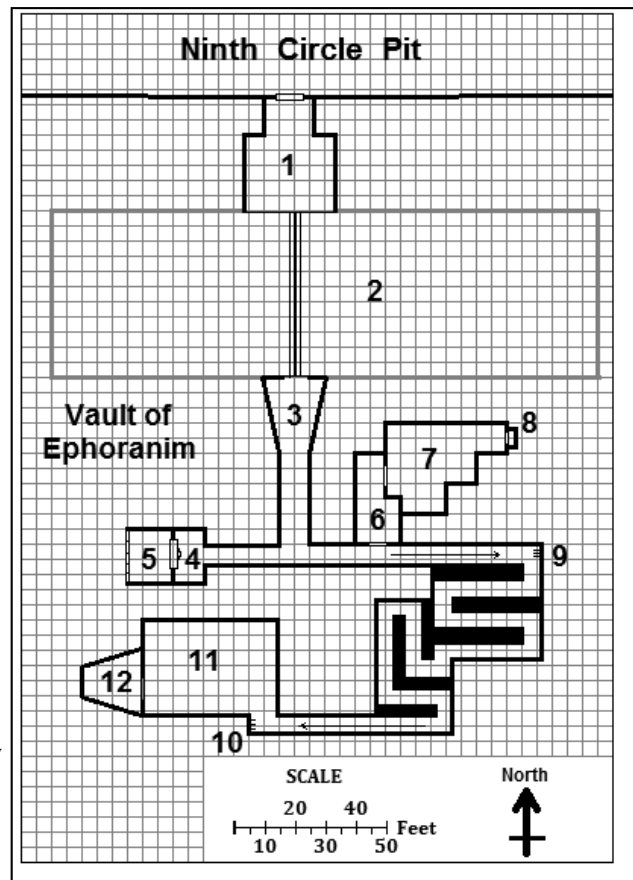
An 8 FT green metal door (locked, -12 open lock) is set into a 14 FT white metal arch built into the southern Ninth Circle cliff. An *illusion* (disbelieve 1d20 roll GTET [42-Level-Will]) makes the arch appear to be part of the cliff face. A bearded human face is drawn on the door in red ink. The temperature inside the vault is 24°, and all floors consist of a very smooth sheet of three-quarter inch ice over stone; *reduce the effective Agility* of persons walking on the ice by 4 points (save 1d20 GTET [35-Agility]).

1. **Entry Area.** The walls are made of dark blue stones, the ceiling is painted light blue with a mural depicting Devils capturing a Priest in battle. The south end of the area is open to the Deep Chasm (#2) and looks across to the South Landing (#3). The upright blade connecting the Entry to the South Landing is readily visible. The area is occupied by three **Type 9B Devils** armed with poisoned *Scimitars* +1 (paralysis 2d100 minutes, save 1d20 GTET [27-Stamina] checked per hit) and *Flails* +2. An Adventurer hit by a flail on a natural roll of 20 becomes entangled and is thrown into the chasm (avoid 1d20 roll GTET [34-Agility]). An additional 1d4 **Type 9A Devils** may be summoned as reinforcements.

The walls are very hard; attempting to put any wood stake into the wall shatters the stake; an iron or steel spike is shattered on 1d20 rolls GTET 8; an adamantite spike is shattered on rolls GTET 16. Persons approaching within 10 FT of the edge *fall over the edge* unless succeeding on a 1d20 roll GTET [28-Agility], checked every minute, and are overcome by fumes from the chasm (2d100 minutes *unconsciousness*, save 1d20 GTET [28-Stamina], checked every 3 minutes, an affected person is near enough the

edge to *fall into the chasm* on 1d20 rolls GTET 15 {save 1d20 GTET [28-Agility]}). The **Vampire Bats** roosting at the top of the chasm are spotted on 1d20 rolls GTET [32-Intelligence]; 1d10 HD4 **Vampire Bats** attack Adventurers in this area on 1d20 rolls GTET 14.

2. **Deep Chasm.** A 30 FT deep pool of boiling water lies at the bottom of a 120 FT open space, the chasm continued 170 FT above the Entry Area (#1) landing. The walls are made of grey stones, and are *enchanted to be frictionless*. Any person attempting to free climb *falls* into the boiling water (falling damage plus 2d8 heat damage/round plus swimming ability required) unless succeeding on a 1d20 roll GTET [38-Agility], checked every 10 FT of horizontal travel. The walls are extremely hard, shattering any wood, iron, or steel spike put into them; an adamantite spike is shattered on 1d20 rolls GTET 8. A long sword blade (edge up) stretches across the chasm from the Entry (#1) to the South Landing (#3); an *invisible* horizontal wood plank, 2 FT wide, is fastened beneath the



Ninth Circle, Vault

Vault of Ephoranim, continued

2. **Deep Chasm...** sword blade. Mortals crossing the chasm are overcome by the intense fumes (*unconscious/fall*, save 1d20 GTET [30-Stamina], checked at one-third and two-thirds the distance across).

Adventurers may balance on the sword blade if they succeed on 1d20 rolls GTET [34-Agility], checked every 10 FT of travel; when they fall, a person may succeed in holding onto the sword blade (catching their fall) on 1d20 rolls GTET [32-Agility], sustaining hp1d6 damage. Persons lacking a light source, Infrared vision, Ultraviolet vision, or the equivalent apply a -3 roll modifier to all rolls while crossing the chasm. An Adventurer who *detects the invisible plank* may cross the chasm, walking with the upright blade between their legs; they succeed in remaining balanced on 1d20 rolls GTET [27-Agility], checked every 10 FT of travel; when they fall, a person may succeed in holding onto the sword blade on 1d20 rolls GTET [25-Agility], sustaining hp1d10 damage. Fifty HD4 **Vampire Bats** roost in the top area of the chasm, each person is attacked by 1d12 **Vampire Bats** while they cross the chasm. An Adventurer employing a weapon while balancing on the sword blade falls on any attack roll LTET 8, they may attempt to check their fall by grabbing the sword blade only if their hands are free (e.g. dropping any weapon and shield). An Adventurer employing a weapon while balancing on the plank falls on any attack roll LTET 4, they also must free their hands to attempt to check their fall.

3. **South Landing.** The walls of the landing and hallway to Vault Door (#4), (#6), and Snake Bite (#11) are paneled in light hardwood, and the ceiling is covered in yellow ceramic tile. A person within 10 FT of the edge loses their balance and falls into the chasm unless succeeding on a 1d20 roll GTET [26-Agility], checked every 3 minutes. The corpse of a male Elf is on the floor, dressed in Studded Leather *Armor AC+10*, six arrows stick out of the body; on a 1d20 roll GTET 12, an *Arrow of Elf Slaying* (save 1d20 GTET [34-Stamina]) may be recovered from the corpse. 1d10 HD4 **Vampire Bats** attack Adventurers in this area on 1d20 rolls GTET 14. The sturdy wood door to the Whipping Post (#6) has a steel keyhole, it is found unlatched but is stuck (Strength GTET 18 to push open).

4. **Vault Door.** The walls are covered in mauve wallpaper and the ceiling is painted black. A massive steel bank vault door leading to the Lockers (#5) fills most of the west wall, with a forty-digit combination lock (-20 open lock); the combination is 14-02-28-18. A stone bust likeness of a severe Medusa's head hangs from the ceiling on a leather strap (aura of magic, no effect). An *illusion* (disbelieve 1d20 roll GTET [28-Will]) makes the vault door appear to be part of the wall. A red ceramic vase of purple flowers is on a small wood table on the north wall; a *Ring of Beasts* is inside beneath the flowers.

5. **Lockers.** The north, east, and west walls are painted yellow, and the ceiling is covered in dark hardwood. Five good-quality carved cabinet doors fill the west wall, each one with a silver keyhole (-8 open lock); they are labeled A (north end) through E (south end). A fancily-carved wood table and two fine padded chairs are in the room, a 40 GP crystal pitcher of good quality wine is on the table, with four 3 GP glass tumblers. A 10 FT tapestry hangs on the north wall, depicting a winter scene of Prince Asmodai breaking into a church.

A *Wizard's Robe AC20* hangs in Cabinet A, along with a pointed triangular hat (*Cap of Visualization*, 3/day). Four white ermine stoles (each 2d20+100 GP) hang from hooks in Cabinet B. An easily-found false bottom conceals a cloth bag holding 48 SP, 19 GP, and a 3400 GP ruby. A false cabinet back (-12 to find) conceals a niche holding the **Stole of Loyalty** (good artifact). When the **Stole** is removed, it reveals a *glyph of blindness* (8 FT, 1d100*1d8 minutes, save 1d20 roll GTET [32-Will]) inscribed on the niche's rear wall. A *Constricting Cloak* hangs in Cabinet C. A false bottom (-4 to find) conceals a Prayer scroll (Lucifer, aura of evil, 2x *Banish Disease*, 2x *Banish Paralysis*, 2x *Detoxify Poisons*). Cabinet D is empty. A false bottom (-4 to find) conceals a flask of *fatal poison* (save 1d20 GTET [26-Stamina]) labeled as a *Potion of Telepathy*. Three well-worn winter cloaks hang in Cabinet E; *Spectacles of Sight* are found in one cloak's pocket, a large silver key {no significance} is found in another cloak. A false cabinet bottom (-4 to find) is empty.

6. **Whipping Post.** The walls are painted pale yellow and the ceiling is covered in ochre stucco. The soul of Saint Trellian is manacled to a whipping post in the room's center, near an upright gong hanging from a wood stand. The room is occupied by one

Ninth Circle, Vault

Vault of Ephoranim, continued

6. **Whipping Post...Common Devil** with a whip. The gong spontaneously sounds every 1d12*10 seconds, the signal for the **Devil** to give Saint Trellian three lashes. Trellian cannot leave the Whipping Post and Saint's Lament rooms (#6, #7). He relates to good persons that he is bound to a drop of his blood found staining a tapestry in the next room (#7), his soul would be free to travel to Heaven if the blood is dissolved. Saint Trellian tells the tale of how he was betrayed to Asmodai by a religious superior (Bishop, Arch-Bishop, High Priest, etc. as appropriate) who felt threatened by the Saint's popularity with the faithful. The sturdy wood door to Saint's Lament (#7) has a steel keyhole (locked, -10 open lock).
7. **Saint's Lament.** The walls are covered in white tile and the ceiling is covered in dark hardwood paneling. Two 12 FT tapestries depicting Devils beheading Priests of {insert good Deity from Games Master's campaign, recognizable by their Holy Symbol}; a tapestry of Saint Trellian bound and kneeling in front of Prince Asmodai hangs on the south wall, in the center section. All tapestries hang from iron hooks in the ceiling. The corpse of a mature bearded male Human in priestly garments identical to those in the tapestry lies on a black stone bier in the room's center (Saint Trellian's mortal remains). A drop of Saint Trellian's blood stains his face on the tapestry depicting his capture (-14 to find). The sturdy wood door to the Closet (#8) is locked.

The tapestry depicting Saint Trellian is immune to fire and lightning, and it cannot be cut or scraped by any blade. The blood is not removed by applying water, alcohol, soap, bleach, vinegar, or any other kind of ordinary liquid or powder: the blood is removed from the tapestry by applying venom collected from Ephoranim in Snake Bite (#11). 1d100 seconds after venom is applied to the blood, Saint Trellian's remains disappear from the bier in a cloud of blue smoke and his soul disappears at the same moment. Any good person exposed to the smoke immediately *regains hp1d3*. Adventurers examining the bier after the body departs notice a series of numbers (14-02-28-18) written on the top (the combination for the vault door at #4). A depression in the bier's top, previously covered by the body, holds a 1d12 *Healing Potion* and a pot of *Oil of Stickiness* (counteracts the Agility-decreasing properties of the

ice floors when applied to shoes).

The room is occupied by four HD6 **Rat Snakes** (hp40, AC40, *confusing* chitter, Black Plague or Lycanthropism, *summons* 2d20 **Giant Rats**) and three HD9 **King Snakes** (hp72, AC47, paralyzing venom, *summons* 1d12 **Giant Snakes**, *invisibility* 3/day, *fly* 3/day, Intelligent/speech).

8. **Closet.** Six chalices sit on a wood shelf across an otherwise empty closet. One is brass with silver inlay (6 GP), the second is blue glass with a silver interior (28 GP), the third is adamantine with gold filigree (420 GP), the fourth is steel with a gold interior (63 GP), the fifth is orange ceramic with a shell interior (4 GP), and the sixth is made of hollowed-out rhino horn with a green glass interior (12 GP).
9. **First Slide.** Adventurers coming down the ramp from the west lose control and slide uncontrollably (save 1d20 GTET [28-Agility]) into the spikes mounted on the wall, suffering hp1d10 damage. Persons climbing the ramp lose control and backslide on 1d20 rolls GTET [25-Agility].
10. **Second Slide.** Adventurers coming down the ramp from the east lose control and slide uncontrollably (save 1d20 GTET [30-Agility]) into the spikes mounted on the wall, suffering hp1d12 damage. Persons climbing the ramp lose control and backslide on 1d20 rolls GTET [26-Agility].
11. **Snake Bite.** The walls are covered in green tile, and the ceiling is painted black with flecks of crystals resembling stars. A 12 FT diameter wood trunk fills the room's center, a 55 FT gigantic **Rattlesnake** (HD22, hp180, AC88, Bite 2d8, Tail 1d12, 3d10 constriction, Agility 10) is wrapped around the trunk, dripping poison from the fangs in its open mouth. A puddle of poison (avoid 1d20 GTET [26-Agility], 1d100*1d10 minutes paralysis, save 1d20 GTET [34-Stamina]) is on the floor beneath the tree. A latched stone door with silver keyhole (not locked) leads to Broken Glass (#12). The snake's name is Ephoranim.

The snake ignores mortals as long as it is not attacked (reacts to a hit on 1d20 roll GTET (18-{number of hits})). An Adventurer can successfully collect venom on 1d20 rolls GTET [26-Agility], checked per round; three collections are needed to obtain enough venom to dissolve the blood on the

Ninth Circle, Vault, Lucifer

Vault of Ephoranim, continued

11. **Snake Bite**...tapestry at Saint's Lament (#7). The venom dissolves wood, ceramics, and most metals; the rhino horn chalice with glass interior found at the Closet (#8) is strong enough to contain the venom (any other sturdy glass vessel is also successful). A collection roll of 1 indicates that venom has splashed the collector, causing hp1d6 damage (save 1d20 GTET [34-Stamina]). The collected venom 'goes stale' and does not dissolve blood from the tapestry if GTET than 15 minutes elapses; venom collected from the puddle on the floor has no effect on the blood.
12. **Broken Glass**. The walls are covered in a thin layer of frosted pink glass, and the ceiling is painted ochre. The floor is covered three-quarters inch deep in a layer of broken glass. Adventurers lacking footwear suffer hp1d4/round and are lamed (half-speed for 1d6 days, save 1d20 GTET [30-Stamina]). The room projects an *illusion* (disbelieve 1d20 roll GTET [32-Will]) that a great iron chest with a padlock is against the west wall. A **Type 9A Devil** appears here on 1d20 rolls GTET 14.

Exiting the Ninth Circle

When mortals penetrate the fogs at the Circle's center they reach **Lucifer's** massive body, which appears like an endless wall above them. A 5 FT gap by 30 FT long exists between His body and the ice of Cocytus, the gap appears to continued down as far as the Looking eye can discern (50 to 60 FT from the surface without additional light). Liquid water is on the shaft's sides, melted by the pressure of Lucifer's body as he twists and presses against the imprisoning ice, and it drips down into the darkness. Many of his body hairs have pretty, tiny, icicles where the falling water has frozen again. The ice walls of the shaft are extremely hard, comparable to stone, but support metal spikes and pitons when correctly placed and driven in (succeed on 1d20 rolls GTET [36-Level-Agility]. the shaft continues down about 200 feet before narrowing and disappearing

Mortals have difficulty coping with the extraordinary unsettling effect of being very near (within 50 FT) of **Lucifer** due to the sheer intensity of his hatred and evil. Mortals become *unconscious*, and remain in that state, unless succeeding on a 1d20 roll GTET [25-Will] for evil persons, GTET [27-Will] for neutral persons, GTET

NOTE: Mortals who have consumed more than one meal containing fungi, plants, animals, water, wine, or any other edible product found, hunted, or foraged in Gehenna or Malebolge, or consumed any locally-produced (grown, raised, farmed) foods are unable *to approach within 50 FT of Lucifer's* body regardless of the forces, spells, prayers, or enchantments used to facilitate this. They **cannot** exit Inferno until the appropriate cure is found and consumed, the appropriate ritual is performed, or the waiting period expires since the last consumption of local foods. This prohibition does not apply to foods imported to Gehenna from elsewhere which may have been found or foraged along the way, although such food is subject to Gehenna's accelerated rotting and spoiling effect.

[30-Will] for good persons, each checked every 2 minutes. Affected persons recover after being moved to GTET 150 FT away from Lucifer.

Adventurers *exit Malebolge/Inferno* using the thick hairs of **Lucifer's** body as a ladder to climb down to a tunnel in the ice, which eventually leads to a passage giving access to Purgatorio and the Material Plane. The ends of **Lucifer's** hair bridge the gap in the ice but they are too flexible to support a person's weight. Adventurers must jump to where the hair is strong enough to support them, gaining a handhold on 1d20 rolls GTET [24+x-Agility], where x is 1 to 4, depending on how many fourths of their maximum carry weight they have. Increase x by an additional 3 points if the person performing the jump is carrying a bulky object, such as an unconscious person. A person who fails to gain a handhold falls 1d100+6 FT until up they become wedged as the shaft narrows. An Adventurer climbing down Lucifer's body maintains their hold by succeeding on 1d20 rolls GTET [25-Agility], checked every 25 vertical FT, otherwise they fall an appropriate distance.

A falling person succeeds in grabbing a handhold on 1d20 rolls GTET [26+y-Agility], checked every 15 vertical FT, where y is the number of attempts being made {1 for the first attempt, 2 for second, etc.}. Although the hairs decrease the speed of falling, a person who falls the maximum distance (106 FT) suffers 3d12 impact damage. Wedged Adventurers can be extricated using ropes, pitons, a pulley, etc.

Mortals who climb upward on **Lucifer** avoid falling by succeeding on 1d20 rolls GTET [25-Agility], checked every 25 vertical FT, otherwise they fall an appropriate

Ninth Circle, Exit from Inferno

Exit from Inferno, continued

distance. A mortal on Lucifer is attacked by 1d6 flying Devils on a 1d20 roll GTET 9, checked every 50 vertical FT upward and downward (above the ice); determine the type of **Devil** using 1d10: (1-5) **Type 9A**, (6-9) **Type 9B**, (10) **Type 9C**. **Lucifer** does not feel or notice persons climbing on his body.

Lucifer's body is covered by numerous small sharp ridges which easily cut skin and shred leather, doing hp1d3/contact. Persons climbing on Lucifer accidentally make contact with His body a number of times equal to (22 - Agility statistic - 1d6). Small pieces of Lucifer's body enter the wounds created and eventually find their way to the victim's heart where they permanently lodge; affected persons suffer hp1d10 damage, reduce their effective Stamina statistic 5 points until the pieces are removed, and good or neutral persons become permanently evil in 1d8 days (save 1d20 GTET [30-Will], checked daily). Persons turned evil from contact with Lucifer revert to their previous alignment if the contaminating material is extracted, requiring a 24-hour continuous ritual simultaneously performed by GTET four Priests of good Deities, each of Level GTET 10.

Lucifer twitches and moves in his prison of ice, so that climbing down his body is like climbing a continually shaking ladder. A climber on Lucifer's body suffers 6d12 crushing damage (half damage, 1d20 roll GTET [28-Stamina], quarter damage if also wearing a Breastplate, Backplate, or Plate Mail armor; Dwarves and Gnomes also suffer quarter damage because of their smaller size) as he thrashes about on 1d20 rolls GTET 16, checked every 30 vertical FT while between Him and the ice wall. Assume the gap is 1d8+3 FT wide at each location of interest.

A horizontal tunnel in the ice is found 125 FT below the surface of Cocytus, 14 FT in diameter with a smooth and level floor; the gap to Lucifer's body is 6½ FT across at that location. Each climber must jump the gap into the ice tunnel, succeeding on a 1d20 roll GTET [24+x-Agility], where x is 1 to 4, depending on how many fourths of their maximum carry weight they have. Increase x by an additional 3 points if the person performing the jump is carrying a bulky object, such as an unconscious person. Failure to jump into the tunnel results in a fall of 3d20+10 FT until they are wedged against Lucifer's body. The ice tunnel eventually leads to the underside of Cocytus and the stone tunnel to the

Purgatorio and the Material Plane.

Ninth Circle Encounters

Determine whether a random encounter occurs after every 2 miles of travel or after every hour stopped in place (e.g. camping). When an encounter is indicated determine the result from the Ninth Circle Encounter Table found on page 20, using 1d8 and 1d20.

When **King Samael** is encountered, He is alone disguised as an Ordinary Devil on 1d20 rolls GTET 12. When he has an entourage, it consists of two **Keres**, eight **Myduforyas**, twelve **Freppi**, thirty **Cayyas**, 1d6 each **Types 9A, 9B**, and **9C Devils**, ten each **Ordinary** and **Common Devils**, six **Zoybim**, and 2d8 Evil Warriors (L1d8+12; evil Crusader on 1d20 roll GTET 14). An Evil High Priest (L1d12+10) is present on 1d20 rolls GTET 16, with 1d8 lesser evil Priests (L1d6+8). 1d4 evil Wizards (L1d12+8) are present on 1d20 rolls GTET 13, along with 0-3 (1d4-1) Apprentices (L1d6+6).

Prince Asmodia travels with an entourage of a **Keres**, six **Myduforyas**, eight **Freppi**, twenty **Cayyas**, 1d6 each of **Types 9A, 9B**, and **9C Devils**, ten each **Common** and **Ordinary Devils**, eight **Zoybim**, and 1d12 Evil Warriors (L1d8+10; evil Crusaders on 1d20 roll GTET 16). An Evil High Priest (L1d12+10) is present on 1d20 rolls GTET 16, with 1d8 lesser evil Priests (L1d6+8). 1d4 evil Wizards (L1d12+8) are present on 1d20 rolls GTET 13, along with 0-3 (1d4-1) Apprentices (L1d6+6).

A **Diabolic Duke** travels with an entourage of a **Keres**, four **Myduforyas**, four **Freppi**, twelve **Cayyas**, 1d4 each of **Types 9A, 9B**, and **9C Devils**, six each **Common** and **Ordinary Devils**, and five **Zoybim**. 1d10 evil Warriors (L1d6+8) are present on 1d20 rolls GTET 8 (an evil Crusader on 1d20 roll GTET 18). An Evil High Priest (L1d8+9) is present on 1d20 rolls GTET 17, along with 1d6 lesser evil Priests (L1d6+4). A L1d10+10 Wizard is present on 1d20 rolls GTET 15, with 0-3 Apprentices (L1d4+4).

A **Diabolic General** travels with an entourage of two **Myduforyas**, four **Freppi**, ten **Cayyas**, and (1d4-1) each of **Types 9A** and **9B Devils**. 1d8 evil Warriors (L1d8+8) are present on 1d20 rolls GTET 12 (each an evil Crusader on 1d20 rolls GTET 16). A **Keres** is present on 1d20 rolls GTET 12. An Evil High Priest (L1d6+8) is present on 1d20 rolls GTET 14, High along

Ninth Circle Encounters; Escape

Ninth Circle Encounter Table

1d20 Roll	Determine Columns using 1d8			
	1-2 on 1d8	3-4 on 1d8	5-6 on 1d8	7-8 on 1d8
1	1d6 Ice Toads	1d8 Common Devils	1d6 Cayyas	1d6 Type 9A Devils
2	1d6 Ice Toads	1d8 Common Devils	1d6 Cayyas	1d6 Type 9A Devils
3	1d8 Ice Toads	1d8 Common Devils	1d8 Cayyas	1d8 Type 9A Devils
4	1d6 Ice Lizards	1d10 Common Devils	1d8 Cayyas	1d8 Type 9A Devils
5	1d8 Ice Lizards	1d10 Common Devils	1d10 Cayyas	1d10 Type 9A Devils
6	1d4 Furry Death Beetles	1d10 Common Devils	1d10 Cayyas	1d10 Type 9A Devils
7	1d6 Furry Death Beetles	1d12 Common Devils	1d6 Freppi	1d6 Type 9B Devils
8	1d6 Cold Crocodiles	1d12 Common Devils	1d8 Freppi	1d6 Type 9B Devils
9	1d10 Cold Crocodiles	1d6 Ordinary Devils	1d10 Freppi	1d8 Type 9B Devils
10	1d4 Northern Lynx	1d8 Ordinary Devils	1d10 Freppi	1d8 Type 9B Devils
11	1d6 Arctic Foxes	1d8 Ordinary Devils	1d12 Freppi	1d10 Type 9B Devils
12	1d6 Ice Worms	1d8 Ordinary Devils	1d6 Myduforyas	1d12 Type 9B Devils
13	1d6 Ice Spirits	1d10 Ordinary Devils	1d8 Myduforyas	1d6 Type 9C Devils
14	1d6 Frost Giants	1d10 Ordinary Devils	1d10 Myduforyas	1d8 Type 9C Devils
15	1d10 Frost Giants	1d10 Ordinary Devils	1d6 Jinguma	1d10 Type 9C Devils
16	1d6 Ice Giants	1d12 Ordinary Devils	1d8 Jinguma	1d12 Type 9C Devils
17	1d8 Polar Bears	1d6 Iblis	1d10 Jinguma	Diabolic General
18	1d12 Polar Bears	1d6 Daityas	1d8 Quivaras	Diabolic Duke
19	White Dragon	1d12 Zoybim	1d12 Quivaras	Prince Asmodia
20	1d3 White Dragons	1d20 Zoybim	1d3 Keres	King Samael

Ninth Circle Encounters, continued

Diabolic General...with 0-3 lesser evil Priests (L1d4+3). An evil Wizard (L1d8+8) is present on 1d20 rolls GTET 17, along with 0-2 Apprentices (L1d3+3).

Escape to the Material Plane

After jumping from Lucifer's body, the ice tunnel deep in the Cocytus ice is straight and level for 250 FT, with the walls initially a dark royal blue gradually lightening in tone to an azure blue. The tunnel makes a shallow turn to the left and goes 75 FT deeper into the ice. Over the subsequent 1000 FT it also makes an imperceptible twist so that the tunnel floor becomes its ceiling and the Adventurers [unknowingly] walk upside-down com-

pared to their previous orientation. A Dwarf experiences intense pangs of vertigo and disorientation which gradually diminish as the tunnel completes its 180 degree turnover (1d20 minutes disorientation, vertigo, nausea; save 1d20 roll GTET [27-Will]).

The tunnel straightens and travels level for another 1000 FT before it climbs steadily upward (in the Adventurer's perception), while it actually continues deeper into the ice). The tunnel ascends 175 vertical FT over the subsequent half mile, ending at a stair of ice. Adventurers emerge from the stair onto the frozen underside of Cocytus.

The underside of Cocytus is a pure and pristine landscape of snow with clear light purple skies, fresh air,

Escape to the Material Plane

Escape to the Material Plane, continued

and an orange-yellow light above. The air is 25° and there is a crisp and clean smell which invigorates and revives mortals. The chirping of unseen birds is in the air. An apparently well-traveled path in the snow leads toward the rocky cliff 3 miles away (the underside of Cocytus has the same 6 mile diameter as its upper face analog and it is completely surrounded by a 2000 FT vertical cliff). Persons looking ‘upward’ see a foggy haze far away and risk being mesmerized (1d100*1d8 minutes, save 1d20 GTET [30-Will]).

The path in the snow leads to a 15 FT by 12 FT wide red stone arch built into the cliff face, lined in yellow gold. A red metal placard above the arch has 2 FT gold letters in Infernal Cant reads, ‘*Passage to Redemption.*’ A well-made tunnel beyond the arch goes straight and level as far as can be seen, with smooth dressed stone walls of fine craftsmanship. Adventurers do not have any encounters while on the underside of Cocytus.

Escape Tunnel

The tunnel is between 20 FT and 23 FT wide with a flat floor of seamless grey stone, and a vaulted ceiling 12 to 15 feet tall. The walls are smooth granite, cold to the touch, dull black in color. A lit torch is set into an iron bracket every 200 FT. Floor-to-ceiling black support columns carved like Gargoyles are located every 600 FT. A ram’s head fountain of cold clear water is found on the left-hand wall every mile. Food consumed in the tunnel is not subject to the Inferno binding effect.

Graffiti is periodically found scrawled on tunnel walls, left by previous passing adventurers, who were both coming from and going to the Ninth Circle. The names of past escapees include Rannin and Trophena, Huemer

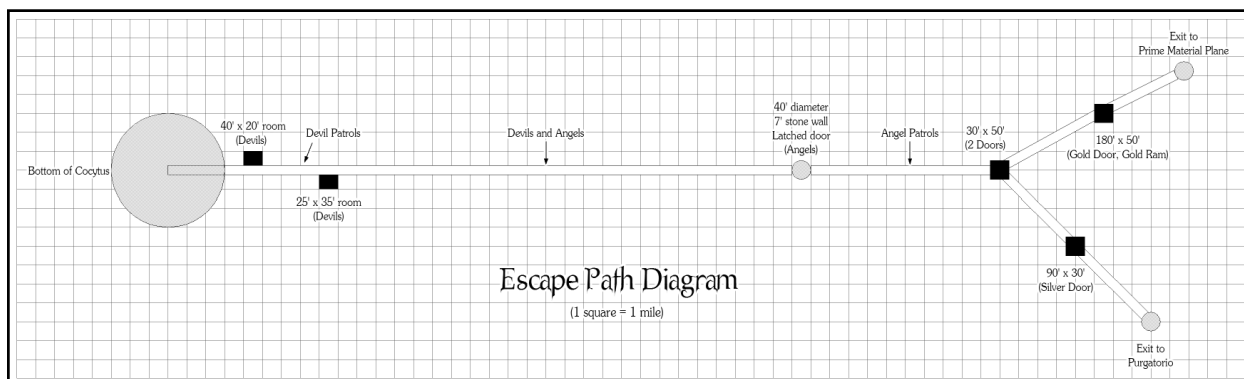
the Priest of Skadi, Marton the Dwarf, a group calling themselves “Swords of Mabillion,” the wizards Wuantan the Old, Hemwyn, and Miraude the Black, the Elf Ceawlin, and Urachallyon. The names of past travelers down the road to Hell include a group calling themselves “Hell Busters,” the Assassin Donncaadh, the brothers Cuhelyn and Florian (both Thieves), Juvanallus, Cunoarda, wife of Malcant, hoping to free her husband from the clutches of the foul devil Ulnammon, Sabina, and Jermoe Proudfoot.

First Devil Room in the Tunnel

A rectangular room is on the passage left side, 1½ miles up the tunnel, 40 FT by 20 FT deep, occupied by four **Type 9B Devils** and four **Type 9C Devils**; reinforcements of twenty **Common Devils**, a **Quivaras**, and ten **Jinguma** may be summoned if needed, arriving in 1d8 rounds. These Devils prevent access to Inferno by unauthorized mortals (an appropriate Pass must be shown), and prevent intrusions by the Angels of Purgatorio. If mortals traveling upward/outward from Inferno do not attack the Devils, the Devils do not challenge or attack them. The room contains a wooden table, six wooden chairs, a wooden bench, two casks of water, and four casks of ale. A large haunch of an unknown roasted meat on a wooden platter sits on the table with ten pewter plates and steins, a set of knucklebones (dice), and many gambling chits.

Second Devil Room in the Tunnel

A 25 FT by 35 FT deep rectangular room is located on the right side of the tunnel five miles from Cocytus. The room is occupied by three **Keres**, three **Quivaras**, and ten **Jinguma**; reinforcements of a **Keres**, **Quivaras**, twenty **Jinguma**, and twenty **Common Devils** may be summoned if needed. These **Devils** are ordered to



Escape to the Material Plane

Escape Tunnel, continued

Second Devil Room...prevent any unauthorized (an appropriate Pass is required) use of the tunnel by mortals in either direction, and to prevent intrusions by the Angels of Purgatorio. The **Devils** challenge all creatures (mortal, diabolic, demonic, elemental, undead, or angelic) using the tunnel.

The commanding **Keres** accepts bribes to allow passage (outbound only) but mortals must initiate the offer. The Officer either accepts or rejects the initial offer and does not haggle or bargain; success is indicated on 1d20 rolls GTET [43-Level-Will], apply a +3 modifier if sufficient additional incentives are offered. Examples of acceptable offers include: a young virgin woman's soul, the souls of two virgin boys, the souls of four non-virgin women, the essence of a Greater Demon (or that of a higher-ranked Demon), the essence of two Lesser Demons, the immediate payment of any coinage of total value GTET 50,000 GP/person, the immediate payment of gems or jewelry of total value GTET 65,000 GP/person, GTET eight minor enchanted objects [for example, a potion]/person, or, GTET three major enchanted objects [for example, a Ring holding GTET 20 charges]/person. The room is furnished with a wooden table, straight chairs, padded benches, three barrels of water, two barrels of red wine, a barrel of cider, a [torture]

rack, a wooden rack with four sets of iron manacles, a wide stone vat filled with fuming acid, and a bronze gong with clapper. On the table are six pewter mugs, four 34 GP gold bowls, a 55 GP crystal pitcher filled with red wine, three 65 GP silver daggers with pearl pommels, a 950 GP backgammon board made of ivory and jet with pieces of ruby and emerald, a spell scroll (*Disintegrate*, *Infernal Cant*), four vials *Unholy Water*, and a *Wand of Fireballs* (hp1d20, 100 FT, 32).

Encounters in the Devil's Zone of Control and Encounters in the Disputed Zone of Control

Perform an encounter check after the first, third, and fifth miles of travel, or hourly while they are stopped. When an encounter is indicated, refer to the Devil Zone of Control Table, below.

Perform an encounter check after the eighth mile of travel and after every subsequent 3 miles until Adventurers reach the First Angel Room, or hourly while they are stopped. When an encounter is indicated, refer to the Disputed Zone of Control Table, on page 23.

First Angel Room

The tunnel opens into a circular room 40 FT in diameter by 25 Ft tall thirty miles travel from Cocytus. A 7 FT

Encounters in the Devil's Zone of Control

Select Rows 1d12	Select Columns using 1d4			
	1 on 1d4	2 on 1d4	3 on 1d4	4 on 1d4
1	1d8 Basilisks	1d20 Hell Rats	1d10 Ordinary Devils	1d10 Cayyas
2	1d10 Caleygreyhounds	2d20 Hell Rats	1d12 Ordinary Devils	1d12 Freppi
3	1d4 Catoblepas	3d20 Hell Rats	1d20 Ordinary Devils	1d8 Myduforyas
4	1d4 Efreet	1d6 Hell Owls	3d12 Ordinary Devils	1d12 Jinguma
5	1d4 Djinn	1d12 Hell Owls	1d10 Common Devils	1d20 Jinguma
6	1d20 Gargoyles	1d6 Hell Skunks	1d12 Common Devils	3d12 Jinguma
7	1d20 Harpies of Hell	1d12 Hell Skunks	1d20 Common Devils	1d6 Quivaras
8	Six-Headed Hydra	2d8 Hell Skunks	3d12 Common Devils	1d6 Type 9A Devils
9	1d3 Leucrotta	1d12 Hell Horses	1d8 Zoybim	1d8 Type 9A Devils
10	1d12 Medusa	2d12 Hell Horses	2d8 Zoybim	1d6 Type 9B Devils
11	1d10 Nightmares	2d20 Infernal Locusts	Keres	1d8 Type 9B Devils
12	3d20 Vampire Bats	4d20 Infernal Locusts	1d3 Keres	1d4 Type 9C Devils

Escape to the Material Plane

Escape Tunnel, continued

First Angel Room...high stone wall topped with adamantine spikes is bisects the room, with an 8 FT wooden

gate in the center. The gate is latched but not locked (Strength GTET 20 to open). Two HD13 winged female **Angels of the Order of Melechize** (Warrior L13, Wizard L9) stand on the Inferno side of the gate, wearing

Encounters in the Disputed Zone of Control

Select Rows 1d12	Select Columns using 1d4			
	1 on 1d4	2 on 1d4	3 on 1d4	4 on 1d4
1	1d6 Furry Death Beetles	1d20 Hell Rats	1d8 Cayyas	1d6 Chailoth Angels
2	1d8 Furry Death Beetles	2d20 Hell Rats	1d8 Jinguma	1d10 Chailoth Angels
3	2d20 Rabid Dogs	3d20 Hell Rats	2d8 Jinguma	1d10 Arelim Angels
4	3d20 Rabid Dogs	1d12 Hell Skunks	1d8 Freppi	1d12 Arelim Angels
5	1d12 Medusa	2d20 Hell Skunks	1d6 Quivaras	1d8 Melechize Angels
6	Three-Headed Hydra	3d12 Hell Skunks	1d10 Quivaras	1d10 Melechize Angel
7	1d12 Harpies of Hell	1d12 Hell Hounds	1d6 Myduforyas	1d12 Melechize Angel
8	2d10 Gargoyles	1d10 Hell Horses	Keres	1d8 Cherubim Angels
9	1d3 Efreet	1d6 Evil Warriors	1d6 Type 9A Devils	1d12 Cherubim Angels
10	1d3 Djinn	1d6 Good Crusaders	1d8 Type 9A Devils	1d12 Cherubim Angels
11	1d4 Fire Giants	1d10 Evil Priests	1d6 Type 9B Devils	1d4 Serephim Angels
12	1d4 Fire Elementals	1d4 Wizard, 1d6 Warrior	1d6 Type 9C Devils	1d8 Serephim Angels

Encounters in the Angel's Zone of Control

Select Rows 1d12	Select Columns using 1d4			
	1 on 1d4	2 on 1d4	3 on 1d4	4 on 1d4
1	1d6 Basilisks	1d20 Hell Rats	1d8 Ordinary Angels	1d6 Guardian Angels
2	1d4 Gorgons	1d20 Hell Rats	1d10 Ordinary Angels	1d10 Guardian Angels
3	1d8 Medusa	2d20 Hell Rats	1d12 Ordinary Angels	1d8 Chaiioth Angels
4	1d4 Manticores	3d20 Hell Rats	1d20 Ordinary Angels	1d10 Chaiioth Angels
5	1d8 Griffons	1d12 Hell Owls	1d8 Common Angels	1d20 Chaiioth Angels
6	1d3 Sphinx	1d12 Nightmares	1d12 Common Angels	1d8 Arelim Angels
7	1d8 Furry Death Beetles	2d10 Nightmares	1d20 Common Angels	1d12 Arelim Angels
8	1d20 Gargoyles	1d8 Hell Hounds	1d8 Good Priests	1d8 Melechize Angels
9	1d6 Fire Giants	1d12 Hell Hounds	1d8 Good Crusaders	1d12 Melechize Angel
10	1d6 Frost Giants	1d20 Hell Hounds	1d6 Evil Warriors	1d12 Melechize Angel
11	1d6 Lamia	1d12 Hell Horses	1d8 Evil Priests	1d8 Cherubim Angels
12	1d3 Hell Salamanders	1d20 Hell Horses	1d12 Evil Priests	1d12 Cherubim Angels

Escape to the Material Plane

Escape Tunnel, continued

First Angel Room...golden *Scimitars* +3 (aura of good) and holding wooden Staves; six more **Angels** on the far side are not visible. These Angels are ordered to prevent use of the passage by Devils, Demons, Elemental Creatures, and the Undead, and to protect the access to Purgatorio. The Angels question persons coming from the direction of Inferno about their destination, using *detect falsehood*. Persons of any alignment who truthfully give their destination as the Material Plane ('out' is an acceptable answer) are allowed to pass, although evil persons are strongly urged to repent. Persons who falsely give their destination as the Material Plane are soundly beaten by animated **Staves** (HD8, hp30, AC40, two hits/round). Persons of any alignment who truthfully give their destination as Purgatorio and truly intend to perform prayers and penance there are allowed to pass. Neutral and evil persons who truthfully give their destination as Purgatorio and falsely claim the intent to perform prayers and penance are attacked by **animated Staves** and by all available **Angels**.

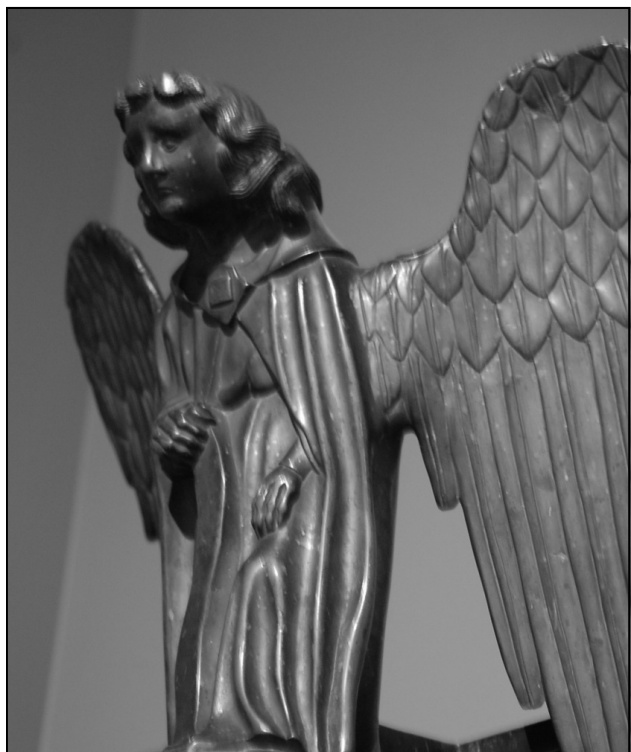
Encounters in the Angel's Zone of Control

Perform an encounter check two miles after leaving the First Angel Room, and every two miles thereafter until

reaching the Chamber of the Golden Door; perform a check hourly while stopped. When an encounter is indicated refer to the Encounters in the Angel's Zone of Control Table on page 23.

Splitting Tunnels (Primus and Purgatorio)

Adventurers reach a flat rectangular section of passage 30 FT wide by 50 FT long 40 miles of travel uphill from the Ninth Circle. The area has a seamless polished black stone floor and the walls/ceiling sculpted to look like black ribs against a white surface. Two 20 FT tall glowing doors are built into the far wall, the one on the left glows white, the one on the right glows red; each door is 12 FT wide, latched, and requires a total Strength GTET 26 to open. The word, '*Primus*' is written above the left door, and it leads toward the Material Plane; the door is surrounded with a lintel of gold embedded with four hundred 1000 GP diamonds. The word '*Purgatorio*' is written above the right door, and it leads to the demi-Plane of Purgatorio; the door is surrounded with a lintel of silver embedded with four hundred 600 GP white pearls, each valued at 160 GP, the entry glows with a soft red light. Two HD13 **Angels of the Order of Melechize** are found here on 1d20 rolls GTET 12. The description of the journey to Purgatorio is continued on page 30.



Chamber of the Golden Door (Planar Portal)

The passage leading towards the Material Plane is flat, even, and dry, 12 FT across by 15 FT high, with a floor paved in hexagonal red tile and black grout, straight black block walls and pairs of cylindrical columns every 50 FT carved to resemble Giants holding up the ceiling. A 4 inch across by 6 inch tall silver bell is found 50 FT past the Primus Door, hanging from a wood peg by a worn leather strap. A 6 inch across by 10 inch tall bronze bell is found a mile past the Primus Door, hanging from an iron ceiling hook on a thin bronze chain. The bells have the aura of enchantment but have no effect when rung in the passage.

The passage enters a domed 180 FT by 50 FT high circular chamber of white marble 46 miles up the tunnel from Inferno, 6 miles past the Primus Door. The center 100 FT section is a cylindrical cutout 40 FT deep with 10 FT-wide stairs on the near and far ends. A 40 FT-wide walkway circles the top of the cutout. At the far end of the cutout is a single Golden Door set into an arch of blue marble, 8 FT wide by 14 FT high (aura of enchantment). The dome overhead is a deep black with

Escape to the Material Plane

Escape Tunnel, continued

Chamber of the Golden Door...numerous small points of light twinkling like stars; at appropriate hours a large circle of bright yellow light with indistinct and rippling edges rises from the eastern floor and travels across the dome to the western floor, taking about 12 hours to complete the journey. The room is filled with fog and 1d8 hours of a soft spray of water on 1d20 rolls GTET 14. The cutout floor is covered in thick green grass producing a pleasant, earthy, aroma. A 65 FT apple tree is in the cutout center, 6 FT diameter, heavily laden with 3d12 each bright red and green apples.

A HD9 Giant **Golden Ram** (hp49, AC42, Bite 1d6, Head Butt 1d8+5 damage [simultaneously attacks persons close together], Foreleg Kick 1d8, Rear Leg Kick 1d12, Running Charge 2d10+1d8 {-1 attack}, one-tenth Cold magic damage, suffers one-quarter Fire magic damage, 2000 GP *pelt* protects versus heat and cold) grazes on the lush grass.

The **Ram** blocks access to the tree but only attacks persons within 10 FT of the trunk. Ringing the silver bell found in the Primus passage causes the **Ram** to fall asleep 1d8 hours; a second ringing immediately awakens the Ram (continued ringing alternately causes slumber and awakening). An identical **Ram** appears 1d6 minutes after the one present is killed (immune to silver bell effects). The bell has no effects on the Material Plane.

Three HD10 **Fire Giants** (hp72, AC60, Punch 1d12, Long Sword 3d8, Boulder Throw 4d6, Fire Wizard L8 additional 2d6 *Fireball* 6/day, triple damage from Cold magic) is summoned on each ring (limit 12; this bell has no effect on the Material Plane). Each **Fire Giant** appears with a HD6 **Hell Hound** (hp40, AC35, Bite 1d10, Fore Claws 2d6, Flame Breath 2d8 every fourth round, heals hp1 point from Fire magic, suffers 1½ times Cold magic damage, smokescreen 3/day, Common and Infernal Cant) on 1d20 rolls GTET 15. **Fire Giants** are wary but not immediately hostile, except towards Dwarves.

The Golden Door has a Giant-sized handle and cannot be opened by (a) normal-sized person(s) using any amount of Strength. The door can only be opened by a person who has completely eaten an apple from the tree growing in the chamber within the past 3 hours; good-aligned characters must have eaten from the red apples, evil-aligned characters must have eaten from the green

apples, and neutral characters may eat either apple. Mortals eating the apple opposite their alignment find the fruit to be so bitter that they spit it out (finish on 1d20 roll GTET [28-Will]). Mortals who eat one color apple and then consume the other color within one hour suffer 1d20 hours of debilitating (temporarily reduces Strength, Stamina, and Agility by 5 points each; save 1d20 GTET [34-Stamina]); affected Crusaders, Warlocks, Wizards, and Priests are unable to perform spells or prayers; affected persons apply a -4 attack modifier and inflict -2 damage.

Once the Golden Door is opened, it remains open 30minutes; when it closes, it crushes any material object used as a wedge or block. The door cannot be opened from the Inferno side for 3 hours once it has been used and closed. *The door is a planar boundary between the Prime Material Plane and the Plane of Gehenna*; the passage beyond the door is fully and completely on the Material Plane. Mortals can freely pass back-and-forth through the door while it is open, however, it completely disappears from the point-of-view of the Material Plane when it is closed.

NOTE: The hidden Golden Door may be invoked from the Material Plane using the **Scroll of Gerszon** (neutral artifact). The **Scroll** disintegrates following each invocation and reappears somewhere in the world, so there is always exactly one Scroll. The spell cannot be copied or learned by any means, including *Alter Realities* (Wish). Once the door is invoked, a person wishing to open the door must consume a fresh **Apple of Luibohne** corresponding to their alignment (within 24 hours of picking).

The area where the door appears on the Material Plane side looks like a vertical grey facing of rock engraved with the three-headed, three-winged likeness of Lucifer (aura of evil). Wizards, Priests, Crusaders, Warlocks, Dwarves, and Elves all feel disorientated (1d20 minutes *confusion*, save 1d20 GTET [32-Will]) after passing through the open door in either direction.

All spells, prayers, and associated enchanted items function normally once Adventurers regain the Material Plane, the spell restrictions described in *Gehenna Primer* no longer apply. However, the surrounding rock in the vicinity of the Planar Portal is highly enriched in lead ores, so spells and prayers of teleportation, astral travel, and ethereal travel may continue not to function until the

Escape to the Material Plane, Exit Tower

Escape Tunnel, continued

Chamber of the Golden Door...surface is reached. The passage continues at an upward slope for 4 miles after passing through the Golden Door before leveling out, then it continues another half-mile as a level hallway 12 FT wide by 9 FT tall (a Dwarf determines a depth of 110 FT underground).

Encounters on the Material Plane

Perform an encounter check every mile after passing through the Golden Door, until Adventurers reach the Exit Building, or hourly while they are stopped. When an encounter is indicated, refer to the Encounters on the Material Plan Table, below.

Material Plane Exit Tower

Nymph Statue and Living Pool.

The passage ends at a 25 FT diameter round chamber, with a passage exiting the right (east) side through an arched opening. The walls and ceiling are pink-and-white marble. Steps descend 4½ FT down into a pool of light red liquid which fills the entire chamber except for a 12 FT white marble statue of a naked Nymph on a pedestal in the room's center. The air is heavy with a

sweet perfume (causes drowsiness, save 1d20 GTET [24-Will]). See the map on page 27.

Careful examination (-14 to find) reveals fourteen small (1 FT) black spheres floating under the liquid's surface, connected by a thick black rope or cable, along with sixteen similar balls in green, blue, orange, red, white, and purple, floating about by themselves. Continued examination may (1d20 roll GTET [30-Intelligence]) reveal that some colored balls move about the pool purposefully. The liquid forms a **Living Pool** (hp60); the pool gels/hardens behind persons who enter it, to immobilize them; persons being ensnared by the gel must succeed on 1d20 rolls GTET [30-Strength] to move 3 FT, after one minute rolls GTET [36-Strength] are required. An immobilized person suffers hp1 acid damage/5 minutes exposure. The Pool is susceptible to normal or enchanted fire and burns readily.

The exit tunnel is 8 FT wide by 11 FT tall, made of white stone and grey tile, and continues on the level another 600 FT.

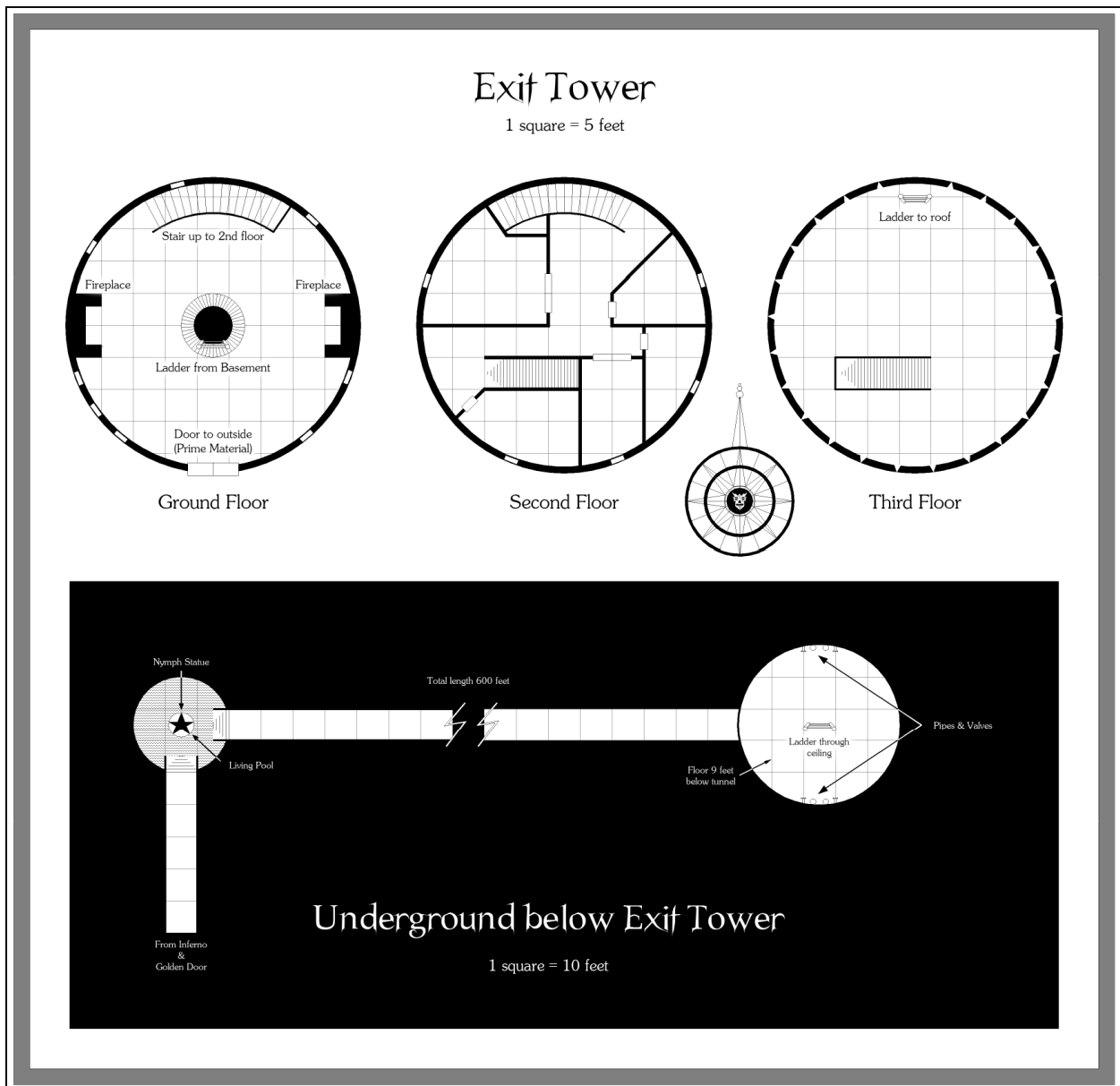
Pipes and Valves Room

The exit tunnel ends at a cylindrical chamber 50 FT in diameter by 35 FT tall. The tunnel enters the room 9 FT above the room's floor. The floor is made up of worn

Encounters on the Material Plane

Select Rows 1d12	Select Columns using 1d4			
	1 on 1d4	2 on 1d4	3 on 1d4	4 on 1d4
1	4d20 Ant Lions	1d6 Monitor Lizards	3d20 Ghouls	1d8 Manticores
2	1d20 Fire Breathing Ant	1d10 Giant Rattlesnakes	1d4 Ghosts	1d10 Sphinx
3	1d12 Assassin Bugs	1d10 Giant Iguanas	1d20 Mummies	Six-Headed Hydra
4	1d10 Giant Spiders	1d12 Komodo Dragon	1d12 Vampires	2d12 Greater Wolves
5	1d12 Giant Scorpions	1d12 Dragon Lizards	1d8 Specters	1d4 Chimera
6	1d20 Disease Ticks	1d8 Gila Monsters	1d8 Spirits	1d6 Catoblepas
7	1d10 Furry Death Beetle	1d8 Giant Lynx	1d8 Wraiths	1d12 Common Trolls
8	1d12 Giant Musk Beetle	1d10 Giant Skunks	1d6 Rotting Dragons	1d6 Fe'uer Trolls
9	1d8 Giant Dung Beetles	1d10 Giant Weasels	1d6 Banshee	1d4 Cyclops
10	2d20 Giant Bats	1d12 Flying Monkeys	1d12 Djinn	1d6 Ettin
11	3d20 Giant Rats	2d8 Garm	1d12 Efreet	1d10 Medusa
12	2d12 Giant Roaches	2d20 Gargoyles	1d12 Basilisks	1d20 Minotaur

Exit Tower



Exit Tower, continued

Pipes and Valves Room...rectangular red-orange bricks held together with a crumbling light brown mortar, the walls are lined with the same bricks, and the ceiling is a natural brown stone pitted with many small holes. Four 32 inch rusted iron pipes extended 1 FT out from the walls, 10 FT in the air, two pipes next to one another on the north side of the room and two next to one another directly opposite on the south side. A rusted 2 FT hand-wheel is directly beneath each set of pipes at floor level.

Several small puddles of water are on the floor along with a length of rusted and pitted iron chain and two scarred wooden buckets.

The air is damp and fetid with the smell of old molds. Occasional muffled dripping sounds can be heard. If either hand-wheel is turned counterclockwise both of the pipes above it begin releasing a steady stream (half capacity) of dirty brown sewer water into the room; if the wheel is subsequently turned clockwise to turn off the water, the hand-wheel breaks off. The room fills at

Exit Tower

Exit Tower, continued

Pipe and Valves Room...about 2 inches/minute.

A rusted iron ladder comes through a 6 FT diameter hole in the middle of the ceiling and stops 4 FT above the floor. The ladder traverses an 80 FT vertical shaft above the Pipe room and extends 3 FT above the floor in a circular room which forms the base of an ancient stone tower (above ground). Persons climbing the ladder lose their grip unless succeeding on 1d20 rolls GTET [27-Agility], checked at heights of 40 FT, 80 FT, and 120 FT. The ladder supports two human-sized persons, three persons if any two of them are either a Dwarf or Gnome. If more than the permissible amount of weight is put on the ladder, it breaks on 1d20 rolls GTET [10+ {2*number of climbers}], breaking at either 30 FT {1d6 roll 1-4} or 90 FT {1d6 roll}.

The room is occupied by a colony of twenty-two pale white adult HD6 **Spectral Bats** (h-6p1d12+30, AC30, ethereal 4/hour 5 minutes, teleportation 4/hour 250 FT, spell resistance) and ten HD2 juvenile **Spectral Bats** (L2, hp1d8+10, AC20).

Thick woody HD2 **Poison Ivy** vines grow inside the shaft ascending to the surface. Climbers make contact with the vines unless succeeding on a 1d20 roll GTET [32-Agility], Dwarves and Gnomes apply a +4 modifier, creatures 6'6" or taller apply a -4 modifier. Affected persons suffer a bright red rash on their hands and within 6 hours on a quarter of their body, then inflamed white boils in the reddened areas within ten hours; the scratching from the intense itch (save 1d20 GTET [34-Will], checked every quarter hour) causes hp1 damage. The rash, boils, and itching persist for 2d100+100 hours. While the rash is present affected persons temporarily reduce their Agility statistic by 3 points, reduce their Strength statistic 1 point, and apply a -2 attack modifier. Oils from the vines may adhere to an Adventurer's equipment, causing reinfection for up to 10 days. Burning the vines produces a smoke that causes the same symptoms.

A HD4 **Yellow Mold** (1d10 electrical discharge every 4 rounds, double damage from Fire magic, grows if attacked with electricity, spore attack) grows at the top of the shaft on 1d20 rolls GTET 13.

Tower, Ground Floor

Adventurers emerge from the Poison Ivy shaft into the center of a 45 FT circular room, 16 FT tall, with 6 FT wide stone fireplaces on the west and east walls, an open stone arch on the south side leading outdoors, eight open slit-windows, and a 6 FT wide curved wooden stair on the north wall leading to the upper floors and roof. The floor is made of rotting wood planks laid over stone, the walls are dressed grey stone, and the ceiling consists of several massive (1 FT wide) beams with wood planks across them. The temperature is 42° and the time is currently mid-afternoon as determined by the amount of light streaming in the door. The room has two carved old benches, the broken remains of several wooden tables, a 20 FT wood dais 1 FT thick, a toppled wood throne with flaking gold gilding, six rotting wood barrels, three empty bronze tapestry rods attached to the wall, broken bronze lanterns in bent bronze wall fixtures, empty wooden crates, and a large spinning wheel. Among the debris on the floor are charred staves, a severed axe head, four rusted swords, five dented and blackened human sized open-faced helmets, two cleaved triangular shields, 22 CP of unfamiliar design, a *Dirk +1* in good condition, several unidentifiable pieces of amber-colored glass, four empty clay flasks, a short piece of steel chain, a willow wand (or switch) with no unusual properties, a few short pieces of cut rope, and rectangular whetstone. The west fireplace has several large pieces of charred wood in it, whose age is indeterminate but certainly not recent. The stairs on the north side are mostly rotted and fall completely to the floor on 1d20 rolls GTET 14 if used.

Looking out the door or windows reveals that the tower stands the top of a small circular hillock, surrounded by a vast pine forest as far as can be seen in any direction. The hillock's crown is 65 FT across, the base 160 FT across, with a height of 48 FT above the nearby plain. The hill has no trees but is overgrown with tall dry grasses and a few low prickly bushes and briar vines. There is no wall, stone path, or other structure on the hill. There is no readily apparent well or other water source. Those bushes with leaves have mostly lost them except for a few brown curled leaves still hanging tight. The sky is grey and overcast, and the ground damp and muddy from recent rain. A wind of moderate strength blows from the west-northwest smelling of chilling dank rains, although none is currently falling. A few old animal prints are visible on the ground but no humanoid prints are present. Some low hills to the south and southwest may be a day's march away, and a break in the

Exit Tower

Exit Tower, continued

Tower, First Floor... trees to the north shows are dark line that might be a lake. A three-headed **Chudo Dragon** is seen in the distance flying off to the south-east.

NOTE: The Games Master should adjust the time and season so that approximately 6 months have passed since mortals entered Inferno. A cold driving rain begins 1d8 hours after Adventurers arrive at the Tower, which continues for 1d100+12 hours (hidden Idol of *Deluge*).

Tower, Second Floor

The Second Floor has five rooms divided by wooden walls, each with an exterior window, and another wooden stair leading up to the Third Floor and roof. Three windows have functional wooden shutters which are barely attached, and two windows have shutters stuck fast in the closed position. A variety of ordinary wood furniture is found upstairs, mostly in rotted or otherwise heavily damaged condition, along with scraps of metal, pieces of cut leather, a few items of well-made glass individually worth 1d20 SP, and some rotted and insect-infested clothing. The floor in each room gives way when entered on 1d20 rolls GTET 18; if the floor in any room gives way, the entire floor also falls on a 1d20 roll of 20, causing hp3d10 damage to those below and hp1d12 to persons on the upper floor caught in the collapse (avoid 1d20 GTET [34-Agility]).

Tower, Third Floor

The Second Floor stair leads up to a single open circular room with twenty arrow slits evenly spaced around it. A wood ladder on the north side extends up through an open trap door in the ceiling.

The room contains several moldy benches, the rotting remains of ten bedrolls (169 GP sapphire under one), three stone vats with the remains of old fires, damaged arrows, eleven bronze War Arrow heads in good condition, eight good arrow shafts, and nine War Arrows in good condition. Twelve skeletons lay on the floor, nine are dismembered and pose no threat, three are HD2 **Skeletal Warriors** (hpP16, AC24, Flash 1d4, Bone Club 1d6, Infrared vision) with glowing blue eyes. The Skeletal Warriors creep down the stairs 5 hours after sundown if Adventurers have not explored the Third

Floor, achieving a *surprise attack*. The floor in each quadrant of the Third Floor gives way on 1d20 rolls GTET 16 on and the Second Floor beneath it also falls on 1d20 rolls GTET 6. Any persons on the Second Floor when the collapse occurs suffers hp3d10 damage, and if the collapse continued persons on the Ground Floor suffer hp6d10 damage (avoid 1d20 GTET [28-Agility]).

Tower Roof

The wood ladder leads to the tower roof, an open space 40 FT across with 3 FT high stone crenellations. The only furnishing is the remains of a wood flagpole, cut 8 FT up its length. The quadrants of the roof collapse on 1d20 rolls GTET 12; if the roof collapses the floor of the Third Floor also collapses on 1d20 rolls GTET 8, and the Second Floor continues the collapse on 1d20 rolls GTET 4. Any person on the Third Floor when the roof collapses suffers hp2d10 damage, if the collapse continues persons on the Second Floor suffer 6d12 damage, and persons on the Ground Floor suffer 10d12 damage (avoid 1d20 GTET [28-Agility]).

THIS COMPLETES THE JOURNEY THROUGH MALEBOLGE



Purgatorio

Journey to Purgatorio

Three hundred FT past the silver lintel of the split tunnels room Adventurers find an battered and dented (empty) silver lamp hanging from a silver hook on the right-hand wall. Six hundred FT further they find a silver cross-shaped pendant (aura of good) on a leather strap, hanging from a silver hook on the left-hand wall. The tunnel continues on, 15 FT wide by 20 FT tall, even, dry, paved in irregular-shaped red flagstones with white grout, and walls surfaced in a smooth and slightly warm black stucco. Pairs of grey cylindrical stone columns line the tunnel at 100 FT intervals, each carved to resemble a winged angel holding up the roof. The passage climbs 1 vertical FT for every 50 horizontal FT of travel.

Silver Door (Planar Boundary)

Five miles past the split tunnel, the Purgatorio branch opens into a flat and level cone-shaped room 90 FT long by 35 FT across at the base, 30 FT tall (entry is at the point). An 11 FT by 8 FT solid silver door is set into a silver arch in the center of the far end of the room, with a large adamantine keyhole in the center and a giant-sized silver handle. The door is cannot be opened by mechanical skill, spells, or ordinary prayers of any kind. A 9 FT silver statue of a male angel with outstretched hands and wings sits on a round black marble pedestal on each side of the door; each angel has a small round hole in place of eyeballs. Close examination (-10 to find) of each statue reveals the back of each head is a hinged (lock, -6 open lock). An empty silver lamp identical to the one found in the passage is underneath the left head. A large flask of blessed lamp oil is underneath the right head, sufficient to fill a lamp twice over with a small amount of reserve. When both silver lamps are filled with the blessed oil, lit, and one placed into each statue so that the light glows through the eyes, the following words appear above the door in 1 FT letters, 'Lord, I am not worthy, yet I seek to enter' (Common). The words do not appear when ordinary lamp oil is used to light the lamps. When a good person of speaks these words aloud, the silver cruciform pendant transforms into a key that fits the silver door. The door requires Strength GTET 16 to open.

The Silver Door is the *planar boundary* between Gehenna and the Plane of Purgatorio. It remains open for 30 minutes then closes itself; any object placed to keep it open is destroyed. Mortals freely pass between the two

Planes while it is open. The silver lamp(s) and cruciform key pendant immediately disappear after the door closes. The door cannot be reopened from the Inferno side for three hours. Opening the door from the Purgatorio side requires a unique *Invocation* which is known all of the higher Orders of Angels. The Angels refuse to teach the Invocation to mortals, and refuse to open the door to allow them to return to Inferno under most circumstances. Purgatorio is subject to the same restrictions on spells and prayers as is Inferno, as described in *Gehenna Primer*, although it is not subject to the same food binding effect.

Encounters on the Journey to Purgatorio

Perform an encounter check every mile after Adventurers pass through the Silver Door until they emerge on the Demi-Plane of Purgatorio, or hourly while they are stopped. When an encounter is indicated refer to the Purgatorio Journey Encounter Table on page 31.

Arriving in Purgatorio

The passage continues seven miles after the Silver Door. A Dwarf identifies a gradual upward slope on 1d20 rolls GTET [30-Level-Intelligence], checked every quarter-mile. The passage of ends at a 12 FT by 7 FT wide white stone arched doorway. The door is latched, not locked, and a total Strength GTET 30 is required to push it open. Beyond this door is an open earthen trench, 60 FT wide at the bottom, 140 FT wide at the top, 200 vertical FT deep. The trench floor is level and (currently) dry, covered in small diameter gravel with a few small bushes and flowers growing along the trench sides. The trench is level for 1200 FT (400 yards) then slopes upward at a rate of 1 vertical FT for every 10 horizontal FT until it reaches an open prairie surface (about a half mile of travel).

Mortals are facing north at the top of the trench, in the midst of a gently rolling prairie of tall golden grasses. The prairie extends to the visible horizon in every direction, except to the south-southeast where a huge mountain topped with bright lights on its summit is at the horizon's edge. The mountain's true size is impossible to gauge but it is extremely large and dominates the view in its direction. A cloudless light blue-green sky is overhead with an orange-red sun hanging at the 2 p.m. position. Slight spring-like breezes from the east carry a sweaty tangy odor as well as a chill. The air temperature is 62°. See the map on page 32.

Purgatorio

Purgatorio and Paradisio Overview

The Plane of Purgatorio consists of a circular stone disk approximately 300 miles across and 50 miles thick, floating in an otherwise endless expanse of air. Gravity is constantly directed 'down' so that a person falling off the disk perpetually falls away but never hits solid ground. A large sun-like ball of fire 30 miles in diameter orbits the disk at a distance of 1000 miles, traveling in a fixed orbit resulting in 12 hours of sunlight, 3 hours of twilight at dawn and dusk, and 10 hours of darkness. When the 'sun' is out of the sky the only light is reflected from the mountain top because the dark sky is barren of any stars or moon. Large white clouds frequently drift across the disk and rain occurs every third to fifth day. The temperature generally remains between 50° and 80° throughout the Plane and there are no seasons. The terrain largely consists of numerous small grass-covered hills with some large bushes and small leafy trees, small ponds, cold-water streams which are both shallow and narrow, and frequent wallows of mud and sand.

A single huge mountain occupies the center of Purgatorio, with a 2 mile-wide river completely circling its base. The mountain base is 62 miles in diameter and 7 miles high, with a wide flat top. A mile-wide rocky flat is between the mountain and the swiftly flowing river (very

difficult to swim, very cold). The river is filled with boulders, rocks, shoals, sandbars, and rapids. Several species of large six-legged horned bovines (similar to buffalo, oxen, gazelle, and water buffalo) graze the prairie. Flying and stinging insects abound, as well as ground birds and small songbirds. The prairie contains many kinds of snakes, lizards, venomous amphibians, frogs, serpents, rodents, and small burrowing animals. Dragons frequent the area, especially near the river, challenging the Angels and devouring souls when they can. A variety of large aggressive crocodilians inhabit the river, along with several species of carnivorous fish. Virtually all creatures in Purgatorio have either six, ten, or twelve legs.

Recently deceased souls in need of penance are delivered by a flock of white-robed **Messenger Angels** to a round white building 15 miles east of the river, where they are instructed by **Lakaniselm**. The souls then make their way down various trails through the tall grass to the *Landing of Miniatto*, where the angel **Alambrotti** waits to ferry them across the river (2 GP). Once across the river they must make their way along the inner riverbank to the north compass point (in the right or counter-clockwise direction from the ferry landing) and find the *Hall of Rehoboam* where **Mordecai the Judge** waits to assign each to its proper place in Purgatorio. No soul comes to Purgatorio unless it requires at least 10 years

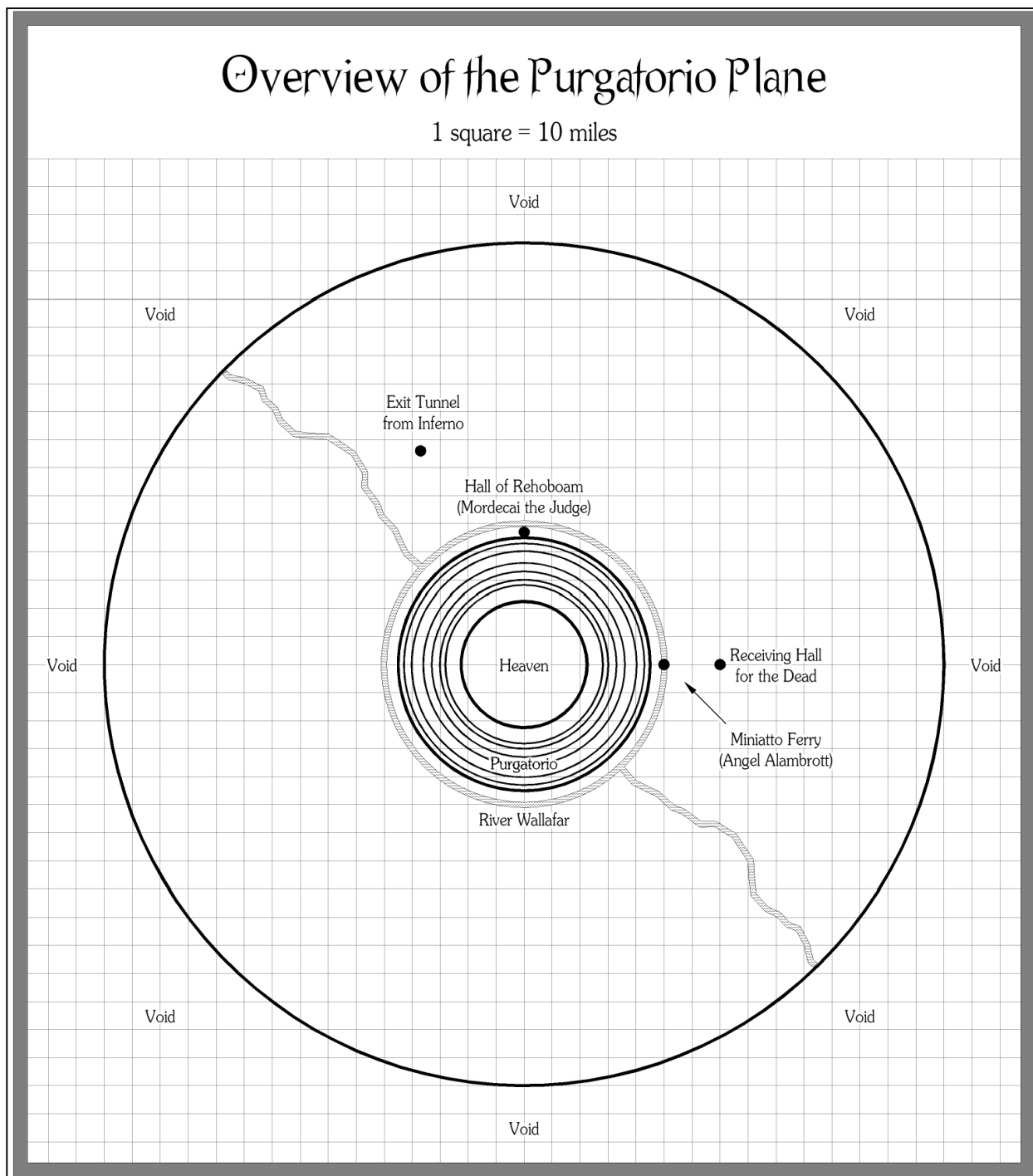
Purgatorio Journey Encounter Table

Select Rows 1d12	Select Columns using 1d4			
	1 on 1d4	2 on 1d4	3 on 1d4	4 on 1d4
1	1d20 Hell Rats	1d12 Disease Toads	1d6 Ishim Angels	1d12 Chaiioth Angels
2	3d12 Hell Rats	1d12 Cave Wurms	1d8 Ishim Angels	1d20 Chaiioth Angels
3	2d20 Hell Rats	1d12 Black Wyverns	1d10 Ishim Angels	1d8 Arelim Angels
4	3d20 Hell Rats	1d6 White Molds	1d12 Ishim Angels	1d10 Arelim Angels
5	1d20 Hell Horses	1d10 Poison Molds	1d6 Elohim Angels	1d12 Arelim Angel
6	2d20 Hell Hounds	1d12 Stool Fungus	1d8 Elohim Angels	1d8 Melechize Angels
7	1d12 Rifle Beetles	1d8 Grey Ooze	1d10 Elohim Angels	1d10 Melechize Angel
8	1d12 Golden Beetles	1d20 Nightmares	1d12 Elohim Angels	1d12 Melechize Angel
9	1d12 Furry Death Beetle	1d20 Minotaurs	1d8 Hashmallim Angels	1d8 Cherubim Angels
10	1d6 Giant Tarantulas	1d10 Sphinx	1d12 Hashmallim	1d12 Cherubim Angels
11	1d8 Incorporeal Spiders	1d10 Gorgons	1d8 Chaiioth Angels	1d10 Serephim Angels
12	1d12 Poison Spiders	1d8 Manticores	1d10 Chaiioth Angles	1d10 Auphanim Angel

Purgatorio

Purgatorio Overview...of penance, and none requires more than 5000 years of penance (otherwise it is assigned to Inferno). The souls of the repentant-at-death are immediately transformed into grey or black-clad sheep when their feet touch the inner shore; the rocky

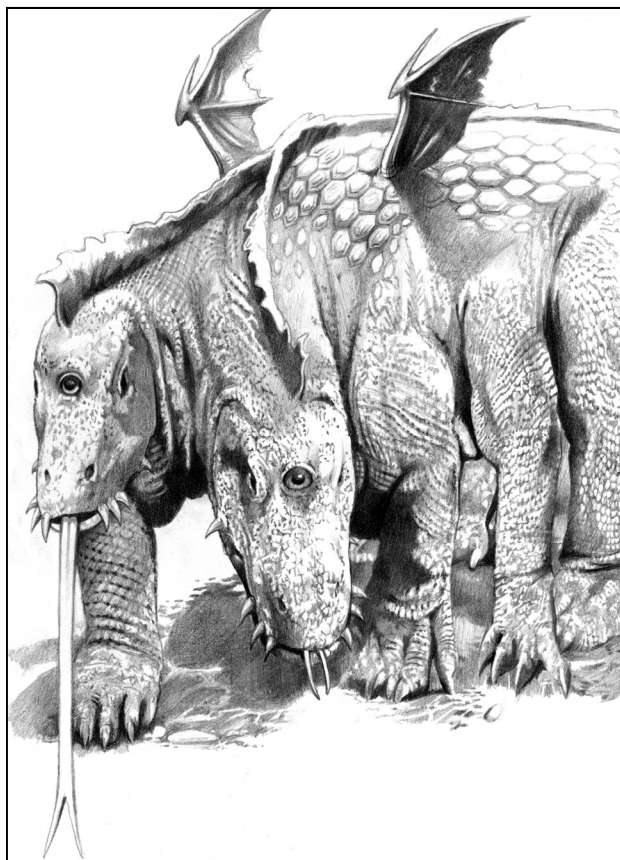
flat has many such sheep wandering aimlessly about, pulling at the few bitter weeds growing out between the stones; these must serve at least 100 years being tended by Angelic Shepherds before they can enter Rehoboam.



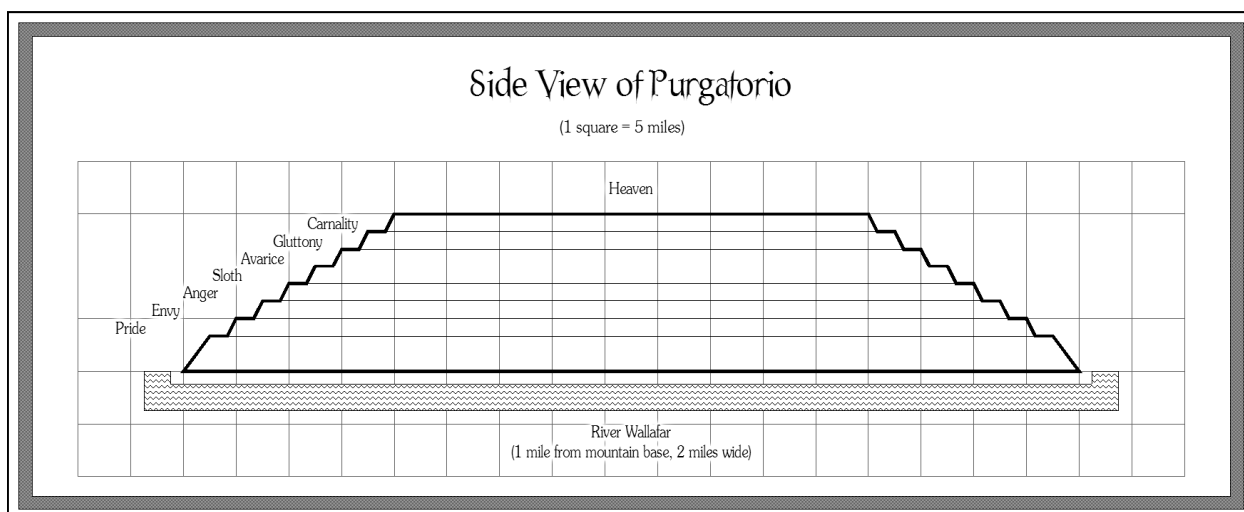
Purgatorio

Purgatorio Overview...The mountain has seven major terraces, each one of which provides penance for one of the Deadly Sins. Each terrace is a flat area between one-quarter mile and one mile wide, situated at the top of a steep slope 1 vertical mile high rising over a horizontal distance of 1½ to 1¾ miles. Twelve paths connect each terrace, equally spaced around the circle's rim, never intersecting. Each path exits its terrace through a stone arch and gate and is guarded by a **Greater Angel**. The paths are between 3 and 5 miles long, depending on the number of switchbacks each contains, narrow, winding, difficult, treacherous, wet, and rocky. Both Angels and wild beasts (including **hippogriffs**, **manticore**, **sphinx**, and **griffins**) are encountered on the paths.

The first terrace punishes *Pride* by entombment in long paving stones making a road around the mountain on which all other souls must tread toward the summit. The second terrace punishes *Envy* with a blindness in which souls are tied to a partner who must help hold them upright. The third terrace punishes *Anger* by forcing souls to carry heavy lead balls on their backs in thick fog and smoke which stings the eyes and nose. The fourth terrace punishes *Sloth* with transformation into swine who are perpetually herded by angels with whips. The fifth terrace punishes *Avarice* with a mental and physical paralysis, deep depression, and a profound sense of unworthiness for divine mercy. The sixth terrace is filled with beautiful fruit trees heavily laden with fruit and babbling brooks and fountains of dancing water; here *Gluttony* is punished the fruit causing emaciation and increasing hunger so that the soul's bodies are gaunt and nearly skeletal. The seventh terrace punishes *Carnality* with vertical sheets of flame through which



the souls must run until the sin is burnt out of them. Souls freely pass through the terraces punishing sins of which they are innocent but are bound to those whose sins they are afflicted with. Chorus of saved souls may be found wandering the terraces chanting and singing divine praises.



Paradisio

Paradisio

The mountain is topped by a flat area 45 miles wide, continually bathed in a soft pulsating glow; this area consists of beautiful gardens, orchards, meadows, ponds and lakes, hidden healing springs, and small patches of forest. Ornate buildings are scattered about, used as centers of prayer, art, music, feasting, athletic contests, bathing, poetry, and discussion. In the northwest quadrant is located the *Tree of Knowledge*, and in the southeast quadrant the *Library of the Ages*. Numerous tame forest and domestic animals are found free throughout the grounds. Fine food, drink, and personal items appear upon command and the occupants forever live a life of leisure and contemplation.

Paradisio is occupied by the twelve **Archangels**, a variety of lesser ranked **Angels**, **Angelic Beings**, the **Greater** and **Lesser Saints**, souls who died in grace, and the source of **Ultimate Good** occupies its center. A high thick white wall surrounds the plateau except for the elaborate gold-and-adamantine Gates at the four cardinal compass points. Each Gate is guarded by four **Greater Angels**, twelve **Lesser Angels**, and twenty

Crusaders of the Legions of Salvation. Access is controlled by a **Greater Saint** supported by three **Lesser Saints**. No person is admitted to Paradisio unless they are a good person and their life-balance is at least 65% good. A suffuse white-yellow glow brighter than daylight continually illuminates all area of Paradisio, emanating from the source of Ultimate Good and growing stronger and brighter toward the center, so that at night the light is reflected into Purgatorio.

Wizards have the same spell restrictions as in Inferno and Purgatorio. There are no restrictions on prayers. Prayers of healing, protection, summoning, and sustenance have added effect. Foodstuffs native to Paradisio does not have a binding effect; most plants and animals found on the Purgatorio prairie have average to good nutritive value.

This completes the module, Inferno: Journey through Malebolge

Book 3 continues on page 35 with descriptions of the Denizens of Hell.



Journey through Malebolge, Denizens

Denizens is a compendium of the persons and intelligent creatures who may be met while Adventurers are in the Great Pit of Hell (Malebolge/Inferno). The denizens are collected in a separate document from the module descriptions to simplify the location-specific text.

Applying 1d20 action rolls: Add any location-specific difficulty modifiers associated with an action to the value given for the action. Success is generally automatic when a denizen has a 1d20 roll value of 1, 0, or a negative number; however, actual values are given because situations may arise in which the Games Master may apply other (negative) situational modifiers. For example, an individual may require a 1d20 roll GTET 0 to find a hidden door {usually, an automatic success}, but furniture and obstacles prevent them from getting close to the door, and the Games Master assigns a 5 modifier, making the effective roll 1d20 GTET 5.

The 'identify enchanted object' attribute means to identify that the object *is enchanted*, not to completely identify the object and all of its enchanted properties. A

RACES

Cercopes, A small race from deep underground, largely unknown to surface dwellers and rarely met by Dwarves. **Description:** Humanoids standing 30-40 inches tall with a thick dark brown leathery skin and a curved back (stooped appearance), they have yellow eyes, tan nails, light brown lips, and very long supple fingers and toes. They commonly have dark glossy thick black hair which is worn short. They typically appear in a long leather garment which resembles a dress with many pockets held together with a gold cord belt and often wear a leather skull cap (even indoors). **Statistics:** Agility 1d12+7, Intelligence 1d12+8, Stamina 1d10+9, Strength 1d8+8, Will 1d12+10, hp 2d8+3. **Racial Abilities:** SPM+2 if Earth Wizard or Priest of an Earth Deity, +3 find hidden doors/traps, +1 disarm traps, low-light vision, extraordinary hearing (+4 listen), innate sense of direction underground, detect gems/ores 100 FT. **Weapon proficiency:** long knife, short sword, blowgun. **Other:** Incline towards neutrality (15% Good, 10% Evil). Very good miners and builders, are friendly with Goblins and neutral toward Dwarves. Blowguns have poisoned darts (paralysis, save 1d20 GTET [32-Stamina]). They speak their own language, are 75% likely to speak Goblin, 30% likely to speak Dwarvish, and 10% likely to speak Common. One in 300 is an Earth Wizard (L1d10), one in 500 is a Shaman (L1d8), one in 750 is a Priest (L1d12); other adventurer classes are one in 1000 or rarer.

Serpman A composite humanoid-reptilian race peculiar to the Eighth Circle of Hell and rarely seen elsewhere; **Description** Legless 8 FT reptiles with human heads and two long skinny arms, each head is bald with a polished dome, has small rounded ears, heavy eye ridges with thick brown brows, a long hooked nose with gold nose ring, wide mouth with small black lips and two long walrus fangs, and a pointed chin with small brown goatee. Its skin is light brown-blue with pentagonal scales; **Languages:** Common, Infernal Cant, Snakes and Reptiles; 50% speak one of Dwarven, Elven, Gnome, Giant, Minotaur, Centaur; **Statistics** HD9 Agility 1d4+11 Intelligence 1d8+12 Stamina 1d8+11 Strength 1d8+10 Will 1d10+12 SPM 1d3+3 Health 55 AC60; **Attacks:** Bite 1d6+2, Tail 1d6 (club), Constriction 1d10; **Special Attack:** Poison Spit (5/day), hp1d3, range 20 FT, causes 2d20 rounds paralysis, save 1d20 GTET [28-Stamina]; **Moral:** neutral or evil; **Racial Abilities:** Infrared vision, Ultra-violet vision, immune to poisons, unaffected by Earth magic, suffer one-quarter damage from Fire Magic, suffer double damage from Air magic, detects spell and prayer using persons 100 FT, regenerate hp2/round, can go without air up to 15 minutes; **Weapon Proficiencies** Dirk, Cudgel, Club, Light Mace, Heavy Mace, Hammer, Dart, Spear; **Prayers**, 3/day each: *Cause Minor Wounds, Create Confusion, Putrid Gasses, Cause Unconsciousness, Limited Invulnerability*; **Other:** requires enchanted weapons to damage, suffers damage equal to weapon enchantment.

INDIVIDUALS

Aolrasia, Succubus, Female Demon, HD 14, Moral Evil, STATS Agility 16 Intel 19 Stamina 20 Strength 26 Will 20, Health 64, Special Power Modifier +6, **AC** immune non-enchanted weapon, 48 {40 inherent, gold Bracelet AC8}, **Lift/Carry** 2000/300 pounds, **Languages** Common, Infernal Cant, Demonic, Doppelganger, Lycanthrope, (3 additional Material Plane languages), **Religion** Belzabaaal (Demonic Prince), **Racial Abilities** Flier, Infrared vision, Dominate Male (gaze, 30 FT, 1 hour, 4/day, save 1d20 GTET [48-Will-Level]), Shape Change (6 hours, 2/day, any humanoid female 4' to 10'), Sleep (touch, 4d100 minutes, 4/day, save 1d20 GTET [34-Will] males/GTET [30-Will] females), Mental Order (single command to [28-Will] days, verbal at 25 FT, save 1d20 GTET [36-Will] males/GTET [28-Will] females), Demonic Gate (direct to Demonic Plane, 1/week,

Denizens, A - Be

Aolrasia...2 hours), **Weapon Proficiencies** Dirk, Staff, Rapier, War Axe, War Hammer, Club, Short Bow, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +4, **1d20 Detect Active Spells** 2, **1d20 Detect Active Prayers** 5, **1d20 Moving with Stealth** 5, **1d20 Detect Stealthy** 8, **1d20 Negate Surprise Attack** 5, **Identify Enchanted Object** 7, **Gear** 2 gold rings (4820 GP, 6203 GP), platinum/ruby 1d10+4 *Ring of Fiery Breath* (48), jade earrings (8114 GP), platinum *Armoire Charm*, **Weapons** Dirk +1, **Armor** None, **Spells** {Shaman L10} *BASIC Confuse Weapons, Dominate Animal, Dominate Person, Friends, Jaco's Mesmerize, Illusion, 1d6+6 Mage Bolt (FREE 12), LESSER Aura of Heroism, Cloud the Mind, Disperse Magic, Fear the Reaper, Hold in Place, 2d6+6 Mage Bolt, Stun (FREE 10), GREATER Geas, 5d20+20 Imminent Mortality, Reincarnation, Sleep Zone (FREE 6), Familiar None, **Description:** A humanoid female standing 4'11", with long brunette hair, green eyes, dark blue nails, having two small curved blue horns on her forehead and two 4' blue wings on her shoulders; she has a large bust, narrow hips, and a pitchfork tattoo on her right shoulder; she wears a light blue blouse of gauze and dark blue thong, **Found at:** The Garden of the Succubi, on the Second Circle of Hell. Her servant is Tomasinne.*

Barbaricciae, Diabolic General, 6802 years, HD14 Monster, **Moral** Evil, **STATS** Agility 24 Intel 21 Stamina 27 Strength 23 Will 22, Health 75, Special Power Modifier +8, **AC** 60 (requires enchanted/blessed weapon GTET +3 to injure), **Lift/Carry** 2110/250 pounds, **Languages** Common, Infernal Cant, Thief's Cant, Dwarf, (4 foreign languages), **Special Abilities** *aura of fear* (save 1d20 GTET [34-Will]), *control temperature* (150 FT), *detect good* (200 FT), *detect incorporeal* (175 FT), *identify lies*, immune to ordinary cold/heat/fire, *Infrared Vision* (375 FT), *produce flame*, *sees invisible* (375 FT), *sees phased or displaced creatures* (275 FT), resists Devotions 1d20 GTET 8/Mysteries 1d20 GTET 13/Majesties 1d20 GTET 18, resists Basic Spells 1d20 GTET 7/Lesser Magic 1d20 GTET 13, Greater Magic 1d20 GTET 19, *summon monster* (1d8 Devils of same Circle), telepathic communication to Duke or Earl (25 mile), *telekinesis* (150 FT), *teleportation* (anywhere on home Circle or 50 miles), *command undead* (100 FT, 5/day), *aura of heroism* (3/day), *major illusion* (3/day), *telepathic bond* 150 FT), *shapechange* (humanoid, 1 hour/day), *summon Vampire* or **Mummy** (15 minutes, 1/day), **Attacks** Punch 2d8, Strangle 1d12, **Special Attacks** *transform alignment* (3/day touch, good to evil, save 1d20 GTET [33-Will], permanent on 20 roll on 1d20 otherwise persists 1d20 weeks), 2d8 *Fireball* (5/day), *curse* (5/day), 2d10 *Cold Blast* (3/day), **Weapon Proficiencies** Dirk, Long Sword, Two-Handed Sword, Scimitar, Cutlass, Rapier, Short Sword, War Hammer, War Axe, Staff, Flail, Long Bow, Short Bow, Crossbow, Spear, Javelin, Halberd, Lance, **TH Modifier** +4, **Defense Modifier (Opponent)** -4, **Damage Modifier** +3, **Lay on Hands** (heal) 4/day at 1d6hp, **Raise the Dead** 11, **Reincarnate** 9, **1d20 Bar Undead** HD+4, **1d20 Drive Back Undead** HD+6, **1d20 Destroy Undead** HD+11, **1d20 Detect Active Spells** 7 (**1d20 Identify** 11), **1d20 Detect Active Prayers** 10 (**1d20 Identify** 14), **1d20 Moving with Stealth** 7, **1d20 Detect Stealthy** 9, **1d20 Negate Surprise Attack** 5, **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **Gear** 2x 2d8 *Healing Potion, Ring of Regeneration* hp3/round, *Wand of Wounding* (hp12, save 1d20 GTET [34-Stamina], 22), silver Unholy Symbol; **Weapons** Silver-bladed Dirk +2 (wounds Good: hp1d3 for 1d8 rounds), *Cutlass* +4 (Wizard Bane), **Armor** Open-face Helm with purple plume, purple Breastplate, steel Gauntlets, **Spells** (Fire, L8): *BASIC Attack 1d6+4 (Fire), Banish Vapors 25x25 FT, Command Fires, Extinguish Lights, 1d8+4 Fire Arrow, Flare {blinding}, Illusory Appearances, 1d12 Magic Grenade, Smokescreen 20x20 FT (FREE 10); LESSER Attack 2d6+4 Attack (Fire), 1d6+4 Attack (Acid, Cold, Electricity), Blindness, Darkness Zone 25x25 FT, Disperse Magic, Fire Ring, Invisibility, Mirage, Mesmerize (FREE 8); GREATER 2d6+4 Attack (Acid, Cold, Electricity), All Seeing Eyes, Blinding Cloud 25x25 FT at 1 hour, Confusion, Eye on the Wall, 2d8 Magic Timed Blast, Summon Djinn (FREE 4); Prayers: DEVOTIONS Animate Bones, -2 Blur Sight, Command Minor Undead, 1d6 Cure Light Wounds, 1d4+2 God's Fist at 6 rounds, God's Sword at 5 rounds, Minor Prayer, Mute, Reveal Hidden (FREE 8); MYSTERIES Animate Bodies, Banish Paralysis, Deflect Magic, AC+30 Divine Armor, 2d8+1 God's Fire 10x10 FT, God's Serpent 2xHD5 Venom Snake, 1d10+2 Heal Wounds, Knock Out (FREE 6) ; **Description:** A 6'8" humanoid, with yellow wings and tail. He has a long rectangular head, long purple hair tied in ponytails, four purple spiral horns on his forehead, high pointed ears, a wrinkled forehead, thick arched eye ridges over glowing amber eyeballs, a large rounded nose, fleshy sagging cheeks, a wide mouth with six lower fangs, and a narrow pointed chin with a short thick purple beard. He has a short thick neck, wide shoulders and chest, narrow hips, long muscular legs ending in a four-clawed foot with purple talons, and a thin six-fingered hand. His skin is oily and scaly, with pox marks and warts on his head, chest and arms, and scars on his back and arms. He has the 7 FT wings of an owl with dark yellow feathers and a purple talon at the end. He wears a deep purple short-sleeved tunic (eight prominent medals), purple stove-pipe hat, and wide leather belt. **Found at:** The Eighth Circle of Hell, especially between the Fifth and Sixth Pits.*

Behomond, Type 5D Devil (four-armed, glowing eye horned skeleton Devil); appears as male Dwarf, 92 years, HD12 Monster, **Moral** Evil, **STATS** Agility 14 Intel 20 Stamina 22 Strength 27 Will 19, Health 66 (regenerate hp2/round), Special Power Modifier +6, **AC** 67 (robe, shield); enchanted weapon required to injure, **Lift/Carry** 2200/575 pounds, **Languages** Common, Infernal Cant, Dwarvish, **Racial Abilities** comprehend languages, detect good 350 Ft, detect incorporeal 200 FT, *Infrared vision, sees invisible* 50 FT, *low-light vision, control temperature* 100 FT, *detect lies, telekinesis* 50 FT, *produce flame*,

Denizens, Be

Behomond...*hold person* (save 1d20 GTET [30-Will]), *shapechange* (1 hour/day, crow, skeleton, mummy); **Attacks:** Bite 1d3, Horns 1d4, Punch 1d8, Strangle 1d10; **Special Attacks:** 4x Claws 1d6 cold, Baleful Stare (5/day, 30 FT, fear 1d12 hours, avoid 1d20 GTET [28-Will], save 1d20 GTET [32-Will]), Dexterity Thief (1/day, touch, permanent reduce Agility 1d4, save 1d20 GTET [28-Stamina], Agility to Devil 2 hours), 1d12+2 Fiery Hands (3/day), *Magic Arrow Volley* (5 arrows at 1d6, 3/day, 30 FT); **Vulnerability:** -5 save versus paralysis, double damage Earth magic, affected by Priest as a Mummy; **Weapon Proficiencies** Dirk, Scimitar, Staff, Long Sword, Cutlass, Two-Handed Sword, Rapier, Short Sword, Spear, Javelin, Long Bow, Giant's Club, Heavy Mace, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +6, **1d20 Moving with Stealth** 8, **1d20 Detect Stealthy** 5, **1d20 Negate Surprise Attack** 6, **Listen** whisper 140 FT speech 500 FT shout 2000 FT, **1d20 Listen at Door** [loud -3] whisper 10, speech 6 shout 0; **Gear** none; **Weapons** *Scimitar* +4 (gold Unholy Blade, Ethereal Blade), *Scimitar* +2 (silver, Unholy, Soul Drinker on 20 roll, save 1d20 GTET [26-Will]), *Staff* +1 (metal, 10 FT, Unholy, bleeder 1d4 rounds), **Armor** round adamantite shield (AC+11, breath attack reflecting); **Description Dwarf:** 4'1" red-haired male Dwarf with short red-brown beard, blue eyes, scar on right cheek, wide chest, wearing orange shirt with brown leather vest, brown pants and shoes, a copper-amber brooch (62 GP). **Natural form:** composite creature with four arms, horns, and wings, 8'2", having an oversized human skull with glowing orange eyes, two straight spiral horns (sides) and two spiral horns (forehead), long neck doubled shoulder bones supporting skeletal arms, wide hips, and very long leg bones ending in a triangular 7-toed foot; its two wings consist of many bony supports which radiate from the shoulder, covered in a thin white translucent leather; all of its bone is a glossy cream color. It wears a sleeveless knee-length brown robe (chameleon, AC+10, -4 to find) with leather sandals; **Found at:** Phlegyas' Tower on the Fifth Circle of Hell.

Bellamennon, Ancient White Dragon, 1553 years, HD15 Monster, Air/Water Wizard L8, **Moral** Evil, **STATS (Dragon/Devil):** Agility 13/20 Intel 23 Stamina 38/19 Strength 44/17 Will 19, Health 120, Special Power Modifier +5, AC 55, enchanted weapon required to injure; **Lift/Carry** 4800/2125 pounds, **Languages** Common, Dwarvish, Gnome, Goblin, Minotaur, Draconic, Giantish, Infernal Cant, Demonic, (6 human foreign languages), **Racial Abilities:** exceptional hearing, exceptional sight, Infrared Vision, see invisible 100 FT, excellent scent ability, immune to cold attack, half damage from fire; **Vulnerabilities:** double damage from electricity, apply -6 save modifier against *blindness* spells; **Attacks:** Bite 1d10, 2*Claw 1d8 {1d12 airborne}, Tail 1d10, Trample 4d8, Flying Crush 5d8, Breath Weapon 2d8+3 Cold (4/hour, 50 FT); **Weapon Proficiencies (Devil)** Dirk, Long Sword, War Axe, Heavy Mace, War Hammer, Spear, **TH Modifier** +3 (Devil), **Defense Modifier (Opponent)** -3 (Devil), **Damage Modifier** +2 (Devil), **1d20 Detect Active Spells** -8 (Air, Water), 5 all other; **1d20 Detect Active Prayers** 8, **1d20 Moving with Stealth** 5 (Devil), **1d20 Detect Stealthy** -10, **1d20 Negate Surprise Attack** 4 (head/forelegs), 12 (mid/hindquarters); **Gear** none; **Weapons** Dirk, Heavy Mace, War Axe (Devil); **Armor** none; **Spells** *BASIC Brain Freeze* {wizard}, *Call Breezes*, *Fog Bank*, *Putrid Scents*, *Remote Push*, *1d4+5 Sleet Storm 30x30 FT for 10 rounds*, *1d8+5 Sound Blast*, *1d4+5 Steam Breath 15 FT*, *Summon Haze*, *Telekinesis*, *Unhearing Ears (FREE 4)*; *LESSER Area Deafen 20x20 FT*, *Control Winds*, *Disperse Magic*, *3d6+4 Hailstorm 20x20 FT*, *Hold in Place*, *Ice Encasement*, *Invisibility*, *Remove Air 20x20 FT*, *Summon Air Elemental*, *Summon Undine (FREE 2)*; *GREATER Banshee's Wail*, *Chain Lightning (d20-d12-d10-d8-d6-d4)*, *5d8 Hurricane Blast 50x50 FT*, *Shield of Reflection*, *Siren's Song* {mesmerization}, *Wall of Force*, *Wall of Ice (FREE 1)*; **Familiar** None, **Description:** Initially appears as a Type 4B Devil; **Found at:** The entrance to the False Treasure Trove of Plutus on the Fourth Circle of Hell.

Beribrennan, male Half-Elf, 49 years (deceased 672 years), HD8 Vampire, **Moral** Neutral (Good), **STATS** Agility 18 Intel 16 Stamina 18 Strength 23 Will 15, Health 50, Special Power Modifier +5, AC 30 (body), **Lift/Carry** 1500/270 pounds, **Languages** Common, Elven, Infernal Cant (70% speech only), 2 foreign languages, **Religion** Kheallo (God of Weather and Time), **Racial Abilities:** immune to poisons, speaks to bats and wolves, Infrared vision, detect good and evil 50 FT, does not cast a shadow; **Special Abilities:** *regenerates* 1d10 days after reduced to hp0 {permanent death: decapitated, garlic in mouth, wood stake in heart}, *Fly* (30 minutes/day), *Invisibility* (1 hour, once per 10 days), *Shapechange* (bat or grey wolf or fog, 2/day limit 45 total minutes); **Attacks:** Punch 1d8, Bite 1d3; **Special Attacks:** *Draining Touch* (age 5 years, reduce XP 4d100, save 1d20 GTET [32-Will]), *Charming Gaze* (dominate person {mortals only} 1d12 hours, 35 FT, save 1d20 GTET [30-Will]), *Vampirism Disease* (on bite, save 1d20 GTET [33-Stamina]); **Vulnerabilities:** reduced to hp0 by 2 minutes daylight, suffers hp1d10 *Holy Water*, cannot approach Holy Symbol within 6 FT {includes shapechanged}, cannot approach garlic within 10 FT, requires GTET 6 ounces fresh blood/week, must succeed on 1d20 roll GTET [34-Will] to cross water, must spend GTET 6 hours/day in a coffin or grave; **Weapon Proficiencies** Dirk, Rapier, Cutlass, Long Sword, Scimitar, War Axe, War Hammer, Dart, Bow; **TH Modifier** +1, **Defense Modifier (Opponent)** -1, **Damage Modifier** +3, **1d20 Detect Undead** HD+2 (100 FT), **1d20 Command Undead** HD+6 (limit HD4), **1d20 Moving with Stealth** 6, **1d20 Detect Stealthy** 10, **Pickpocket** 12, **1d20 Negate Surprise Attack** 8, **1d20 Open Lock** easy 0 moderate 5 difficult 10, **1d20 Search** easy -3 moderate 2 difficult 7, **1d20 Find Hidden/Trap/Door** easy 2 moderate 7 difficult 13, **1d20 Disarm Trap** easy 7 moderate 13 difficult 19, **Identify Enchanted Object** 16, **1d20 Free Climb** easy -6 moderate 1 difficult 8 very difficult 15, **1d20 Gear Climb** easy -11 moderate -4

Denizens, Be - Ca

Beribrennan...difficult 3 very difficult 10, **1d20 Grapple Throw** 8-15FT -5 16-30FT 0 31-45FT 5 45+FT 10 (range 80 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 9 Art 4 Cloth 8 Gems 11 Jewelry 13 Other Goods 10; **Gear** None; **Weapons** Dirk Rapier +2 (silver bladed, Chain Mail Ripper), **Armor** None; **Description:** A male Human 5'7", transformed into a Vampire; his natural eyes were blue (now white), he has a high forehead, bald on top (hair around ears), small round ears, long narrow nose, wide dark red lips, wide chin, a salt-pepper manicured beard, found wearing a purple doublet, black pants, and black leather boots; **Found at:** In a sarcophagus in a dungeon in the southeastern section of the Eighth Pit in the Eighth Circle of Hell. In life, Beribrennan was Prince of the Charoshane City-State, and he believes his Vizier, Nusuio, betrayed him to his death {partially true, Nusuio was working on the behalf of Beribrennan's enemies and accidentally supplied them with the information leading to his death, but did not intend for Beribrennan to die, only be exiled}. Beribrennan will work with good persons as much as his current form will allow, and would like to be resurrected and free of the Vampire's curse.

Bonifaec, Master Alchemist male Half-Elf, 52 years, Untrained Warrior, **Moral** Evil, **STATS** Agility 13 Intel 20 Stamina 15 Strength 14 Will 18, Health 19, Special Power Modifier +6, **AC**, **Lift/Carry** 1600/150 pounds, **Languages** Common, Elvish, Infernal Cant, Centaur, Minotaur (one foreign language), **Religion** Ahrimann (evil diety of monotheistic Zarathisneen sect), **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, Low Light Vision, Navigate by Stars, +1 Persuasion, +1 Bows, **Weapon Proficiencies** Dirk, Rapier, Staff, Light Mace, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +0, **1d20 Moving with Stealth** 19, **1d20 Detect Stealthy** 14, **Pickpocket** 21, **1d20 Negate Surprise Attack** 16, **1d20 Open Lock** easy 6 moderate 14 difficult 22, **1d20 Search** easy 3 moderate 12 difficult 21, **1d20 Find Hidden/Trap/Door** easy 4 moderate 10 difficult 16, **1d20 Disarm Trap** easy 9 moderate 15 difficult 21, **Identify Enchanted Object** 19, **1d20 Free Climb** easy 12 moderate 19 difficult 25 very difficult 31, **1d20 Gear Climb** easy 7 moderate 14 difficult 20 very difficult 26, **1d20 Grapple Throw** 8-15FT 12 16-30FT 20 31-45FT 26 45+FT 35 (range 56 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 9 Art 16 Cloth 18 Gems 14 Jewelry 17 Other Goods 18; **Gear** none, **Weapons** Dirk, (*Wand of Death Rays* from #41 if time permits), **Armor** none, **Description:** 5'3", bald with gold earrings, hazel eyes, a round face with long thin nose, heavy set frame and body, found wearing a yellow tunic, brown pantaloons (leather apron if in the laboratory), **Found at:** The Alchemist's Keep, between the Eighth and Ninth Pits on the Eighth Circle of Hell. His mistress is Perevida and he is very devoted to her. His skills include glass-blowing, codes and ciphers, canoeing and small boats, and dice games.

Brandalistod, Monster (Giant Boar), **HD**12, **Moral** not applicable, **STATS** Agility 19 Intel 9 Stamina 20 Strength 17 Will 10, Health 56, **AC** 57 {45 inherent, 12 collar}, immune to weapons LTET +1, immune blunt weapons, Special Abilities immune cold magic, immune animal control magic, locate by scent 25 FT, run on air (20 mile/hour, 3 hours/day, outdoors only), **Attack** Bite 1d8, Tusks 1d12+3 (gore), Fore Kick 1d6+2, Hind Kick 1d10+2, Trample 2d8+5, Gear red leather collar (AC12) with two emeralds (1285 GP, 1622 GP); **Description** a mature boar 8 FT long by 6'6" long, with an ugly scarred face, long wrinkled pink snout, wide brown eyes, thick eye ridges, two yellowed tusks that curve upward (250 GP each), spikes on the front hooves; **Found at:** Minos' Villa on the Second Circle (#15). Found insensible with *Jyxertfash* (javelin) inserted in its side; it is active (fights) only while the javelin is removed.

Caladierdra, female Frost Giant, 323 years, **HD**9 **Monster**, Warlock L5, **Moral** Evil, **STATS** Agility 16 Intel 19 Stamina 25 Strength 28 Will 17, Health 56, Special Power Modifier +5, **AC** 50 (20 inherent, 30 robe), **Lift/Carry** 1700/310 pounds, **Languages** Common, Giant, Infernal Cant, Dwarvish, (1 foreign language), **Religion** Jotanni (Giants), **Racial Abilities** Infra-red vision, Ultraviolet vision, see invisible 50 FT on 1d20 GTET 10, immune cold to -50 degrees, resist Air magic 1d20 GTET 14, resist Basic/Devotion 1d20 GTET 16, resist Lesser/Mystery 1d20 GTET 19, **Vulnerability:** triple damage fire magic, **Attack:** Punch 2d8, Kick 1d10, Thrown Rock 3d8 (100 FT); **Special Attack:** *Cold Ray* (3d6, 50 FT, 4/day, avoid 1d20 GTET [34-Agility]), **Weapon Proficiencies** Dirk (Short Sword), Sword, Flail, Whip, Spiked Club, Spear, Javelin, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +4, **1d20 Detect Active Spells** 5 (**1d20 Identify** 17), **1d20 Moving with Stealth** 14, **1d20 Detect Stealthy** 11, **Pickpocket** 20, **1d20 Negate Surprise Attack** 10, **Identify Enchanted Object** 14, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 4 Art 13 Cloth 14 Gems 6 Jewelry 8 Other Goods 12; **Gear** Wand; **Weapons** Dirk, *Whip* +1 (+3 damage versus canine), **Armor** *Mage Robe AC30*; **Spells** *Bind Weapon* -3 *TH* 7 rounds, *Breath Shield* 10 rounds, *Displacement* 1d20 FT, *Extinguish*, *Flame Up*, *Guard Self AC+16* 8 rounds, *Heroic Rage*, *1d8+5 Icy Spray*, *Mage's Torch*, *Mists of Fate*, *Object to Hand*, *Reveal (FREE 5)*, **Familiar** None, **Description:** 10'5", long narrow face, long white hair with brown tips, large brown eyes, short wide nose, muscular build, thick arms, moderate waist, large bust, dressed in white robe over pale blue dress, blue leather boots, round white hat with blue tassel, white gloves, 23,410 GP gold/turquoise tiara (indoors only), **Found at:** Caladierdra's House on the Third Circle of Hell. She is **Recko's** wife.

Denizens, Ca - Ce

Callisia, Human female, 78 years, Priestess L11, **Moral** Evil, **STATS** Agility 15 Intel 20 Stamina 18 Strength 12 Will 16, Health 22, Special Power Modifier +5, **AC** 44, **Lift/Carry** 900/150 pounds, **Languages** Common, Infernal Cant, (1 human foreign language), **Religion** Nariglo (God of Death and Reveng), **Religious Ability** +1 save versus death spell/prayer, **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving; **Weapon Proficiencies** Dirk, Heavy Mace, Rapier, Cutlass, War Hammer, Short Bow, Long Bow, Spear, Dart; +1 TH with Long Swords, Spears, Staves; **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +0, **Lay on Hands** (heal) 4/day at 1d6hp, **Raise the Dead** 5, **Reincarnate** 3, **1d20 Bar Undead** HD-1, **1d20 Drive Back Undead** HD+1, **1d20 Destroy Undead** HD+6, **1d20 Detect Active Prayers** -2, **1d20 Moving with Stealth** 6, **1d20 Detect Stealthy** 14, **Pickpocket** 14, **1d20 Negate Surprise Attack** 11, **1d20 Open Lock** easy -5 moderate 3 difficult 11, **1d20 Search** easy -8 moderate 1 difficult 10, **1d20 Find Hidden/Trap/Door** easy -7 moderate -1 difficult 5, **1d20 Disarm Trap** easy -2 moderate 4 difficult 10, **Identify Enchanted Object** 9, **1d20 Free Climb** easy -1 moderate 6 difficult 12 very difficult 18, **1d20 Gear Climb** easy -6 moderate 1 difficult 7 very difficult 13, **1d20 Grapple Throw** 8-15FT 0 16-30FT 8 31-45FT 14 45+FT 23 (range 48 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor -4 Art 5 Cloth 4 Gems 1 Jewelry 2 Other Goods 3; **Gear** Unholy Symbol, vial *Unholy Water*, *Pendant of Unholy Protection* AC20 *Invisibility Potion*, *Ring of Prayer Storing* {2x *Minor Escape*, *Mute*, 2x *Blur Sight*, *Armorskin*, 2x *Deflect Magic*, *God's Fire*, *God's Serpent*, *God's Brimstone*}; **Weapons** *Dirk* +1 {poisoned}, *Heavy Mace* +2 {in her room only}; **Armor** Ring AC6, *Armorskin*; **Prayers** *DEVOTIONS* *Animate Bones*, *AC+18 Armorskin*, -2 *Blur Sight*, *Command Minor Undead*, *Create Minor Food*, *1d6 Cure Light Wounds*, *1d4+2 God's Fist at 6 rounds*, *1d10+5 God's Missile*, *God's Sword at 8 rounds*, *Minor Escape*, *Minor Prayer*, *Mute*, *Reveal Hidden*, *Walk through Fire* (FREE 13); *MYSTERIES* *Animate Bodies*, *Banish Paralysis*, *Banish Spells*, *Deflect Magic*, *AC+30 Divine Armor*, *2d8+5 God's Fire 10x10 FT*, *God's Serpent 2xHD5 Venom Snake*, *1d10+2 Heal Wounds*, *Inflict Panic*, *Knock Out*, *Restore Sight* (FREE 11); *MAJESTIES* *Body Restoration*, *Creature's Form*, *2d8+4 Cure Serious Wounds*, *4d8+4 God's Brimstone 25x25 FT {fire}*, *5d12+8 God's Smite {individual}*, *Extraordinary Escape*, *Kill*, *Grand Crusade* (FREE 7), **Familiar** None, **Description**: An elderly woman standing 5'6", with silver-white hair tied in a bun, spectacles on a long hooked nose, weak chin, very thin body with no bust, narrow hips, small feet, wearing a dark purple velvet knee-length dress with gold belt, an Unholy Symbol pendant on a silver chain, and two gold rings (917 GP, 2048 GP); **Found at**: The Temple of Greed on the Fourth Circle of Hell.

Centaur Guards, male Centaur, 150-200 years, Warrior L1d3+9, **Moral** Neutral, **STATS** Agility 18 Intel 14 Stamina 19 Strength 20 Will 16, Health 1d6+24, Special Power Modifier +2, **AC** 64, **Lift/Carry** 1500/200 (backpack)/500 (rider) pounds, **Languages** Common, Centaur, Infernal Cant, Harpy, Infernal Hound, **Racial Abilities** Low-Light vision, extraordinary hearing, *telepathy* (Centaur, 500 FT), *speak to animals* (equines, bovines), **Weapon Proficiencies** Dirk, Long Sword, Hand-Half Sword, Scimitar, Cutlass, Ware Axe, Short Bow, Javelin, Spear, Lance, Staff, Dart, Throwing Star, Net, **TH Modifier** +2, **Defense Modifier (Opponent)** -2, **Damage Modifier** +2, **1d20 Detect Active Spells** 18, **1d20 Detect Active Prayers** 20, **1d20 Moving with Stealth** 17, **1d20 Detect Stealthy** 11, **Pickpocket** 19, **1d20 Negate Surprise Attack** 6, **Listen** whisper 80 FT speech 225 FT shout 900 FT, **1d20 Listen at Door** [loud -3] whisper 13, speech 8 shout 2; **Gear** *1d12 Healing Potion*, *Antidote Ring*, spell scroll (2d8 *Lightning Bolt*, 2d8 *Fireball*, *Invisibility*, *Hold in Place*, *Minor Sleep*), smoke grenade; **Weapons** Dirk, 2x Javelins, 2x gold-bladed Long Sword +2 {+1d8 damage versus Good, cleave limb on 20 roll, save 1d20 GTET [31-Agility]}, 2x Throwing Star, **Armor** gold open helm AC+15, gold breastplate AC+15, scale mail armor, chain mail skirt; **Description**: A Centaur standing 8'2", with long graying hair bound in a ponytail, blue-grey eyes, thick brows, long straight noses, high cheeks, thick lips, long chin, short but thick salt-and-pepper beards, and tanned complexions. Their equine bodies have dark brown coats with grey withers and flanks and a long dark grey tail and black hooves. They wear grey tunics under their armor, and a grey surcoat blazoned with a black stallion; **Found at**: Guarding Chiron's Hall along the River of Blood, on the Sixth Circle of Hell.

Cerberus, Great Hound of Hell, Monster, **HD**16, **Moral** Evil, **STATS** Agility 15 Intel 20 (center head) 14 (left and right heads) Stamina 36 Strength 40 Will 19, Health 112 (heads disabled hp30, body regenerates hp4/round, head each regenerate hp1/round), Special Power Modifier +5, **AC** 80 (flanks, front, back, head), 48 (underside), immune to weapons LTET enchanted +1, silver weapons do hp1 damage, **Languages** Common, Infernal Cant, Demonic, Dwarvish, Gnomish, (10 additional Material Plane languages), (3 Outer Plane Languages), **Special Abilities** Infrared vision (all heads), see invisible 100 FT (center head), immune to normal fire, immune to normal cold, immune to *animal control-sleep-paralysis* magic, immune to *Cold* magic, half-damage from *Fire* magic, two-thirds damage from *Air* magic, resists Basic/Devotion 1d20 GTET 12, resists Lesser/Mysteries 1d20 GTET 15, resists Greater/Majesties 1d20 GTET 19, **Vulnerability** falls asleep 1d20 hours 1d12 rounds after devouring 10 Hell Cakes (see Minos' Villa), **Attack/Damage** 3d8 bite per head (2 per round, spell as alternative to bite), 1d12 forepaw (two/round; one head may bite if two paws attack), 2d12 rear leg kick, 5d12 trample, **Special Attack** Bellow (center head, 2d20 rounds panic and retreat, save 1d20 GTET [44-Will-Level], once/10 rounds), **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +8 (paws, trample), **1d20 Moving with Stealth** 17, **1d20 Detect Stealthy** 8,

Denizens, Ce - Chi

Cerberus...Gear Adamantine Collars (3x, each 2518 GP), **Armor** None, **Spells** **BASIC** LEFT HEAD Brain Freeze, 1d6+5 Cold Attack, Drench, Instant Freeze, 1d8 Sleet Storm 30x30 FT, Summon Haze, 1d10 Summon Poison Frogs, CENTER HEAD 1d6+5 Acid Attack, Acid Slime 1d5 for 1d6 rounds, Hole, Slippery Surfaces, 1d8+5 Steam Vent, Telekinesis, RIGHT HEAD Fog Bank 50x50 FT, 1d6+5 Lightning Attack, Putrid Scent 25 FT radius, 1d8+5 Sound Blast, 1d6+5 Steam Breath, Telekinesis (FREE 8); **LESSER LEFT HEAD** 2d6+5 Cold Attack, 3d6 Hail Blast 25x25 FT, Ice Encasement, Ice Shield, Summon Fog 100x100 FT, Summon Undine, CENTER HEAD Bonding, Create Quicksand 25x25 FT, Disperse Magic, 4d6+5 Eruption (lava), Hold in Place, Paralyzing Hand, Small Quake, RIGHT HEAD Area Deafen 20x20 FT, Area Silence 20x20 FT, Control Winds, Disperse Magic, 3d6+5 Hailstorm 20x20 FT, Hold in Place, 2d6+5 Lightning Attack, Remove Air 20x20 FT (FREE 6), **Description:** A stocky four-legged, three-headed, bulldog 12 FT at the shoulder and 18 FT at the ears, having glossy black fur, white fur around the paws and tail, grey fur on the ears and around the eyes, and glowing red eyes; each head has four large ivory fangs on the upper jaw; **Found at:** roaming the Third Circle of Hell, or at Cerberus' Barn on the Third Circle of Hell.

Charon, Diabolic Earl, River Archeron Ferryman, 14,592 years, Warrior L36, Wizard L20 (Water), Evil Priest L19, **Moral** Evil, **STATS** Agility 34 Intel 28 Stamina 36 Strength 37 Will 29, Health 153, Special Power Modifier +10, **AC** 121 {90 inherent, 10 oar, 5 charm, 6 talisman, 5 ring, 5 ring}, immune weapons LTET +3, **Lift/Carry** 2500/470 pounds, **Languages** Common, Infernal Cant, Demonic, Elvish, Dwarvish, Gnomish, (15 additional languages), **Special Abilities** 1d20 immune Basic/Devotion 2, 1d20 immune Lesser/Mystery 5, 1d20 immune Greater/Majesty 9, Shapechange (humanoid, 4 hours, 2/day), Eyes of Fire (30 FT, 1d12 missile/eye OR 2d8 beam; avoid 1d20 GTET [33-Agility]), 2d12 Cold Blast (25 FT, 5/day), 2d12 Fireball (25 FT, 5/day), Illusion (save 1d20 GTET [33-Will]), 5/day), Transform Alignment (to evil, touch 5/day, save 1d20 GTET [37-Will]), Pain Wrack (touch, intense crippling pain 2d20*10 rounds, save 1d20 GTET [37-Stamina]), Summon Devil (Second Circle, at will), Summon Monster (1d20 Vampire or Mummy, 3/day), Teleportation (Malebolge), Aura of Fear (75 FT, save 1d20 GTET [33-Will]), Telekinesis 400 FT, Produce Flame (50 FT), Putrefy Foods (50 FT), Release Soul from Hell (at the Landing of Lost Souls only, 1/day), See invisible 200 FT, See displaced/phased 1d20 GTET 10, See incorporeal 1d20 GTET 12, Infrared vision, Ultraviolet vision, Walk on Water, **Weapon Proficiencies** Dirk, Long Sword, Cutlass, Rapier, Scimitar, War Axe, Hatchet, War Hammer, Club, Oar, Pike, Halberd, Long Bow, Short Bow, Crossbow, Flail, Whip, Javelin, **TH Modifier** +8, **Defense Modifier (Opponent)** -10, **Damage Modifier** +8, **Lay on Hands** (heal) 10/day at hp1d10, **Raise the Dead** -8, **Reincarnate** -11, **1d20 Bar Undead** HD-10, **1d20 Destroy Undead** HD+3, **1d20 Detect Active Spells** -9, **1d20 Detect Active Prayers** -12, **1d20 Moving with Stealth** 2, **1d20 Detect Stealthy** 4, **1d20 Negate Surprise Attack** 4; **Gear** electrum/ruby Ring of Flying, gold/diamond Spell Storing Ring (Confuse Weapons, 2x Jaco's Mesmerize, Illusion, 4x Arrow Volley {1d8 at 1d3 each}, 3x Cloud the Mind, Stun), Cloak of Invisibility, Levitation Boots, silver Power Deus Charm, 1d20+1d12 Talisman of Life, **Weapons** silver-bladed Dirk +2 (bleed 1d4, 1d8 rounds), Scimitar +4 (Unholy, Neck Cleaving on 1d20 roll GTET 12, avoid 1d20 GTET [37-Agility]), **Charon's Oar**, **Armor** None, **Spells** **BASIC** Amphibian Form, Banish Liquids, Brain Freeze, 1d6+10 Cold Attack, Control Water Creatures, Drench, Instant Freeze, 1d6+10 Sleet Storm 30x30 FT, Summon Haze, Summon Poison Frogs (FREE 24); **LESSER** 2d6+10 Cold Attack, Disperse Magic, 3d6+10 Hail Blast 25x25 FT, Ice Bridge, Ice Encasement, Siren's Song, Summon Sea Creatures, Summon Undine, 3d12+10 Waterspout 5 minutes (FREE 20); **GREATER** (FREE 14) 1d12+10/round Blizzard 10 minutes, Chain Lightning {6 person, d20-d12-d10-d8-d6-d4}, 5d8+10 Hurricane Blast 50x50 FT, Part Water, Summon Water Elemental, Wall of Ice, 3d12+10 Water Attack 75x75 FT; **Prayers** **DEVOTIONS** Armorskin, Command Animals, Command Minor Undead {10}, 1d10 Cure Light Wounds, 1d8+10 God's Bolt, God's Sword, Know Creature, Mute (FREE 23); **MYSTERIES** Aura of Belief, Aura of Calm, Banish Disease, Banish Paralysis, Banish Spells, God's Hammer, God's Serpent, 2d8 Heal Wounds, Create Major Food, Restore Sight (FREE 19); **MAJESTIES** Body Restoration, Break Curse, Creature's Form, 2d8+10 Cure Serious Wounds {3 persons}, 4d8+10 God's Brimstone 25x25 FT, 5d12+20 God's Smite, Kill, Grand Crusade, Travel to Outer Planes (FREE 13), **Familiar** None, **Description:** 6'8" white-haired old man, having a long oval face, high forehead with two small curved white horns, long thick wild white hair and brows, large ears with a silver ring in the left ear (1016 GP), long narrow nose turned up at the end, pointed chin with thin white goatee, sagging jowls darkly-tanned skin, very muscular arms, legs ending in a reptilian foot; he wears a white short sleeve knee-length tunic with a white beret; **Found at:** The Landing of Lost Souls, on the border between Circle Zero and the First Circle of Hell. If reduced to LTET hp0, he reappears at the Court of Minos in 72 hours.

Chiron, Lord of the Centaurs of Hell, male Centaur, 4369 years, Warrior L16, **Moral** Neutral, **STATS** Agility 19 Intel 24 Stamina 22 Strength 22 Will 26, Health 32, Special Power Modifier +5, **AC** 47, **Lift/Carry** 1800/250 (backpack)/650 (rider) pounds, **Languages** Common, Centaur, Minotaur, Infernal Cant, Elvish, (4 foreign languages), **Racial Abilities** Low-Light vision, extraordinary hearing, *telepathy* (Centaurs, 500 FT), speak to animals (equines, bovines), **Weapon Proficiencies** Dirk, Heavy Mace, Club, Long Bow, Cavalry Bow, Crossbow, Long Sword, Rapier, Spear, Javelin, Lance, **TH Modifier** +2, **Defense Modifier (Opponent)** -2, **Damage Modifier** +4, **1d20 Detect Active Spells** 16, **1d20 Detect Active Prayers** 14, **1d20 Moving with Stealth** 13, **1d20 Detect Stealthy** 5, **Pickpocket** 18, **1d20 Negate Surprise Attack** 8,

Denizens, Chi - Co

Chiron...Identify Enchanted Object 14, **Listen** whisper 80 FT speech 200 FT shout 750 FT, **1d20 Listen at Door** [loud -3] whisper 13, speech 8 shout 3, **1d20 Appraise** Armor -6 Art 0 Cloth 4 Gems 7 Jewelry 10 Other Goods 8; **Gear** 2x *1d12 Healing Potions*, *Armorskin Tonic AC+20*, *Cloak of Disguise*, *Chain of Invisibility* (10 minutes, 3/day), *Power Deus Charm*, *Telekinisis Ring*, *Ring of Spell Storing* (4x 2d6+2 Fire Attack, Flare, 2x 1d12 Magic Grenade, *Smokescreen*, 3x Disperse Magic, *Blindness*), *Brass Whistle* (summons Diabolic Duke); **Weapons** Dirk, silver-bladed *Cutlass* +3, huge Bow (+2 damage, 10 war arrows), 10x *Arrows of Paralysis* (save 1d20 GTET [32-Stamina], 1d100 minutes), 10x *Shock Arrows* (+1d12 electric damage, save 1d20 GTET [34-Stamina]), **Armor** open steel helm, gold chain mail armor AC+25. archer's gloves, scale mail horse armor, leather leg protection; **Description:** A large muscular male Centaur, 8'4", with grey eyes, short and thick silver-grey hair, a trimmed salt-and-pepper beard, and long upturned nose, his hide is bronze-red, his tail is black, **Found at:** The River of Blood on the Sixth Circle of Hell.

Class C Demon, 5017 years, HD8 Monster, **Moral** Evil, **STATS** Agility 17 Intel 12 Stamina 16 Strength 13 Will 13, Health 21, Special Power Modifier +5, **AC** 26 (any ordinary weapon inflicts hp1, full damage from silver-bladed or gold-bladed weapons), **Lift/Carry** /170 pounds, **Languages** Common, Infernal Cant, Upper Demonic, Lesser Demonic, (2 foreign languages), **Racial Abilities** Infrared vision, Ultraviolet vision, exceptional hearing, *telepathy* 100 FT (15 minutes, 3/day), *invisibility*, *Call Flames*, *Glowing Balls*, *Summon Monster* (Giant Insect, 1/day), blend (combine) with framed objects, resists Air magic (Basic Magic 1d20 roll GTET 4, Lesser Magic 1d20 GTET 9, Greater Magic 1d20 GTET 16), resists Earth magic (Basic Magic 1d20 roll GTET 9, Lesser Magic 1d20 GTET 16, Greater Magic 1d20 roll 20), **Attacks** 1d6 electric shock/tentacle, **Special Attacks** 2d10 Electrical Arc (20 FT, save 1d20 GTET [28-Stamina], 3/day), **Weapon Proficiencies** Dirk, Club, Short Sword, Rapier, Light Mace, Short Staff, Flail, **TH Modifier** +1, **Defense Modifier (Opponent)** -1, **Damage Modifier** +0, **1d20 Detect Active Spells** 11, **1d20 Detect Active Prayers** 14, **1d20 Moving with Stealth** 13, **1d20 Detect Stealthy** 7, **1d20 Negate Surprise Attack** 14, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **Gear** none, **Weapons** none, **Armor** none, **Description:** A 3'1" composite creature with a three-eyed humanoid head on a purple striped serpentine neck attached to a furry black eight-legged arachnid body, with two 4 FT tentacles attached at the shoulder (each tentacle splits at the end into three fingers. It's head has bright red hair, pointed ears, a triangle-shaped grouping of glowing red eyes, a flat bumpy nose, a slit mouth with a long forked tongue, and a pointed chin. Six small slimy tentacles grow up out of its hair and twitch according to its mood, **Found at:** Concealed inside a painting in the residence building in the Alchemist's Keep, between the Eighth and Ninth Pits on the Eighth Circle of Hell. Its name is Hadassahem and it belongs to Prince Mammon.

Cobreigen, Human male, 58 years, Master Alchemist, Untrained Warrior, **Moral** Neutral, **STATS** Agility 12 Intel 22 Stamina 17 Strength 15 Will 18, Health 23, Special Power Modifier +4, **AC** 8, **Lift/Carry** 750/140 pounds, **Languages** Common, Gnome, Infernal Cant, Centaur, (2 foreign languages), (1 dead language), **Religion** Lupanno (Gods of Crafts and Making), **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 with Long Swords, Spears, Staves; **Weapon Proficiencies** Dirk, Staff, Long Sword; **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +0, **1d20 Moving with Stealth** 13, **1d20 Detect Stealthy** 16, **Pickpocket** 15, **1d20 Negate Surprise Attack** 7, **1d20 Open Lock** easy 7 moderate 15 difficult 23, **1d20 Search** easy 4 moderate 13 difficult 22, **1d20 Find Hidden/Trap/Door** easy 5 moderate 11 difficult 17, **1d20 Disarm Trap** easy 10 moderate 16 difficult 22, **Identify Enchanted Object** 21, **1d20 Free Climb** easy 6 moderate 13 difficult 19 very difficult 25, **1d20 Gear Climb** easy 1 moderate 8 difficult 14 very difficult 20, **1d20 Grapple Throw** 8-15FT 7 16-30FT 15 31-45FT 21 45+FT 30 (range 44 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 12 Art 17 Cloth 20 Gems 16 Jewelry 18 Other Goods 15; **Gear** *Spectacles of Vision*; **Weapons** Dirk, (Staff, Sword in room); **Armor** Gauntlets (in room), **Description:** An older human man, 5'2", with a grey halo of hair, stooped posture, wrinkled skin, nearsighted eyes (corrected), long bent nose, wispy white goatee, and beautiful teeth. Normally dressed in loose black tunic worn under an ankle-length rubberized apron, carrying laboratory glasses; he is an expert at making herbal medicines and at field first-aid (+2 healing); **Found at:** Phlegyas' Tower on the Fifth Circle of Hell. His servant is Laoghaire.

Conbelani, male Dwarf, 48 years, Warrior L9, **Moral** Neutral, **STATS** Agility 14 Intel 18 Stamina 20 Strength 19 Will 19, Health 24, Special Power Modifier +6, **AC** 53, **Lift/Carry** 1150/220 pounds, **Languages** Common, Dwarvish, Infernal Cant, **Racial Abilities** Infrared Vision, Sense Underground Direction, Save +1 versus Disease-Poison-Magic Attack, +1 TH with War Hammer and War Axe, +1 find hidden doors, **Weapon Proficiencies** Dirk, Long Sword, War Hammer, War Axe, Throwing Mace, Light Mace, Javelin, Scimitar, Short Bow, Whip, Flail, **TH Modifier** +0, **Defense Modifier (Opponent)** -1, **Damage Modifier** +2, **1d20 Moving with Stealth** 9, **1d20 Detect Stealthy** 16, **Pickpocket** 16, **1d20 Negate Surprise Attack** 21, **1d20 Open Lock** easy -5 moderate 3 difficult 11, **1d20 Search** easy -4 moderate 5 difficult 14, **1d20 Find Hidden/Trap/Door** easy -3 moderate 3 difficult 9, **1d20 Disarm Trap** easy 2 moderate 8 difficult 14, **Identify Enchanted Object** 12, **1d20 Free Climb**

Denizens, Co - Cy

Conbelani...easy 2 moderate 9 difficult 15 very difficult 21, **1d20 Gear Climb** easy -3 moderate 4 difficult 10 very difficult 16, **1d20 Grapple Throw** 8-15FT -1 16-30FT 7 31-45FT 13 45+FT 22 (range 76 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor -6 Art 9 Cloth 8 Gems 4 Jewelry 6 Other Goods 7; **Gear** 2**Potion of Greater Healing*, 2**Potions of Healing*, *Oil of Friction Removal*, *Shape Shifting Potion* (Manticore), Flask Oil, **Weapons** Dirk, *War Axe* +2, Throwing Mace, **Armor** Open Steel Helm (AC+20), Leather Neck Guard, Chain Mail Shirt, Chain Mail arm protection, Chain Mail leg protection, Steel Gauntlets (AC+10), **Description**: 4'4" tall, short brown hair and long brown beard and moustache, missing a finger on his left hand, **Found at**: The East Guard Station, Entry Dungeon, follower of Lahellin.

Constenna, Female Doppelganger, HD 5, Moral Evil, STATS Agility 14 Intel 17 Stamina 18 Strength 12 Will 14, Health 30, Special Power Modifier +2, **AC** 24 {20 inherent, 2 Belt, 2 Pin}, **Lift/Carry** 800/115 pounds, **Languages** Common, Demonic, Doppelganger, (1 additional Material Plane language), **Racial Abilities** Shape Change (3 hours, 3/day, any biped/gender, 3' to 8'), **Weapon Proficiencies** Dirk, Staff, Long Sword, Club, Flail, Crossbow, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +0, **1d20 Moving with Stealth** 8, **1d20 Detect Stealthy** 10, **1d20 Negate Surprise Attack** 10, **Identify Enchanted Object** 17, **Gear** silver/ruby earrings (1006 GP), silver/turquoise bracelet (2183 GP), *Belt of Speed*, white gold *Pin of Command* (dominate person, range 20 FT, 1 hour, 3/day, save 1d20 GTET [32-Will]), 1d10 Healing Potion, vial paralyzing poison, vial Unholy Water, **Weapons** poisoned Dirk (paralysis, 2d20 rounds, save 1d20 GTET [28-Stamina]), Crossbow (loaded, 10 bolts), *Staff* +1 (*Bone Cruncher*, breaks arm on roll GTET 15, save 1d20 GTET [30-Agility]), **Armor** None, **Description**: Appearing: 5'6" redhead in pigtailed, brown eyes, birthmark on right cheek, large bust, wearing a knee-length red dress, pink scarf, black slippers; Natural: 5 FT female with dark brown hair, blue-green eyes, wide nose, long ears, short legs, and a small to moderate bust, **Found at**: The Garden of the Succubi, on the Second Circle of Hell. She is the servant of the Succubus, Torellago.

Crostoph, 308 years, HD9 Lion-Headed Lammassu, Wizard L6 (Air), **Moral Good, STATS** Agility 18 Intel 17 Stamina 32 Strength 27 Will 16, Health 65, Special Power Modifier +5, **AC** 50 (hide), **Lift/Carry** not applicable/400 pounds, **Languages** Common, Gnomish, Lammassu, Centaur, Infernal Cant, (2 foreign languages), **Racial Abilities** Infrared vision, Ultraviolet vision, sees invisible, immune Air magic, detects nearby Ethereal and Incorporeal creatures, *regenerates* hp1/round, **Attack** Bite 1d6, 2x Fore Paws 1d10, Hind Legs 1d6, Trample 3d6, **TH Modifier** +1, **Defense Modifier (Opponent)** -1, **Damage Modifier** +5, **1d20 Detect Active Spells** 12 (**1d20 Identify** 15), **1d20 Detect Active Prayers** 18, **1d20 Moving with Stealth** 11, **1d20 Detect Stealthy** 8, **1d20 Negate Surprise Attack** 8, **1d20 Search** easy 6 moderate 12 difficult 18, **1d20 Find Hidden/Trap/Door** easy 9 moderate 15 difficult 20, **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 17 Art 12 Cloth 17 Gems 13 Jewelry 16 Other Goods 18; **Gear/Weapons/Armor** none, **Spells** *BASIC* 1d6+4 *Attack (Electricity)*, *Audibles*, *Call Breezes*, *Detection*, *Fog Bank*, *Remote Push*, 1d8+4 *Sound Blast*, *Speak Languages*, 1d4+4 *Steam Breath* 15 FT, +2 *Target Missiles*, *Telekinesis*, *Unhearing Ears* (FREE 9); *LESSER* 2d6+4 *Attack (Electricity)*, 1d6+4 *Attack (Acid, Cold, Fire)*, *Choke {to unconsciousness}*, *Control Winds*, *Disperse Magic*, 3d6+4 *Hailstorm* 20x20 FT, *Hold in Place*, *Invisibility*, *Summon Air Elemental* (FREE 5); **Familiar** None, **Description**: A composite creature with a Lion's head on a 9 FT bull's body (5 FT at shoulder) with a lion's tail and lion's fore paws, **Found at**: The southeast wing of the Sanctum Luciferus on the Ninth Circle of Hell. He accompanies the Gnome Wizard, Japeth Hrolf Aelfwig. He is partial to epic poetry.

Cylawana, Succubus, Female Demon, HD 14, Moral Evil, STATS Agility 18 Intel 20 Stamina 19 Strength 25 Will 22, Health 40, Special Power Modifier +4, **AC** immune non-enchanted weapon, 54 {40 inherent, 10 Cloak, 4 Charm}, **Lift/Carry** 2000/300 pounds, **Languages** Common, Infernal Cant, Demonic, Doppelganger, Lycanthrope, (3 additional Material Plane languages), **Racial Abilities** Flier, Infrared vision, Dominate Male (gaze, 30 FT, 1 hour, 4/day, save 1d20 GTET [48-Will-Level]), Shape Change (6 hours, 2/day, any humanoid female 4' to 10'), Sleep (touch, 4d100 minutes, 4/day, save 1d20 GTET [34-Will] males/GTET [30-Will] females), Mental Order (single command to [28-Will] days, verbal at 25 FT, save 1d20 GTET [36-Will] males/GTET [28-Will] females), Demonic Gate (direct to Demonic Plane, 1/week, 2 hours), **Weapon Proficiencies** Dirk, Staff, Rapier, War Axe, War Hammer, Club, Short Bow, **TH Modifier** +1, **Defense Modifier (Opponent)** -1, **Damage Modifier** +4, **1d20 Detect Active Spells** 2, **1d20 Detect Active Prayers** 5, **1d20 Moving with Stealth** 5, **1d20 Detect Stealthy** 8, **1d20 Negate Surprise Attack** 5, **Identify Enchanted Object** 7, **Gear** silver/turquoise earrings (2010 GP), a silver/pearl ring (1486 GP), gold *Spell Storing Ring* {2x *Disperse Magic*, 1d6+4 *Fire Ring*, 4x 2d6+4 *Fireball*, 2x *Invisibility*, 2x *Smokescreen*}, two platinum armbands (3711 GP, 5580 GP), gold *Charm against Fire Magic*, **Weapons** silver-bladed Dirk, Rapier +2 (Chain Mail Ripper), **Armor** *Cloak of Protection* AC10, **Spells** {Shaman L10} *BASIC* *Confuse Weapons*, *Dominate Animal*, *Dominate Person*, *Friends*, *Jaco's Mesmerize*, *Illusion*, 1d6+4 *Mage Bolt* (FREE 12), *LESSER* *Aura of Heroism*, *Cloud*

Denizens, Cy - Do

Cylawana...the Mind, Disperse Magic, Fear the Reaper, Hold in Place, 2d6+4 Mage Bolt, Stun (FREE 10), GREATER Geas, 5d20+20 Imminent Mortality, Reincarnation, Sleep Zone (FREE 6), **Familiar** None, **Description**: A humanoid female standing 5'1", with short blonde hair, orange eyes, dark blue nails, with two small curved blue horns on her forehead, and two 4' blue wings on her shoulders; she has a medium bust and small hips; she wears an aquamarine gauze blouse, and dark green shorts (hot pants), **Found at**: The Garden of the Succubi, on the Second Circle of Hell. Her servant is Sabigotho.

Demon of the Cloak, 4042 years, HD9 Monster, Fire Wizard L8, **Moral** Evil, **STATS** Agility 24 Intel 20 Stamina 21 Strength 24 Will 20, Health 60, Special Power Modifier +6, **AC** 42, requires +3 weapon to injure, resists Air and Fire magic on 1d20 rolls GTET 4, resists Earth/Water/Shaman Basic 1d20 GTET 8, Lesser GTET 12, Greater GTET 18; **Lift/Carry** 1700/300 pounds, **Languages** Common, Djinn, Demonic, Infernal Cant, (3 foreign languages), **Racial Abilities** creates objects, aura of fear (20 FTR, save 1d20 GTET [32-Will]), detect good 50 FT, produce flame, telekinesis 100 FT, *invisibility* (4/day, 15 minutes), enter Ethereal Plane, *shapechange* (1 hour/day, whirlwind, cloud of fire, humanoid-shape), low light vision, Ultraviolet vision; **Attacks**: Bite 1d4, 2x Claws 18, Battering 2d8 (whirlwind form, 3 persons), *magic arrow volley* (3/day, 1d10 arrows at hp1d4); **Weapon Proficiencies** Dirk, Great Scimitar, Giant's Club, **TH Modifier** +4, **Defense Modifier (Opponent)** -4, **Damage Modifier** +5, **1d20 Detect Active Spells** 5, **1d20 Detect Active Prayers** 10, **1d20 Detect Stealthy** 4, **1d20 Negate Surprise Attack** 7, **Identify Enchanted Object** 6; **Gear** none; **Weapons** Dirk 1d12+2 Scimitar +1, **Armor** none; **Spells** *BASIC* 1d6+4 (Fire), *Banish Vapors* 25x25 FT, *Command Fires*, *Extinguish Lights*, *Flare {blinding}*, *1d12 Magic Grenade*, +2 *Stng Rage*, *See Invisible*, *Smokescreen* 20x20 FT (FREE 12); *LESSER* 2d6+4 *Attack (Fire)*, 1d6+4 *Attack (Acid, Cold, Electricity)*, *Blindness*, *Darkness Zone* 25x25 FT, *Daylight* 25x25 FT, *Disperse Magic*, *Fire Ring*, *Invisibility*, *Mirage*, *Mesmerize* (FREE 8); *GREATER* 2d6+4 *Attack (Acid, Cold, Electricity)*, *Blinding Cloud* 25x25 FT at 1 hour, *Confusion*, 3d8 *Fire Hail* 25x25 FT, 2d8 *Magic Timed Blast* (FREE 2), **Description**: Appears as a man's head and torso supported by a whirlwind, standing 6'8", having an oval face, high forehead with a bald rounded top, 3 curved red horns, dark red hair on the back of it's head, has pointed ears, dark red arched eyebrows over glowing brown eyes, a long pointed nose, red moustache, narrow mouth with 4 upper fangs, and a pointed chin. It has wide shoulders with a barrel chest, narrow waist, long muscular arms ending in an oversized hand, and dark red skin. It dresses in a light red turban and a short-sleeve white vest; **Found at**: The False Treasure Trove of Plutus, on the Fourth Circle of Hell.

Diarianne, Human female, 19 years, Untrained, **Moral** Good, **STATS** Agility 17 Intel 14 Stamina 16 Strength 16 Will 12, Health 20, Special Power Modifier +4 **AC** 4, **Lift/Carry** 1050/190 pounds, **Languages** Common, **Religion** Suryo (God of the Sky, Sun, and Moon), **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 TH with Long Swords, Spears, Staves, **Weapon Proficiencies** Dirk, **TH Modifier** +1, **Defense Modifier (Opponent)** -1, **Damage Modifier** +0, **1d20 Moving with Stealth** 15, **1d20 Detect Stealthy** 20, **Pickpocket** 22, **1d20 Negate Surprise Attack** 14, **1d20 Open Lock** easy 14 moderate 22 difficult 30, **1d20 Search** easy 11 moderate 20 difficult 24, **1d20 Find Hidden/Trap/Door** easy 14 moderate 20 difficult 26, **1d20 Disarm Trap** easy 18 moderate 24 difficult 30, **Identify Enchanted Object** 28, **1d20 Free Climb** easy 8 moderate 15 difficult 21 very difficult 27, **1d20 Gear Climb** easy 5 moderate 12 difficult 18 very difficult 24, **1d20 Grapple Throw** 8-15FT 9 16-30FT 17 31-45FT 23 45+FT 32 (range 64 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 22 Art 25 Cloth 20 Gems 20 Jewelry 18 Other Goods 17; **Gear** **Weapons** None, **Armor** None. **Description**: 4'11", long red hair with green eyes, wearing a blue dressing gown with several bruises on her back; she is the third child and only daughter of local nobleman Galhard and hiswife Rosallia, Diarianne was captured because Abrizxus told Lahellin that holding her disrupts a marriage whose descendant 300 years from now causes significant problems for Gaap. **Found at**: Lahellin's Bedroom, Entry Dungeon, drugged and incoherent.

Dammed Souls, Various Races, 20-80 years, Warrior L3, **Moral** Evil, **STATS** Agility 1d6+9 Intel 1d4+10 Stamina 1d6+11 Strength 1d4+9 Will 1d6+10, Health 25, Special Power Modifier: not applicable, **AC** 32, **Lift/Carry** 800/190 pounds, **Languages** Common, **Racial Abilities** 1d4 Fire Touch (save 1d20 GTET [25-Stamina]), **Weapon Proficiencies** Dirk, Rock, Club, Staff, Whip, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +0, **1d20 Moving with Stealth** 10, **1d20 Detect Stealthy** 15, **1d20 Negate Surprise Attack** 13, **Gear** None, **Weapons** None, **Armor** None, **Spells/Prayers** None, **Description**: Purple-black androgynous humanoids 5'2"-5'11", with bald heads, bright blue frizzled hair, and long blue nails, **Found at**: First and Second Circles of Hell.

Dodinell, Human male, 28 years, Priest of Abrizxus L3, **Moral** Evil, **STATS** Agility 14 Intel 18 Stamina 18 Strength 13 Will 17, Health 22, Special Power Modifier +7, **AC** 35, **Lift/Carry** 1000/160 pounds, **Languages** Common, Infernal Cant,

Denizens, Do

Dodinell...Goblin, Giant, **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 TH with Long Swords, Spears, Staves, **Weapon Proficiencies** Dirk, Heavy Mace, Staff, Scimitar; **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier**+0, **Lay on Hands** (heal) 4/day at 1d6hp; **Raise the Dead** 11, **Reincarnate** 9, **1d20 Bar Undead** HD+7, **1d20 Drive Back Undead** HD+9, **1d20 Destroy Undead** HD+14, **1d20 Detect Active Spells** 7, **1d20 Detect Active Prayers** 5 (**Identify** 16), **1d20 Moving with Stealth** 14, **1d20 Detect Stealthy** 15, **Pickpocket** 18, **1d20 Negate Surprise Attack** 11, **1d20 Open Lock** easy 4 moderate 12 difficult 20, **1d20 Search** easy 1 moderate 10 difficult 19, **1d20 Find Hidden/Trap/Door** easy 2 moderate 8 difficult 19, **1d20 Disarm Trap** easy 7 moderate 13 difficult 19, **Identify Enchanted Object** 18, **1d20 Free Climb** easy 7 moderate 14 difficult 20 very difficult 26, **1d20 Gear Climb** easy 2 moderate 9 difficult 15 very difficult 21, **1d20 Grapple Throw** 8-15FT 7 16-30FT 15 31-45FT 21 45+FT 30 (range 52 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 5 Art 14 Cloth 13 Gems 10 Jewelry 11 Other Goods 12; **Gear** Prayer Book, Prayer Beads, 2**Unholy Water*, *Potion of Healing*, *Physic of Armorskin*, *Dwarven Death Powder*; **Weapons** Dirk, *Heavy Mace +1* (+1 damage), Staff, **Armor** Steel Cap, Chain Mail (AC+8), Chain Mail arm protection, scale-leather Gloves (AC+8). **Prayers** *DEVOTIONS*: *Animate Bones*, *Armorskin*, *Blur Sight*, *Create Minor Food*, *Cure Light Wounds*, *God's Bolt d8*, *God's Sword*, *Know Creature*, *Minor Escape*, *Minor Prayer*, *Reveal Hidden*, *Sword Blessing* (FREE 5), *MYSTERIES*: *Banish Paralysis*, *Banish Spells*, *God's Strike 2d12+SPM/2*, *Heal Wounds*, *Knock Out*, *Minor Regeneration*, *Restore Sight* (FREE 3), **Familiar** None. **Description**: 5'3", long blond hair, ponytail, cropped beard, silver pin, black priest's vestments. **Found at**: The Temple of Abrizxus, Dungeon Entry, a follower of Lahellin.

Donegan, Human male, 30 years, **Warrior L8**, **Moral** Evil, **STATS** Agility 16 Intel 16 Stamina 18 Strength 19 Will 23, Health 22, Special Power Modifier +4, **AC** 33, **Lift/Carry** 1200/220 pounds, **Languages** Common, **Religion** Ravanna (Goddess of Anarchy and Evil), **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 TH with Long Swords, Spears, Staves, **Weapon Proficiencies** Dirk, Long Sword, Spear, Staff, Long Bow, Short Bow, Short Sword, Rapier, Cutlass, War Axe, War Hammer; **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +2, **1d20 Moving with Stealth** 7, **1d20 Detect Stealthy** 17, **Pickpocket** 13, **1d20 Negate Surprise Attack** 9, **1d20 Open Lock** easy -1 moderate 7 difficult 15, **1d20 Search** easy -2 moderate 7 difficult 16, **1d20 Find Hidden/Trap/Door** easy -1 moderate 5 difficult 11, **1d20 Disarm Trap** easy 4 moderate 10 difficult 16, **Identify Enchanted Object** 14, **1d20 Free Climb** easy 0 moderate 7 difficult 13 very difficult 19, **1d20 Gear Climb** easy -5 moderate 2 difficult 8 very difficult 15, **1d20 Grapple Throw** 8-15FT -3 16-30FT 5 31-45FT 11 45+FT 20 (range 76 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor -2 Art 11 Cloth 10 Gems 7 Jewelry 8 Other Goods 9; **Gear** 2**Potion of Greater Healing*, *Physic of Levitation*, *Potion of Ogre Strength*, 2*Flasks Oil; **Weapons** 3*Dirk (one poisoned, save 1d20 GTET [32-Stamina]), 2*Short Swords, **Armor** Leather Cap, Leather Armor (AC+15), Leather Gloves (AC+6), **Description**: 5'8" tall, short black hair and beard, long thin nose, scar on his forehead, amulet to Abrizxus, **Found at**: the East Guard Station, Entry Dungeon, a follower of Lahellin.

Dorofiea, Medusa, 28 years, **HD6 Monster**, **Moral** Neutral, **STATS** Agility 14 Intel 14 Stamina 18 Strength 13 Will 13, Health 33, Special Power Modifier +4, **AC** 10 plus armor, **Lift/Carry** 1850/200 pounds, **Languages** Common, Infernal Cant, Medusa, (one foreign language), Religion Ardra (Goddess of Fortune, Fate, Luck), **Racial Abilities** resists Prayers (Devotions on 1d20 roll GTET 8, Mysteries on 1d20 GTET 15, Majesties on 1d20 GTET 19), immune to sleep magic, immune to domination, speaks with snakes, immune to snake venom, **Special Attacks** Stoning Gaze (30 FT, save 1d20 GTET [32-Stamina]), **Weapon Proficiencies** Dirk, Rapier, Short Sword, single-blade War Axe, Light Mace, Club, Staff, Sling, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +0, **1d20 Detect Active Spells** 9, **1d20 Moving with Stealth** 16, **1d20 Detect Stealthy** 13, **Pickpocket** 20, **1d20 Negate Surprise Attack** 13, **1d20 Open Lock** easy 10 moderate 15 difficult 20, **1d20 Search** easy 8 moderate 13 difficult 17, **1d20 Find Hidden/Trap/Door** easy 10 moderate 15 difficult 19, **1d20 Disarm Trap** easy 12 moderate 17 difficult 24, **Identify Enchanted Object** 24, **1d20 Free Climb** easy 7 moderate 14 difficult 21 very difficult 28, **1d20 Gear Climb** easy 2 moderate 9 difficult 16 very difficult 23, **1d20 Grapple Throw** 8-15FT 10 16-30FT 16 31-45FT 22 45+FT 28 (range 50 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 16 Art 24 Cloth 27 Gems 15 Jewelry 17 Other Goods 19; **Gear** none, **Weapons** none, **Armor** none, **Description**: 5'2", a shapely, buxom, purple-eyed, woman, her hair is many angry snakes, **Found at**: Confined in the Alchemist's Keep, between the Eighth and Ninth Pits on the Eighth Circle of Hell. She is engaged to Aldiv. Her skills include animal handling (snakes and reptiles), poison plant recognition, field first aid, and cooking. She has been captive 8 months, hates Bonifac and Lionors; she has never been in the Laboratory and Tower. Dorofiea is lightly drugged, somewhat giddy, and acts impulsively.

Denizens, El - Es

Ellisiffe, female Cercopes, 108 years, Master Alchemist, Warrior L3, **Moral** Neutral, **STATS** Agility 13 Intel 18 Stamina 13 Strength 11 Will 18, Health 17, Special Power Modifier +8, **AC** 10, **Lift/Carry** 700/100 pounds, **Languages** Cercopean, Goblin, Dwarvish, Infernal Cant, Religion Dharo (God of Earth and Stone), **Racial Abilities** +3 find hidden doors/traps, +1 disarm traps, low-light vision, extraordinary hearing (+4 listen), innate sense of direction underground, detect gems/ores 100 FT, **Weapon Proficiencies** Long Knife, Short Bow, Short Rapier, Throwing Star, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +0, **1d20 Moving with Stealth** 19 (16 without cane), **1d20 Detect Stealthy** 14, **Pickpocket** 20, **1d20 Negate Surprise Attack** 13, **1d20 Open Lock** easy 3 moderate 11 difficult 19, **1d20 Search** easy 0 moderate 9 difficult 18, **1d20 Find Hidden/Trap/Door** easy 1 moderate 7 difficult 13, **1d20 Disarm Trap** easy 6 moderate 12 difficult 18, **Identify Enchanted Object** 16, **1d20 Free Climb** easy 9 moderate 11 difficult 22 very difficult 26, **1d20 Gear Climb** easy 4 moderate 11 difficult 17 very difficult 23, **1d20 Grapple Throw** 8-15FT 10 16-30FT 18 31-45FT 24 45+FT 33 (range 44 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor Art Cloth Gems Jewelry Other Goods ; **Gear** Potion of Invisibility, Teleportation Scroll (palace of Diabolic Earl Bebal); **Weapons** Long Knife; **Armor** none; **Description**: An elderly grand-dame with a diva's temper. She has long silver hair, green eyes, short thin nose, high rosy cheeks, pointed chin, slight frame and bust, thin waist, found wearing a purple sweater, black skirt, and the typical long pocketed vest. She resents any intrusion in her work and will hit any intruder with her cane. She is an excellent puzzle-solver and card player, and is skilled at haggling; **Found at**: Phlegyas' Tower on the Fifth Circle of Hell. She has a HD3 Wolfhound named Lekka.

Erichtho, Shade and Seer, female Human, 62 years, Wizard L22 (Fire, Shaman), **Moral** Neutral, **STATS** Agility 16 Intel 19 Will 22 (Stamina/Strength not applicable), Health 34, Special Power Modifier +6, **AC** 40 (requires silver-bladed weapon OR weapon enchanted GTET +3 to injure), **Languages** Common, Elvish, Infernal Cant, (2 foreign languages), **Special Abilities** see invisible, true sight, Infrared vision, *1d10 chilling touch* (save 1d20 GTET (28-Stamina), *paralyzing touch* (in addition to cold on any natural roll GTET 19, 1d20 rounds, save 1d20 GTET [32-Stamina]), *Will sapping* (touch, 6/day, reduce 1 for 1d20 hours, save 1d20 GTET [28-Will]), dies if Will becomes 0), resists Earth-Water magic (Basic on 1d20 GTET 5, Lesser on 1d20 GTET 12, Greater on 1d20 GTET 18); **Vulnerability** double damage from lightning or electricity (-4 save modifier); **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **1d20 Detect Active Spells** -10 (1d20 Identify -4), **1d20 Detect Stealthy** 2, **1d20 Negate Surprise Attack** 3, **Identify Enchanted Object** -6, **Spells** *BASIC 1d6+4 (Fire), 1d6+4 Attack (Force), Command Fires, Dominate Person, Extinguish Lights, Flare {blinding}, Horga's Mage Block, Illusion, Jaco's Mesmerize, 1d12 Magic Grenade, Mind Speech, Minor Sleep, Smokescreen 20x20 FT (FREE 25); LESSER 2d6+4 Attack (Fire), 2d6+4 Attack (Force), 1d6+4 Attack (Acid, Cold, Electricity), Arrow Volley 1d8 at hp1d3, Blindness, Cloud the Mind, Darkness Zone 25x25 FT, Disperse Magic, Fear the Reaper, Fire Ring, Gregor's Mage Drain, Hold in Place, Mesmerize (FREE 20); GREATER 2d6+4 Attack (Acid, Cold, Electricity), Blinding Cloud 25x25 FT at 1 hour, Clone Person, 3d8 Fire Hail 25x25 FT, Geas, 5d20+20 Imminent Mortality, 2d12 Magic Timed Blast, Spell Permanency, Sleep Zone 25x25 FT, Summon Djinn, X-Ray Sight (FREE 15), **Familiar** Ghostly Raven, **Description**: An incorporeal figure standing 5'2", she has long grey hair typically worn in a bun, large ears, wrinkled forehead, long thin hooked nose, wide brown eyes, sagging jowls, a wide mouth with several missing teeth, and a pointed chin; her shoulders and hips are slender with a small bust. She wears an ankle-length green robe with a silver belt and silver sandals; **Found at**: In the City of Burning Tombs on the Fifth Circle of Hell.*

Estraius, Shade, Human male, 53 years (deceased 572 years), Monster HD9, Priest L12, **Moral** Good, **STATS** Agility 16 Intel 20 Stamina 14 Strength not applicable Will 22, Health 64, Special Power Modifier +3, **AC** 40 silver-gold, immune Fire magic, +50% damage Air magic; **Lift/Carry** not applicable, **Languages** Common, Elvish, Infernal Cant, (3 foreign human languages), **Racial Abilities**: see invisible, true sight, telepathy 50 FT, silver or gold weapon required to injure, save versus mental control at +10; **Special Attacks**: 1d8 Electric Touch (avoid 1d20 GTET [28-Agility], immediately fatal heart attack on roll 1), 2d8 Cold Touch (save 1d20 GTET [30-Stamina]), Fear Gaze (30 FT, save 1d20 GTET [32-Will]); **TH Modifier** +1, **Defense Modifier (Opponent)** -1, **Damage Modifier** +0, **1d20 Bar Undead** HD+4, **1d20 Drive Back Undead** HD+8, **1d20 Destroy Undead** HD+10, **1d20 Detect Active Spells** 6, **1d20 Detect Active Prayers** 3, **1d20 Moving with Stealth** 4, **1d20 Detect Stealthy** 6, **Identify Enchanted Object** 4, **Gear/Weapons/Armor** none, **Prayers** *DEVOTIONS Bar Creature, Command Animals, Compel Truth, Create Minor Food, 1d6 Cure Light Wounds, Detect Poisons, 1d10+1 God's Missile, God's Sword at 5 rounds, Immunity to Disease, Know Creature, Mute, Reveal Hidden, +4 Sword Blessing (FREE 10); MYSTERIES Aura of Calm, Banish Confusion, Banish Disease, Banish Paralysis, Detoxify Poisons, AC+30 Divine Armor, 2d12+2 God's Strike {lightning}, 1d10+2 Heal Wounds, Restore Sight (FREE 6); MAJESTIES +4 Aura of Heroism, Break Curse, 2d8+4 Cure Serious Wounds, God's Mighty Warrior 2x Warrior L14 (FREE 3); **Description**: An incorporeal humanoid figure, 5'6" tall, dressed in hooded cowl, having a pale grey face, thin beard, high cheeks, long hooked nose, glowing pink eyes in sunken sockets, and a bony chin. The hands and feet are gaunt and hairless. He knows the location of a cave containing the *Trumpet of the Lord*, a good artifact that can be used to gain entry to the Gates of Dis; **Found at**: The Fourth Circle of Hell.*

Denizens, Fi - Fu

Fillialus, Half-Elven female, 52 years, Priestess of Anuruck L17, **Moral** Good, **STATS** Agility 15 Intel 18 Stamina 15 Strength 14 Will 18, Health 19, Special Power Modifier +4, **AC** , **Lift/Carry** 900/170 pounds, **Languages** Common, Elven, Gnome, **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 TH with Long Swords, Spears, Staves, **Weapon Proficiencies** Dirk, Heavy Mace, Long Sword, Spear, Staff, Short Bow, Crossbow, Throwing Star, Flail, Javelin, **Lay on Hands** (heal) 5/day at 1d6hp, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +0, **Raise the Dead** 1, **Reincarnate** -1, **1d20 Bar Undead** HD-5, **1d20 Drive Back Undead** HD-3, **1d20 Destroy Undead** HD+2, **1d20 Detect Active Spells** -3, **1d20 Detect Active Prayers** -5 (Identify 8), **1d20 Moving with Stealth** 1, **1d20 Detect Stealthy** 15, **Pickpocket** 11, **1d20 Negate Surprise Attack** 10, **1d20 Open Lock** easy -9 moderate -1 difficult 7, **1d20 Search** easy -11 moderate -2 difficult 7, **1d20 Find Hidden/Trap/Door** easy -10 moderate -4 difficult 2, **1d20 Disarm Trap** easy -5 moderate 1 difficult 7, **Identify Enchanted Object** 6, **1d20 Free Climb** easy -6 moderate 1 difficult 7 very difficult 13, **1d20 Gear Climb** easy -11 moderate -4 difficult 2 very difficult 8, **1d20 Grapple Throw** 8-15FT -6 16-30FT 2 31-45FT 8 45+FT 17 (range 56 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor -7 Art 2 Cloth 1 Gems -2 Jewelry -1 Other Goods 0; **Gear** None, **Weapons** Dirk, **Armor** None, **Prayers** *DEVOTIONS* AC+18 *Armorskin*, *Bar Creature*, *Command Animals*, *Compel Truth*, *Create Minor Food*, *1d6 Cure Light Wounds*, *Detect Poisons*, *1d10+1 God's Missile*, *God's Sword at 5 rounds*, *Immunity to Disease*, *Know Creature*, *Minor Escape*, *Minor Prayer*, *Mute*, *Reveal Hidden*, +4 *Sword Blessing (FREE 17)*, *MYSTERIES* *Aura of Calm*, *Banish Confusion*, *Banish Disease*, *Banish Paralysis*, *Banish Spells*, *Blind Undead*, *Detoxify Poisons*, AC+30 *Divine Armor*, *2d12+2 God's Strike {lightning}*, *1d10+2 Heal Wounds*, *Know Enemy*, *Minor Banish Infernal*, *Restore Sight (FREE 15)*, *MAJESTIES* +4 *Aura of Heroism*, *Break Curse*, *Creature's Form*, *2d8+4 Cure Serious Wounds*, *God's Mighty Warrior 2x Warrior L14*, *Extraordinary Escape*, *Major Regeneration*, *2d8 Mass Heal (FREE 11)*, **Familiar** None, **Description**: 5'3", green eyes, long silve-blond hair, scar on neck, wide shoulders and hips, large bust, **Found**: being eaten by the Chimera of the Wood in the Vile Forest (dead). She cannot be raised in Gehenna because there is no moon for the ritual.

Frogan, Dwarf male, 93 years, Warrior L11, **Moral** Good, **STATS** Agility 15 Intel 14 Stamina 17 Strength 18 Will 17, Health 21, Special Power Modifier +4, **AC** (per armor), **Lift/Carry** 1325/210 pounds, **Languages** Common, Dwarvish, Gnomish, **Racial Abilities** Infrared Vision, Sense Underground Direction, Save +1 versus Disease-Poison-Magic Attack, +1 TH with War Hammer and War Axe, +1 find hidden doors, **Weapon Proficiencies** Dirk, Long Sword, Rapier, Cutlass, War Hammer, Light Mace, Staff, War Axe, Spear, Short Bow, Javelin, Dart, Flail, Cudgel, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +1, **1d20 Moving with Stealth** 5, **1d20 Detect Stealthy** 15, **Pickpocket** 13, **1d20 Negate Surprise Attack** 10, **1d20 Open Lock** easy -6 moderate 2 difficult 10, **1d20 Search** easy -3 moderate 6 difficult 15, **1d20 Find Hidden/Trap/Door** easy -2 moderate 4 difficult 19, **1d20 Disarm Trap** easy 3 moderate 9 difficult 15, **Identify Enchanted Object** 12, **1d20 Free Climb** easy -2 moderate 5 difficult 11 very difficult 17, **1d20 Gear Climb** easy -7 moderate 0 difficult 6 very difficult 12, **1d20 Grapple Throw** 8-15FT -4 16-30FT 4 31-45FT 10 45+FT 19 (range 72 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor -5 Art 10 Cloth 11 Gems 5 Jewelry 7 Other Goods 9; **Gear** None, **Weapons** None, **Armor** None, **Description**: 4'2", red hair, wide face, thick brows, missing ear, **Found at**: in the Cauldron Room of Minos' Villa on the Second Circle of Hell (#4). He cannot be resurrected using the standard ritual. He has been dead 527 years.

Furies (Alecto, Megaera, Tisiphone), 8295-9728 years, HD12 female Monsters, Air Wizard L8, **Moral** Neutral, **STATS** Agility 13 (19 airborne) Intel 13 Stamina 15 Strength 15 Will 20, Health 20 (regenerate hp1/round), Special Power Modifier +5, **AC** 18 (requires silver, gold, or enchanted weapon to injure), **Lift/Carry** 850/150 pounds, **Languages** Common, Infernal Cant, Elvish, (4 foreign languages); **Racial Abilities**: Infrared vision, low-light vision, immune Air magic, resists Basic magic 1d20 GTET 6, resists Lesser magic 1d20 GTET 16, immune stoning and paralysis, +4 save versus poisons; **Special Abilities** *shapechange* (storm cloud, insect swarm, 3/day, half hour), **Weapon Proficiencies** Dirk, Flail, Whip, Cudgel, Rapier; **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +0, **1d20 Detect Active Spells** 7 (1d20 Identify 11), **1d20 Detect Active Prayers** 10, **1d20 Moving with Stealth** 10, **1d20 Detect Stealthy** 7; **Gear** chalice (poison), torch; **Weapons** Dirk, *Flail* +3 (Paralyze 2d100 minutes, save 1d20 GTET [28-Stamina]), *Medusae Head* (stoning, 50 FT, avoid 1d20 GTET [30-Will], save 1d20 GTET [32-Stamina]); **Armor** none; **Spells** *BASIC* *1d6+4 Attack (Electricity)*, *Call Breezes*, *Fog Bank*, *Putrid Scents*, *See Invisible*, *1d4+4 Steam Breath 15 FT*, *Telekinesis*, *Unhearing Ears*, *Vertigo (FREE 12)*; *LESSER* *2d6+4 Attack (Electricity)*, *1d6+4 Attack (Acid, Cold, Fire)*, *Area Deafen 20x20 FT*, *Area Silence 20x20 FT*, *Choke {to unconsciousness}*, *Control Winds*, *Disperse Magic*, *3d6+4 Hailstorm 20x20 FT*, *Hold in Place*, *Summon Air Elemental (FREE 8)*; *GREATER* *2d6+4 Attack (Acid, Cold, Fire)*, *Banshee's Wail*, *Shield of Reflection*, *Siren's Song {mesmerization}* (FREE 4), **Description**: 5'0" winged, humped-back old crones; each Fury has wrinkled brown skin, warts, deep lines on their faces, glowing pink eyes; **Alecto** has white hair, **Megaera** has silver hair, **Tisiphone** has snakes on the left side of her head and long grey hair on the right side. They have slight shoulders, slender figures, virtually no bust, grey feather wings with a 6 FT span. They

Denizens, Fu - Ge

Furies...wear grey ankle-length robes tied about the middle with black cords, and black sandals; **Found at:** The Gates of Dis on the Fifth Circle of Hell.

Garlo Silverthorn, male Dwarf, 128 years, Warrior L5, **Moral** Neutral, **STATS** Agility 18 Intel 20 Stamina 15 Strength 19 Will 14, Health 19, Special Power Modifier +5, **AC** 4, **Lift/Carry** 1825/200 pounds, **Languages** Common, Dwarf, Gnome, (one foreign language), **Religion** Dergavi (God of Dwarves), **Religious Abilities** +2 appraise gems, **Racial Abilities** Infrared Vision, Sense Underground Direction, Save +1 versus Disease-Poison-Magic Attack, +1 with War Hammers/War Axes, +1 find hidden doors, **Weapon Proficiencies** Dirk, Long Sword, Scimitar, War Hammer, War Hammer, War Axe, Heavy Mace, Short Bow, Blowgun, **TH Modifier** +1, **Defense Modifier (Opponent)** -1, **Damage Modifier** +1, **1d20 Moving with Stealth** 9, **1d20 Detect Stealthy** 13, **Pickpocket** 14, **1d20 Negate Surprise Attack** 8, **1d20 Open Lock** easy -2 moderate 6 difficult 14, **1d20 Search** easy -3 moderate 6 difficult 15, **1d20 Find Hidden/Trap/Door** easy -2 moderate 9 difficult 10, **1d20 Disarm Trap** easy 3 moderate 9 difficult 15, **Identify Enchanted Object** 15, **1d20 Free Climb** easy 2 moderate 9 difficult 15 very difficult 21, **1d20 Gear Climb** easy -3 moderate 4 difficult 10 very difficult 16, **1d20 Grapple Throw** 8-15FT -1 16-30FT 7 31-45FT 13 45+FT 22 (range 76 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor -5 Art 4 Cloth 10 Gems 9 Jewelry 5 Other Goods 11; **Gear** none, **Weapons** none, **Armor** none, **Description:** A 4'4" male Dwarf, with a circle of red hair around a bald head, long ears, thick red brows, amber eyes, a wide nose and high cheeks, his long beard is red with streaks of grey, he has scars on the back of both hands, **Found at:** A guard station cell on the Eighth Circle of Hell. His brother Nathan Silverthorn is imprisoned with him. Garlo is weak and emaciated, treat as having an effective 11 Stamina and 14 Strength (2d20 hours to recover). His skills include expert assayer, jeweler, fisherman (rod), drafting, and evasion. He accepts any aid to escape from the cell but will not travel with a majority-evil group of Adventurers.

Geryon, Diabolic Earl, 16,803 years, Warrior L24, Priest L14, Wizard L14 (Air, Water, Shaman), **Moral** Evil, **STATS** Agility 18 (24 airborne) Intel 24 Stamina 22 Strength 30 Will 25, Health 215, Special Power Modifier +7, **AC** 55, immune fire, weapon GTET +4 to injure, immune Basic magic and Devotion, resist Lesser magic and Mystery 1d20 GTET 6, resist Greater magic and Majesty 1d20 GTET 15; **Lift/Carry** 3100/600 pounds, **Languages** Unintelligible bark (requires ability to translate), **Racial Abilities:** Infrared vision, Ultraviolet vision, see invisible, see displaced 100 FT, *detect good* 250 FT, create fog 100 FT, *zone of silence* 100 FT, *zone of darkness* 100 FT, *control temperature* 250 FT, *produce flame*, *shapechange* (humanoid, 4 hours), *summon Devils* (any Type 7x or 8x), *telekinesis* 100 FT, *illusion* 100 FT (disbelieve 1d20 GTET [30-Will]); **Special Abilities:** telepathy 1 mile, *aura of fear* (75 FT, save 1d20 GTET [30-Will]), *control winds* 500 FT, *putrefy foodstuffs* 100 FT, *command Undead* (to 200 total HD), negate spell-prayer (any, 10/day, 50 FT), *dispel/negate Spell or Prayer* (any, 8/day), *summon* 2d20 **Gargoyles** (5/day), *alter realities* spell (2/day); **Attacks:** 2x Punch 1d12, Bite 1d6, Horns 1d10 (2d10 if charging), Crush (against chest) 2d8, 2x Scorpion Stingers 1d10; **Special Attacks:** *transform alignment to evil* (5/day, save 1d20 GTET [32-Will]), *pain wrack* (10/day, 2d20 rounds, 50 FT, save 1d20 GTET [32-Stamina]), *chilling touch* (hp1d10, save 1d20 GTET [30-Stamina]), *1d20 cold blast* (12/day), *2d8 fireball* (10/day), *Circle of Lighting* (3d12, 25 FT, 3/day), *Chain Lightning* (5/day, 50 FT, d20-d12-d10-d8-d6-d4), *2d8 Lightning Bolt* (7/day, 30 FT), *2d12 Whirlwind* (2/day, 250 FT), disease tetanus from bite (save 1d20 GTET [34-Stamina]), scorpion venom (1d100*1d8 minutes, save 1d20 GTET [32-Stamina]); **Weapon Proficiencies** all; **TH Modifier** +2, **Defense Modifier (Opponent)** -2, **Damage Modifier** +8, **Lay on Hands** (heal) 20/day at hp1d12, **Raise the Dead** touch, 3/day, **Reincarnate** 3/day, **1d20 Bar Undead** at will, **1d20 Drive Back Undead** at will, **1d20 Destroy Undead** HD+2, **1d20 Detect Active Spells** all, **1d20 Detect Active Prayers** all, **1d20 Moving with Stealth** 7, **1d20 Detect Stealthy** 2, **1d20 Negate Surprise Attack** 3, **Identify Enchanted Object** all; **Gear:** *Black Belt* (Geryon's *Talisman*), *Ring of Fiery Breath* (1d12, 68), *Ring of Spell Storing* (20x 1d12 *Magic Arrow*, 30 FT); **Weapons** Dirk +3, Sword +3 (*Cleaving* {roll GTET 14, avoid 1d20 GTET [30-Agility]}), *Dancing* 1d10 rounds; shoulder scabbard), **Armor** none; **Spells** **BASIC** 1d6+4 *Attack* (*Electricity*, *Cold*), *Audibles*, *Brain Freeze* {*anti-Wizard*},, -3 *Confuse Weapons*, *Create Water*, *Dominate Person*, *Fog Bank*, *Horga's Mage Block*, *Jaco's Mesmerize*, *Minor Sleep*, *Protect versus Cold*, *Putrid Scents*, *1d4+4 Sleet Storm* 30x30 FT for 10 rounds, *1d4+4 Steam Breath* 15 FT, *Summon Poison Frogs*, *Telekinesis*, *Unhearing Ears*, *Vertigo*, *Waken* (FREE 18), **LESSER** 2d6+4 *Attack* (*Electricity*, *Cold*), *Arrow Volley* 1d8 at hp1d3, *1d6+4 Attack* (*Acid*,*Fire*), *Area Deafen* 20x20 FT, *Choke* {*to unconsciousness*}, *Cloud the Mind*, *Disperse Magic*, *Fear the Reaper*, *Gregor's Mage Drain*, *3d6+4 Hailstorm* 20x20 FT, *Hold in Place*, *Ice Encasement*, *Remove Air* 20x20 FT, *Siren's Song* {*mesmerize*}, *Stun*, *Summon Air Elemental*, *Summon Undine*, *True Sight*, *3d12 Waterspout* 5 minutes (FREE 14), **GREATER** 2d6+4 *Attack* (*Acid*, *Fire*), *Banshee's Wail*, *1d12 Blizzard* for 10 minutes, *Chain Lightning* {*d20-d12-d10-d8-d6-d4*}, *Clone Person*, *Geas*, *5d8 Hurricane Blast* 50x50 FT, *5d20+20 Imminent Mortality*, *Minor Time Walk*, *Part Water*, *Shield of Reflection*, *Sleep Zone* 25x25 FT, *Spell Permanency*, *Teleportation*, *Wall of Force*, *Wall of Ice* (FREE 8); **Prayers** **DEVOTIONS** *Animate Bones*, -2 *Blur Sight*, *Command Minor Undead*, *Create Minor Food*, *1d10+7 God's Missile*, *God's Sword* at 5 rounds, *Reveal Hidden* (FREE 20); **MYSTERIES** *Animate Bodies*, *Banish Paralysis*, *Banish Spells*, *AC+30 Divine Armor*, *2d8+7 God's Fire* 10x10 FT, *God's Serpent* 2xHD5

Denizens, Ge - Gw

Geryon...*Venom Snake*, 1d10+2 *Heal Wounds*, *Knock Out*, *Restore Sight* (FREE 15); *MAJESTIES Body Restoration*, *Creature's Form*, 2d8+4 *Cure Serious Wounds*, 4d8+7 *God's Brimstone* 25x25 FT {fire}, 5d12+8 *God's Smite* {individual} (FREE 10); **Familiar** None, **Description**: A horned, winged, man-faced composite creature 20 FT tall and more than 7 FT across, its face has long shoulder length white hair, a tall wrinkled forehead, two ivory spiral horns which come out of the side of its head and turn upward then turn forward, arched thin white eyebrows over glowing green eyes, a long thin crooked nose, high tanned cheeks, a wide mouth with six upper fangs and a polluted breath, and the narrow pointed chin. Its torso and lower legs are like an iguana with six talons on each rear foot, its forelegs are thick and hairy like those of an ape. Two thick bat's wings are attached at its shoulders each with a span of 104 FT. Geryon has two scorpion tails each 12 FT long; **Found at**: The cliff separating the Seventh and Eighth Circles of Hell. Commands all Gargoyles.

Girrabol, Succubus, Female Demon, HD 14, Moral Evil, STATS Agility 15 Intel 18 Stamina 22 Strength 25 Will 27, Health 48, Special Power Modifier +5, **AC** immune non-enchanted weapon, 40 {inherent}, **Lift/Carry** 2000/300 pounds, **Languages** Common, Infernal Cant, Demonic, Doppelganger, Lycanthrope, (3 additional Material Plane languages), **Racial Abilities** Flier, Infrared vision, Dominate Male (gaze, 30 FT, 1 hour, 4/day, save 1d20 GTET [48-Will-Level]), Shape Change (6 hours, 2/day, any humanoid female 4' to 10'), Sleep (touch, 4d100 minutes, 4/day, save 1d20 GTET [34-Will] males/GTET [30-Will] females), Mental Order (single command to [28-Will] days, verbal at 25 FT, save 1d20 GTET [36-Will] males/GTET [28-Will] females), Demonic Gate (direct to Demonic Plane, 1/week, 2 hours), **Weapon Proficiencies** Dirk, Staff, Rapier, War Axe, War Hammer, Club, Short Bow, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +4, **1d20 Detect Active Spells** 2, **1d20 Detect Active Prayers** 5, **1d20 Moving with Stealth** 5, **1d20 Detect Stealthy** 8, **1d20 Negate Surprise Attack** 5, **Identify Enchanted Object** 7, **Gear** silver/pearl earrings (9357 GP), white gold brooch (4428 GP), 2x gold chains (1533 GP, 2088 GP), silver *Ring of Many Escapes* (75 FT, 32), platinum/emerald/diamond tiara (14,297 GP), *Djinn Summoning Lamp* (HD 10 **Djinn**, 20 minutes, 3/day), **Weapons** *Dirk +1* (Bleeder versus Good, hp1d4 for 1d8 rounds, save 1d20 GTET [30-Stamina]/hit), *Staff of Disarming* +2 (save 1d20 GTET [34-Agility]/hit), **Armor** None, **Spells** {Shaman L10} *BASIC Confuse Weapons*, *Dominate Animal*, *Dominate Person*, *Friends*, *Jaco's Mesmerize*, *Illusion*, 1d6+6 *Mage Bolt* (FREE 12), *LESSER Aura of Heroism*, *Cloud the Mind*, *Disperse Magic*, *Fear the Reaper*, *Hold in Place*, 2d6+6 *Mage Bolt*, *Stun* (FREE 10), *GREATER Geas*, *Imminent Mortality*, *Reincarnation*, *Sleep Zone* (FREE 6), **Familiar** None, **Description**: A humanoid female standing 4'8", with waist-length raven hair, blue eyes, dark blue nails, with two small curved blue horns on her forehead, and two 4' blue wings on her shoulders; she has a small bust and small hips, has a gold nose ring (629 GP), and has a *demonic rune* tattooed on her right ankle; she wears a red gauze blouse and black gauze knee-length pantaloons, **Found at**: The Garden of the Succubi, on the Second Circle of Hell. Her servant is Nefyn.

Good Soul, Various Races/Gender, 20-80 years, Warrior L5, **Moral** Good, **STATS** Agility 1d6+11 Intel 1d4+10 Stamina 1d6+13 Strength 1d6+12 Will 1d3+10, Health 22, Special Power Modifier: not applicable, **AC** 20, **Lift/Carry** 750/150 pounds, **Languages** Common, **Racial Abilities** 1d8 Chilling Touch (save 1d20 GTET [28-Stamina], glows with a blue-green phosphorescence, **Weapon Proficiencies** Dirk, Rock, Club, Staff, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +1, **1d20 Moving with Stealth** 3, **1d20 Detect Stealthy** 6, **1d20 Negate Surprise Attack** 6, **Gear** None, **Weapons** None, **Armor** None, **Spells/Prayers** None, **Description**: Naked androgynous humanoid figures 5'7"-6', with oval faces, glowing blue eyes, healthy tanned gold-brown skin, small rounded ears, clean and glossy black hair on their heads, short arms, and long legs with long wide feet. These are the souls of good persons taken or stolen by Devils before they could reach the Divine Plane. **Found at**: Minos' Villa on the Second Circle of Hell.

Ghostly Raven, Incorporeal HD5 Monster, Moral Neutral, STATS Agility 14 (20 Airborne) Intel 12 Will 13, Health 32, **AC** 14 (silver weapon OR weapon enchanted GTET +2 required to injure), **Attack** Bite 1d6, Talons 1d8 (airborne); **Special Abilities** see invisible, sense living 500 FT, immune Air magic; **Vulnerability** double damage from Water magic; **TH Modifier** black raptor, 4 FT long, wingspan 5 FT, with a long hooked beak, yellow points of glowing light as eyifier +0, **Defense Modifier (Opponent)** -0, **1d20 Detect Stealthy** 7, **1d20 Negate Surprise Attack** 12, **Description**: an incorporeal es, and glowing yellow talons, **Found at**: The City of Burning Tombs on the Fifth Circle of Hell. The Raven is Erichtho's familiar.

Gwannelma, Human female, 52 years, Wizard L7 (Fire), **Moral** Evil, **STATS** Agility 17 Intel 18 Stamina 17 Strength 14 Will 18, Health 21, Special Power Modifier +6, **AC** 26, **Lift/Carry** 850/170 pounds, **Languages** (native foreign language), Infernal Cant, Lycanthrope, (2 other foreign languages), **Religion** Balarama (Goddess of Knowledge and Magic), **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 Long Swords-Spears-Staves, **Weapon Proficiencies** Dirk, Staff,

Denizens, Gw - Ha

Gwennelma...Crossbow, Long Sword, Spear, **TH Modifier** +1, **Defense Modifier (Opponent)** -1, **Damage Modifier** +0, **1d20 Detect Active Spells** 0 (**1d20 Identify** 6), **1d20 Moving with Stealth** 7, **1d20 Detect Stealthy** 15, **Pickpocket** 13, **1d20 Negate Surprise Attack** 8, **1d20 Open Lock** easy -1 moderate 7 difficult 15, **1d20 Search** easy -3 moderate 6 difficult 15, **1d20 Find Hidden/Trap/Door** easy -2 moderate 4 difficult 10, **1d20 Disarm Trap** easy 6 moderate 11 difficult 19, **Identify Enchanted Object** 11, **1d20 Free Climb** easy 0 moderate 7 difficult 13 very difficult 19, **1d20 Gear Climb** easy -5 moderate 2 difficult 8 very difficult 14, **1d20 Grapple Throw** 8-15FT 0 16-30FT 8 31-45FT 14 45+FT 23 (range 56 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 9 Art 14 Cloth 9 Gems 8 Jewelry 10 Other Goods 13; **Gear** *Ring of Fiery Breath* (hp2d8, 16 charges), platinum *Pendant of Translation*; **Weapons** Dirk, *Stunning Wand* (1d20 rounds, save 1d20 GTET [32-Will], 42 charges); **Armor** AC24 *Wizard's Robe*; **Spells:** *BASIC* 1d6+4 (*Fire*), *Banish Vapors* 25x25 FT, *Command Fires*, *Detection*, *Extinguish Lights*, 1d8+4 *Fire Arrow*, *Flare* {blinding}, *Illusory Appearances*, 1d12 *Magic Grenade*, +2 *Stng Rage*, *See Invisible*, *Smokescreen* 20x20 FT, *Thermal Vision* (FREE 9); *LESSER* 2d6+4 *Attack (Fire)*, 1d6+4 *Attack (Acid, Cold, Electricity)*, *Blindness*, *Darkness Zone* 25x25 FT, *Daylight* 25x25 FT, *Disperse Magic*, *Fire Ring*, *Invisibility*, *Mirage*, *Mesmirize*, *Shield versus Fire*, *Vision* (FREE 7); **Description:** A human woman, 4'11", with waist-length black hair, moderate bust, small oval face, wearing a demure short sleeve light blue gown; she is an accomplished Alchemist, Geologist, Mathematician, and an excellent cook; **Found at:** Phlegyas' Tower on the Fifth Circle of Hell. Meurvin's wife; she and her husband are from a foreign country, Tallorlan (unknown to Adventurers).

(Sir) Guallonir Red Axe, Shade of a Human male, 907 years, HD5 Monster. (Warrior L10), **Moral** Good, **STATS** Agility 19 Intel 14 Will 18 Stamina-Strength not applicable, Health 42, Special Power Modifier not applicable, AC 26 (requires silver blade or enchanted weapon to injure), **Languages** Common, Elvish, (foreign language), **Racial Abilities** aura of fear (25 FT, save 1d20 GTET [30-Will]), , **TH Modifier** +2, **Defense Modifier (Opponent)** -2, **1d20 Detect Active Spells** 12, **1d20 Detect Active Prayers** 17, **1d20 Moving with Stealth** 3, **1d20 Detect Stealthy** 12, **1d20 Negate Surprise Attack** 10, **Identify Enchanted Object** 16; **Gear** none; **Weapons** none; **Armor** none; **Description:** An incorporeal human man 6'3", having a balding head, hair around the ears, a handlebar moustache, glowing green eyes, a long crooked nose, a pointed chin, scar on his temple, slender body, apparently dressed in chain mail worn under a tunic, with a ghostly sword in a back scabbard, **Found at:** along the inner rim of the Seventh Circle of Hell (at the top of the cliff that forms the border with the Eighth Circle).

Gyrth Halsteen, male Minotaur, 76 years, HD7 Monster, **Moral** Neutral, **STATS** Agility 17 Intel 19 Stamina 22 Strength 25 Will 20, Health 40, Special Power Modifier +3, AC 20 plus armor, **Lift/Carry** 2150/270 pounds, **Languages** Common, Minotaur, Centaur, Infernal Cant, **Religion:** Woccrow (White Bull God), Religious Ability ; **Racial Abilities:** Low Light vision, extraordinary hearing, suffers one-tenth damage from Earth magic, resists Devotions 1d20 GTET 7, resists Mysteries 1d20 GTET 12; **Attack:** Punch 1d6+2, Kick 1d3, Gore 1d10, Trample 2d8, Strangle 1d8; **Weapon Proficiencies** Dirk, Cutlass, Axe, Staff, Long Bow, Spear, Pike, Pole Arm; **TH Modifier** +1, **Defense Modifier (Opponent)** -1, **Damage Modifier** +5, **1d20 Moving with Stealth** 11, **1d20 Detect Stealthy** 9, **Pickpocket** 15, **1d20 Negate Surprise Attack** 10, **1d20 Open Lock** easy 6 moderate 11 difficult 16, **1d20 Search** easy 4 moderate 9 difficult 13, **1d20 Find Hidden/Trap/Door** easy 8 moderate 14 difficult 20, **1d20 Disarm Trap** easy 10 moderate 15 difficult 21, **1d20 Free Climb** easy 12 moderate 17 difficult 22 very difficult 27, **1d20 Gear Climb** easy 7 moderate 12 difficult 17 very difficult 22, **1d20 Grapple Throw** 8-15FT 3 16-30FT 8 31-45FT 13 45+FT 18 (range 55 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **Gear** none, **Weapons** none, **Armor** none, **Description:** A 7'4" male Minotaur with dark yellow horns and eyes, a grey pelt with darker grey temples, tanned skin, wide shoulders, and a muscular torso; **Found at:** Guard Station Cell on the Eighth Circle of Hell. He is grateful for getting out of the cell but will not stay for long with a majority good group of Adventurers. He is skilled at tracking, wilderness survival, haggling, and unarmed combat.

Habblo Tenannan, male Gnome, 48 years, Rascal L13, **Moral** Evil, **STATS** Agility 20 Intel 13 Stamina 16 Strength 14 Will 16, Health 22, Special Power Modifier +2, AC 6, **Lift/Carry** 1700/140 pounds, **Languages** Common, Gnome, Thief's Cant, (one foreign language), **Religion:** Ravanna (Goddess of Anarchy and Evil), **Racial Abilities** Speak with animals (bird, canine, feline), save +1 versus Mental Attack, +1 Cutlass/Machete/Rapier/Dirk, **Weapon Proficiencies** Dirk, Rapier, Staff, Cutlass, Machete, Short Sword, Cudgel, Short Bow, Cross Bow, Dart, Throwing Star, Javelin, Bolo; **TH Modifier** +2, **Defense Modifier (Opponent)** -2, **Damage Modifier** +0, **1d20 Moving with Stealth** -6, **1d20 Detect Stealthy** 12, **Pickpocket** 3, **1d20 Negate Surprise Attack** 6, **1d20 Open Lock** easy -11 moderate -3 difficult 5, **1d20 Search** easy -6 moderate 6 difficult 15, **1d20 Find Hidden/Trap/Door** easy -7 moderate -1 difficult 5, **1d20 Disarm Trap** easy -2 moderate 4 difficult 10, **Identify Enchanted Object** 10, **1d20 Free Climb** easy -8 moderate -1 difficult 5 very difficult 11, **1d20 Gear Climb** easy -13 moderate -6 difficult 0 very difficult 6, **1d20 Grapple Throw** 8-15FT -8 16-30FT 0 31-45FT 6 45+FT 15 (range 56 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 1 Art

Denizens, Ha

Habblo... 4 Cloth 10 Gems 9 Jewelry 2 Other Goods 7; **Gear** none, **Weapons** none, **Armor** none; **Description:** A 3'2" male Gnome, with long brown hair, green eyes, a long crooked nose, scars on his left cheek, a dark handlebar moustache, and a scraggly brown beard; **Found at:** A guard station cell on the Eighth Circle of Hell. His hands are locked into iron mittens with an iron bar between them, a metal collar is around his neck with a 10 FT chain to a ring embedded in the cell wall, leg manacles are attached to the wall by 8 FT chains. He has skills as an escape artist, poisoner, lying, puzzle solving, and imitating voices. He will fully cooperate with any persons who offer a chance to escape from Hell.

Haeldor, male Elf, 329 years, **Warlock L10**, **Moral** Good, **STATS** Agility 19 Intel 19 Stamina 14 Strength 14 Will 16, Health 18, Special Power Modifier +6, **AC** (per armor), **Lift/Carry** 975/170 pounds, **Languages** Common, Elvish, Centaur, **Racial Abilities** Low Light Vision, Navigate by Stars, +1 Persuasion, +1 TH Bows, **Weapon Proficiencies** Dirk, Cutlass, Rapier, Light Mace, War Hammer, War Axe, Long Bow, Sling, **TH Modifier** +2, **Defense Modifier (Opponent)** -2, **Damage Modifier** +0, **1d20 Detect Active Spells** 3, **1d20 Moving with Stealth** 3, **1d20 Detect Stealthy** 13, **Pickpocket** 10, **1d20 Negate Surprise Attack** 7, **1d20 Open Lock** easy -4 moderate 4 difficult 12, **1d20 Search** easy -6 moderate 3 difficult 12, **1d20 Find Hidden/Trap/Door** easy -5 moderate 1 difficult 7, **1d20 Disarm Trap** easy 0 moderate 6 difficult 14, **Identify Enchanted Object** 12, **1d20 Free Climb** easy -4 moderate 3 difficult 9 very difficult 15, **1d20 Gear Climb** easy -9 moderate -2 difficult 4 very difficult 11, **1d20 Grapple Throw** 8-15FT -4 16-30FT 4 31-45FT 10 45+FT 19 (range 56 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor -2 Art 2 Cloth 4 Gems 3 Jewelry 5 Other Goods 8; **Gear** None, **Weapons** None, **Armor** None, **Spells** *Bind Breath*, *Bind Tongue*, *Bind Weapon*, *Breath Shield* {1d6+6 rounds}, *Displacement*, *1d6 Finger Bolt*, *Flame Up*, *Great Leap*, *Heroic Rage*, *Hold Up*, *1d8+6 Icy Spray*, *Ignite*, *Mage's Torch*, *Mists of Fate*, *Object to Hand*, *Spell Shield* {immune Basic, save+8 Lesser/Greater, 1d6 rounds} (FREE 7), **Familiar** None, **Description:** {if restored to normal body} 7'3" male Elf, long yellow hair, thin brown brow, golden eyes, long curved nose, oval face, slender frame, long legs, **Found at:** the Whipping Room of Minos' Villa on the Second Circle of Hell (#9).

Harpy of Hell Guard, female Monster, 100-200 years, **HD8 Monster**, **Air Wizard L4**, **Moral** Evil, **STATS** Agility 16 (23 airborne) Intel 15 Stamina 18 Strength 16 Will 17, Health 30, Special Power Modifier +1, **AC** 34 (20 versus missiles), **Lift/Carry** 1500/150 pounds (100 pounds airborne), **Languages** Common, Harpy, Infernal Cant, Infernal Hound, **Racial Abilities** extraordinary hearing, immune to plant-based poisons, Low-Light vision, **Attacks:** Punch 1d4, Talons 1d6 (2x airborne 1d8), Strangle 1d8, Ramming 1d12+1d4 (airborne); **Special Attack** Disease (talons, contract 1d20 GTET [35-Stamina], Elf apply +4; fatal in 1d12 days, save 1d20 GTET [30-Stamina], Elf apply +2; **Weapon Proficiencies** Dirk, Short Sword, Cutlass, Short Bow, Crossbow, Dart, Throwing Star, Grenade, **Vulnerabilities** afraid of canines, save -4 versus chemical poison; **TH Modifier** +3 (airborne), **Defense Modifier (Opponent)** -2 (airborne), **Damage Modifier** +0, **1d20 Moving with Stealth** 13 (8 in trees), **1d20 Detect Stealthy** 6, **1d20 Negate Surprise Attack** 8, **Identify Enchanted Object** 19, **Listen** whisper 100 FT speech 220 FT shout 900 FT; **Gear** 1d12 *Potion of Healing*, flask oil, smoke grenade; **Weapons** poisoned Dirk (save 1d20 GTET [32-Stamina], *Bow +1*, 15 poisoned arrows (*paralysis*, save 1d20 GTET [26-Stamina]), Dart, **Armor** none; **Spells** *BASIC 1d6+4 Attack (Electricity)*, *Call Breezes*, *Fog Bank*, *Putrid Scents*, *Remote Push*, *See Invisible*, *Telekinesis*, *Unhearing Ears* (FREE 8), *LESSER 2d6+4 Attack (Electricity)*, *1d6+4 Attack (Acid, Cold, Fire)*, *Area Deafen 20x20 FT*, *Disperse Magic*, *3d6+4 Hailstorm 20x20 FT*, *Hold in Place*, *Invisibility*, *Remove Air 20x20 FT* (FREE 4); **Description** A Harpy standing 6'6", 5 FT long, with 6 FT wings (extended); their bird portions are green-grey with green and gold tail feathers; their female portions have long greasy black hair, small ears, wide foreheads, thick brows over grey eyes, narrow long noses, thick lips with yellow teeth (some missing), tattoos on their forehead; they have wide shoulders, large busts, and narrow hips; they wear a low-cut grey tunic-shirt-blouse and an open-faced helm with a feather plume; **Found at:** The Wood of Suicides on the Sixth Circle of Hell.

Harpy of Hell Matriarch, female Monster, 300-500 years, **HD11 Monster**, **Air Wizard L9**, **Moral** Evil, **STATS** Agility 16 (23 airborne) Intel 20 Stamina 16 Strength 14 Will 20, Health 35, Special Power Modifier +3, **AC** 34 (20 versus missiles), **Lift/Carry** 1400/140 pounds (80 pounds airborne), **Languages** Common, Harpy, Centaur, Infernal Cant, Infernal Hound, Elvish on 1d20 GTET 15, (1d3 foreign languages), **Racial Abilities** extraordinary hearing, immune to plant-based poisons, Low-Light vision, **Attacks:** Punch 1d4, Talons 1d6 (2x airborne 1d8), Strangle 1d8, Ramming 1d12+1d4 (airborne); **Special Attack** Disease (talons, contract 1d20 GTET [35-Stamina], Elf apply +4; fatal in 1d12 days, save 1d20 GTET [30-Stamina], Elf apply +2; **Weapon Proficiencies** Dirk, Short Sword, Cutlass, Short Bow, Crossbow, Dart, Throwing Star, Blowgun, Bolo, Net, Grenade, **Vulnerabilities** afraid of canines, save -4 versus chemical poison; **TH Modifier** +3 (airborne), **Defense Modifier (Opponent)** -2 (airborne), **Damage Modifier** +0, **1d20 Moving with Stealth** 13 (6 in trees), **1d20 Detect Stealthy** 8, **1d20 Negate Surprise Attack** 8, **Identify Enchanted Object** 14, **Listen** whisper 100 FT speech 220 FT shout 900 FT; **Gear** 2x

Denizens, Ha - He

Harpy Matriarch...1d12 *Potion of Healing*, *Missile Targeting Bracers* +2, *Ring of Invisibility* (1d20 GTET 15); **Weapons** poisoned Dirk (save 1d20 GTET [32-Stamina]), *Bow* +2, 30 poisoned arrows (*paralysis*, save 1d20 GTET [26-Stamina]), 2x *Dart*, **Armor** none; **Spells** *BASIC* 1d6+4 *Attack (Electricity)*, *Audibles*, *Call Breezes*, *Fog Bank*, *Putrid Scents*, *Remote Push*, *See Invisible*, 1d8+4 *Sound Blast*, 1d4+4 *Steam Breath* 15 FT, *Telekinesis*, *Unhearing Ears (FREE 13)*, *LESSER* 2d6+4 *Attack (Electricity)*, 1d6+4 *Attack (Acid, Cold, Fire)*, *Area Deafen* 20x20 FT, *Choke {to unconsciousness}*, *Control Winds*, *Disperse Magic*, 3d6+4 *Hailstorm* 20x20 FT, *Hold in Place*, *Invisibility*, *Remove Air* 20x20 FT, *Summon Air Elemental (FREE 8)*, *GREATER* 2d6+4 *Attack (Acid, Cold, Fire)*, *Banshee's Wail*, *Shield of Reflection*, *Siren's Song {mesmerization}*, *Wall of Force (FREE 3)*; **Description** A Harpy standing 6'2", 5 FT long, with 7 FT wings (extended); their bird portions are silver-grey with black and gold tail feathers; their female portions have long greasy black hair, tall curved ears, wide foreheads, thin brows over blue-grey eyes, narrow long noses, thick lips with yellow teeth (some missing); they have wide shoulders, large busts, and narrow hips; they wear a low-cut black tunic-shirt-blouse and an *enchanted* silver head piece (crown, circlet, tiara, coronet); a silver neck chain with platinum amulet is a badge of office (stylized Harpy shape, emerald eyes, aura of evil); **Found at:** The Wood of Suicides on the Sixth Circle of Hell. One Matriarch commands one tribe (tree) of 40-60 **Harpies of Hell**.

Helandine, **Female Doppelganger**, **HD** 5, **Moral** Evil, **STATS** Agility 17 Intel 14 Stamina 16 Strength 13 Will 15, Health 34, Special Power Modifier +2, **AC** 24 {20 inherent, 4 Charm}, **Lift/Carry** 800/115 pounds, **Languages** Common, Demonic, Doppelganger, (1 additional Material Plane language), **Racial Abilities** Shape Change (3 hours, 3/day, any biped/gender, 3' to **Helandine**... 8'), **Weapon Proficiencies** Dirk, Staff, War Hammer, Cutlass, Scimitar, Short Bow, **TH Modifier** +1, **Defense Modifier (Opponent)** -1, **Damage Modifier** +0, **1d20 Moving with Stealth** 8, **1d20 Detect Stealthy** 10, **1d20 Negate Surprise Attack** 10, **Identify Enchanted Object** 17, **Gear** gold/ruby earrings (1814 GP), silver/sapphire butterfly hairpin (827 GP), silver/pearl ring (3100 GP), gold *Charm Against Fire Magic*, 1d10 Healing Potion, vial paralyzing poison, vial Unholy Water, **Weapons** poison Dirk (paralysis, 2d20 rounds, save 1d20 GTET [28-Stamina]), *Scimitar* +1, **Armor** None, **Description:** Appearing: 5'2" blond with waist-length hair, sky blue eyes, wide nose, gold tooth, small bust, wearing a dark blue tunic, knee-length purple skirt, black shoes; Natural: 5 FT female with dark brown hair, blue-green eyes, wide nose, long ears, short legs, and a small to moderate bust, **Found at:** The Garden of the Succubi, on the Second Circle of Hell. She is the servant of the Succubs, Pazafran.

Helsatrinna, female Elf, 307 years, **Shaman** L12, **Moral** Neutral, **STATS** Agility 14 Intel 18 Stamina 14 Strength 12 Will 16, Health 18, Special Power Modifier +5, **AC** 30 (robe, usable only by Shaman), **Lift/Carry** 1350/120 pounds, **Languages** Common, (three foreign languages), **Religion** Artemis (Goddess of the Moon and Hunt), **Racial Abilities** Low Light Vision, Navigate by Stars, Persuasion +1, Bows +1, **Weapon Proficiencies** Dirk, Rapier, Cutlass, Short Sword, Short Bow, Long Bow, Crossbow, Sling, Blowgun, Bolo, Javelin, Spear, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +0, **1d20 Detect Active Spells** 4 (1d20 **Identify** 9), **1d20 Moving with Stealth** 4, **1d20 Detect Stealthy** 7, **Pickpocket** 14, **1d20 Negate Surprise Attack** 7, **1d20 Open Lock** easy 6 moderate 12 difficult 20, **1d20 Search** easy 4 moderate 9 difficult 14, **1d20 Find Hidden/Trap/Door** easy 7 moderate 12 difficult 17, **1d20 Disarm Trap** easy 10 moderate 15 difficult 20, **Identify Enchanted Object** 6, **1d20 Free Climb** easy 0 moderate 7 difficult 14 very difficult 21, **1d20 Gear Climb** easy -5 moderate 2 difficult 9 very difficult 16, **1d20 Grapple Throw** 8-15FT 6 16-30FT 10 31-45FT 14 45+FT 18 (range 46 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 15 Art 11 Cloth 14 Gems 7 Jewelry 10 Other Goods 13; **Gear** *Ring of Shapeshifting* (Black Cat, 26), *Force Field Ring* (6 FT, 30 minutes, 18), 2x vials *Elven Death Dust*, *Elven Death Antidote*, 2x 1d12 *Healing Potion*, *Potion of Invisibility*, **Weapons** Dirk, *Staff* (topped by silver globe, hp1d10 electrical, on natural roll 20 severs soul's connection to body {roams the Astral Plane}, save 1d20 GTET [37-Will]), **Armor** none, **Spells** *BASIC* 1d6+5 *Attack (Force)*, -3 *Confuse Weapons*, *Detection*, *Dominate Person*, *Horga's Mage Block*, *Jaco's Mesmerize*, *Illusion*, *Mind Speech*, *Remove Confusion*, *Minor Sleep*, *Remove Panic (FREE 15)*; *LESSER* 2d6+5 *Attack (Force)*, 1d6+5 *Attack (Acid, Cold, Fire, Electricity)*, *Arrow Volley* 1d8 at hp1d3, *Cloud the Mind*, *Disperse Magic*, *Fear the Reaper*, *Gregor's Mage Drain*, *Hold in Place*, *Stun*, *True Sight (FREE 11)*; *GREATER* 2d6+4 *Attack (Acid, Cold, Fire, Electricity)*, *Geas*, 5d20+20 *Inminent Mortality*, *Minor Time Walk*, *Sleep Zone 25x25 FT (FREE 6)*, **Description:** 6'5" elderly woman with waist-length silver hair with white tips, thick white brows, light golden-brown eyes, high regal nose, and a pointed chin. She has a slender body with small bust, long legs, and dainty hands. She wears a red *ankle-length robe* with green collar and piping, a green leather belt with 26 GP buckle, a silver scabbard with silver-bladed Dirk, and green leather shoes. **Found at:** On the third floor of the Ruined Tower, in the Alchemist's Keep, between the Eighth and Ninth Pits on the Eighth Circle of Hell. She is quite delusional, believing herself to be the legitimate Empress of Ys, and an avatar of the Goddess Artemis. She is haughty, acts arrogantly, insists on being addressed as an Empress, and does not have much interest in other persons. She is an avid lover of felines and always has at least two **Black Cats** (shapechanged black Saber-Toothed Cats, HD7, hp43, Bite 1d10, 2x Fore Claws 1d6, Hind Claws 1d3) with her. Her skills include tracking, edible and poisonous plant recognition, singing, and weaver.

Denizens, In - Ja

Infernal Minotaur, 1957 years, HD14 Monster, **Moral** Neutral, **STATS** Agility 18 Intel 13 Stamina 20 Strength 26 Will 22, Health 45, Special Power Modifier +2, **AC** 50 (enchanted edged or piercing weapon OR blunt weapon GTET +3 to injure), **Lift/Carry** 2150/300 pounds, **Languages** Common (50% fluent), Minotaur, Infernal Cant, Centaur (30% fluent), **Racial Abilities** Infrared vision, Ultraviolet vision, enhanced scent ability, immune Earth magic, immune chemical or mineral-based poisons, speak to bovine animals, control to 50 bovines (500 FT), *shapechange* (bovine, 1 hour/day), *summon monster* (1d8 Wild Bulls 1/day AND 1d4 common Minotaurs 1/day), **Attacks** Punch 1d6+2. Horns 1d8 (3d6 charging), Kick 1d3, Strangle 1d10; **Weapon Proficiencies** Dirk, Long Sword, War Axe, War Hammer, Spear, Pole Arm, Halberd, Flail, **Vulnerability** +50% damage from Air magic; **TH Modifier** +2, **Defense Modifier (Opponent)** -2, **Damage Modifier** +5, **1d20 Moving with Stealth** 5, **1d20 Detect Stealthy** 3, **Pickpocket** 8, **1d20 Negate Surprise Attack** 4, **Listen** whisper 70 FT speech 160 FT shout 800 FT, **1d20 Listen at Door** [loud -3] whisper 12, speech 7 shout 2, **Gear** 2x *1d12 Healing Potions*, *Ring of Agility +1*, 3x smoke grenade, flash powder; **Weapons** Dirk, Short Bow (10 arrows, *Arrow of Human Slaying*, save 1d20 GTET [30-Will]), *Infernal Axe +4* (gold bladed double head axe, heavy {Strength GTET 19 to wield}, +2 damage, cleave necks on roll 20/cleave limb roll 19 {save 1d20 GTET [34-Agility]}), opponents are -1 to hit, lightning spells reflect to caster on 1d20 GTET 9); **Armor** open face *Helm AC+8*, *Bracers AC14*, *Buckler AC+10*; **Description**: A 7'2" composite humanoid creature with a bull's head, humanoid body, bull's hooves, and a bovine tail. Two ivory horns protrude from the skull to the sides then turn forward and coming to a sharp point. It has wide muscular shoulders, narrow hips, long thick legs, and a thick strip of dark hair along its spine. It wears a short-sleeved white tunic with gold piping around the collar, black breeches, wide black leather belt (215 GP steer's head gold clasp), and a felt hat; **Found at**: Guarding the tops of any of the twelve paths between the inner border of the Fifth Circle of Hell and the outer border of the Sixth Circle.

Ionas, Human male, 50 years, Warrior L9, **Moral** Evil, **STATS** Agility 17 Intel 15 Stamina 16 Strength 14 Will 14, Health 20, Special Power Modifier +4, **AC** 52, **Lift/Carry** 1000/170 pounds, **Languages** Common, Gnome, Religion Kubero (God of War and Metals), **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 TH with Long Swords, Spears, Staves, **Weapon Proficiencies** Dirk, Long Sword, Spear, Long Bow, Two-Hand Sword, Cutlass, Light Mace, Staff, War Axe, War Hammer, **TH Modifier** +1, **Defense Modifier (Opponent)** -1, **Damage Modifier** +0, **1d20 Moving with Stealth** 5, **1d20 Detect Stealthy** 18, **Pickpocket** 12, **1d20 Negate Surprise Attack** 8, **1d20 Search** easy -2 moderate 7 difficult 16, **1d20 Find Hidden/Trap** easy -1 moderate 5 difficult 11, **1d20 Disarm Trap** easy 4 moderate 10 difficult 16, **1d20 Open Lock** easy -1 moderate 7 difficult 15, **1d20 Identify Enchanted Object** 13, **1d20 Free Climb** easy -2 moderate 5 difficult 11 very difficult 17, **1d20 Gear Climb** easy -2 moderate 0 difficult 6 very difficult 12, **1d20 Grapple Throw** 8-15FT -2 16-30FT 6 31-45FT 12 45+FT 21 (range 56 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor -2 Art 11 Cloth 10 Gems 7 Jewelry 8 Other Goods 9; **Gear** Charm against Fire Magic, Ring of Frosty Breath (8), 2xHealing Potion, Potion of Greater Healing, packet Smoke Dust; **Weapons** Dirk, Long Sword +2, Cutlass +1 (Paralyzing on rolls GTET 15, save 1d20 GTET [30-Stamina]), **Armor** Steel Cap (AC+10), Chain Mail (AC+10), Scale Mail arm protection, studded leather gauntlets, studded leather foot guards (AC+12), **Description**: 5'4", red hair, balding, goatee, green tunic, black cloak; **Found at** the North Guard Room, Entry Dungeon; a follower of Lahellin.

Japheth Hrolf Aelfwig, male Gnome, 96 years, Wizard L9 (Earth), **Moral** Good, **STATS** Agility 21 Intel 23 Stamina 13 Strength 11 Will 18, Health 17, Special Power Modifier +8, **AC** 25 (Enchanted Robe), **Lift/Carry** 950/140 pounds, **Languages** Common, Gnome, Dwarven, (1 foreign language), **Religion** Molarri (God of Gnomes), **Religious Ability** detect ores 50 FT, **Racial Abilities** Speak with animals (bird, canine, feline), +1 save versus Mental Attack, +1 Cutlass/Machete/Rapier/Dirk, **Religion** Joennisulgod, Gnomish God of Honor and Reputation, **Weapon Proficiencies** Dirk, Staff, Rapier, Short Bow, Light Mace, Dart, War Axe, **TH Modifier** +3, **Defense Modifier (Opponent)** -3, **Damage Modifier** +0, **1d20 Moving with Stealth** 2, **1d20 Detect Stealthy** 11, **Pickpocket** 9, **1d20 Negate Surprise Attack** 5, **1d20 Open Lock** easy -5 moderate 3 difficult 11, **1d20 Search** easy -9 moderate 0 difficult 9, **1d20 Find Hidden/Trap/Door** easy -8 moderate -2 difficult 4, **1d20 Disarm Trap** easy -3 moderate 3 difficult 9, **Identify Enchanted Object** 5, **1d20 Free Climb** easy -5 moderate 2 difficult 8 very difficult 14, **1d20 Gear Climb** easy -10 moderate -3 difficult 3 very difficult 9, **1d20 Grapple Throw** 8-15FT -4 16-30FT 4 31-45FT 10 45+FT 19 (range 44 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 8 Art 11 Cloth 15 Gems 3 Jewelry 6 Other Goods 13; **Gear** Ring of Flying, *Alchemist's Ring*, silver *Cirlet of Magery*, *Enchanted Bag* (canteen of fresh water, bullseye lantern, 2x flasks lamp oil, *Skeleton Key*, 3x hp2d8 *explosive grenades*, bedroll, cook set, hot *Ever-Full Pot* of Lamb Stew, first-aid and surgeon's kits, flask anti-bacterial soap, 2x *1d12 Potions of Healing*, *Salve of Sight*, *Salve of Stoning Reversal*, two silver hand mirrors, *Tent of Marvels*), **Weapons** Dirk, *Wand of Sleep* (48), *Wand of Webbing* (66), 3x *Darts of Ice*, **Armor** *enchanted robe*, **Spells** **BASIC** 1d6+4 (*Acid*), 1d4 *Acid Slime* 1d6 rounds, *Bog Down* 20x20 FT, *Detection*, *Hole*, *Open Lock*, *Remove Paralysis*, +1d6+4 *AC Rockskin*, 1d6 *Rotting Hand*, *Slippery Surfaces* 25x25 FT, 1d4+4 *Steam Vent* {ground}, *Temporary Window* 3x3 FT, *Telekinesis* (**FREE** 11); **LESSER** 2d6+4 *Attack (Acid)*, 1d6+4 *Attack (Cold, Fire, Electricity)*, hp2d6 *Body of Stone*, *Breathe Poisonous Fumes*, *Create*

Denizens, Ja - Jo

Japheth...*Feast, Create Quicksand 25x25 FT, Dark Sight, Hold in Place, Paralyzing Hand, Summon Giant, +2 TD Terra's Wrath (FREE 9); GREATER 2d6+4 Attack (Cold, Fire, Electricity), Gaze of Stone, 4d12 Meteor Cluster 50x50 FT, Stone Maw, Summon Earth Elemental (FREE 5), Familiar None, Description:* A 3'7" male Gnome with a bald tattooed head, large ears, thin white brows, scarlet eyes, high forehead and cheeks (bird tattoo), short [dyed] blue beard, slender body with small hands and feet. He wears a wizard's robe, leather belt, leather boots, and winter cloak, **Found at:** In the southeast wing under the Sanctum Luciforus on the Ninth Circle of Hell. He is accompanied by Crostoph, a **Lion-Headed Lammasu**. He dislikes and distrusts Elves. He skills include Miner, Engraver, Musician (Flute), Field First Aid, and Herbalist (fungi and underground plants).

Jaspar, Human male, 42 years, Crusader of Lucifer L8, **Moral** Evil, **STATS** Agility 16 Intel 14 Stamina 18 Strength 15 Will 16, Health 22, Special Power Modifier +5, **AC** 4, **Lift/Carry** 950/180 pounds, **Languages** Common, Dwarf, **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 TH with Long Swords, Spears, Staves, **Weapon Proficiencies** Dirk, Heavy Mace, Long Sword, Spear, Staff, Short Bow, War Axe, **Lay on Hands** (heal) 8/day at 1d4hp, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +0, **Raise the Dead** 8, **Reincarnate** 6, **1d20 Bar Undead** HD+2, **1d20 Drive Back Undead** HD+4, **1d20 Destroy Undead** HD+9, **1d20 Detect Active Spells** 15, **1d20 Detect Active Prayers** 10 (Identify 15), **1d20 Moving with Stealth** 7, **1d20 Detect Stealthy** 20, **Pickpocket** 13, **1d20 Negate Surprise Attack** 9, **1d20 Open Lock** easy 1 moderate 9 difficult 17, **1d20 Search** easy 1 moderate 10 difficult 19, **1d20 Find Hidden/Trap/Door** easy 2 moderate 8 difficult 14, **1d20 Disarm Trap** easy 7 moderate 13 difficult 19, **Identify Enchanted Object** 15, **1d20 Free Climb** easy 0 moderate 7 difficult 13 very difficult 19, **1d20 Gear Climb** easy -5 moderate 2 difficult 8 very difficult 14, **1d20 Grapple Throw** 8-15FT -1 16-30FT 7 31-45FT 13 45+FT 22 (range 60 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 1 Art 14 Cloth 13 Gems 10 Jewelry 11 Other Goods 12; **Gear** Weapons None, **Armor** None, **Prayers** *DEVOTIONS* *Armorskin, Create Minor Food, Cure Light Wounds, God's Missile, Know Creature, Minor Prayer, Reveal Hidden, Waken (FREE 10), MYSTERIES* *Deflect Magic, Detoxify Poisons, God's Serpent, Heal Wounds, Walk on Water (FREE 8), Familiar* None, **Description:** 6'5", black beard, partially bald, long hooked nose, scar on left shoulder, wearing black hooded robe and sandals, **Found at:** the East Gate of Hell, hanging from a gallows. He has been dead so long a resurrection ritual is very unlikely to be successful (1d100 roll of 100).

Jirik, Human male, 38 years, Warrior L6, **Moral** Neutral, **STATS** Agility 16 Intel 21 Stamina 16 Strength 14 Will 20, Health 20, Special Power Modifier +5, **AC** 45+Shield, **Lift/Carry** 1500/210 pounds, **Languages** Common, Dwarvish, **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 TH with Long Swords, Spears, Staves, **Weapon Proficiencies** Dirk, Long Sword, Short Bow, Light Mace, Crossbow, Pole Arm, Javelin, Whip, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +0, **1d20 Moving with Stealth** 9, **1d20 Detect Stealthy** 16, **Pickpocket** 14, **1d20 Negate Surprise Attack** 9, **1d20 Search** easy -1 moderate 8 difficult 17, **1d20 Find Hidden/Trap/Door** easy 0 moderate 6 difficult 12, **1d20 Disarm Trap** easy 5 moderate 11 difficult 17, **Identify Enchanted Object** 15, **1d20 Free Climb** easy 2 moderate 9 difficult 15 very difficult 21, **1d20 Gear Climb** easy -3 moderate 4 difficult 10 very difficult 16, **1d20 Grapple Throw** 8-15FT 0 16-30FT 8 31-45FT 14 45+FT 23 (range 72 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor -1 Art 12 Cloth 11 Gems 8 Jewelry 9 Other Goods 10; **Gear** Potion of Heroism, 2xPotion of Healing, Potion of Invisibility; **Weapons** Dirk, **Armor** Leather Cap, Studded Leather Shirt (AC+20), Chain mail arm covers, Leather Gloves (AC+10), Bronze Shield, **Description:** 5'4", bald, heavy set, left hand scar, burn mark on neck. **Found at:** The North Guard Station, Entry Dungeon, a follower of Lahellin. He owns a **War Dog** (found in room 3).

Jorakhazna, female Human, 25 years, Priestess L5, **Moral** Good, **STATS** Agility 16 Intel 17 Stamina 19 Strength 13 Will 21, Health 23, Special Power Modifier +6, **AC** 5, **Lift/Carry** 900/160 pounds, **Languages** (3 foreign languages), Infernal Cant (25% spoken), **Religion** Anjea (Goddess of Agriculture and Fertility), **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 with Long Swords-Spears-Staves, **Weapon Proficiencies** Dirk, Mace, Rapier, Short Bow, Spear, Staff, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +0, **Lay on Hands** (heal) 5/day at 1d6hp, **Raise the Dead** 10, **Reincarnate** 8, **1d20 Bar Undead** HD+5, **1d20 Drive Back Undead** HD+7, **1d20 Destroy Undead** HD+12, **1d20 Detect Active Spells** 8, **1d20 Detect Active Prayers** 6 (1d20 Identify 7), **1d20 Moving with Stealth** 11, **1d20 Detect Stealthy** 17, **Pickpocket** 16, **1d20 Negate Surprise Attack** 10, **1d20 Open Lock** easy 3 moderate 11 difficult 19, **1d20 Search** easy 1 moderate 10 difficult 19, **1d20 Find Hidden/Trap/Door** easy 2 moderate 8 difficult 14, **1d20 Disarm Trap** easy 7 moderate 13 difficult 19, **Identify Enchanted Object** 17, **1d20 Free Climb** easy 4 moderate 11 difficult 17 very difficult 23, **1d20 Gear Climb** easy -1 moderate 6 difficult 12 very difficult 18, **1d20 Grapple Throw** 8-15FT 4 16-30FT 12 31-45FT 18 45+FT 27 (range 52 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 5 Art 10 Cloth 13 Gems 12 Jewelry 14 Other Goods 13; **Gear** none, **Weapons** none, **Armor** none,

Denizens, Jo - Ke

Jorakhazna...Prayers *DEVOTIONS AC+18 Armorskin, Command Animals, Compel Truth, Create Minor Food, 1d6 Cure Light Wounds, Detect Poisons, 1d10+1 God's Missile, Immunity to Disease, Minor Escape, Minor Prayer, Reveal Hidden, +4 Sword Blessing (FREE 7); MYSTERIES Banish Confusion, Banish Disease, Banish Paralysis, Banish Spells, Detoxify Poisons, 2d12+2 God's Strike {lightning}, 1d10+2 Heal Wounds, Restore Sight (FREE 5), Familiar None, Description:* A woman 4'11", with a tanned complexion, long silver hair, high white eyebrows, wide grey eyes, long thin nose, ruby red lips, perfect teeth, dimpled chin. She has a short neck, slender shoulders-hips, moderate bust, long legs and dainty feet. She wears a thin white nightshirt and a pair of 1000 GP gold-diamond earrings, **Found at:** Inside a sarcophagus in the Upper Tomb area of Kemmelnesses' Tomb on the Seventh Circle of Hell (in stasis). She is a member of a minor noble family and a niece of Kemmelnesses. She has skills as a herbalist and a poisoner. She was surprised while trying to burn Kemmelnesses' Mummy factory. She will help kill Kemmelnesses.

Kemelnesses, Mummy King, male Mummy, 1207 years, Warrior L10, Wizard L6 (Air, Earth, Shaman), **Moral** Evil, **STATS** Agility 16 Intel 19 Stamina 19 Strength 22 Will 24, Health 68, Special Power Modifier +3, **AC** 38, immune ordinary wood weapons, one-tenth damage non-enchanted ferrous (iron) weapons, one-quarter damage weapon+1, **Lift/Carry** 2200/400 pounds, **Languages** Common, Infernal Cant, Demonic, Centaur, Minotaur, (4 foreign languages), **Racial Abilities** Infrared vision, Ultraviolet vision, detect invisible-phased-displaced at 100 FT, one-tenth damage Electricity/Fire magic, immune Earth magic, blends into desert (-10 detect stealthy), **Attacks:** Punch 1d12, Strangle 2d8, Kick 1d4; **Special Attacks:** Rotting Touch hp1d10 (6/day, finger/toe per touch, save 1d20 GTET [32-Stamina]; *Cure Disease* etc. fails on 1d20 rolls GTET 6), Disease Touch (leprosy, save 1d20 GTET [26-Stamina]); **Special Abilities:** *summon Skeletons* (3/day, 2d20, HD2), *summon Zombies* (2/day, 2d12, HD3), *summon Mummies* (1/day, 1d20, HD9), commands 100 HD undead at 100 FT, commands 500 HD giant rats etc. at 300 FT, walks through any wall in Ezrabah; **Weapon Proficiencies** Dirk, Machete, Cutlass, Club, Mace (scepter), War Hammer, Long Bow, Spear, Javelin, Halberd, Polearm, Sling, Whip, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +4, **1d20 Detect Active Spells** 9, **1d20 Detect Active Prayers** 15, **1d20 Moving with Stealth** 9 (3 desert, 6 underground), **1d20 Detect Stealthy** 11, **1d20 Negate Surprise Attack** 8, **Identify Enchanted Object** 13, **1d20 Free Climb** easy 5 moderate 12 difficult 17 very difficult 23, **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **Gear:** *Sandals of Levitation, Ring of Fiery Breath* (47), *Ring of Magic Missiles* (1d8, 50 FT, 58); **Weapons** *Soulstriker Scepter* (evil artifact {see Inferno: Treasury} may appear as an ordinary wood rod, disbelieve 1d20 GTET [34-Will]), **Armor** none; **Spells:** *BASIC 1d6+4 Attack (Acid, Electricity), Audibles, Bog Down 20x20 FT, Call Breezes, Dominate Person, Fog Bank, Horga's Mage Block, Jaco's Mesmerize, Minor Sleep, Putrid Scents, +1d6+4 AC Rockskin, Slippery Surfaces 25x25 FT, 1d8+4 Sound Blast, 1d4+4 Steam Vent {ground}, Unhearing Ears, Vertigo (FREE 10); LESSER 2d6+4 Attack (Acid, Electricity), 1d6+4 Attack (Cold, Fire), Area Deafen 20x20 FT, Area Silence 20x20 FT, Arrow Volley 1d8 at hp1d3, Choke {to unconsciousness}, Cloud the Mind, Control Winds, Create Quicksand 25x25 FT, Disperse Magic, Fear the Reaper, Gregor's Mage Drain, 3d6+4 Hailstorm 20x20 FT, Hold in Place, Paralyzing Hand, Remove Air 20x20 FT, Stun, Summon Air Elemental, Summon Giant (FREE 6), Familiar* Rehomet (HD4 Skeletal Cat, hp25, AC40, bite 1d4, 2x claw 1d3, disease/save 1d20 GTET [28-Stamina]), **Description:** An emaciated bipedal male humanoid 6'2" tall, wrapped in layers of glossy and shimmering gold color linen strips; his features are generally obscured by bandages but he appears to have a strong chin, prominent and large nose, and deep eye sockets. He wears a colorful hood-like head-dress with blue, yellow, and red horizontal stripes and a gold circlet over the outside with an upright cobra mounted to it; he wears gold sandals and around his neck is a gold chain and ankh (something like a cross with the top segment replaced by an oval or circle), **Found at:** The Oasis of Ezrabah on the Seventh Circle of Hell. Hidden inside his body wrapping are: 48 GP, *Gergale's Charm* (mental protection), a *Choker of Tongues*, one *Earring of Telepathy*, pouch *Ahab's Storm Dust*.

Kevern Aethirn, male Dwarf, 61 years, Warrior L10, **Moral** Good, **STATS** Agility 17 Intel 15 Stamina 19 Strength 14 Will 14, Health 23, Special Power Modifier +4, **AC** 4, **Lift/Carry** 1380/140 pounds, **Languages** Common, Dwarvish, Gnome, (one foreign language), **Religion** Irarena (Dwarf Goddess of Fire), **Racial Abilities** Infrared Vision, Sense Underground Direction, Save +1 versus Disease-Poison-Magic Attack, +1 with War Hammers-War Axes, +1 find hidden doors, **Weapon Proficiencies** Dirk, Long Sword, Cutlass, Short Sword, Rapier, Light Mace, Heavy Mace, War Hammer, War Axe, Staff, Club, Cudgel, Javelin, Short Bow, **TH Modifier** +1, **Defense Modifier (Opponent)** -1, **Damage Modifier** +0, **1d20 Moving with Stealth** 5, **1d20 Detect Stealthy** 14, **Pickpocket** 12, **1d20 Negate Surprise Attack** 9, **1d20 Open Lock** easy -5 moderate 3 difficult 11, **1d20 Search** easy -2 moderate 7 difficult 16, **1d20 Find Hidden/Trap/Door** easy -1 moderate 5 difficult 11, **1d20 Disarm Trap** easy 4 moderate 10 difficult 16, **Identify Enchanted Object** 13, **1d20 Free Climb** easy -2 moderate 5 difficult 11 very difficult 17, **1d20 Gear Climb** easy -7 moderate 0 difficult 6 very difficult 12, **1d20 Grapple Throw** 8-15FT -2 16-30FT 6 31-45FT 12 45+FT 18 (range 56 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor -4 Art 14 Cloth 16 Gems 6 Jewelry 8 Other Goods 14; **Gear** none, **Weapons** none, **Armor** none, **Description:** , **Found at:** In a cell in the east Gate of the Alchemist's Keep, between the Eighth

Denizens, Ke - La

Kevern...and Ninth Pits on the Eighth Circle of Hell. His skills include haggling, animal handling, weaver, card playing, field first aid, and drawing.

Lahellin, Red-Axe, Human male, 43 years, Priest of Abrizxus L10, **Moral** Evil, **STATS** Agility 13 Intel 20 Stamina 19 Strength 17 Will 21, Health 23, Special Power Modifier +8, **AC** 51, **Lift/Carry** 1200/200 pounds, **Languages** Common, Elvish, Dwarvish, Infernal Cant, **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 TH with Long Swords, Spears, Staves, **Weapon Proficiencies** Dirk, Heavy Mace, Staff, Long Sword, Spear, Javelin, Short Bow, Rapier; **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +1, **Lay on Hands** (heal) 5/day at 1d6hp; **Raise the Dead** 3, **Reincarnate** 1, **1d20 Bar Undead** HD-0, **1d20 Drive Back Undead** HD+2, **1d20 Destroy Undead** HD+7, **1d20 Detect Active Spells** -3, **1d20 Detect Active Prayers** -5 (**Identify** 4), **1d20 Moving with Stealth** 8, **1d20 Detect Stealthy** 13, **Pick-pocket** 15, **1d20 Negate Surprise Attack** 12, **1d20 Open Lock** easy -5 moderate 3 difficult 11, **1d20 Search** easy -8 moderate 1 difficult 10, **1d20 Find Hidden/Trap/Door** easy -7 moderate -1 difficult 5, **1d20 Disarm Trap** easy -7 moderate -1 difficult 6, **Identify Enchanted Object** 10, **1d20 Free Climb** easy 1 moderate 8 difficult 14 very difficult 20, **1d20 Gear Climb** easy -4 moderate 3 difficult 9 very difficult 15, **1d20 Grapple Throw** 8-15FT -1 16-30FT 7 31-45FT 13 45+FT 22 (range 68 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor -4 Art 5 Cloth 4 Gems 1 Jewelry 2 Other Goods 3; **Gear** Prayer Book, Unholy Symbol, Prayer Beads, 4**Unholy Water*, 2**Flasks Oil*, 2**Potions of Greater Healing*, *Potion Invisibility*, *Liqueur of Haste*, *Potion of Displacement*, *Ring of Summoning (Type 3A Devil, 12)*, *Ring of Escape*; **Weapons** Dirk, Dirk +1 (poison, save 1d20 GTET [33-Stamina]), Long Sword +2 (Good Bane), **Armor** Scale Mail Shirt (AC+25), Leather-and-Scale Gloves (AC+15). **Prayers DEVOTIONS:** *Animate Bones*, *Armor-skin*, *Blur Sight*, *Command Animals*, *Command Minor Undead*, *Compel Truth*, *Cure Light Wounds*, *Detect Poisons*, *God's Bolt*, *God's Fist*, *God's Sword*, *Immunity to Disease*, *Know Creature*, *Minor Escape*, *Minor Prayer*, *Reveal Hidden*, *Walk through Fire* (FREE 12), **MYSTERIES:** *Animate Body*, *Aura of Belief*, *Banish Confusion*, *Banish Disease*, *Banish Spells*, *Create Major Food*, *Deflect Magic*, *Detoxify Poisons*, *Divine Armor*, *God's Fire*, *God's Strike*, *Heal Wounds*, *Know Enemy*, *Restore Sight*, *Walk on Water* (FREE 10), **MAJESTIES** *Creature's Form*, *Cure Serious Wounds*, *God's Brimstone*, *Grand Crusade*, *Extraordinary Escape*, *Kill*, *Walk on Air* (FREE 6), **Familiar** None. **Description:** 6'1", short brown hair, wears eye patch over ruined right eye, armor is under black priest robe. **Found at:** Lahellin's Meditation Room, Dungeon Entry.

Lanaspass, Lich (Human male), 86 years (deceased 923 years), HD11 Monster (Wizard L10, Air and Fire), **Moral** Evil, **STATS** Agility 14 Intel 21 Stamina 20 Strength 15 Will 22, Health 85, Special Power Modifier +6, **AC** 55, **Lift/Carry** 1725/150 pounds, **Languages** Common, Infernal Cant, Gnome, Lycanthrope, Centaur, (two foreign languages), **Racial Abilities** Infrared vision, Ultraviolet vision, sees invisible (20 FT on 1d20 roll GTET 14), immune to normal fire and cold, suffers one-quarter damage from electricity, resists spells (Basic on 1d20 rolls GTET 12, Lesser on 1d20 rolls GTET 16, Greater on 1d20 rolls of 20), **Attacks** Punch 1d10, Kick 1d3, Strangle 1d8, **Weapon Proficiencies** Dirk, Long Sword, Scimitar, Rapier, Cutlass, Short Sword, Bladed Staff, Spear, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +0, **Lay on Hands** (wound) 3/day at hp1d6, **1d20 Detect Active Spells** 5 (**1d20 Identify** 9), **1d20 Detect Active Prayers** 19, **1d20 Moving with Stealth** 7, **1d20 Detect Stealthy** 12, **1d20 Negate Surprise Attack** 10, **Identify Enchanted Object** 2, **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 13 Art 10 Cloth 17 Gems 7 Jewelry 8 Other Goods 17; **Gear** *Spell Storing Ring* (6x 2d8 *Lightning Bolt*), *Spitz's Sandals*, **Weapons** Dirk, 1d10 Staff, **Armor** none, **Spells** **BASIC** *1d6+6 Attack (Electricity)*, *1d6+6 Attack (Fire)*, *Audibles*, *Call Breezes*, *Detection*, *Extinguish Lights*, *1d8+6 Fire Arrow*, *Fog Bank*, *Flare {blinding}*, *Illusory Appearances*, *1d12 Magic Grenade*, *Putrid Scents*, *Remote Push*, *Smokescreen 20x20 FT*, *1d8+6 Sound Blast*, *Speak Languages*, *1d4+6 Steam Breath 15 FT*, *Telekinesis*, *Vertigo* (FREE 18); **LESSER** *2d6+6 Attack (Electricity)*, *1d6+6 Attack (Acid, Cold)*, *Area Deafen 20x20 FT*, *Area Silence 20x20 FT*, *Blindness*, *Choke {to unconsciousness}*, *Control Winds*, *Darkness Zone 25x25 FT*, *Disperse Magic*, *Fire Ring*, *3d6+6 Hailstorm 20x20 FT*, *Hold in Place*, *Invisibility*, *Levitation*, *Mirage*, *Mesmirize*, *Remove Air 20x20 FT*, *Summon Air Elemental* (FREE 12); **GREATER** *All Seeing Eyes*, *2d6+6 Attack (Acid, Cold)*, *Banshee's Wail*, *Blinding Cloud 25x25 FT at 1 hour*, *Confusion*, *Eye on the Wall*, *3d8 Fire Hail 25x25 FT*, *Flight*, *2d8+6 Magic Timed Blast*, *Shield of Reflection*, *Summon Djinn*, *Wall of Force*, *X-Ray Sight* (FREE 8), **Description:** 6'2" human Skeleton with glowing orange eyes, wearing a purple cape and brown leather gloves, and a 800 GP gold chain around his neck, **Found at:** On the second floor of the Ruined Tower at the Alchemist's Keep, between the Eighth and Ninth Pits on the Eighth Circle of Hell.

Laoghair, male Gnome, 70 years, Warrior L6 (Rascal L4), **Moral** Neutral, **STATS** Agility 14 Intel 14 Stamina 20 Strength 15 Will 17, Health 24, Special Power Modifier +7, **AC** 44 (armored), **Lift/Carry** 1125/180 pounds, **Languages** Common, Gnomish, Dwarvish, Trade Cant, Infernal Cant 30%, **Religion** Dharmo (God of Earth and Stone), **Religious Abilities** instant quicksand 10x10 FT 1/ten days, +1 save versus Earth magic, **Racial Abilities** Speak with animals (bird, canine, feline),

Denizens, La - Li

Laoghair...+1 versus Mental Attack, +1 Cutlass-Machete-Rapier-Dirk, **Weapon Proficiencies** Dirk, Long Sword, Cutlass, Machete, Rapier, Staff, Short Bow, War Hammer, Dart, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +0, **1d20 Moving with Stealth** 11, **1d20 Detect Stealthy** 16, **Pickpocket** 16, **1d20 Negate Surprise Attack** 11, **1d20 Open Lock** easy 2 moderate 10 difficult 18, **1d20 Search** easy 1 moderate 10 difficult 19, **1d20 Find Hidden/Trap/Door** easy 2 moderate 8 difficult 14, **1d20 Disarm Trap** easy 7 moderate 13 difficult 19, **Identify Enchanted Object** 15, **1d20 Free Climb** easy 4 moderate 11 difficult 17 very difficult 23, **1d20 Gear Climb** easy -1 moderate 6 difficult 12 very difficult 18, **1d20 Grapple Throw** 8-15FT 3 16-30FT 11 31-45FT 17 45+FT 26 (range 60 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 3 Art 14 Cloth 17 Gems 10 Jewelry 11 Other Goods 12; **Gear** *Ring of Invisibility to Undead*, *Shoes of Tracelessness*; **Weapons** silver-bladed Dirk, *Gnome Sling* (12 shot), *Cutlass* +2 (room), 3x throwing knives (room); **Armor** chain mail Neck Guard, scale mail *Armor AC+22*, scale mail arm covers, (in room); **Description:** A male Gnome, 3'7", with short-cut but thick black hair, a small rounded red nose, long ears, with thick foot hair. He typically wears a long-sleeved green shirt, dark green leather belt, and brown knickers; **Found at:** Phlegyas' Tower on the Fifth Circle of Hell. He is Cobreigen's bodyguard.

Leavaquin, Succubus, Female Demon, HD 14, Moral Evil, STATS Agility 20 Intel 17 Stamina 20 Strength 26 Will 21, Health 36, Special Power Modifier +4, **AC** immune non-enchanted weapon, 55 {40 inherent, 15 Choker}, **Lift/Carry** 2000/300 pounds, **Languages** Common, Infernal Cant, Demonic, Doppelganger, Lycanthrope, (3 additional Material Plane languages), **Religion** Margroot (Demonic Prince), **Racial Abilities** Flier, Infrared vision, Dominate Male (gaze, 30 FT, 1 hour, 4/day, save 1d20 GTET [48-Will-Level]), Shape Change (6 hours, 2/day, any humanoid female 4' to 10'), Sleep (touch, 4d100 minutes, 4/day, save 1d20 GTET [34-Will] males/GTET [30-Will] females), Mental Order (single command to [28-Will] days, verbal at 25 FT, save 1d20 GTET [36-Will] males/GTET [28-Will] females), Demonic Gate (direct to Demonic Plane, 1/week, 2 hours), **Weapon Proficiencies** Dirk, Cudgel, Staff, Rapier, War Axe, War Hammer, Club, Short Bow, **TH Modifier** +2, **Defense Modifier (Opponent)** -2, **Damage Modifier** +4, **1d20 Detect Active Spells** 2, **1d20 Detect Active Prayers** 5, **1d20 Moving with Stealth** 5, **1d20 Detect Stealthy** 8, **1d20 Negate Surprise Attack** 5, **Identify Enchanted Object** 7, **Gear** silver/amber/cat's eye earrings (9622 GP), platinum *Ring of the Invisible*, gold *Spell Eating Ring* (Basic spells, 27), gold ring (3609 GP), gold pendant (1147 GP), silver/turquoise/sapphire *Choker of Protection* AC15, **Weapons** poisoned Dirk (sleep, save 1d20 GTET [30-Stamina]), *Knock-Out Cudgel* +2 (unconscious 2d20 rounds on TH roll GTET 15, save 1d20 GTET [32-Stamina]), **Armor** None, **Spells** {Shaman L10} *BASIC Confuse Weapons, Dominate Animal, Dominate Person, Friends, Jaco's Mesmerize, Illusion, Id6+6 Mage Bolt (FREE 12), LESSER Aura of Heroism, Cloud the Mind, Disperse Magic, Fear the Reaper, Hold in Place, 2d6+6 Mage Bolt, Stun (FREE 10), GREATER Geas, Imminent Mortality, Reincarnation, Sleep Zone (FREE 6), Familiar* None, **Description:** A humanoid female standing 5'2", with long braided red hair, purple eyes, dark blue nails, with two small curved blue horns on her forehead, and two 4' blue wings on her shoulders; she has a very large bust, big hips, and has red stripe scars on her back; she wears a low-cut purple gauze thigh-length dress and purple slippers, **Found at:** The Garden of the Succubi, on the Second Circle of Hell. Her servant is Liusaidh.

Lila Hammerfall, Human female, 33 years, **Cruader L9, Moral Good, STATS** Agility 20 Intel 15 Stamina 16 Strength 17 Will 20, Health 20, Special Power Modifier +5, **AC** (per armor), **Lift/Carry** 1250/200 pounds, **Languages** Common, Religious Dialect, **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 TH with Long Swords, Spears, Staves, +1 SPM as Priest of Healing/Fertility Deity, **Weapon Proficiencies** Dirk, Heavy Mace, Cutlass, Long Sword, Long Bow, Staff, War Axe, Spear, **TH Modifier** +2, **Defense Modifier (Opponent)** -2, **Damage Modifier** +1, **Lay on Hands** (heal) 9/day at 1d4hp, **Raise the Dead** 8, **Reincarnate** 6, **1d20 Bar Undead** HD+7, **1d20 Drive Back Undead** HD+9, **1d20 Destroy Undead** HD+14, **1d20 Detect Active Spells** 13, **1d20 Detect Active Prayers** 8 (1d20 Identify 14), **1d20 Moving with Stealth** 2, **1d20 Detect Stealthy** 10, **Pickpocket** 9, **1d20 Negate Surprise Attack** 5, **1d20 Open Lock** easy -1 moderate 7 difficult 15, **1d20 Search** easy -2 moderate 7 difficult 16, **1d20 Find Hidden/Trap/Door** easy -1 moderate 5 difficult 11, **1d20 Disarm Trap** easy 4 moderate 10 difficult 16, **Identify Enchanted Object** 13, **1d20 Free Climb** easy -5 moderate 2 difficult 8 very difficult 14, **1d20 Gear Climb** easy -10 moderate -3 difficult 3 very difficult 9, **1d20 Grapple Throw** 8-15FT -7 16-30FT 1 31-45FT 7 45+FT 16 (range 68 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor Art Cloth Gems Jewelry Other Goods ; **Gear** None, **Weapons** None, **Armor** None, **Prayers** *DEVOTIONS Armorskin, Compel Truth, Cure Light Wounds, 1d10+2 God's Missile, God's Sword {5 rounds}, Minor Escape 40 FT, Minor Prayer, Reveal Hidden, Sword Blessing {+4, 12 minutes}, Waken (FREE 13); MYSTERIES Banish Disease, Deflect Magic, Detoxify Poisons, 2d8+2 God's Fire 10x10 FT, God's Serpent (20 rounds), 1d10+4 Heal Wounds, Restore Sight (FREE 9); **Familiar** None, **Description:** {if restored to natural form} 5'5" long-haired blond woman, hazel eyes, short round nose, high flushed cheeks, small chin, slight build, long legs, **Found at:** Minos' Villa on the Second Circle of Hell. She is one of the **Good Souls** found on a Torture Rack in location #21. Cannot be resurrected using the standard ritual.*

Denizens, Li - Lo

Lionors, Alchemist, Human male, 40 years, Untrained Warrior, **Moral** Neutral, **STATS** Agility 12 Intel 19 Stamina 21 Strength 16 Will 17, Health 25, Special Power Modifier +5, **AC** 4, **Lift/Carry** 1800/190 pounds, **Languages** Common, Infernal Cant, (two foreign languages), **Religion** Lupanno (God of Crafts and Making), **Religious Ability** identify item 1/ten days, **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 with Long Swords-Spears-Staves, **Weapon Proficiencies** Dirk, Staff, Cudgel, Short Sword, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +0, **1d20 Moving with Stealth** 19, **1d20 Detect Stealthy** 16, **Pickpocket** 22, **1d20 Negate Surprise Attack** 16, **1d20 Open Lock** easy 6 moderate 14 difficult 22, **1d20 Search** easy 3 moderate 12 difficult 21, **1d20 Find Hidden/Trap/Door** easy 4 moderate 10 difficult 16, **1d20 Disarm Trap** easy 9 moderate 15 difficult 21, **Identify Enchanted Object** 20, **1d20 Free Climb** easy moderate difficult very difficult, **1d20 Gear Climb** easy moderate difficult very difficult, **1d20 Grapple Throw** 8-15FT 16-30FT 31-45FT 45+FT (range FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 19 Art 23 Cloth 27 Gems 17 Jewelry 20 Other Goods 19; **Gear** none, **Weapons** Dirk, **Armor** none, **Description:** 6'1", short cut thick white hair, brown eyes, square face with crooked nose, muscular arms and thick torso, a mermaid tattoo on the left arm and a Pegasus tattoo on the right hand, **Found at:** The Alchemist's Keep between the Eighth and Ninth Pits of the Eighth Circle of Hell. He doesn't really like Bonifac but recognizes how much he can learn from the Master. His skills include animal handling, butcher, mountaineering, card playing, and glass blowing.

Liusedh, Female Doppelganger, **HD** 5, **Moral** Evil, **STATS** Agility 13 Intel 20 Stamina 16 Strength 17 Will 16, Health 33, Special Power Modifier +2, **AC** 28 {20 inherent, 6 Locket, 2 Ring}, **Lift/Carry** 800/115 pounds, **Languages** Common, Demonic, Doppelganger, (1 additional Material Plane language), **Religion** Ardra (Goddess of Fate, Fortune, and Luck), **Racial Abilities** Shape Change (3 hours, 3/day, any biped/gender, 3' to 8'), **Weapon Proficiencies** Dirk, Heavy Mace, War Hammer, Club, Bolo, Short Bow, Javelin, Cudgel, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +1, **1d20 Moving with Stealth** 8, **1d20 Detect Stealthy** 10, **1d20 Negate Surprise Attack** 10, **Identify Enchanted Object** 17, **Gear** electrum/ruby/jade earrings (3972 GP), gold/amber armband 6211 GP, 3x silver chains (983 GP, 1537 GP, 2204 GP), silver *Mirror Locket*, gold *Reincarnation Ring* (3), 1d10 Healing Potion, vial paralyzing poison, vial Unholy Water, **Weapons** poisoned Dirk (paralysis, 2d20 rounds, save 1d20 GTET [28-Stamina]), *War Hammer* +2 (Plate Mail breaking {AC10/hit}), save 1d20 GTET [33-Agility]), **Armor** None, **Description:** Appearing: 5'4" with short raven hair worn in spikes, gold-yellow eyes, no eyebrows, drooping ears, small chin, small bust, and moderate hips, wearing a dark brown leather vest over a knee-length yellow dress, brown leather belt, and short leather boots; Natural: 5 FT female with dark brown hair, blue-green eyes, wide nose, long ears, short legs, and a small to moderate bust, **Found at:** The Garden of the Succubi, on the Second Circle of Hell. She is the servant of the Succubus, Leavaquin.

Lorinc Vencilson, High Priest of Liviya Bragbara. Human male, 61 years (2110 years in stasis), Priest L28, **Moral** Good, **STATS** Agility 16 Intel 21 Stamina 16 Strength 14 Will 20, Health 20, Special Power Modifier +7, **AC** 50, **Lift/Carry** 800/170 pounds, **Languages** Common, Elvish, Dwarvish, Centaur, **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 TH with Long Swords, Spears, Staves, +1 SPM as Priest of Healing or Fertility Deity, **Weapon Proficiencies** Dirk, Heavy Mace, Staff, Short Bow, Blowgun, Club, Rapier, Axe, Bolo; **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +0, **Lay on Hands** (heal) 5/day at 1d6hp; **Raise the Dead** -13, **Reincarnate** -15, **1d20 Bar Undead** HD-18, **1d20 Drive Back Undead** HD-16, **1d20 Destroy Undead** HD-11, **1d20 Detect Active Spells** -19, **1d20 Detect Active Prayers** -21, **1d20 Moving with Stealth** -12, **1d20 Detect Stealthy** 13, **Pickpocket** 4, **1d20 Negate Surprise Attack** 10, **1d20 Search** easy -26 moderate -17 difficult -8, **1d20 Find Hidden/Trap** easy -25 moderate -19 difficult -13, **1d20 Disarm Trap** easy -20 moderate -14 difficult -8, **Identify Enchanted Object** -9, **1d20 Free Climb** easy -19 moderate -12 difficult -6 very difficult 0, **1d20 Gear Climb** easy -24 moderate -17 difficult -11 very difficult -5, **1d20 Grapple Throw** 8-15FT -19 16-30FT -11 31-45FT -5 45+FT 4 (range 56 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor -22 Art -13 Cloth -14 Gems -17 Jewelry --16 Other Goods -15; **Gear** Prayer Book; **Weapons** Dirk +3 [silver-bladed], Heavy Mace +2 [Vampire Bane], **Armor** Priest's Robe. **Prayers** *DEVOTIONS (FREE 30)*, *MYSTERIES (FREE 28)*, *MAJESTIES (FREE 24)*, knows all Devotions-Mysteries-Majesties. **Familiar** None. **Description:** 6'1", blue eyes, thin white hair, thin short nose, thick white beard, dressed in ornate green-and-white robes. He has a pleasant, calm, disposition. **Found at:** The Upper Hell Ruin. He is inside a divine stasis field, sustained by his Deity.

Denizens, Lo - Ma

Lora, female Gnome, 51 years, Shaman L11, **Moral** Good, **STATS** Agility 15 Intel 22 Stamina 14 Strength 12 Will 15, Health 18, Special Power Modifier +8, **AC** (per armor), **Lift/Carry** 750/150 pounds, **Languages** Common, Gnomish, Dwarvish, **Religion** Tara (Goddess of Life and Medicine), **Religious Ability** self-heal hp1d4 1/day, 1d10 heal others once/ten days, **Racial Abilities** Speak with animals (bird, canine, feline), +1 versus Mental Attack, +1 TH Cutlass, Machete, Rapier, Dirk, **Weapon Proficiencies** Dirk, Bow, Rapier, Short Sword, Light Mace, Sling, Ware Axe, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +0, **1d20 Detect Active Spells** -9, **1d20 Moving with Stealth** 5, **1d20 Detect Stealthy** 10, **Pickpocket** 14, **1d20 Negate Surprise Attack** 11, **1d20 Open Lock** easy -6 moderate 2 difficult 10, **1d20 Search** easy -10 moderate -1 difficult 8, **1d20 Find Hidden/Trap/Door** easy -9 moderate -3 difficult 3, **1d20 Disarm Trap** easy -4 moderate 2 difficult 8, **Identify Enchanted Object** 12, **1d20 Free Climb** easy -1 moderate 6 difficult 12 very difficult 18, **1d20 Gear Climb** easy -6 moderate 0 difficult 8 very difficult 13, **1d20 Grapple Throw** 8-15FT 0 16-30FT 8 31-45FT 14 45+FT 23 (range 48 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor -6 Art 5 Cloth 7 Gems 0 Jewelry 1 Other Goods 6; **Gear** None, **Weapons** None, **Armor** None, **Spells** *BASIC* 1d6+8 *Attack, Besting Chance, Detect Life's Forces, Confuse Weapons, Detection, Dominate Person, Friends, Identify Magic Effects, Jaco's Mesmerize, Levitation, Illusion, Mind Speech, Remove Confusion, Remove Panic, 1d6+8 Shocking Arrow, Waken (FREE 13)*; *LESSER* Arrow Volley {1d8 at 1d3}, 2d6+8 *Attack, Cloud the Mind, Disperse Magic, Fear the Reaper, Gregor's Mage Drain, Hold in Place, True Sight (FREE 11)*; *GREATER* 5d20+20 *Imminent Mortality, New Realities, Reincarnation, Teleportation (FREE 7)*, **Familiar** None, **Description**: {if restored to their body} 4'2" long raven hair, high forehead with birthmark, thin brown brows, brown eyes, small ears (gold earrings, 318 GP), short hooked nose, wide chin, slim frame, small bust, short legs, **Found at**: the Stoning Room of Minos' Villa on the Second Circle of Hell (#11). She cannot be resurrected using the normal ritual.

Lucifer, Arch-Fiend, Prince of Darkness and Evil, male Diabolic Diety, 48,932 years, HD250 Monster Wizard L80 (all elements), Evil Priest L100, **Moral** Evil, **STATS** Agility 34 Intel 47 Stamina 2000 Strength 1720 Will 75, Health 3000, Special Power Modifier +20, **AC** 125 (immune wood weapons, requires weapon enchanted GTET +4 to injure), **Lift/Carry** 21,000/11,700 pounds, **Languages** Common, Infernal Cant, Demonic, Centaur, Minotaur, Medusa, Elemental, Elvish, Dwarvish, Gnomish, (20 foreign languages), **Special Abilities** resists *BASIC/DEVOTIONS* 1d20 GTET -30, resists *LESSER/MYSTERIES* 1d20 GTET -18, resists *GREATER/MAJESTIES* 1d20 GTET -5, **Weapon Proficiencies** All, **TH Modifier** +15, **Defense Modifier (Opponent)** -20, **Damage Modifier** +50, **Lay on Hands** (heal) 35/day at 1d20, **Raise the Dead** -30, **Reincarnate** -40, **1d20 Bar Undead** HD-50, **1d20 Drive Back Undead** HD-44, **1d20 Destroy Undead** HD-40, **1d20 Detect Active Spells** -40, **1d20 Detect Active Prayers** -50, **1d20 Moving with Stealth** not applicable (size), **1d20 Detect Stealthy** 8, **1d20 Negate Surprise Attack** 16, **Identify Enchanted Object** -35, **1d20 Appraise** All -35; **Gear** none, **Weapons** none, **Armor** none, **Spells and Prayers** All are known *BASIC/DEVOTIONS (FREE 100)*; *LESSER/MYSTERIES (FREE 80)*; *GREATER/MAJESTIES (FREE 60)*, **Description**: A roughly humanoid figure whose overall height is 750 FT, He is 52 FT thick at the Circle's floor level and 65 FT thick both above and below. His skin is made up of pink and purple scales the size of large pointed shields with black and red oozing sores the size of a man's head. Hairs to 6 FT long and 3-6 inches thick grow between and through the hard scales, an average of 18 inches apart. He has three 40 FT arms with three FT talons like black dragon's claws, small compared to his bulk and they cannot reach near the Circle floor. His three wings are like those of red, blue, and black bats, each one 80 FT across by 55 FT tall, one on his left shoulder, one on his right shoulder, and the third along his spine. Lucifer has three huge humanoid heads, each 32 FT high by 22 FT wide, with eight large curved horns, three blazing red eyes, sagging jowls, massive ordinary teeth like sharpened sword and ten upper lip fangs hanging down to his chin. Two of the worst Betrayers who ever lived are in each mouth and he chews on them like gristle. Below the ice are 230 FT long scaled legs each which end in massive cloven hooves 20 FT in diameter. His purple reptilian tail has three forks, each of which has three forks and each of those forks again by three, ending in twenty-seven curved scorpion's stingers (the tail is firmly frozen into the ice); **Found at**: Partially encased in the Cocytus ice in the geographical center of Gehenna, Malebolge/Inferno, and the Ninth Circle of Hell. The ice holds and confines him like a tightened belt from which he cannot escape; 350 FT of his lower body is confined in and below the ice, the 400 FT of his upper body in the air above the ice. His wings, and they beat continually; close to his body the sound of the wings cracking against the air is deafening.

Marhina (Charon's Guard), Incorporeal (Shade), Human male, 42 years (2358 years dead), Warrior HD12, Wizard L18 (water), **Moral** Evil, **STATS** Agility 20 Intel 19 Stamina 15 Strength 11 Will 18, Health 42, Special Power Modifier +5, **AC** 55, **Languages** Common, Infernal Cant, Elvish, Gnome, Goblin, Giant, Draconic, **Special Abilities** 2 attacks/round,

Denizens, Ma - Me

Marhina... touch attach {margin above TH: 0-3 slow 50%, 4-7 chill hp1d6+6, 8-11 1d20 round paralysis/save 1d20 GTET [32-Stamina], 12+ death/save 1d20 GTET [34-Stamina]}, reflect spell/prayer to origin 3/day. immune to non-silver weapons (including enchanted), summons 1d6 Specters 3/day, commands Banshee-Ghost-Specter-Spirit-Wraith, true sight 50 FT, **TH Modifier** +3, **Defense Modifier (Opponent)** -3, **Damage Modifier** +0, **Vulnerability**: Holy Water 2d12/vial, Priest/Crusader abilities affect per Liche, **Weapons**: Long Sword +3 (Flaming, 1d8+2 plus fire), **Spells** *BASIC Attack (1d6+5 cold), Banish Liquids, Brain Freeze, Breathe Underwater, Control Creature, Create Water, Detection, Drench, Instant Dry, Instant Freeze, Parch, Protect versus Cold, Purify, See Enchantments, 1d4+5 Sleet Storm {30x30 area}, Summon Haze, Summon Poison Frogs (FREE 20), LESSER Attack (2d6+5 cold), Disperse Magic, 3d6+5 Hail Blast {25x25 area}, Ice Bridge, Ice Encasement, Shield versus Lightning, Siren's Song, Summon Undine, Water Rope (FREE 18), GREATER Blizzard (60 rounds, 1d12/round, 20x20 area), Chain Lightning {6 persons, d20-d12-d10-d8-d6-d4}, 5d8+5 Hurricane Blast (50x50 area), Summon Water Elemental, Wall of Ice (FREE 14), **Description**: 6'1" tall with narrow gaunt face, long straight nose, thin shoulder-length white hair, a toothless mouth, narrow shoulders and hips, long legs ending in skeletal feet, arms ending in skeletal hands, wearing a short-sleeve robe and cowl. **Found at**: Charon's Hoard, on the outer boundary of the First Circle.*

Marlynni, female Human, 29 years, Rascal L14, **Moral** Neutral, **STATS** Agility 19 Intel 16 Stamina 16 Strength 13 Will 18, Health 20, Special Power Modifier +4, **AC** 4, **Lift/Carry** 1400/160 pounds, **Languages** Common, Thief's Cant, Elvish, Infernal Cant (read only, 45% proficiency), **Religion** Varatha (Goddess of Merriment and Music), **Religious Ability** immunity to drunkenness, proficiency with any music instrument, **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 with Long Swords-Spears-Staves, **Weapon Proficiencies** Dirk, Rapier, Cutlass, Scimitar, Short Sword, Short Bow, Cross-bow, Throwing Star, Blowgun, Staff, Club, Spear, Heavy Mace, War Hammer, **TH Modifier** +2, **Defense Modifier (Opponent)** -2, **Damage Modifier** +0, **1d20 Moving with Stealth** -7, **1d20 Detect Stealthy** 13, **Pickpocket** 2, **1d20 Negate Surprise Attack** 6, **1d20 Open Lock** easy -13 moderate -5 difficult 3, **1d20 Search** easy -10 moderate 2 difficult 11, **1d20 Find Hidden/Trap/Door** easy -11 moderate -5 difficult 1, **1d20 Disarm Trap** easy -6 moderate 0 difficult 6, **Identify Enchanted Object** 8, **1d20 Free Climb** easy -9 moderate -2 difficult 4 very difficult 10, **1d20 Gear Climb** easy -14 moderate -7 difficult -1 very difficult 5, **1d20 Grapple Throw** 8-15FT -9 16-30FT -1 31-45FT 5 45+FT 14 (range 52 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 11, speech 6 shout 1, **1d20 Appraise** Armor -3 Art 8 Cloth 11 Gems 3 Jewelry 6 Other Goods 8; **Gear** Silver Ring (right hand, *invisible*, causes her to *take the shape* of a Type 4C Devil when fighting occurs around her, 58, save 1d20 GTET [35-Will], *mental domination* to prevent her talking about it, save 1d20 GTET [36-Will]), **Weapons** none, **Armor** none, **Description**: 5'2" inches with short light brown hair, thin eyebrows, hazel eyes, a short upturned nose and pointed chin; she has a slight frame with narrow shoulders, small bust, small hips, and long legs; found wearing a knee-length torn blue short-sleeved tunic, **Found**: Locked in a cell in the Central Cell Area underneath the Harpodrome on the edge between the Sixth and Seventh Circles of Hell. She was captured on a mission to Duke Merihen's palace to destroy the *Staff of Souls* (evil artifact) before it was used to start a war between (two countries/cities in the Games Master's campaign).

Meurvin, Human male, 46 years, **Priest** L12 (*Lushko Kirkik, God of Changes and Chaos*), **Moral** Neutral, **STATS** Agility 14 Intel 17 Stamina 18 Strength 19 Will 18, Health 22, Special Power Modifier +4, **AC** /47 (armored), **Lift/Carry** 1625/220 pounds, **Languages** (native foreign language), Infernal Cant, Demonic, Minotaur, (1 other foreign language), **Religion** (unknown foreign Deity), **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 with Long Swords-Spears-Staves, **Weapon Proficiencies** Dirk, Heavy Mace, Staff, Spear, Cutlass, Flail, War Axe, War Hammer, Polearm, Long Bow, Javelin; **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +2, **Lay on Hands** (heal) 5/day at 1d6hp, **Raise the Dead** 5, **Reincarnate** 3, **1d20 Bar Undead** HD-2, **1d20 Drive Back Undead** HD+0, **1d20 Destroy Undead** HD+5, **1d20 Detect Active Spells** 2, **1d20 Detect Active Prayers** 0 (**1d20 Identify** 9), **1d20 Moving with Stealth** 6, **1d20 Detect Stealthy** 14, **Pickpocket** 14, **1d20 Negate Surprise Attack** 12, **1d20 Open Lock** easy -5 moderate 3 difficult 11, **1d20 Search** easy -7 moderate 2 difficult 11, **1d20 Find Hidden/Trap/Door** easy -6 moderate 0 difficult 6, **1d20 Disarm Trap** easy -1 moderate 5 difficult 11, **Identify Enchanted Object** 9, **1d20 Free Climb** easy -1 moderate 6 difficult 12 very difficult 18, **1d20 Gear Climb** easy -6 moderate 1 difficult 7 very difficult 13, **1d20 Grapple Throw** 8-15FT -4 16-30FT 4 31-45FT 10 45+FT 19 (range 76 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor -3 Art 8 Cloth 10 Gems 5 Jewelry 8 Other Goods 6; **Gear** *Ring of Many Escapes* (27 charges), *Ring of Immunity to Life Stealing*; **Weapons** Dirk, *Heavy Mace* +3 *Slumber* (room), 1d12 *Priest's Crozier* +1 (3/day blindness 1d12 hours, save 1d20 GTET [30-Stamina]; room), *Wand of Spiderwebs* (room); **Armor** open steel Helm, steel Breastplate AC+10, steel backplate AC+10, scale mail leggings, leather-scale Gloves AC+12 (all in room); **Prayers** *DEVOTIONS Animate Bones, AC+18 Armorskin, -2 Blur Sight, Command Minor Undead, Create Minor Food, 1d6 Cure Light Wounds, 1d4+2 God's Fist at 6 rounds, 1d10+1 God's Missile, God's Sword at 5 rounds, Minor Escape, Minor Prayer, Mute, Reveal Hidden, Walk through Fire (FREE 14); MYSTERIES* *Aura of Calm, Banish Confusion, Banish Disease,*

Denizens, Me - Mi

Meurvin...*Banish Paralysis, Banish Spells, Blind Undead, Detoxify Poisons, AC+30 Divine Armor, 2d12+2 God's Strike {lightning}, 1d10+2 Heal Wounds, Know Enemy, Minor Banish Infernal, Restore Sight (FREE 12); MAJESTIES +4 Aura of Heroism, Break Curse, Creature's Form, 2d8+4 Cure Serious Wounds, God's Mighty Warrior 2x Warrior L14, Extraordinary Escape, Major Regeneration (FREE 8); Familiar None, Description: 5'3", short dark red hair with higher mohawk ridge, tattoo on this right palm; wearing a , white long-sleeved shirt, red or brown leather vest, calf-length breeches, and black shoes; he is skilled at field surgery and first aid and is a knowledgeable herbalist; he is a skilled dice player (+3); Found at: Phlegyas' Tower on the Fifth Circle of Hell. Gwennelma's husband; they are from the unknown foreign country of Tallorlan and speak Tallak.*

Minnedora, female Human , 46 years, Untrained (Housekeeper), **Moral** Evil, **STATS** Agility 10 Intel 12 Stamina 16 Strength 14 Will 13, Health 20, Special Power Modifier +4, **AC** 4, **Lift/Carry** 1500/140 pounds, **Languages** Common, (one foreign language), **Religion** Shesho (God of Order and Evil), **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 with Long Swords-Spears-Staves, **Weapon Proficiencies** Dirk, Cudgel, **TH Modifier** -1, **Defense Modifier (Opponent)** +1, **Damage Modifier** +1, **1d20 Moving with Stealth** 20, **1d20 Detect Stealthy** 20, **Pickpocket** 23, **1d20 Negate Surprise Attack** 16, **1d20 Open Lock** easy 10 moderate 18 difficult 28, **1d20 Search** easy 8 moderate 17 difficult 26, **1d20 Find Hidden/Trap/Door** easy 12 moderate 17 difficult 28, **1d20 Disarm Trap** easy 17 moderate 22 difficult 29, **Identify Enchanted Object** 26, **1d20 Free Climb** easy 13 moderate 20 difficult 27 very difficult 34, **1d20 Gear Climb** easy 8 moderate 15 difficult 22 very difficult 29, **1d20 Grapple Throw** 8-15FT 13 16-30FT 21 31-45FT 27 45+FT 36 (range 50 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 24 Art 15 Cloth 13 Gems 14 Jewelry 12 Other Goods 15; **Gear** 12 GP gold neck chain (105 GP man's gold ring, ruby surrounded by snake and hawk), **Weapons** Dirk Cudgel, **Armor** none, **Description:** 5'0", curly light red hair, green eyes, circular face with pudgy reddish nose, large bust, generally heavysset body, thick arms and legs, **Found at:** The Alchemist's Keep between the Eighth and Ninth Pits on the Eighth Circle of Hell. Her skills include cooking, flattery, haggling, edible and poison plant recognition, and foraging. She is very devoted to Bonifac. She is a little bit unnerved about being in Hell.

Minos, Diabolic Earl, 11,851 years, Warrior L55, Wizard L23 (Air), Evil Priest L16, **Moral** Evil, **STATS** Agility 30 Intel 28 Stamina 32 Strength 31 Will 33, Health 136, Special Power Modifier +12, **AC** 120{85 inherent, 30 amulet, 5 charm}, immune weapons LTET +3, **Lift/Carry** 2500/470 pounds, **Languages** Common, Infernal Cant, Demonic, Elvish, Dwarvish, Gnomish, (15 additional languages), **Special Abilities** 1d20 immune Basic/Devotion 2, 1d20 immune Lesser/Mystery 5, 1d20 immune Greater/Majesty 9, Shapechange (humanoid, 4 hours, 2/day), 2d12 Cold Blast (25 FT, 5/day), 2d12 Fireball (25 FT, 5/day), Illusion (save 1d20 GTET [33-Will], 5/day), Transform Alignment (to evil, touch 5/day, save 1d20 GTET [37-Will]), Pain Wrack (touch, intense crippling pain 2d20*10 rounds, save 1d20 GTET [37-Stamina]), Summon Devil (Second Circle, at will), Summon Monster (1d20 Vampire or Mummy, 3/day), Teleportation (Malebolge), Aura of Fear (75 FT, save 1d20 GTET [33-Will]), Telekinesis 400 FT, Produce Flame (50 FT), Putrefy Foods (50 FT), Release Soul from Hell (Second Circle only, 1/day), See invisible 200 FT, See displaced/phased 1d20 GTET 10, See incorporeal 1d20 GTET 12, Infrared vision, Ultraviolet vision, **Weapon Proficiencies** Dirk, Long Sword, Cutlass, Rapier, Scimitar, War Axe, Hatchet, War Hammer, Long Bow, Short Bow, Crossbow, Flail, Whip, Javelin, Spear, Lance, **TH Modifier** +6, **Defense Modifier (Opponent)** -8, **Damage Modifier** +5, **Lay on Hands** (heal) 12/day at hp1d10, **Raise the Dead** -8, **Reincarnate** -11, **1d20 Bar Undead** HD-10, **1d20 Destroy Undead** HD+3, **1d20 Detect Active Spells** -9, **1d20 Detect Active Prayers** -12, **1d20 Moving with Stealth** 2, **1d20 Detect Stealthy** 4, **1d20 Negate Surprise Attack** 4; **Gear** Amulet of Arch Magery, gold Spell Eating Ring (Lesser, 251), gold Power Deus Charm, 2x 2d12 Healing Potion, Efreeti Bottle, Spectacles of Medusa (15 FT, save 1d20 GTET [32-Stamina]), *Yyceff's Wand* (Wall of Fire, 46), **Weapons** silver-bladed Dirk +2 (bleed 1d4, 1d8 rounds), Scimitar +4 (Unholy, Neck Cleaving on 1d20 roll GTET 12, avoid 1d20 GTET [37-Agility]), **Armor** None, **Spells** BASIC 1d6+12 Attack, Audibles, Sense Prying Eyes, Foul Wings, Fog Bank, Putrid Scents, Remote Push, 1d8+12 Sound Blast, Slow Movement, Steam Breath 1d4+12 (FREE 25), LESSER 2d6+12 Attack, Area Deafen 20x20, Area Silence 20x20, Arrow Shield, Choke, Control Winds, Disperse Magic, 2d6+12 Hailstorm 20x20, Hold in Place, Remove Air (FREE 23), GREATER Ear on the Wall, Toxic Fume Cloud 25x25 fatal, Protective Wards, Wall of Force (FREE 18), **Prayers** DEVOTIONS Animate Bones, Blur Sight, Compel Truth, 1d10 Cure Light Wounds, 1d4+8 God's Fist, 1d10+5 God's Missile, God's Sword (FREE 18), MYSTERIES Animate Body, Aura of Belief, Deflect Magic, Element Shield, 2d8+4 God's Fire, God's Hammer, God's Serpent, 2d12+6 God's Strike, 2d8 Heal Wounds, Knock Out (FREE 16), MAJESTIES Creature's Form, 4d8+12 God's Brimstone, 5d12+24 God's Smite, Kill, Grand Crusade (FREE 11), **Familiar** Giant Hound, **Description:** 6'10" Male, bright red hair, two dark red vertical horns, small ears, thin dark brows, small glowing red eyes, long hooked nose, short well-kept beard, tan skin, red fingernails, dark black robes, **Found at:** in the Courtyard of Minos' Villa, on the Second Circle of Hell. If reduced to LTET hp0, he reappears in the Courtyard in 72 hours.

Denizens, Mi - My

Minos' Hound, Monster, HD8, **Moral** Evil, **STATS** Agility 19 Intel 14 Stamina 26 Strength 22 Will 17, Health 40, **AC** 60 {50 inherent, 10 collar}, **Languages** Common, Infernal Cant, Dwarvish, **Special Abilities** permanently moves at double-speed, additional bite attack on even-numbered rounds, 1d20 resists Basic/Devotions 3, 1d20 resists Lesser/Mysteries 10, 1d20 resists Greater/Majesties 19, immune Earth magic, Infrared vision, Sees invisible 25 FT, locates by scent 100 FT, leaps 15 FT horizontal and 10 FT vertical **Attack** Bite 3d6, 2x Front Paws 1d10, Trample 3d12; **Gear** black leather/emerald collar (AC10, 8 gems at 1d20*500 GP each); **Description** a bloodhound 9 FT long by 5 FT at the shoulder, dark brown in color with tan paws and underside, black muzzle, yellow eyes; **Found at**: Courtyard of Minos' Villa on the Second Circle of Hell.

Mona, Female Ogre, 36 years, HD7, **Moral** Neutral, **STATS** Agility 11 Intel 10 Stamina 21 Strength 24 Will 14, Health 69, Special Power Modifier +0, **AC** 30, **Lift/Carry** 1300/270 pounds, **Languages** Common, Cyclops, Giant, **Religion** Ergi (God of Ogres), **Religious Ability** +2 damage 5 minutes once/ten days, **Racial Abilities** Infrared vision 100 FT, one-tenth damage from cold spells, resist Shaman spells 50% (confusion, sleep, fear, illusion), **Weapon Proficiencies** Dirk, Club, Long Sword, Spiked Club, Heavy Mace, Flail, Ball/Chain, Boulder (thrown), **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +5, **1d20 Moving with Stealth** 16, **1d20 Detect Stealthy** 17, **Pickpocket** 23, **1d20 Negate Surprise Attack** 13, **1d20 Open Lock** easy 8 moderate 16 difficult 26, **1d20 Search** easy 8 moderate 17 difficult 26, **1d20 Find Hidden/Trap/Door** easy 10 moderate 16 difficult 24, **1d20 Disarm Trap** easy 14 moderate 20 difficult 26, **Identify Enchanted Object** 22, **1d20 Free Climb** easy 6 moderate 13 difficult 20 very difficult 30, **1d20 Gear Climb** easy 3 moderate 10 difficult 17 very difficult 27, **1d20 Grapple Throw** 8-15FT 2 16-30FT 10 31-45FT 18 45+FT 26 (range 96 FT), **Listen** whisper 60 FT speech 140 FT shout 700 FT, **1d20 Listen at Door** [loud -3] whisper 13, speech 8 shout 3, **1d20 Appraise** Gems 17 Jewelry 18 Other Goods 19; **Gear** flask oil, **Weapons** Dirk, Large Club 1d8+3, Iron Skillet 1d6, **Armor** None, **Description**: 10'2", a large thick-bodied female with a 50 inch chest, she has dark brown skin, a block-like head, thick greasy brown hair, yellow eyes, bushy eyebrows, huge round nose, large mouth with many missing teeth, and a double chin. She wears a short-sleeved white smock under a smelly fur vest, knee-length leather skirt, leather shoes, **Found at**: Tantalassus' Cave on the First Circle. Mona is Tantalassus' wife.

Moried, Human male, 37 years, Warrior L7, **Moral** Neutral, **STATS** Agility 15 Intel 13 Stamina 18 Strength 18 Will 15, Health 22, Special Power Modifier +5, **AC** 35, **Lift/Carry** 1050/210 pounds, **Languages** Common, Gnome, **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 TH with Long Swords, Spears, Staves, **Weapon Proficiencies** Dirk, Long Sword, Short Sword, Two-Hand Sword, Short Bow, Spear, Dart, War Hammer, Crossbow, Throwing Star, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +1, **1d20 Moving with Stealth** 8, **1d20 Detect Stealthy** 20, **Pickpocket** 14, **1d20 Negate Surprise Attack** 9, **1d20 Open Lock** easy 2 moderate 10 difficult 18, **1d20 Search** easy 2 moderate 11 difficult 20, **1d20 Find Hidden/Trap/Door** easy 3 moderate 9 difficult 15, **1d20 Disarm Trap** easy 8 moderate 14 difficult 20, **Identify Enchanted Object** 16, **1d20 Free Climb** easy 1 moderate 8 difficult 14 very difficult 20, **1d20 Gear Climb** easy -4 moderate 3 difficult 9 very difficult 15, **1d20 Grapple Throw** 8-15FT -1 16-30FT 7 31-45FT 13 45+FT 22 (range 72 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 2 Art 15 Cloth 14 Gems 11 Jewelry 12 Other Goods 13; **Gear** 1d12 Healing Potion, 2 flasks Oil, 20 FT rope, Lock Pick, **Weapons** Dirk, Long Sword +1, Short Sword (silver blade), 3*Dart, **Armor** Closed Helm, Breastplate, Steel Arm Guard (AC+10), Leather-and-Scale Gloves, Studded Leather Foot Guards. **Description**: 5'6" tall, long black hair, missing right ear, tattoo on left shoulder, left handed, **Found at**: Lahellin's Study, Entry Dungeon, a follower of Lahellin.

Myarrathan of Algerhamd, Human male, 47 years, Crusader L15, **Moral** Good, **STATS** Agility 18 Intel 14 Stamina 15 Strength 21 Will 20, Health 19, Special Power Modifier +8, **AC** (per armor), **Lift/Carry** 1550/240 pounds, **Languages** Common, Elvish, Religious Dialect, Foreign Language, **Religion** Lokaski (God of Humans), **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 TH with Long Swords, Spears, Staves, +1 SPM as Priest of Healing or Fertility Deity, **Weapon Proficiencies** Dirk, Heavy Mace, Short Sword, Long Sword, Scimitar, Flail, War Hammer, Short Bow, Crossbow, Blowgun, Javelin, **TH Modifier** +1 **Defense Modifier (Opponent)** -1, **Damage Modifier** +3, **Lay on Hands** (heal) 15/day at 1d4hp, **Raise the Dead** 3, **Reincarnate** -1, **1d20 Bar Undead** HD+1, **1d20 Drive Back Undead** HD+3, **1d20 Destroy Undead** HD+8, **1d20 Detect Active Spells** 5, **1d20 Detect Active Prayers** 0 (1d20 Identify 11), **1d20 Moving with Stealth** -3, **1d20 Detect Stealthy** 10, **Pickpocket** 7, **1d20 Negate Surprise Attack** 6, **1d20 Open Lock** easy -7 moderate 1 difficult 9, **1d20 Search** easy -7 moderate 2 difficult 11, **1d20 Find Hidden/Trap/Door** easy -6 moderate 0 difficult 6, **1d20 Disarm Trap** easy -1 moderate 5 difficult 11, **Identify Enchanted Object** 8, **1d20 Free Climb** easy -10 moderate -3 difficult 3 very difficult 9, **1d20 Gear Climb** easy -15 moderate -5 difficult 1 very difficult 4, **1d20 Grapple Throw** 8-15FT -14 16-30FT -6 31-45FT 0 45+FT 9 (range 84 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor -7 Art 6 Cloth 5 Gems 2 Jewelry 3 Other Goods 5; **Gear** None, **Weapons** None,

Denizens, My - Na

Myarrathan... **Armor** None, **Prayers DEVOTIONS** *Animate Bones, Armorskin, Blur Sight, Command Minor Undead, Compel Truth, Create Minor Food, 1d10 Cure Light Wounds, Detect Poisons, 1d10+3 God's Missile, God's Sword, Immunity to Disease, Know Creature, Minor Escape 80 FT, Minor Prayer, Mute, Reveal Hidden, Wake (FREE 19); MYSTERIES* *Aura of Calm, Banish Confusion, Banish Disease, Banish Paralysis, Blind Undead, Deflect Magic, Detoxify Poisons, God's Hammer, 2d12+4 God's Strike, 2d8 Heal Wounds, Knock Out, Restore Hearing (FREE 15);* **Familiar** None, **Description:** {if returned to his natural form} 5'8" man with short brown hair, blue eyes, thick brown mustache, thin cheeks, wide chin, stocky build, muscular arms, **Found at:** Minos Villa on the Second Circle of Hell. He is one of the **Good Souls** being flayed in the Flaying Room (location #2). He cannot be resurrected using the standard ritual. **Background** Leader of many crusades against Devils and Demons in Mediggo, closed permanent gates to Gehenna and the Demonic Plane; killed by Geryon 380 years ago after being betrayed (and poisoned) by Nallergyd the Pious. His **Girdle** is a good artifact.

Myrodgar, Human male, 48 years, **Priest L14**, **Moral** Evil, **STATS** Agility 17 Intel 18 Stamina 19 Strength 16 Will 17, Health , Special Power Modifier +4, **AC** 12, **Lift/Carry** 1400/190 pounds, **Languages** Common, Infernal Cant, Gnomish, (1 foreign language), **Religion** Shesho (God of Order and Evil), **Religious Ability** detect good 100 FT, **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 with Long Swords-Spears-Staves, **Weapon Proficiencies** Dirk, Heavy Mace, Scimitar, Staff, Long Bow, Short Bow, Crossbow, Throwing Star, Club, Flail, Spear, **TH Modifier** +1, **Defense Modifier (Opponent)** -1, **Damage Modifier** +0, **Lay on Hands** (heal) 4/day at 1d6hp, **Raise the Dead** 3, **Reincarnate** 1, **1d20 Bar Undead** HD-4, **1d20 Drive Back Undead** HD-2, **1d20 Destroy Undead** HD+3, **1d20 Detect Active Spells** 1, **1d20 Detect Active Prayers** -2 (1d20 Identify 6), **1d20 Moving with Stealth** 2, **1d20 Detect Stealthy** 10, **Pickpocket** 10, **1d20 Negate Surprise Attack** 9, **1d20 Open Lock** easy -7 moderate 1 difficult 9, **1d20 Search** easy -9 moderate 0 difficult 9, **1d20 Find Hidden/Trap/Door** easy -8 moderate -2 difficult 4, **1d20 Disarm Trap** easy -3 moderate 3 difficult 9, **Identify Enchanted Object** 12, **1d20 Free Climb** easy -6 moderate 1 difficult 7 very difficult 13, **1d20 Gear Climb** easy -11 moderate -4 difficult 2 very difficult 8, **1d20 Grapple Throw** 8-15FT -7 16-30FT 1 31-45FT 7 45+FT 16 (range 64 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor Art Cloth Gems Jewelry Other Goods ; **Gear** *Belt of Ogre Strength (Strg+5), Boots of Jumping, 1d12 Potion of Healing;* **Weapons** Dirk, Heavy Mace, *Ododor's Bone* (evil artifact), **Armor** none; **Prayers DEVOTIONS** *Animate Bones, AC+18 Armorskin, -2 Blur Sight, Command Minor Undead, Create Minor Food, 1d6 Cure Light Wounds, 1d4+2 God's Fist at 6 rounds, 1d10+1 God's Missile, God's Sword at 5 rounds, Minor Escape, Minor Prayer, Mute, Reveal Hidden, Walk through Fire (FREE 16); MYSTERIES* *Animate Bodies, Banish Paralysis, Banish Spells, Deflect Magic, AC+30 Divine Armor, 2d8+1 God's Fire 10x10 FT, God's Serpent 2xHD5 Venom Snake, 1d10+2 Heal Wounds, Inflict Panic, Knock Out, Restore Sight (FREE 14); MAJESTIES* *Body Restoration, Creature's Form, 2d8+4 Cure Serious Wounds, 4d8+4 God's Brimstone 25x25 FT {fire}, 5d12+8 God's Smite {individual}, Extraordinary Escape, Kill (FREE 10),* **Description:** An unkempt man standing 5'4", with long bushy brown hair, a scar across his forehead, thick bushy brown eyebrows over light blue eyes, a narrow broken nose, high cheeks, a wide mouth with thin lips that is missing teeth, and a square jaw with a bird's-nest brown beard full of debris. He wears the remains of a woolen shirt and tunic, and buckskin trousers, with many cuts and tears, and a few badly-done patches. He has a wild look in his eyes and is no longer sane, **Found at:** In the City of Burning Tombs on the Fifth Circle of Hell.

Nahkval, Notovaz, Priest of Onogost Ermak, God of Days, Human male, 68 years, **Priest L15**; **Moral** Good, **STATS** Agility 19 Intel 9 (16 when sane) Stamina 19 Strength 17 Will 18, Health 23, Special Power Modifier +4 (not applicable until sane), **AC** 10, **Lift/Carry** 900/200 pounds, **Languages** Common (3 additional languages are all extinct), **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 TH with Long Swords, Spears, Staves, +1 SPM as Priest of Healing or Fertility Deity, **Weapon Proficiencies** Dirk, Heavy Mace, Staff, Short Bow, Axe, Long Sword, Two-Handed Sword, Spear, Javelin, Throwing Star, Lariat, Whip; **TH Modifier** +2, **Defense Modifier (Opponent)** -2, **Damage Modifier** +1, **Lay on Hands** (heal) 5/day at 1d6hp; **Raise the Dead** 2, **Reincarnate** 0, **1d20 Bar Undead** HD-5, **1d20 Drive Back Undead** HD-3, **1d20 Destroy Undead** HD+2, **1d20 Detect Active Spells** 7, **1d20 Detect Active Prayers** 5, **1d20 Open Lock** easy -4 moderate 4 difficult 12 very difficult 18, **1d20 Moving with Stealth** -4, **1d20 Detect Stealthy** 24, **Pickpocket** 6, **1d20 Negate Surprise Attack** 5, **1d20 Search** easy -2 moderate 7 difficult 16, **1d20 Find Hidden/Trap** easy -1 moderate 5 difficult 11, **1d20 Disarm Trap** easy 4 moderate 10 difficult 16, **Identify Enchanted Object** 10, **1d20 Free Climb** easy -11 moderate -4 difficult 2 very difficult 8, **1d20 Gear Climb** easy -16 moderate -9 difficult -3 very difficult 3, **1d20 Grapple Throw** 8-15FT -13 16-30FT -5 31-45FT 1 45+FT 10 (range 68 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 2 Art 11 Cloth 10 Gems 7 Jewelry 8 Other Goods 9; **Gear** Prayer Book; **Weapons** Dirk, **Armor** Tattered Clothing. **Prayers DEVOTIONS:** *Armorskin, Bar Creature, Command Animals, Command Minor Undead, Compel Truth, Create Minor Food, Cure Light Wounds, Detect Good-Evil, Detect Poisons, God's Bolt, God's Fist, God's Missile, Immunity to Disease, Know Creature, Minor Escape, Minor Prayer, Reveal Hidden, Speak to Animals, Sword Blessing, Waken (FREE 17), MYSTERIES:* *Aura of Calm, Banish Confusion, Banish Disease, Banish Paralysis,*

Denizens, Na - Ne

Nahkval... *Blind Undead, Deflect Magic, Detoxify Poisons, Element Shield, God's Serpent, God's Fire, Heal Wounds, Inflict Panic, Create Major Food, Minor Regeneration, Release Undead (FREE 15); MAJESTIES: Body Restoration, Break Curse, Cure Serious Wounds, God's Brimstone, Grand Crusade, Mass Heal (FREE 11).* **Familiar** None. **Description:** A short elderly human standing 5'1", with darkly-tanned skin, dark brown eyes, and extremely long unkempt hair and beard; he has small slender shoulders and hips, and appears emaciated; he is continually coughing. He is dressed in the tattered remains of a green stole worn over an equally tattered long sleeved white satin shirt and patched black pants held up with a piece of rope, with a wide-brimmed green hat. He is barefoot. **Found at:** Upper Hell Ruin. Nahkval is not currently sane, is very high-strung and nervous. He is not currently capable of performing prayers or most other functions requiring mental acuity.

Nathan Silverthorn, male Dwarf, 87 years, Warrior L15, **Moral** Good, **STATS** Agility 20 Intel 16 Stamina 21 Strength 20 Will 15, Health 25, Special Power Modifier +4, **AC** 4, **Lift/Carry** 1960/210 pounds, **Languages** Common, Dwarf, Elvish, (one foreign language), **Religion** Dergavi (God of Dwarves), **Racial Abilities** Infrared Vision, Sense Underground Direction, Save +1 versus Disease-Poison-Magic Attack, +1 with War Hammers/War Axes, +1 find hidden doors, **Weapon Proficiencies** Dirk, Long Sword, Short Sword, Rapier, Cutlass, Scimitar, Staff, Light Mace, Heavy Mace, Cudgel, War Hammer, War Axe, Short Bow, Crossbow, Javelin, Spear, Whip, Flail, **TH Modifier** +2, **Defense Modifier (Opponent)** -2, **Damage Modifier** +2, **1d20 Moving with Stealth** -3, **1d20 Detect Stealthy** 13, **Pickpocket** 7, **1d20 Negate Surprise Attack** 6, **1d20 Open Lock** easy -10 moderate -2 difficult 6, **1d20 Search** easy -8 moderate 1 difficult 10, **1d20 Find Hidden/Trap/Door** easy -7 moderate -1 difficult 5, **1d20 Disarm Trap** easy -2 moderate 4 difficult 10, **Identify Enchanted Object** 7, **1d20 Free Climb** easy -10 moderate -3 difficult 3 very difficult 9, **1d20 Gear Climb** easy -15 moderate -8 difficult -2 very difficult 4, **1d20 Grapple Throw** 8-15FT -13 16-30FT -5 31-45FT 1 45+FT 10 (range 80 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise Armor** -10 Art 5 Cloth 8 Gems 0 Jewelry 2 Other Goods 8; **Gear** none, **Weapons** none, **Armor** none, **Description:** A 4'1" Dwarf with thin grey hair, high forehead, long ears, thin grey brows and slate eyes, narrow curved nose, thin cheeks, long chin, and a short salt-pepper beard, **Found at:** A guard station cell on the Eighth Circle of Hell. He is imprisoned with his brother Garlo Silverthorn. He accepts aid to escape from anyone but will not remain with a majority-evil group. Nathan currently suffers from *blindness* and recovers after 8 hours; he is weak and emaciated, treat as having an effective Stamina and Strength (recovers in 2d20 hours).

Natthad Giantslayer, Human male, 57 years, Priest L14 (Dian Cecht), **Moral** Neutral, **STATS** Agility 17 Intel 15 Stamina 18 Strength 16 Will 17, Health 22, Special Power Modifier +5, **AC** 0 (when found), **Lift/Carry** 1425/190 pounds, **Languages** Common, Gnomish, Religious, Infernal Cant (25% proficiency), (1 foreign language), **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 TH with Long Swords, Spears, Staves, **Weapon Proficiencies** Dirk, Heavy Mace, Light Mace, Staff, Long Sword, Cutlass, War Hammer, Javelin, Spear, Short Bow, Crossbow, **TH Modifier** +1, **Defense Modifier (Opponent)** -1, **Damage Modifier** +0, **Lay on Hands** (heal) 4/day at 1d6hp, **Raise the Dead** 2, **Reincarnate** 0, **1d20 Bar Undead** HD-4, **1d20 Drive Back Undead** HD-2, **1d20 Destroy Undead** HD+3, **1d20 Detect Active Spells** 1, **1d20 Detect Active Prayers** -1 (**1d20 Identify** 9), **1d20 Moving with Stealth** 0, **1d20 Detect Stealthy** 10, **Pickpocket** 9, **1d20 Negate Surprise Attack** 8, **1d20 Open Lock** easy -6 moderate 2 difficult 10, **1d20 Search** easy -7 moderate 2 difficult 11, **1d20 Find Hidden/Trap/Door** easy -6 moderate 0 difficult 6, **1d20 Disarm Trap** easy -1 moderate 5 difficult 11, **Identify Enchanted Object** 8, **1d20 Free Climb** easy -7 moderate 0 difficult 6 very difficult 12, **1d20 Gear Climb** easy -12 moderate -5 difficult 1 very difficult 7, **1d20 Grapple Throw** 8-15FT -8 16-30FT 0 31-45FT 6 45+FT 15 (range 64 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise Armor** -3 Art 6 Cloth 8 Gems 4 Jewelry 5 Other Goods 10; **Gear** None, **Weapons** None, **Armor** None, **Prayers** *DEVOTIONS* *Armorskin, Bar Creature, Blur Sight, Command Minor Undead, Commune with Spirits, Compel Truth, Create Minor Food, 1d6 Cure Light Wounds, Detect Good and Evil, Detect Poisons, 1d4+2 God's Fist 5 rounds, 1d10+3 God's Missile, Immunity to Disease, Know Creature, Minor Escape, Minor Prayer, Reveal Hidden, Speak to Animals, Sword Blessing, Waken (FREE 16); MYSTERIES* *Aura of Calm, Banish Confusion, Banish Disease, Banish Paralysis, Banish Spells, Deflect Magic, Detoxify Poisons, Divine Armor AC+25, God's Serpent, 2d12+2 God's Strike, 1d10 Heal Wounds, Hold Undead, Create Major Food, Minor Banish Infernal, Restore Sight (FREE 14); MAJESTIES* *Break Curse, Commune with Deity, 2d8+5 Cure Serious Wounds, 5d12+10 God's Smite, 600 FT Extraordinary Escape, 2d6+5 Mass Heal 20 FT (FREE 8),* **Familiar** None, **Description:** 5'6", short black hair, light blue eyes, short rounded nose, high cheeks, long black moustache, dimples, small chin, stocky physique, scar on back of right hand, **Found at:** Cerberus' Barn on the Third Circle of Hell, a part of the first **Garm** created using the first mortal captured by Cerberus. He requires 1 hour to regain his ability to perform prayers.

Nefyn, Female Doppelganger, **HD** 5, **Moral** Evil, **STATS** Agility 20 Intel 14 Stamina 19 Strength 19 Will 13, Health 39, Special Power Modifier +2, **AC** 23 {20 inherent, 3 Ring}, **Lift/Carry** 1000/155 pounds, **Languages** Common, Demonic,

Denizens, Ne - Ni

Nefyn...Doppelganger, (1 additional Material Plane language), **Racial Abilities** Shape Change (3 hours, 3/day, any biped/gender, 3' to 8'), **Weapon Proficiencies** Dirk, Cutlass, Short Sword, Machete, Dart, Whip, Throwing Star, **TH Modifier** +2, **Defense Modifier (Opponent)** -2, **Damage Modifier** +2, **1d20 Moving with Stealth** 8, **1d20 Detect Stealthy** 10, **1d20 Negate Surprise Attack** 10, **Identify Enchanted Object** 17, **Gear** silver/lapis lazuli/ivory earrings (2571 GP), white gold/turquoise brooch (4054 GP), 2x copper/amber bracelets (218 GP, 410 GP), gold *Spell Eating Ring* (Basic Spells, 62), Scroll (Air: *Disperse Magic*, 2x *Remove Air*, *Summon Air Elemental*), 1d10 Healing Potion, vial paralyzing poison, vial Unholy Water, **Weapons** poisoned Dirk (paralysis, 2d20 rounds, save 1d20 GTET [28-Stamina]), *Staff of Fire* (3d8, area 10 FT across, 37), **Armor** None, **Description:** Appearing: 4'11" redhead with long hair worn in a bun, pink eyes, red-brown eyebrows, high cheeks with blush, short narrow nose, small brand on right cheek, moderate to large bust with narrow hips, wearing a long green tunic with silver belt, dark brown trousers, high brown leather boots; Natural: 5 FT female with dark brown hair, blue-green eyes, wide nose, long ears, short legs, and a small to moderate bust, **Found at:** The Garden of the Succubi, on the Second Circle of Hell. She is the servant of the Succubus, Girrorabol.

Nessus, Adjutant Commander of the Centaurs of Hell, male Centaur, 6052 years, Warrior L13, **Moral** Neutral, **STATS** Agility 20 Intel 19 Stamina 25 Strength 22 Will 20, Health 38, Special Power Modifier +2, **AC** 50, **Lift/Carry** 1800/220 (backpack)/650 (riders) pounds, **Languages** Common, Centaur, Infernal Cant, Minotaur, Giantish, Gnomish, (2 foreign languages), **Racial Abilities** Low-Light vision, extraordinary hearing, *telepathy* (Centaurs, 500 FT), *speak with animals* (equine, bovine), **Weapon Proficiencies** Dirk, Long-Sword, Hand-Half Sword, Cutlass, Staff, Bladed Staff, War Axe, Cudgel, Long Bow, Crossbow, Javelin, Spear, Lance, Bolo, Blowgun, **TH Modifier** +3, **Defense Modifier (Opponent)** -3, **Damage Modifier** +3, **1d20 Detect Active Spells** 18, **1d20 Detect Active Prayers** 19, **1d20 Moving with Stealth** 11, **1d20 Detect Stealthy** 5, **Pickpocket** 19, **1d20 Negate Surprise Attack** 5, **Identify Enchanted Object** 16, **Listen** whisper 80 FT speech 200 FT shout 700 FT, **1d20 Listen at Door** [loud -3] whisper 13, speech 8 shout 3, **1d20 Appraise** Armor -7 Art 8 Cloth 11 Gems 8 Jewelry 10 Other Goods 12; **Gear** 2x *1d12 Healing Potions*, *Potion of Invisibility*, *Antidote Ring*, *Ring of 2d8 Frosty Breath* (38); **Weapons** Dirk, Staff, *Cutlass* +2 (Fear Blade, 1d100 rounds, save 1d20 GTET [30-Will]), *Surrender Rod* (save 1d20 GTET [32-Will], 27), *Long Bow* +1 (25 arrows, *Arrow of Dwarf Slaying* (save 1d20 GTET [34-Will]), *Arrow of Good Slaying* (save 1d20 GTET [30-Will])); **Armor** open steel helm AC+12, chain mail armor AC+15, leather horse armor AC+6, bronze back plate; **Description:** A male Centaur, 8'7", having a balding head, high forehead, cheek scars, blue-grey eyes with thick brows, long crooked nose, long chin, 200 GP gold nose ring, tattoos on both shoulders, **Found at:** The River of Blood on the Sixth Circle of Hell.

Nimrod of Chaldus, male Primeval Giant (Nephilim), 38,284 years, HD28 Warrior, **Moral** Evil, **STATS** Agility 16 Intel 28 Stamina 40 Strength 82 Will 26, Health 320, Special Power Modifier +18, **AC** 78 (unaffected by wood weapons, hp1 damage any ordinary metal weapon), **Lift/Carry** 6200/1000 pounds, **Languages** Common, Modern Infernal Cant, Antique Infernal Cant, Archaic Demonic, Archaic Giant, Modern Giant, Dragon, Titan, (two foreign languages), **Racial Abilities** Immune Earth magic, immune to cold attacks, immune to illusions and mental control, suffers one-quarter damage from Water magic, regenerates hp2/round, walking stride 38 FT/step, running Stride 50 FT/step, **Vulnerabilities** Triple damage from Fire magic, he falls if one leg suffers hp90 damage or both legs together suffers hp150, **Attacks** Hand Squash 3d8, Kick 3d12 plus falling damage from 15 FT, Foot Squash 5d10, Boulder Throw 8d10 (250 FT range), **Weapon Proficiencies** All, **TH Modifier** +0, **Defense Modifier (Opponent)** +3, **Damage Modifier** +10, **1d20 Detect Active Spells** 5, **1d20 Detect Active Prayers** 8, **1d20 Detect Stealthy** 17, **Identify Enchanted Object** 4; **Gear** *Lightning Bolt Ring* (4d12, 125 FT range, avoid 1d20 GTET [32-Agility], 32 charges, 14 inch diameter gold ring {4 pounds}), **Weapons** huge Dirk, huge 'Club,' huge 'Short Sword,' 5x huge 'Throwing Star,' (all damage is x8 type), **Armor** Shin Guards, Bracers, Breastplate, **Description:** a bearded male humanoid standing 65 FT tall with a muscular well-proportioned body. His face is rectangular with short curly black hair, large rounded ears, a pair of 10 FT bull's horns protruding on each side of his head, heavy straight black brows over purple eyes, high angular cheek bones, a wide crooked nose over a thin black moustache, wide mouth with dagger-like teeth, and a wide block jaw. His legs are 46 inches thick, his feet are 9 FT long by 5 FT wide, and his knees are 17 FT off the ground. He wears a knee-length toga with black belt and white shorts, a silver Breastplate, silver Bracers on each wrist, silver Shin Guards, and ankle-high leather shoes; **Found at:** Along the inner rim of the Eighth Circle of Hell. Nimrod and the Nephilim are compelled to *serve the Devils*, whom they deeply hate. The compulsion requires them to prevent mortals from reaching the Ninth Circle of Hell (without authorizing Pass), and requires they kill mortals who are trying to escape or to kill Diabolic Officers, Generals, Earls, Dukes, or Princes. Nimrod will help mortals to the extent allowed by the confines of the compulsion (e.g. takes lies at face value, etc.).

Denizens, No - On

Noble Castle Denizen (typical for *Athlete, Warrior, Hunter, Outdoorsman, Sailor*, physical occupations), Human male (10% Dwarf, 10% Elf, 5% Gnome, 2% Other Race; 10% female), 1d20+22 years, **Moral** Good (30% Neutral), **STATS** Agility 1d4+17 Intel 1d4+12 Stamina 1d6+17 Strength 1d6+17 Will 1d4+12, Health 25, Special Power Modifier +2, **AC** 60, **Languages** Common plus 1d3 (Infernal Cant, Regional or National Language, Dwarvish, Elvish, Gnome, Centaur, Goblin, Giants, Lycanthrope).

Noble Castle Denizen (typical for *Musician, Philosopher, Poet, Writer*, mental occupations), Human male (5% Dwarf, 15% Elf, 10% Gnome, 1% Other Race; 25% female, 1d20+1d12+35 years, **Moral** Good (20% Neutral), **STATS** Agility 1d4+12 Intel 1d6+17 Stamina 1d6+12 Strength 1d4+12 Will 1d5+17, Health 20, Special Power Modifier +6, **AC** 45, **Languages** Common plus 1d6 (Infernal Cant, Regional or National Language(s), Archaic Regional or National Language, Dead Regional or National Language, Religion-Specific Dialect or Language, Dwarvish, Elvish, Gnome, Centaur, Giants, Lycanthrope, Cyclops, Dragons, Outer Plane language, Other species Language).

Odozor, Evil Spirit (male Fire Giant), 117 years (deceased 675 years), Fire Wizard L20, **Moral** Evil, **STATS** Intel 24 Will 21 (Agility/Stamina/Strength per dominated mortal), Health 58, Special Power Modifier +8, **AC** not applicable (per dominated mortal), **Lift/Carry** not applicable, **Languages** Common, Giantish, Dwarvish, Gnomish, Infernal Cant, (3 foreign languages), **Religion** Jotanni (God of Giants), **Special Abilities** see invisible 80 FT, Infrared vision, telepathy 150 FT, call flames 50 FT, *dominate person* (holding the **Bone**, save 1d20 GTET [48-Level-Will]), immune to Fire magic (all Basic, Lesser on 1d20 GTET 7, Greater on 1d20 GTET 18), Strength Boost +3 (3/day, 20 rounds), *Zone of Darkness* 50 FT, *2d8 Fireball* (3/day, 50 FT), *Wall of Fire/Wall of Ice* (1/day each, 30 minutes), *Dark Gloom* (gaze, 25 FT, paralysis 2d20 rounds, save 1d20 GTET [32-Will]), **1d20 Detect Active Spells** -8, **1d20 Detect Active Prayers** 2, **1d20 Negate Surprise Attack** 3, **1d20 Open Lock** easy -8 moderate -1 difficult 4, **1d20 Search** easy -12 moderate -6 difficult 1, **1d20 Find Hidden/Trap/Door** easy -7 moderate -1 difficult 6, **1d20 Disarm Trap** easy -2 moderate 4 difficult 11, **Identify Enchanted Object** -4, **1d20 Appraise** Armor -3 Art -5 Cloth 0 Gems 2 Jewelry 4 Other Goods 6; **Spells** **BASIC** 1d6+4 (*Fire*), *Banish Vapors* 25x25 FT, *Command Fires*, *Extinguish Lights*, 1d8+4 *Fire Arrow*, *Flare* {blinding}, 1d12 *Magic Grenade*, *Smokescreen* 20x20 FT, (**FREE**); **LESSER** 2d6+4 *Attack* (*Fire*), 1d6+4 *Attack* (*Acid, Cold, Electricity*), *Blindness*, *Disperse Magic*, *Fire Ring*, *Mesmerize* (**FREE**); **GREATER** : 2d6+4 *Attack* (*Acid, Cold, Electricity*), *All Seeing Eyes*, *Blinding Cloud* 25x25 FT at 1 hour, *Confusion*, 3d8 *Fire Hail* 25x25 FT, 2d8 *Magic Timed Blast*, *Summon Djinn* (**FREE**), **Familiar** None, **Description**: not applicable (bound into the **Bone**), **Found at**: In the City of Burning Tombs on the Fifth Circle of Hell. A Fire Giant of the Geysirgord Clan who kept many Dwarven slaves, he was mortally wounded during a slave rebellion; he performed the Rite of Chermnoi to permanently infuse his spirit into his bones. His goal is the extermination of all Dwarves.

Ondiman, Half-Elf male, 112 years, Wizard L8 (*Fire*), **Moral** Good, **STATS** Agility 16 Intel 20 Stamina 15 Strength 13 Will 20, Health 19, Special Power Modifier +6, **AC** (per armor), **Lift/Carry** 900/160 pounds, **Languages** Common, Elvish, **Religion** Balarama (Goddess of Knowledge and Magic), **Religious Ability** +1 SPM 1 hour once/ten days, **Racial Abilities** Low Light Vision, Navigate by Stars, +1 Persuasion, +1 TH Bows, **Weapon Proficiencies** Dirk, Staff, Rapier, Light Mace, Spear, Long Bow, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +0, **1d20 Detect Active Spells** -3 (**1d20 Identify** 6), **1d20 Moving with Stealth** 8, **1d20 Detect Stealthy** 13, **Pickpocket** 14, **1d20 Negate Surprise Attack** 10, **1d20 Open Lock** easy -3 moderate 5 difficult 13, **1d20 Search** easy -6 moderate 3 difficult 12, **1d20 Find Hidden/Trap/Door** easy -5 moderate 1 difficult 7, **1d20 Disarm Trap** easy 0 moderate 6 difficult 12, **Identify Enchanted Object** 8, **1d20 Free Climb** easy 1 moderate 8 difficult 14 very difficult 20, **1d20 Gear Climb** easy -4 moderate 3 difficult 9 very difficult 15, **1d20 Grapple Throw** 8-15FT 1 16-30FT 9 31-45FT 15 45+FT 24 (range 52 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor -2 Art 7 Cloth 9 Gems 3 Jewelry 4 Other Goods 6; **Gear** None, **Weapons** None, **Armor** None, **Spells** **BASIC** *Call Flames*, *Detection*, *Detect Prying Eyes*, *Double*, *Extinguish Lights*, 1d8+6 *Fire Arrow*, 1d6+6 *Fire Attack*, *Flare*, *Glow Balls*, 1d12+6 *Magic Grenade*, *See Invisible*, *See True Location*, *Smokescreen* 20x20 FT (**FREE** 12); **LESSER** *Blindness*, *Darkness Zone*, *Daylight*, *Disperse Magic*, 2d6+6 *Fire Attack*, *Invisibility*, *Night Vision*, *Shield versus Fire*, *Vision* (**FREE** 8); **GREATER** *Eye on the Wall*, 3d8+6 *Fire Hail* 25x25 FT, *Summon Fire Elemental*, *Wall of Fire* (**FREE** 4), **Familiar** None, **Description** 6'5" male, long hazel hair worn in a ponytail, blue eyes, high cheeks, short wide nose, thin chin, slender shoulders and hips, **Found at**: the Cauldron Room of Minos' Villa on the Second Circle of Hell (#4). He cannot be resurrected using the normal ritual. He has been dead 628 years.

Denizens, Or - Pa

Orphophattis, male Human Head, 165 years, Wizard L14 (Fire, Water), **Moral** Good, **STATS** Agility 18 (airborne) Intel 20 Will 22, Stamina-Strength not applicable, Health 11, Special Power Modifier +5, **AC** 20, **Languages** Common, Infernal Cant (speech only), Dwarvish (25% fluent), (one foreign language), **Racial Abilities** Problem Solving +1, **Vulnerability**: any spell he casts malfunctions on 1d20 roll GTET 6, the malfunction is major on 1d20 rolls GTET 8 and minor otherwise; **Defense Modifier (Opponent)** -2, **1d20 Detect Active Spells** 4, **1d20 Detect Active Prayers** 10, **1d20 Negate Surprise Attack** 5, **Identify Enchanted Object** 9, **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **Spells BASIC** 1d6+4 *Attack (Fire, Cold)*, *Brain Freeze {anti-Wizard}*, *Command Fires*, *Create Water*, *Detection*, *Detect Poisons*, *Extinguish Lights*, *1d8+4 Fire Arrow*, *Flare {blinding}*, *1d12 Magic Grenade*, *Protect versus Cold*, *See Invisible*, *Smokescreen 20x20 FT*, *Summon Poison Frogs (FREE 18)*; **LESSER** 2d6+4 *Attack (Fire, Cold)*, *1d6+4 Attack (Acid, Electricity)*, *Blindness*, *Darkness Zone 25x25 FT*, *Daylight 25x25 FT*, *Disperse Magic*, *Fire Ring*, *3d6+4 Hail Blast 25x25 FT*, *Ice Encasement*, *Invisibility*, *Mirage*, *Mesmerize*, *Shield versus Fire*, *Summon Undine*, *Vision (FREE 14)*; **GREATER** 2d6+4 *Attack (Acid, Electricity)*, *Blinding Cloud 25x25 FT at 1 hour*, *Chain Lightning {d20-d12-d10-d8-d6-d4}*, *Confusion*, *3d8 Fire Hail 25x25 FT*, *2d8 Magic Timed Blast*, *Part Water*, *Summon Water Elemental*, *Summon Djinn*, *Wall of Ice (FREE 8)*, **Description**: a tanned, bald human head, with a high wrinkled forehead sporting two curved red horns, grey eyes, grey brows, wide cheeks, grey moustache, yellowed teeth, wide chin with scar; two 16-inch white wings are fastened to the back of the skull, **Found at**: the Upper Head of the Ezrabah Sphinx on the Seventh Circle of Hell. He is talented at haggling, logic, puzzle-solving, and law.

Parkianna, Grand Matriarch of the Harpies of Hell, female Monster, 828 years, HD15 Monster, Wizard L15 (Air, Shaman), **Moral** Evil, **STATS** Agility 19 (26 airborne) Intel 22 Stamina 19 Strength 15 Will 22, Health 52 (regenerate hp1/round), Special Power Modifier +7, **AC** 46 (24 versus missiles), **Lift/Carry** 1500/150 pounds (120 airborne), **Languages** Common, Harpy, Centaur, Infernal Hound, Infernal Cant, Elvish (3 foreign languages), **Racial Abilities** Infrared vision, Low-Light Vision, see invisible, extraordinary hearing, +6 save versus plant-based poisons, **Attacks**: Punch 1D10, Talon 1D12 (2x airborne, +2), Strangle 1D12, Ramming 2D8+4 (airborne); **Special Attacks**: Disease (contract 1d20 GTET [38-Stamina], Elf apply +3; fatal in 1d100 hours, save 1d20 GTET [33-Stamina], Elf apply +2), *Nauseous Breath* (4/day, 20 FT, paralyzes 1d20 rounds, save 1d20 GTET [32-Stamina]); **Vulnerability**: -4 save versus chemical poisons; **Weapon Proficiencies** Dirk, Short Sword, Cutlass, Light Mace, Short Bow, Crossbow, Dart, Javelin, Staff, Bolo, Blowgun, **TH Modifier** +2 (+5 airborne), **Defense Modifier (Opponent)** -2 (-4 airborne), **Damage Modifier** +0, **1d20 Detect Stealthy** 3, **1d20 Negate Surprise Attack** 5, **Identify Enchanted Object** 9, **Listen** whisper 120 FT speech 300 FT shout 110 FT; **Gear** *Ring of Invisibility*, gold amulet (1/day summons 1d10 **Type 6D Devils**); **Weapons** poisoned *Dirk +1* (blindness, 1d100 minutes, save 1d20 GTET [30-Stamina]), *Short Bow* +3, 30 poisoned arrows (paralysis, 2d100 minutes, save 1d20 GTET [34-Stamina]), *Dart (Human Slaying*, save 1d20 GTET [32-Will]), 2x smoke grenades, flash grenade, **Armor** none; **Spells BASIC** 1d6+4 *Attack (Electricity)*, *Audibles*, *Call Breezes*, -3 *Confuse Weapons*, *Fog Bank*, *Dominate Person*, *Horga's Mage Block*, *Illusion*, *Jaco's Mesmerize*, *Minor Sleep*, *Putrid Scents*, *Remote Push*, *1d8+4 Sound Blast*, *1d4+4 Steam Breath 15 FT*, +2 *Target Missiles*, *Telekinesis*, *Unhearing Ears (FREE 20)*, **LESSER** 2d6+4 *Attack (Electricity)*, *Arrow Volley (1d8 at 1d3)*, *1d6+4 Attack (Acid, Cold, Fire)*, *Area Deafen 20x20 FT*, *Choke {to unconsciousness}*, *Cloud the Mind*, *Control Winds*, *Disperse Magic*, *Fear the Reaper*, *Gregor's Mage Drain*, *3d6+4 Hailstorm 20x20 FT*, *Remove Air 20x20 FT*, *Stun (FREE 13)*, **GREATER** 2d6+4 *Attack (Acid, Cold, Fire)*, *Geas*, *5d20+20 Imminent Mortality*, *Minor Time Walk*, *Shield of Reflection*, *Siren's Song {mesmerization}*, *Sleep Zone 25x25 FT*, *Wall of Force (FREE 10)*; **Description**: A Harpy standing 6'9", her waisty-length hair is yellow, matted with twigs, she has a round forehead, thin brows, yellow-gold eyes, a long narrow nose, two cheek scars, thick lips and yellow teeth (some missing), ruddy complexion, wide shoulders, huge bust, narrow waist; her bird portions are silver-blue with dark blue wing feathers tipped in silver with black talons tipped in gold; she wears a dark red blouse with silver bracelets and a gold Harpy amulet on a gold chain (badge of office, eyes are sapphire and ruby); **Found at**: the Harpodrome, on the border between the Wood of Suicides on the Sixth Circle of Hell, and the Desert of Fire (Seventh Circle of Hell). The Grand Matriarch commands all Harpies of Hell.

Pazafran, Succubus, Female Demon, HD 14, Moral Evil, **STATS** Agility 20 Intel 21 Stamina 23 Strength 27 Will 19, Health 36, Special Power Modifier +3, **AC** immune non-enchanted weapon, 74 {40 inherent, 34 Charm versus Good}, **Lift/Carry** 2000/300 pounds, **Languages** Common, Infernal Cant, Demonic, Doppelganger, Lycanthrope, (3 additional Material Plane languages), **Racial Abilities** Flier, Infrared vision, Dominate Male (gaze, 30 FT, 1 hour, 4/day, save 1d20 GTET [48-Will-Level]), Shape Change (6 hours, 2/day, any humanoid female 4' to 10'), Sleep (touch, 4d100 minutes, 4/day, save 1d20 GTET [34-Will] males/GTET [30-Will] females), Mental Order (single command to [28-Will] days, verbal at 25 FT, save 1d20 GTET [36-Will] males/GTET [28-Will] females), Demonic Gate (direct to Demonic Plane, 1/week, 2 hours), **Weapon Proficiencies** Dirk, Staff, Rapier, War Axe, War Hammer, Club, Short Bow, **TH Modifier** +2, **Defense Modifier (Opponent)** -2, **Damage Modifier** +5, **1d20 Detect Active Spells** 2, **1d20 Detect Active Prayers** 5, **1d20 Moving with Stealth** 5,

Denizens, Pa - Ph

Pazafran... **1d20 Detect Stealthy** 8, **1d20 Negate Surprise Attack** 5, **Identify Enchanted Object** 7, **Gear** gold/moonstone/lapis lazuli earrings (4876 GP), red gold choker (2077 GP), 2x silver chain (1546 GP, 1922 GP), jade *Power Deus Charm, Slippers of Invisibility* (15 minutes, 4/day), gold *Ring of Spell Storing* (6x 2d6+3 *Fireball*), **Weapons** *Rapier* +3 (Sword Breaker, on roll GTET 13, save 1d20 GTET [34-Agility]), *Blinding Wand* (range 50 FT, 4d100 minutes, save 1d20 GTET [32-Stamina], 51), **Armor** None, **Spells** {Shaman L10} *BASIC Confuse Weapons, Dominate Animal, Dominate Person, Friends, Jaco's Mesmerize, Illusion, 1d6+3 Mage Bolt (FREE 12), LESSER Aura of Heroism, Cloud the Mind, Disperse Magic, Fear the Reaper, Hold in Place, 2d6+3 Mage Bolt, Stun (FREE 10), GREATER Geas, Imminent Mortality, Reincarnation, Sleep Zone (FREE 6), Familiar None, **Description:** A humanoid female standing 5'1", with shoulder-length silver hair, hazel eyes, dark blue nails, with two small curved blue horns on her forehead, and two 4' blue wings on her shoulders; she has a moderate bust and wide hips, has a silver ring (427 GP) through her lower lip and gold ring (2327 GP) through her left nipple; she wears a yellow gauze blouse and gold bikini bottom with gold slippers; she prefers females to males, **Found at:** The Garden of the Succubi, on the Second Circle of Hell. Her servant is Helandine.*

Perevida, female Half-Elf, 35 years, Rascal L8, **Moral** Neutral, **STATS** Agility 20 Intel 14 Stamina 14 Strength 16 Will 14, Health 18, Special Power Modifier +4, **AC** 44 when armored, **Lift/Carry** 1500/150 pounds, **Languages** Common, Elvish, Infernal Cant, Centaur, **Religion** none, **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, Low Light Vision, Navigate by Stars, +1 Persuasion, +1 Bows, **Weapon Proficiencies** Dirk, Short Bow, **TH Modifier** +2, **Defense Modifier (Opponent)** -2, **Damage Modifier** +0, **1d20 Moving with Stealth** 1, **1d20 Detect Stealthy** 13, **Pickpocket** 7, **1d20 Negate Surprise Attack** 7, **1d20 Open Lock** easy -3 moderate 5 difficult 13, **1d20 Search** easy -2 moderate 10 difficult 19, **1d20 Find Hidden/Trap/Door** easy -1 moderate 5 difficult 11, **1d20 Disarm Trap** easy 4 moderate 10 difficult 16, **Identify Enchanted Object** 15, **1d20 Free Climb** easy -3 moderate 4 difficult 10 very difficult 16, **1d20 Gear Climb** easy -8 moderate -1 difficult 5 very difficult 11, **1d20 Grapple Throw** 8-15FT -4 16-30FT 4 31-45FT 12 45+FT 20 (range 64 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 9 Art 16 Cloth 19 Gems 9 Jewelry 12 Other Goods 14; **Gear** none, **Weapons** Dirk, *Rapier* +1, **Armor** (if given time to don) open metal *Helm AC+10*, leather *Armor AC+14*, leather *Gauntlets AC+10*, studded leather arm and leg protectors, **Description:** 4'9", long deep brown hair, blue eyes, long oval face with small nose, small to moderate bust, thin and wiry frame and body, dressed in a light blue frock and dark brown skirt with brown leather boots, **Found at:** The Alchemist's Keep between the Eighth and Ninth Pits on the Eighth Circle of Hell. She is Bonifac's mistress; she is fond of Bonifac and will save him if she can, but will cut and run if faced with life-or-death choices. Her skills include card tricks, singing, tracking, evasion, field first aid, cursing, and bribery.

Phlegyas, Diabolic Earl, 20,428 years, Warrior L24, Water Wizard L10, **Moral** Evil, **STATS** Agility 28 Intel 23 Stamina 30 Strength 27 Will 25, Health 290, Special Power Modifier +9, **AC** 80, requires weapon GTET +4 to injure; **Lift/Carry** 2500/600 pounds, **Languages** Common, Infernal Cant, Demonic, Dwarvish, Elvish, Gnomish, (8 foreign languages), **Racial Abilities** aura of fear (75 FT, save 1d20 GTET [30-Will]), control temperature 250 FT, detect good 100 FT, Infrared Vision, see invisible, sees phased creatures, produce flame, putrefy food 50 FT, *shapechange* (humanoid, 2 hrs/day), telekinesis, *summon monster* (8/day, Mummy, Vampire, Wraith, Specter), immune Water magic, resists Basic/Devotions 1d20 GTET 3, resists Lesser/Mysteries GTET 9, resists Greater/Majesties GTET 15, Wall of Water (5/day); **Special Attacks:** transform alignment (touch, 5/day, save 1d20 GTET [30-Will]), pain wrack (touch, 5/day, save 1d20 [32-Will], 2d20*10 rounds), 3d8 cold blast (5/day), 3d10 fireball (5/day), freeze Styx (400 FT), summon Charydis; **Vulnerabilities:** double damage from Earth spells, susceptible to poison (-5 saving roll); **Weapon Proficiencies** Dirk, Rapier, Club, Staff, War Hammer, Flail, Cudgel, Heavy Mace, Whip, Ball and Chain; **TH Modifier** +6, **Defense Modifier (Opponent)** -6, **Damage Modifier** +8, **Lay on Hands** (heal) 10/day at 1d12hp, **Raise the Dead** 1/day, **Reincarnate** 3/day, **1d20 Bar Undead** HD-15, **1d20 Drive Back Undead** HD-11, **1d20 Destroy Undead** HD-7, **1d20 Detect Active Spells** -12, **1d20 Detect Active Prayers** -14, **1d20 Moving with Stealth** -7, **1d20 Detect Stealthy** -4, **1d20 Negate Surprise Attack** -6; **Gear** none; **Weapons** silver Dirk +2 (wound bleeder 1d12 rounds, evil); Rapier +4 (Mage Killer), enchanted *Pole* +3; **Armor** none. **Spells** *BASIC Brain Freeze {anti-Wizard}*, *Create Water, Purify, 1d4+9 Sleet Storm 30x30 FT for 10 rounds, Summon Haze, Summon Poison Frogs (FREE 20), LESSER 2d6+4 Attack (Acid, Fire, Electricity), Disperse Magic, 3d6+9 Hail Blast 25x25 FT, Ice Encasement, AC+10 Ice Shield, Siren's Song {mesmerize}, Summon Undine (FREE 16), GREATER 2d6+4 (Acid, Fire, Electricity), 1d12 Blizzard for 10 minutes, Chain Lightning {d20-d12-d10-d8-d6-d4}, 5d8 Hurricane Blast 50x50 FT, Part Water, Summon Water Elemental, Wall of Ice (FREE 14); **Description:** A horned human male standing 6'6", having thick brown hair, small rounded ears, a high wrinkled forehead with four short straight brown horns, thick arched brown eyebrows over glowing blue eyes, a large Roman nose, thin brown moustaches, high cheeks, a wide thin mouth with thick red lips, and a large square chin. He has very wide shoulders, a thick barrel-shaped torso, wide hips, long legs ending in a wide foot, a short brown tail ending in a barbed hook, and short but very muscular arms ending in a calloused oversized hand. He dresses in a short-sleeved green tunic, knee-length black breeches, a*

Denizens, Ph - Pl

Phlegyas... thin black belt with gold clasp, black leather shoes, and a wide-brimmed green hat; **Found at:** The Styx Landing on the Fifth Circle of Hell.

Pitch Devil, 5000-6000 years, HD11 Monster, **Moral Evil**, **STATS** Agility 15 (19 airborne) Intel 16 Stamina 24 Strength 22 Will 17, Health 73, Special Power Modifier +5, **AC** 44 (requires enchanted or silver weapon to injure, immune to edged or piercing weapons), **Lift/Carry** 1900/220 pounds, **Languages** Common, Infernal Cant, 1d4 Material Plan languages, Religion Vexicronam (Demonic Prince), **Racial Abilities** *cause fear* (20 FT, save 1d20 GTET [34-Will]), *detect good* (50 FT), detect incorporeal creatures (40 FT), extraordinary hearing, *infrared vision* (60 FT), *produce flame*, *telekinesis* (60 FT, 25 pounds), control temperature (50 FT, 5/day), know lies (5/day), resists Fire magic 1d20 rolls GTET 9, resists Basic spells and Devotion prayers 1d20 rolls GTET 7, resists Lesser Magic spells and Mystery prayers 1d20 rolls GTET 15, immune to heat to 180 degrees, resists cold 1d20 rolls GTET 8, **Special Attacks** Pitch Balls (conjures 4x softball-sized pitch balls, 1d4 each, range 50 FT, sticks to target, 10/day), Curse (3/day), Magic *Arrow Volley* (35 FT, 5 arrows, 3/day), *major illusion* (50 FT, disbelieve 1d20 GTET [34-Will], 3/day) **Weapon Proficiencies** Dirk, Long Sword, Cutlass, Scimitar, War Hammer, Shepherd's Crook, Bill Hook, Spear, Flail, Club, Cudgel, **TH Modifier** +2 (airborne), **Defense Modifier (Opponent)** -2 (airborne), **Damage Modifier** +3, **Detect Active Spells** 15, **1d20 Detect Active Prayers** 18, **1d20 Moving with Stealth** 9, **1d20 Detect Stealthy** 13, **1d20 Negate Surprise Attack** 10, **Identify Enchanted Object** 15, **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 8 Art 14 Cloth 17 Gems 14 Jewelry 16 Other Goods 18; **Gear** none, **Weapons** poisoned Dirk (*sleep*, save 1d20 GTET [29-Stamina]), Shepherd's Crook (1d10, barbed hooks every 6 inches), **Armor** Breastplate, **Description:** A four-armed, winged, black humanoid standing 4'9", having an ugly oval face with long drooping dog-like ears, two curved grey horns attached to the forehead which spiral outward, a thick brooding eye ridge over glowing pink round eyes, a squat bulbous nose, thick sneering lips with six large curved upper fangs, a thin pointed chin with a long forked tongue. They have no necks, wide and broad shoulders with a humped back, four black leather bat's wings attached at the shoulders and hips, a thick waist, short muscular thighs and legs ending in large five-toed feet with curved talons. Their arms are massively muscled ending in wide four-fingered hands each finger with a pointed white claw. Their skin is pocked, pitted, and covered with round button warts, and secretes a moist sticky black liquid and drips off their body like black sweat, **Found at:** The Fifth Pit of the Eighth Circle of Hell. The chief Pitch Devil is Malaocoda.

Plutus, Diabolic Earl, 13,895 years, Warrior L15, Priest L20, Wizard L12 (Earth, Fire, Shaman), **Moral Evil**, **STATS** Agility 18 Intel 28 Stamina 22 Strength 25 Will 28, Health 195, Special Power Modifier +7, **AC** 75, immune fire, weapon GTET +4 to injure, immune Basic magic and Devotion, resist Lesser magic and Mystery 1d20 GTET 6, resist Greater magic and Majesty 1d20 GTET 15; **Lift/Carry** 2100/370 pounds, **Languages** Common, Dwarvish, Elvish, Infernal Cant, Centaur, Demonic, Minotaur, Giantish, (5 foreign languages), (6 Celestial Sphere languages), **Racial Abilities:** Infrared vision, Ultraviolet vision, see invisible, see displaced 100 FT, *detect good* 250 FT, create fog 100 FT, *zone of silence* 100 FT, *zone of darkness* 100 FT, *control temperature* 250 FT, *produce flame*, *shapechange* (humanoid, 4 hours), *summon Devils* (any Type 4x), *telekinesis* 100 FT, *illusion* 100 FT (disbelieve 1d20 GTET [30-Will]); **Special Abilities:** telepathy 1 mile, mind reading 50 FT (save 1d20 GTET [32-Will]), *aura of fear* (75 FT, save 1d20 GTET [30-Will]), *putrefy foodstuffs* 100 FT, *command Undead* (to 100 total HD), negate spell-prayer (any, 10/day, 50 FT), *alter realities* spell (5/day); **Special Attacks:** *transform alignment to evil* (5/day, save 1d20 GTET [32-Will]), *pain wrack* (10/day, 2d20 rounds, 50 FT, save 1d20 GTET [32-Stamina]), *chilling touch* (hp1d10, save 1d20 GTET [30-Stamina]), *1d20 cold blast* (12/day), *2d8 fireball* (10/day), *gilding touch* (solid gold, no save, 1/day); **Weapon Proficiencies** all; **TH Modifier** +2, **Defense Modifier (Opponent)** -2, **Damage Modifier** +6, **Lay on Hands** (heal) 20/day at hp1d12, **Raise the Dead** touch, 3/day, **Reincarnate** 3/day, **1d20 Bar Undead** 25-HD, **1d20 Drive Back Undead** at will, **1d20 Destroy Undead** 20-HD, **1d20 Detect Active Spells** all, **1d20 Detect Active Prayers** all, **1d20 Moving with Stealth** -10, **1d20 Detect Stealthy** 2, **1d20 Negate Surprise Attack** 3, **Identify Enchanted Object** all; **Gear** Elemental Arsenal Ring, Ring of Levitation, Ring of Oath Fulfilling, Torcanna's Ring; **Weapons** Dirk +3, Sword +3 (*Cleaving {roll GTET 14, avoid 1d20 GTET [30-Agility]}*), *Dancing 1d10 rounds*), *Staff of Gilding* (solid gold transformation, save 1d20 GTET [28-Stamina], 205 charges), **Armor** none; **Spells** **BASIC** 1d6+7 (*Acid, Fire*), 1d4 *Acid Slime 1d6 rounds, Bog Down 20x20 FT, Confuse Weapons* -3, 1d12 *Fire Arrow, Extinguish Lights, Flare, Horga's Mage Block, 1d12 Magic Grenade, Slippery Surfaces 25x25 FT, 1d4+4 Steam Vent {ground} (FREE 16), LESSER 2d4+7 Attack (Acid, Fire), Blindness, Cloud the Mind, Disperse Magic, Fire Ring, Gregor's Mage Drain, Hold in Place, Invisibility, Paralyzing Hand, Stun, Summon Giant, True Sight (FREE 12), GREATER Blinding Cloud 25x25 FT, Clone Person, Command Gravity, 3d8 Fire Hail 25x25 FT, Gaze of Stone, Geas, 3d10 Magic Timed Blast, 4d12+7 Meteor Cluster 50x50 FT, Minor Time Walk, Permanent Mute, Spell Permanency, Walk through Solids, X-Ray Sight (FREE 8); **Prayers** **DEVOTIONS** *Animate Bones, -2 Blur Sight, Command Minor Undead, Create Minor Food, 1d10+7 God's Missile, God's Sword at 5 rounds, Reveal Hidden (FREE 20); MYSTERIES Animate Bodies, Banish Paralysis, Banish Spells, AC+30 Divine Armor, 2d8+7 God's Fire 10x10 FT, God's Serpent 2xHD5 Venom Snake, 1d10+2 Heal Wounds, Knock Out, Restore Sight (FREE 15); MAJESTIES Body Restoration, Creature's Form,**

Denizens, Pl - Ra

Plutus...2d8+4 *Cure Serious Wounds*, 4d8+7 *God's Brimstone 25x25 FT {fire}*, 5d12+8 *God's Smite {individual}* (FREE 10); **Familiar** None, **Description**: A grossly fat winged human, 5'3", having a bald egg-shaped head, high wrinkled forehead with two short blue horns, large round ears, thick black eyebrows over glowing blue eyes (black patch over the left eye), a short upturned nose, high cheek bones with sagging jowls, and a wide mouth with many missing teeth. His thick legs are short, his very short arms end in thick pudgy hands. Mounds and folds of flesh encase his waist, sagging flesh hangs from his neck and face and his legs are swollen; he waddles, rather than walks. Two golden bat-like wings are attached to his shoulders. He has a perpetual leer on his face. He dresses in Grecian style, with a circlet of laurel leaves on his head, a knee-length golden toga held together by straps and belts of thin silver, golden sandals, wearing earrings of solid ozmadine and rings of precious stones on each finger; **Found at**: The Fourth Circle of Hell.

Quovallaph, male Gnome, 53 years, Priest L14, **Moral** Evil, **STATS** Agility 17 Intel 18 Stamina 15 Strength 11 Will 16, Health 19, Special Power Modifier +5, **AC** 44, **Lift/Carry** 925/140 pounds, **Languages** Common, Gnomish, Infernal Cant, (2 foreign languages), **Religion** Nariglo (God of Death and Revenge), **Religious Ability** Death Curse once/90 days (save 1d20 GTET [28-Will]), **Racial Abilities** speak with animals (bird, canine, feline), +1 versus Mental Attack; **Weapon Proficiencies** Dirk, Heavy Mace, Cutlass, Machete, Rapier, Short Bow, Throwing Star, Flail, Short Sword, Javelin, Crossbow; +1 TH Cutlass, Machete, Rapier, Dirk; **TH Modifier** +1, **Defense Modifier (Opponent)** -1, **Damage Modifier** +0, **Lay on Hands** (heal) 4/day at 1d6hp, **Raise the Dead** 2, **Reincarnate** 0, **1d20 Bar Undead** HD-4, **1d20 Drive Back Undead** HD-2, **1d20 Destroy Undead** HD+3, **1d20 Detect Active Prayers** -4 (1d20 Identify 6), **1d20 Moving with Stealth** 1, **1d20 Detect Stealthy** 15, **Pickpocket** 10, **1d20 Negate Surprise Attack** 9, **1d20 Open Lock** easy -8 moderate 0 difficult 8; **1d20 Search** easy -10 moderate -1 difficult 8, **1d20 Find Hidden/Trap/Door** easy -9 moderate -3 difficult 3, **1d20 Disarm Trap** easy -4 moderate 2 difficult 8, **Identify Enchanted Object** 7, **1d20 Free Climb** easy -6 moderate 1 difficult 7 very difficult 13, **1d20 Gear Climb** easy -11 moderate -4 difficult 2 very difficult 8, **1d20 Grapple Throw** 8-15FT -5 16-30FT 3 31-45FT 9 45+FT 18 (range 44 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor -6 Art 3 Cloth 2 Gems -1 Jewelry 3 Other Goods 4; **Gear** Bang Powder, 1d12+2 *Healing Potion*, *Racing Sandals*, *Mirror Locket*, *Linked Tarot Cars*, *Ring of Shape Changing {Minotaur}*; **Weapons** silver-bladed Dirk; if in room *Rapier* +2 (Paralyzing), *Dart* (Human Slaying), **Armor** *Divine Belt* (AC22), steel *Gauntlets* AC+12, *Ring* AC6. **Prayers** DEVOTIONS *Animate Bones*, AC+18 *Armorskin*, -2 *Blur Sight*, *Command Minor Undead*, *Create Minor Food*, 1d6 *Cure Light Wounds*, 1d4+2 *God's Fist* at 6 rounds, 1d10+1 *God's Missile*, *God's Sword* at 5 rounds, *Minor Escape*, *Minor Prayer*, *Mute*, *Reveal Hidden*, *Walk through Fire* (FREE 16); MYSTERIES *Animate Bodies*, *Banish Paralysis*, *Banish Spells*, *Deflect Magic*, AC+30 *Divine Armor*, 2d8+1 *God's Fire 10x10 FT*, *God's Serpent 2xHD5 Venom Snake*, 1d10+2 *Heal Wounds*, *Inflict Panic*, *Knock Out*, *Restore Sight* (FREE 14); MAJESTIES *Body Restoration*, *Creature's Form*, 2d8+4 *Cure Serious Wounds*, 4d8+4 *God's Brimstone 25x25 FT {fire}*, 5d12+8 *God's Smite {individual}*, *Extraordinary Escape*, *Kill*, *Grand Crusade* (FREE 10), **Familiar** None, **Description**: Stands 4'2", with long dark hair graying at the ends, balding, high forehead, dark blue eyes under thick brows, a thin nose, with a scar below his right ear; a 410 GP gold earring is in the left ear; he has a thick waist and belly; he is dressed in a blue short sleeve shirt and black pants with a silver Unholy Symbol around his neck (80 GP), **Found at**: The Temple of Greed on the Fourth Circle of Hell.

Ramobava, female Minotaur, 48 years, HD5 Monster, **Moral** Evil, **STATS** Agility 14 Intel 15 Stamina 18 Strength 15 Will 13, Health 40, Special Power Modifier +2, **AC** 18, **Lift/Carry** 600/170 pounds, **Languages** Common, Minotaur, Giantish, Infernal Cant (spoken, 63%), **Religion** Astarri (God of Minotaurs), **Racial Abilities**: extraordinary hearing, one-tenth damage from Earth magic, resists Devotions 1d20 GTET 10, resists Mysteries 1d20 GTET 16, **Weapon Proficiencies** Dirk, Cleaver, War Axe, War Hammer, Dart, Cutlass, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +0, **1d20 Moving with Stealth** 9, **1d20 Detect Stealthy** 11, **1d20 Negate Surprise Attack** 14, **1d20 Open Lock** easy 5 moderate 12 difficult 19, **1d20 Search** easy 0 moderate 7 difficult 14, **1d20 Find Hidden/Trap/Door** easy 4 moderate 11 difficult 18, **1d20 Disarm Trap** easy 10 moderate 17 difficult 24, **1d20 Free Climb** easy 10 moderate 18 difficult 26 very difficult 34, **1d20 Gear Climb** easy 6 moderate 14 difficult 22 very difficult 30, **1d20 Listen at Door** [loud -7] whisper 12, speech 7 shout 0; **Gear** None; **Weapons** Dirk, Cleaver, **Armor** None; **Description**: A female Minotaur standing 6'7", with hazel eyes, tan pelt on head with graying temple, dark horns with streaks of white, tanned skin, a substantial bodice, well-muscled arms and large feet; she wears a light blue apron and white chef's hat over a darker blue knee-length dress; **Found at**: Head Cook in the kitchen at Caladriandra's House on the Third Circle of Hell.

Rathcleff of Minnoso, Human male, Crusader of Anuruck, Priest L14, **Moral** Good, **STATS** Agility 14 Intel 15 Stamina 16 Strength 17 Will 21, Health 20, Special Power Modifier +5, **AC** 50, **Lift/Carry** 1110/200 pounds, **Languages** Common, Elvish, Minotaur, **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 TH with Long Swords, Spears,

Denizens, Ra - Re

Rathcleff...Staves, **Weapon Proficiencies** Dirk, Heavy Mace, Long Sword, Staff, Spear, War Hammer, War Axe, Short Bow, Long Bow, Flail, **Lay on Hands** (heal) 5/day at 1d6hp, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +1, **Raise the Dead** 0, **Reincarnate** 2, **1d20 Bar Undead** HD-4, **1d20 Drive Back Undead** HD-2, **1d20 Destroy Undead** HD+3, **1d20 Detect Active Spells** 2, **1d20 Detect Active Prayers** 0 (**Identify** 9), **1d20 Moving with Stealth** 4, **1d20 Detect Stealthy** 19, **Pickpocket** 13, **1d20 Negate Surprise Attack** 12, **1d20 Open Lock** easy -6 moderate 2 difficult 10, **1d20 Search** easy -6 moderate 3 difficult 13, **1d20 Find Hidden/Trap/Door** easy -5 moderate 1 difficult 7, **1d20 Disarm Trap** easy 0 moderate 6 difficult 12, **Identify Enchanted Object** 9, **1d20 Free Climb** easy -3 moderate 4 difficult 10 very difficult 16, **1d20 Gear Climb** easy -8 moderate -1 difficult 5 very difficult 11, **1d20 Grapple Throw** 8-15FT -5 16-30FT 3 31-45FT 9 45+FT 18 (range 68 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor -2 Art 1 Cloth 6 Gems 3 Jewelry 4 Other Goods 5; **Gear** Backpack, 6 rations, 2**Potion Cure Light Wounds*, 2**Salve Cure Serious Wounds*, Scroll (*Summon* 1d6 Male Angels, 10 minutes), Flint/Steel, **Weapons** Dirk +1, Dirk +2, Spear +2, Mace +3 (Double damage versus Devils/Demons, Damage+2 versus Evil), **Armor** Steel Breastplate (AC+12), Closed Steel Helm (blue plume, AC+8), Steel Gauntlets (AC+10). **Prayers DEVOTIONS:** *Armorskin, Bar Creature, Command Animals, Command Minor Undead, Compel Truth, Create Minor Food, Cure Light Wounds, Detect Good Evil, Detect Poisons, God's Bolt, God's Fist, Immunity to Disease, Know Creature, Minor Escape, Minor Prayer, Mute, Reveal Hidden, Speak to Animals, Sword Blessing, Waken (FREE 16)*, **MYSTERIES:** *Aura of Belief, Banish Confusion, Banish Disease, Banish Paralysis, Banish Spells, Deflect Magic, Detoxify Poisons, Divine Armor, God's Fire, God's Serpent, Heal Wounds, Know Enemy, Create Major Food, Minor Regeneration, Restore Sight (FREE 14)*, **MAJESTIES** *Body Restoration, Break Curse, Creature's Form, God's Brimstone, God's Smite, Extraordinary Escape, Kill, Grand Crusade, Walk on Air (FREE 10)*, **Familiar** None, **Description:** 6'2", short sandy hair, tattoo left hand, **Found at:** Being eaten in a clearing in the Vile Forest (dead). He cannot be raised from the dead in Gehenna because there is no moon for the ritual.

Recko, male Frost Giant, 355 years, Monster, **HD9**, **Moral** Neutral, **STATS** Agility 19 Intel 14 Stamina 25 Strength 30 Will 15, Health 63, Special Power Modifier +2, **AC** 42 (20 inherent, 22 armor), **Lift/Carry** 1800/350 pounds, **Languages** Common, Giant, Infernal Cant, Demonic, **Religion** Khurmo (God of Animals and Herders), **Racial Abilities** Infrared vision, Ultraviolet vision, see invisible 50 FT on 1d20 GTET 10, immune cold to -50 degrees, resist Air magic 1d20 GTET 14, resist Basic/Devotion 1d20 GTET 16, resist Lesser/Mystery 1d20 GTET 19, **Vulnerability:** triple damage fire magic, **Attack:** Punch 2d8+2, Kick 1d12, Thrown Rock 3d8+4 (100 FT); **Special Attack:** *Cold Ray* (3d6, 50 FT, 4/day, avoid 1d20 GTET [34-Agility]), **Weapon Proficiencies** Dirk (Short Sword), Sword, War Hammer, War Axe, Giant's Club, Dart, Spear, Javelin, **TH Modifier** +2, **Defense Modifier (Opponent)** -2, **Damage Modifier** +5, **1d20 Moving with Stealth** 11, **1d20 Detect Stealthy** 10, **1d20 Negate Surprise Attack** 8, **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **Gear**; **Weapons** Dirk, *Giant's War Hammer* +2 (Dwarf Crusher: unconscious on roll GTET 12, killed roll GTET 18, save 1d20 GTET [33-Stamina]), Dart (poisoned, save 1d20 GTET [30-Stamina]), **Armor** *Chainmail AC+14, Gauntlets AC+8*; **Description:** 10'9", round face, large blue eyes, long blond hair and beard, crooked nose, high cheeks, missing teeth, 3200 GP set gold earrings, wiry body, narrow waist, long legs, dressed in green tunic, black leather trousers, high boots, **Found at:** Caladierdra's House on the Third Circle of Hell. He is the husband of Caladierdra, father of Youma.

Rerno, male Doppelganger, 37 years, **HD7 Monster**, **Moral** Evil, **STATS** Agility 18 Intel 13 Stamina 14 Strength 15 Will 16, Health 41, Special Power Modifier +3, **AC** 16 plus armor, **Lift/Carry** 1400/170 pounds, **Languages** Common, Doppelganger, Infernal Cant, (two foreign languages), **Racial Abilities** *shapechange* (creatures 50-300 pounds, 15 seconds), *copies/gains memories* from 15 minutes contact (save 1d20 roll of 20), **Vulnerabilities** must take native shape GTET 30 minutes/day, cannot cross flowing water when transformed, **Weapon Proficiencies** Dirk, Long Sword, Rapier, Cutlass, Short Bow, Dart, Staff, War Axe, Flail, **TH Modifier** +1, **Defense Modifier (Opponent)** -1, **Damage Modifier** +0, **1d20 Detect Active Spells** 16, **1d20 Detect Active Prayers** 20, **1d20 Moving with Stealth** 12, **1d20 Detect Stealthy** 18, **Pickpocket** 18, **1d20 Negate Surprise Attack** 13, **1d20 Open Lock** easy 10 moderate 17 difficult 24, **1d20 Search** easy 7 moderate 14 difficult 21, **1d20 Find Hidden/Trap/Door** easy 9 moderate 16 difficult 23, **1d20 Disarm Trap** easy 12 moderate 19 difficult 26, **Identify Enchanted Object** 20, **1d20 Free Climb** easy 5 moderate 11 difficult 17 very difficult 23, **1d20 Gear Climb** easy 0 moderate 6 difficult 12 very difficult 18, **1d20 Grapple Throw** 8-15FT 7 16-30FT 12 31-45FT 17 45+FT 23 (range 45 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 13 Art 17 Cloth 20 Gems 13 Jewelry 16 Other Goods 18; **Gear** none, **Weapons** none, **Armor** none, **Description:** appears as 5'3" elderly white man, short white hair, thick brows, blue eyes, small round nose, round chin, frail body, scar on left neck, **Found at:** In a holding cell on top of the Alchemist's Keep, between the Eighth and Ninth Pits on the Eighth Circle of Hell. He claims to be the true Alchemist, Bonifac. His skills include snare construction, small boats, music (flute, drum), and foraging.

Denizens, Sa

Sabigotho, Female Doppelganger, HD 5, Moral Evil, STATS Agility 17 Intel 15 Stamina 16 Strength 17 Will 16, Health 35, Special Power Modifier +2, **AC** 32 {20 inherent, 8 axe, 4 cloak}, **Lift/Carry** 800/115 pounds, **Languages** Common, Demonic, Doppelganger, (1 additional Material Plane language), **Racial Abilities** Shape Change (3 hours, 3/day, any biped/gender, 3' to 8'), **Weapon Proficiencies** Dirk, War Axe, Scimitar, Spear, Ball-Chain, Light Mace, Short Bow, **TH Modifier** +1, **Defense Modifier (Opponent)** -1, **Damage Modifier** +1, **1d20 Moving with Stealth** 8, **1d20 Detect Stealthy** 10, **1d20 Negate Surprise Attack** 10, **Identify Enchanted Object** 17, **Gear** electrum/ruby earrings (2184 GP), gold/pearl locket (1883 GP), 3x gold rings (723 GP, 806 GP, 914 GP), silver *Golem Chain, Cloak of the Sparrow*, 1d10 Healing Potion, vial paralyzing poison, vial Unholy Water, **Weapons** poisoned Dirk (paralysis, 2d20 rounds, save 1d20 GTET [28-Stamina]), silver-bladed *War Axe +1* (protection AC+8), Short Bow (15 arrows, 3 at +1, *Arrow Human Slaying* {save 1d20 GTET [34-Will]}), **Armor** None, **Description:** Appearing: 5'1" brunette with close-cropped hair, hazel eyes, dark brown brows, long hooked nose, gold/ruby nose stud (1108 GP), large bust, wide hips, wearing a violet blouse, black leather belt, light azure thigh-length skirt, and black shoes; Natural: 5 FT female with dark brown hair, blue-green eyes, wide nose, long ears, short legs, and a small to moderate bust, **Found at:** The Garden of the Succubi, on the Second Circle of Hell. She is the servant of the Succubus, Cylawana.

Samograff, male Dwarf, 104 years, Warrior L12, **Moral** Good, **STATS** Agility 19 Intel 15 Stamina 22 Strength 18 Will 16, Health 26, Special Power Modifier +4, **AC** (per armor), **Lift/Carry** 1300/210 pounds, **Languages** Common, Dwarvish, Gnomish, (Foreign Language), **Religion** Shodassa (Goddess of Justice, Oaths, Protection), **Religious Ability** +2 TH 15 minutes while protecting innocent once/30 days, **Racial Abilities** Infrared Vision, Sense Underground Direction, Save +1 versus Disease-Poison-Magic Attack, +1 TH with War Hammer and War Axe, +1 find hidden doors, **Weapon Proficiencies** Dirk, Long Sword, Short Sword, Cutlass, War Axe, War Hammer, Club, Light Mace, Heavy Mace, Short Bow, Crossbow, Sling, Flail, Whip, Blowgun, **TH Modifier** +2, **Defense Modifier (Opponent)** -2, **Damage Modifier** +1, **1d20 Moving with Stealth** 1, **1d20 Detect Stealthy** 14, **Pickpocket** 9, **1d20 Negate Surprise Attack** 7, **1d20 Open Lock** easy -7 moderate 1 difficult 9, **1d20 Search** easy -4 moderate 5 difficult 14, **1d20 Find Hidden/Trap/Door** easy -3 moderate 3 difficult 9, **1d20 Disarm Trap** easy 2 moderate 8 difficult 14, **Identify Enchanted Object** 11, **1d20 Free Climb** easy -6 moderate 1 difficult 7 very difficult 13, **1d20 Gear Climb** easy -11 moderate -4 difficult 2 very difficult 8, **1d20 Grapple Throw** 8-15FT -8 16-30FT 0 31-45FT 6 45+FT 15 (range 72 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor -6 Art 9 Cloth 11 Gems 4 Jewelry 6 Other Goods 8; **Gear** None, **Weapons** None, **Armor** None, **Description:** {if restored to their body} 4'7", thin red hair, long thick red beard, green-hazel eyes, heavy eye ridge, dark red-brown brows, wide round nose, high cheeks, thick neck, burly body, short legs, **Found at:** a *Good Soul* in the Acid Cauldron Room of Minos' Villa on the Second Circle of Hell (#24). He cannot be resurrected using the normal ritual.

Samthelca, Human female, 26 years, Priestess of Abrizxus L4, **Moral** Evil, **STATS** Agility 19 Intel 15 Stamina 17 Strength 12 Will 20, Health 21, Special Power Modifier +5, **AC** 30, **Lift/Carry** 800/150 pounds, **Languages** Common, Infernal Cant, **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 TH with Long Swords, Spears, Staves, **Weapon Proficiencies** Dirk, Heavy Mace, Staff, Short Bow, Short Bow; **TH Modifier** +2, **Defense Modifier (Opponent)** -2, **Damage Modifier** +0, **Lay on Hands** (heal) 5/day at 1d6hp; **Raise the Dead** 12, **Reincarnate** 10, **1d20 Bar Undead** HD+6, **1d20 Drive Back Undead** HD+8, **1d20 Destroy Undead** HD+13, **1d20 Detect Active Spells** 11, **1d20 Detect Active Prayers** 9 (**Identify** 11), **1d20 Moving with Stealth** 7, **1d20 Detect Stealthy** 18, **Pickpocket** 11, **1d20 Negate Surprise Attack** 5, **1d20 Open Lock** easy 4 moderate 12 difficult 20, **1d20 Search** easy 3 moderate 12 difficult 21, **1d20 Find Hidden/Trap/Door** easy 4 moderate 10 difficult 16, **1d20 Disarm Trap** easy 9 moderate 15 difficult 21, **Identify Enchanted Object** 18, **1d20 Free Climb** easy 0 moderate 7 difficult 13 very difficult 19, **1d20 Gear Climb** easy -5 moderate 2 difficult 8 very difficult 14, **1d20 Grapple Throw** 8-15FT 1 16-30FT 9 31-45 FT 15 45+FT 24 (range 48 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 7 Art 16 Cloth 15 Gems 12 Jewelry 13 Other Goods 14; **Gear** Prayer Book, Prayer Beads, 2*Flasks Oil, *Potion of Greater Healing, Liqueur of Haste, 2*Unholy Water, Scroll: Summon 1d3 Garm [x3]*; **Weapons** Dirk, Staff, **Armor** Ring of Protection AC30. **Prayers** *DEVOTIONS: Armorskin, Command Minor Undead, Create Minor Food, Cure Light Wounds, Detect Good Evil, God's Fist, Minor Escape, Minor Prayer, Mute, Walk through Fire (FREE 6), MYSTERIES: Aura of Belief, Deflect Magic, Detoxify Poisons, God's Hammer, Heal Wounds, Knock Out (FREE 4), Familiar* None. **Description:** 5'1" tall, long brunette hair, slender build and small bust, scar on right hand, wearing priestess robes. **Found at:** Temple of Abrizxus, Entry Dungeon, follower of Lahelin.

Sanisoodon, Devil, Servant of Minos, 4602 years, Wizard L12 (Fire), **Moral** Evil, **STATS** Agility 22 Intel 25 Stamina 19 Strength 17 Will 20, Health 40, Special Power Modifier +5, **AC** immune ordinary weapons, 28 (both silver and

Denizens, Sa

Sanisoodon...enchanted), **Lift/Carry** 1600/270 pounds, **Languages** Common, Infernal Cant, Demonic, Elven, (9 other Material Plan), (4 Outer Plane), **Racial Abilities** Chilling Touch (1d6, save 1d20 GTET [26-Stamina]), Create Fog 50 FT, Infrared vision, sees invisible 50 FT, Teleportation (limited Second Circle), Zone of Silence 100 FT, Zone of Darkness 100 FT, Call Flames, **Special Abilities** Immune to Earth magic, *Unholy Word Paralysis* (3/day, 50 FT, 1d12+5, 3d20 rounds, save 1d20 GTET [34-Stamina]), *Unholy Word Death* (1/day, 25 FT, save 1d20 GTET [28-Stamina]), *Unholy Word Blindness* (3/day, 50 FT, 1d100 minutes {permanent save roll of 1}, save 1d20 GTET [34-Stamina]), **Weapon Proficiencies** Dirk, Long Sword, Short Sword, Flail, Light Mace, Staff, Long Bow, Crossbow, Spear, Javelin, **Lay on Hands** (heal) 6/day at 1d10hp, **TH Modifier** +4, **Defense Modifier (Opponent)** -4, **Damage Modifier** +1, **1d20 Detect Active Spells** 4, **1d20 Detect Active Prayers** 8, **1d20 Moving with Stealth** 5, **1d20 Detect Stealthy** 8, **1d20 Negate Surprise Attack** 6, **Gear** None (carries the Book of Fate), **Physical Damage** Bite 1d4 (poison 1d6 roll GTET 4, save 1d20 GTET [32-Stamina], causes hp1d4/round for 1d20 rounds), Hand Spike 1d3, Foot Claw 1d6, **Weapons** Dirk +2 (Mortal Slaying, save 1d20 GTET [27-Stamina]), **Armor** None. **Spells** *BASIC Ashes*, *1d6+5 Attack*, *Banish Smoke Vapor*, *Command Fires*, *Extinguish Lights*, *1d8+5 Fire Arrow*, *Fireworks*, *Flare*, *1d12+5 Magic Grenade (FREE 14)*, *LESSER 2d6+5 Attack*, *Blindness*, *Disperse Magic*, *1d10+5 Exploding Glyphs*, *1d6+5 Fire Ring (8 FT)*, *1d12 Flame Trap*, *Invisibility*, *Mirage (FREE 12)*, *GREATER 25x25 Blinding Cloud*, *Confusion*, *3d8+5 25x25 Fire Hail*, *Summon Fire Elemental (FREE 8)*, **Familiar** None, **Description**: A 4'5" red-skinned humanoid, with tall pointed ears, a rounded bald head with patches of bright red hair behind the ears, a high square wrinkled forehead with arched red eyebrows, three glowing orange football-shaped eyes, a thin spiked nose, a thin slit-like mouth with four lower jaw fangs, and a pointed chin. It has a thin neck, narrow shoulders, a very narrow waist, short legs with large clawed feet topped with red hair, and short arms ending in a seven-fingered hand with two bony spikes projecting forward from the back of the hand. Dressed in a short-sleeved black ankle-length robe covered in gold stars and pentagrams, wearing a green accountant's visor and *Spectacles of True Sight*, **Found at**: Minos' Courtyard, Second Circle of Hell.

Seanan, Human male, 21 years, Priest of Abrizxus L1, **Moral** Evil, **STATS** Agility 13 Intel 16 Stamina 20 Strength 14 Will 18, Health 24, Special Power Modifier +5, **AC** 8, **Lift/Carry** 1000/170 pounds, **Languages** Common, **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 TH with Long Swords, Spears, Staves, **Weapon Proficiencies** Dirk, Heavy Mace, Long Sword, Axe; **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +0, **Lay on Hands** (heal) 5/day at 1d6hp; **Raise the Dead** 15, **Reincarnate** 13, **1d20 Bar Undead** HD+9, **1d20 Drive Back Undead** HD+11, **1d20 Destroy Undead** HD+16, **1d20 Detect Active Spells** 13, **1d20 Detect Active Prayers** 11 (**Identify** 10), **1d20 Moving with Stealth** 16, **1d20 Detect Stealthy** 17, **Pickpocket** 19, **1d20 Negate Surprise Attack** 11, **1d20 Open Lock** easy 7 moderate 15 difficult 23, **1d20 Search** easy 5 moderate 14 difficult 23, **1d20 Find Hidden/Trap/Door** easy 6 moderate 12 difficult 18, **1d20 Disarm Trap** easy 11 moderate 17 difficult 23, **Identify Enchanted Object** 21, **1d20 Free Climb** easy 9 moderate 16 difficult 22 very difficult 28, **1d20 Gear Climb** easy 4 moderate 11 difficult 17 very difficult 23, **1d20 Grapple Throw** 8-15FT 9 16-30FT 17 31-45FT 23 45+FT 32 (range 56 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 9 Art 18 Cloth 17 Gems 14 Jewelry 15 Other Goods 16; **Gear** Prayer Book, Prayer Beads, *Potion of Healing*, *Unholy Water*, 3*Flasks Oil; **Weapons** 2*Dirk, Metal-shod Staff, **Armor** Leather Armor, Chain Mail Gloves. **Prayers** *DEVOTIONS: Cure Light Wounds, God's Missile, God's Sword, Immunity to Disease, Minor Escape, Minor Prayer, Speak to Animals (FREE 3)*, *MYSTERIES: Banish Spells, God's Strike, Heal Wounds, Minor Regeneration (FREE 1)*, **Familiar** None. **Description**: 5'3" tall, short brown hair, earrings in each ear, tattoo on right shoulder, wearing black priest's vestment, **Found at**: Temple of Abrizxus, Entry Dungeon, follower of Lahellin.

Siusainn, female Human, 17 years, Untrained Warrior, **Moral** Neutral, **STATS** Agility 17 Intel 14 Stamina 15 Strength 14 Will 20, Health 19, Special Power Modifier +2, **AC** 4, **Lift/Carry** 900/170 pounds, **Languages** Common, **Religion** Haoma (Goddess of Forest, Plants, Wood), **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 with Long Swords-Spears-Staves, **Weapon Proficiencies** Dirk, Club, Cudgel, **TH Modifier** +1, **Defense Modifier (Opponent)** -1, **Damage Modifier** +0, **1d20 Moving with Stealth** 13, **1d20 Detect Stealthy** 20, **Pickpocket** 17, **1d20 Negate Surprise Attack** 16, **1d20 Open Lock** easy 15 moderate 23 difficult 31, **1d20 Search** easy 13 moderate 20 difficult 28, **1d20 Find Hidden/Trap/Door** easy 14 moderate 20 difficult 26, **1d20 Disarm Trap** easy 18 moderate 25 difficult 31, **Identify Enchanted Object** 23, **1d20 Free Climb** easy 8 moderate 15 difficult 21 very difficult 27, **1d20 Gear Climb** easy 5 moderate 12 difficult 18 very difficult 24, **1d20 Grapple Throw** 8-15FT 7 16-30FT 15 31-45FT 21 45+FT 30 (range 56 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 18 Art 23 Cloth 25 Gems 18 Jewelry 19 Other Goods 20; **Gear** none; **Weapons** none, **Armor** none; **Description**: Standing 5'1" with long brunette hair, golden-brown eyes, small pert nose, small chin, slender physique, small shoulders, moderate to large bust, moderate hips, long legs, and dainty hands. She is dressed in a plain short-sleeved, low cut, knee-length, dress with black leather shoes, and a wide blue hat. She is skilled at lying, harp playing, and card games. She is rather spoiled, demanding, and egotistical, with a strong tendency to whine; **Found at**: In the cell in Phlegyas' Tower on the Fifth Circle of Hell. Siusainn is the daughter of

Denizens, Si - To

Siusainn...Meilyr and Vennia (mother); Meilyr is a well-to-do money lender and banker in {insert campaign location} in the Kingdom of {insert campaign location}, primarily because of the business he does with Phlegyas. She was unexpectedly taken from her family manor 19 days ago and placed in the cell (she does not know it is because of a wager Meilyr lost to Phlegyas). If returned to her family Adventurers are given a reward of 1000 GP.

Tantalassus, Male Cyclops, 79 years, **HD9**, **Moral** Neutral, **STATS** Agility 20 Intel 15 Stamina 28 Strength 22 Will 12, Health 73, Special Power Modifier +4, **AC** 36, **Lift/Carry** 1275/250 pounds, **Languages** Common, Infernal Cant, Giant, **Racial Abilities:** Infrared vision 200 FT, immune to *Earth* magic, **Vulnerabilities:** susceptible to *sleep* magic (save at -6), **Weapon Proficiencies** Dirk, Club, Heavy Mace, War Axe, War Hammer, Two-Handed Sword, Spear, Javelin, Dart, Mattock, Boulder (thrown), **TH Modifier** +2, **Defense Modifier (Opponent)** -2, **Damage Modifier** +3, **1d20 Moving with Stealth** 8, **1d20 Detect Stealthy** 17, **Pickpocket** 13, **1d20 Negate Surprise Attack** 9, **1d20 Open Lock** easy 4 moderate 12 difficult 20, **1d20 Search** easy 0 moderate 9 difficult 18, **1d20 Find Hidden/Trap/Door** easy 2 moderate 8 difficult 14, **1d20 Disarm Trap** easy 8 moderate 14 difficult 20, **Identify Enchanted Object** 13, **1d20 Free Climb** easy 4 moderate 11 difficult 18 very difficult 25, **1d20 Gear Climb** easy 1 moderate 8 difficult 15 very difficult 22, **1d20 Grapple Throw** 8-15FT -6 16-30FT 2 31-45FT 7 45+FT 16 (range 88 FT), **Listen** whisper 50 FT speech 130 FT shout 650 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 3 Art 7 Cloth 13 Gems 8 Jewelry 10 Other Goods 12; **Gear** flask oil, 1d12 *Potion of Healing*, *Potion of Invisibility*, *Ring of Summoning* (1d6 Giant Canines, 38), **Weapons** Dirk, Heavy Mace, *Mattock* +2 (outdoors), **Armor** None. **Description:** 10'6", a tall, muscular one-eyed humanoid, having tanned skin, thick curly black hair, a high forehead, a large pale green eye, long crooked nose, narrow chin, and cropped grey beard. He has broad shoulders, narrow waist, huge arms and feet. He wears a leather smock over blue knee-length tunic, metal belt, leather gloves, and cloth cap (leather belt purse outdoors), **Found at:** Tantalassus' Cave on the First Circle.

Thaddurros, Type 5D Devil (four-armed, glowing eye horned skeleton Devil); **appears as male Dwarf**, 92 years, **HD12 Monster**, **Moral** Evil, **STATS** Agility 14 Intel 20 Stamina 22 Strength 27 Will 19, Health 66 (regenerate hp2/round), Special Power Modifier +6, **AC** 67 (robe, shield); enchanted weapon required to injure, **Lift/Carry** 2200/575 pounds, **Languages** Common, Infernal Cant, Dwarvish, **Racial Abilities** comprehend languages, detect good 350 Ft, detect incorporeal 200 FT, Infrared vision, sees invisible 50 FT, low-light vision, *control temperature* 100 FT, *detect lies*, *telekinesis* 50 FT, *produce flame*, *hold person* (save 1d20 GTET [30-Will]), *shapechange* (1 hour/day, crow, skeleton, mummy); **Attacks:** Bite 1d3, Horns 1d4, Punch 1d8, Strangle 1d10; **Special Attacks:** 4x Claws 1d6 cold, Baleful Stare (5/day, 30 FT, fear 1d12 hours, avoid 1d20 GTET [28-Will], save 1d20 GTET [32-Will]), Dexterity Thief (1/day, touch, permanent reduce Agility 1d4, save 1d20 GTET [28-Stamina], Agility to Devil 2 hours), 1d12+2 Fiery Hands (3/day), *Magic Arrow Volley* (5 arrows at 1d6, 3/day, 30 FT); **Vulnerability:** -5 save versus paralysis, double damage Earth magic, affected by Priest as a Mummy; **Weapon Proficiencies** Dirk, Scimitar, Staff, Long Sword, Cutlass, Two-Handed Sword, Rapier, Short Sword, Spear, Javelin, Long Bow, Giant's Club, Heavy Mace, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +6, **1d20 Moving with Stealth** 8, **1d20 Detect Stealthy** 5, **1d20 Negate Surprise Attack** 6, **Listen** whisper 140 FT speech 500 FT shout 2000 FT, **1d20 Listen at Door** [loud -3] whisper 10, speech 6 shout 0; **Gear** none; **Weapons** *Scimitar* +4 (gold Unholy Blade, Ethereal Blade), *Scimitar* +2 (silver, Unholy, Soul Drinker on 20 roll, save 1d20 GTET [26-Will]), *Staff* +1 (metal, 10 FT, Unholy, bleeder 1d4 rounds), **Armor** round adamantine shield (AC+11, breath attack reflecting); **Description Dwarf:** 3'11" bald, thick long brown beard with silver streaks, wide ruddy face, hands with copper rings; wearing a blue tunic over dark brown pants, black belt and black shoes. **Natural form:** composite creature with four arms, horns, and wings, 8'2", having an oversized human skull with glowing orange eyes, two straight spiral horns (sides) and two spiral horns (forehead), long neck doubled shoulder bones supporting skeletal arms, wide hips, and very long leg bones ending in a triangular 7-toed foot; its two wings consist of many bony supports which radiate from the shoulder, covered in a thin white translucent leather; all of its bone is a glossy cream color. It wears a sleeveless knee-length brown robe (chameleon, AC+10, -4 to find) with leather sandals; **Found at:** Phlegyas' Tower on the Fifth Circle of Hell.

Torellago, Succubus, Female Demon, **HD** 14, **Moral** Evil, **STATS** Agility 20 Intel 17 Stamina 19 Strength 23 Will 19, Health 31, Special Power Modifier +4 **AC** immune non-enchanted weapon, 44 {40 inherent, 4 Cloak}, **Lift/Carry** 2000/300 pounds, **Languages** Common, Infernal Cant, Demonic, Doppelganger, Lycanthrope, (3 additional Material Plane languages), **Racial Abilities** Flier, Infrared vision, Dominate Male (gaze, 30 FT, 1 hour, 4/day, save 1d20 GTET [48-Will-Level]), Shape Change (6 hours, 2/day, any humanoid female 4' to 10'), Sleep (touch, 4d100 minutes, 4/day, save 1d20 GTET [34-Will] males/GTET [30-Will] females), Mental Order (single command to [28-Will] days, verbal at 25 FT, save 1d20 GTET [36-Will] males/GTET [28-Will] females), Demonic Gate (direct to Demonic Plane, 1/week, 2 hours), **Weapon Proficiencies** Dirk, Staff, Rapier, War Axe, War Hammer, Club, Throwing Star, Short Bow, **TH Modifier** +2, **Defense Modifier**

Denizens, To - Va

Torellego... (Opponent) -2, Damage Modifier +3, 1d20 Detect Active Spells 2, 1d20 Detect Active Prayers 5, 1d20 Moving with Stealth 5, 1d20 Detect Stealthy 8, 1d20 Negate Surprise Attack 5, Identify Enchanted Object 7, Gear gold/ruby/onyx earrings (5341 GP), silver/turquoise brooch (4482 GP), gold *Prayer Storing Ring* (4x *Armorskin* AC+12, 2x *Blur Sight* -2 TH, 2x 1d10+2 *God's Missile*, 1d10 *God's Sword* {L6, 5 rounds}, 3x *Mute*, 5x 1d12 *Heal Wounds*, 2d12+1 *God's Strike*), silver *Ring of Frosty Breath* (1d12 cold, 25 FT, avoid 1d20 GTET [32-Agility], 47), 2x silver ring (79 GP, 211 GP), *Ahab's Storm Dust*, *Smee's Hogtie Rope* (under bed, range 25 FT, avoid 1d20 GTET [35-Agility], break free 1d20 GTET [38-Strength]), **Weapons** *Rapier +1*, (Fear Blade, save 1d20 GTET [28-Will]/per hit), *Three Hit Throwing Star* (1d8, -2 on second/third attempts), **Armor** *Arrow-Proof Cloak* (normal missiles), **Spells** {Shaman L10} *BASIC Confuse Weapons, Dominate Animal, Dominate Person, Friends, Jaco's Mesmerize, Illusion, 1d6+3 Mage Bolt (FREE 12), LESSER Aura of Heroism, Cloud the Mind, Disperse Magic, Fear the Reaper, Hold in Place, 2d6+3 Mage Bolt, Stun (FREE 10), GREATER Geas, Imminent Mortality, Reincarnation, Sleep Zone (FREE 6), Familiar* Ruonbilla, **Black Cat** (HD2, AC16, hp9, Bite 1d3, Claw 1d3, telepathy 200 FT, teleport 25 FT at 6/day, *Slippery Surfaces* at 3/day, *Hold in Place* at 1/day), **Description:** A humanoid female standing 5'6", with long brunette hair in a ponytail, dark brown eyes flecked with gold, dark blue nails, with two small curved blue horns on her forehead, and two 4' blue wings on her shoulders; she has a small bust and small hips; she wears a shimmering gold blouse, white thong, and white slippers, **Found at:** The Garden of the Succubi, on the Second Circle of Hell. Her servant is Constenna.

Tomasinne, Female Doppelganger, HD 5, Moral Evil, STATS Agility 17 Intel 13 Stamina 15 Strength 14 Will 18, Health 32, Special Power Modifier +2, **AC** 27 {20 inherent, 3 Ring, 4 Talisman}, **Lift/Carry** 800/115 pounds, **Languages** Common, Demonic, Doppelganger, (1 additional Material Plane language), **Religion** Ravanna (Goddess of Evil and Anarchy), **Racial Abilities** Shape Change (3 hours, 3/day, any biped/gender, 3' to 8"), **Weapon Proficiencies** Dirk, Staff, Cutlass, Light Mace, Club, Spear **TH Modifier** +0, **Defense Modifier (Opponent) -0, Damage Modifier +0, 1d20 Moving with Stealth 8, 1d20 Detect Stealthy 10, 1d20 Negate Surprise Attack 10, Identify Enchanted Object 17, Gear** silver/sapphire earrings (2317 GP), gold/cat's eye pendant (1833 GP), electrum/pearl/amber bracelet 2845 GP, gold *Ring of Summoning* (HD10 Fire Giant, 26), white gold *Talisman of Leaping*, Scroll (3x 1d12 *Cure Wounds*), 1d10 Healing Potion, vial paralyzing poison, vial Unholy Water, **Weapons** poisoned Dirk (paralysis, 2d20 rounds, save 1d20 GTET [28-Stamina]), *Cutlass* +2 (Shield Splitter, avoid 1d20 GTET [30-Agility]; 1d10 *Lighting*, 20 FT, 1/day), **Armor** None, **Description:** Appearing: 5'3" raven-hair with long braids, dark brows, small pointed, ears, blue-grey eyes, a long narrow nose, with a small bust and hips, and a birthmark on her left shoulder; she wears a blue-grey blouse, narrow dark blue belt, and dark blue skirt, with blue shoes; Natural: 5 FT female with dark brown hair, blue-green eyes, wide nose, long ears, short legs, and a small to moderate bust, **Found at:** The Garden of the Succubi, on the Second Circle of Hell. She is the servant of the Succubus, Aolrasia.

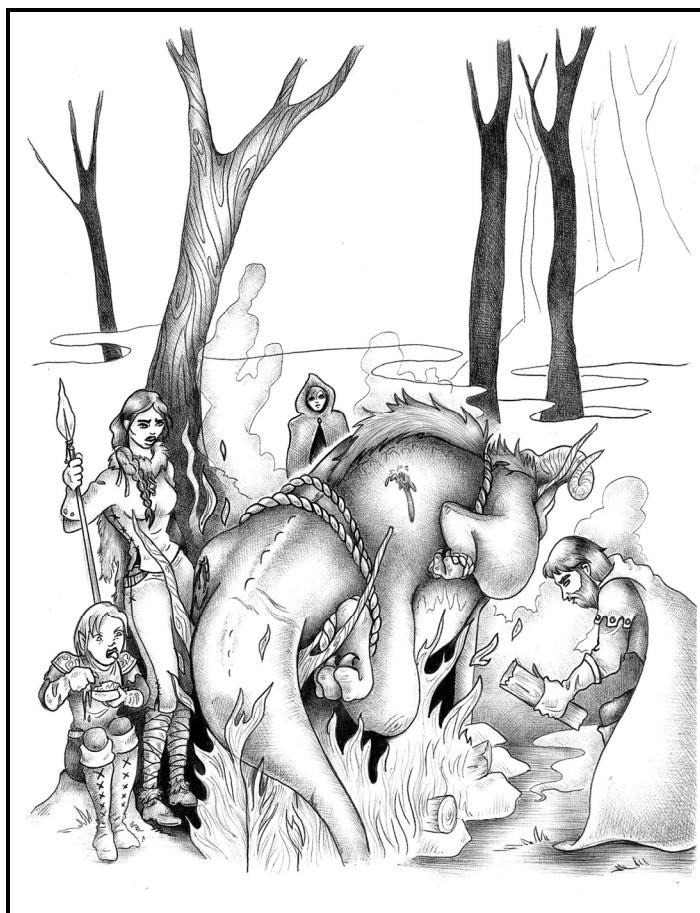
Tressvalen, Male human, 32 years, Warrior L6, **Moral Evil, STATS** Agility 15 Intel 13 Stamina 20 Strength 19 Will 15, Health 24, Special Power Modifier +3, **AC** 55, **Lift/Carry** 150/220 pounds, **Languages** Common, **Religion** Kubero (God of Metals and War), **Racial Abilities** +1 modifier Acrobatics, +1 modifier problem solving, +1 TH with Long Swords, Spears, Staves, **Weapon Proficiencies** Dirk, Long Sword, Dart, Long Bow, Throwing Star, Club, Short Sword; **TH Modifier** +0, **Defense Modifier (Opponent) -0, Damage Modifier +2, 1d20 Moving with Stealth 10, 1d20 Detect Stealthy 20, Pickpocket 15, 1d20 Negate Surprise Attack 10, 1d20 Search** easy 3 moderate 12 difficult 21, **1d20 Find Hidden/Trap/Door** easy 4 moderate 10 difficult 16, **1d20 Disarm Trap** easy 9 moderate 15 difficult 21, **1d20 Open Lock** easy 3 moderate 11 difficult 19, **Identify Enchanted Object -9, 1d20 Free Climb** easy 3 moderate 10 difficult 16 very difficult 22, **1d20 Gear Climb** easy -2 moderate 5 difficult 11 very difficult 17, **1d20 Grapple Throw** 8-15FT 0 16-30FT 8 31-45FT 14, 45+FT 23 (range 76 FT), **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **1d20 Appraise** Armor 3 Art 16 Cloth 15 Gems 12 Jewelry 13 Other Goods 14; **Gear:** 1d10 *Healing Potion, Potion of Blindness Reversal, Tonic of Disease Reversal*, **Weapons** Dirk, Short Sword +1, Club, Long Bow, **Armor** open steel helm, leather neck guard, scale mail (AC+20), chain waist skirt, scale leggings, steel gauntlets (AC+10), **Description:** 6'4, tanned and darker skin, bald, silver rings in each ear, tattoo on right shoulder, thick brown moustache, missing right pinky finger, **Found at:** the North Guard Station, Entry Dungeon, a follower of Lahellin.

Valara, Incorporeal Shade, Human female, 39 years (dead 9388 years), Warrior L8, Shaman L10, Seer, **Moral Neutral, STATS** Agility 13 Intel 24 Stamina 14 Strength 12 Will 26, Health 34, Special Power Modifier +7, **AC** 20, **Valara...Languages** Common, Infernal Cant, Dwarvish, Elvish, Gnomish, Centaur, Minotaur, Orcish, **Special Abilities** *touch attack:* 1d12 chill PLUS age 5 years PLUS Fear 1d100 rounds/save 1d20 GTET [32-Will], silvered weapon OR weapon GTET +4 required to injure otherwise immune, **Spells** *BASIC Attack (1d6+7 energy bolt), Besting Chance, Confuse Weapons, Detection, Dominate Person/save 30-Will, Identify Magic Effects, Jaco's Mesmerize/save 32-Will, Levitation, Illusion/save 32-Will,*

Denizens, Va

Mind Speech, Minor Sleep/save 30-Will, Remove Panic (FREE 12), LESSER Attack (2d6+7 energy bolt), Arrow Volley 1d8@1d3, Bar Good or Evil, Cloud the Mind/save 35-Will, Disperse Magic, Hold in Place/save 34-Strength, True Sight, Mental Whisper (FREE 10), GREATER Geas/save 28-Will, 5d20+27 Imminent Mortality, New Realities, Soul Transfer (FREE 6), Weapons: Dirk +2 (Human bane, save 1d20 GTET [30-Stamina]), Armor: none, Description: 5'3", long haggard face, long stringy hair with braids in front, long hooked nose, small mouth with some missing teeth, pointed chin, one eye swollen shut, dressed in a knee-length hooded garment with rope belt. She has a small frame, small bust, short bruised legs, bend arthritic hands. Found at: buried in a grave outside the West Gate of Hell, she has been dead so long a resurrection ritual is very unlikely to succeed (two consecutive 1d100 rolls of 100).

Youma, juvenile male Frost Giant, 28 years, Monster, **HD6**, **Moral** Evil, **STATS** Agility 18 Intel 15 Stamina 22 Strength 23 Will 20, Health 41, Special Power Modifier +3, **AC** 36 (16 inherent, 20 armor), **Lift/Carry** 1200/220 pounds, **Languages** Common, Giant, Infernal Cant, Religion (), **Racial Abilities** Infrared vision, Ultraviolet vision, see invisible 50 FT on 1d20 GTET 10, immune cold to -50 degrees, resist Air magic 1d20 GTET 14, resist Basic/Devotion 1d20 GTET 16, resist Lesser/Mystery 1d20 GTET 19, **Vulnerability**: triple damage fire magic, **Attack**: Punch 2d6, Kick 1d, Thrown Rock 3d6 (100 FT); **Special Attack**: *Cold Ray* (3d6, 50 FT, 2/day, avoid 1d20 GTET [34-Agility]), **Weapon Proficiencies** Dirk (Short Sword), Spiked Club, War Axe, Spear, **TH Modifier** +1, **Defense Modifier (Opponent)** -1, **Damage Modifier** +3, **1d20 Moving with Stealth** 18, **1d20 Detect Stealthy** 17, **1d20 Negate Surprise Attack** 15, **Identify Enchanted Object** 17, **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6; **Gear** 30 FT rope, pewter stein, wineskin (3 gallons excellent quality wine); **Weapons** Dirk, *Giant's Single-Bladed Axe* +1 (hp1d10, Limb Cleaver on roll 20, avoid 1d20 GTET [34-Agility]), **Armor** *Leather Shirt AC+16*; **Description**: 8'7", long narrow face, thin nose, close cropped sandy hair and brows, thin blond semi-beard, wide shoulders, medium waist, long legs, wearing a red short-sleeve tunic, black belt with a 1107 GP gold bear's head buckle, rust-brown knickers, low brown leather boots; **Found at**: Caladierdra's House on the Third Circle of Hell. He is the child of **Caladierdra** and **Recko**.



Diabolic Reference Table, Circles 6 to 9

Malebolge Circle(s)	Name of Devil Prince			
	Samael (King)	Asmodia	Zimidar	Amayon
	All	9	8 (10 Sub circles)	7 & 6
Dukes	Shuquoz Amminat Iobonnis	Azazel Sitri	Adramelech Fo- calor	Merihen (7) Quandisa (7) Barbatos (7) Abaddon (6) Bifrons (6) Ippos (6)
Generals	Zepar Morchosias Haagent Fundinrant Elbrinelsomar	Ninurta Orias Barbas	Furfarrello (1) Cagnuzzo (2) Hiisu (3) Jutas (4) Barbariccia (5) Eligoss (6) Agares (7) Baulam (8) Alichino (9)	Guzalu Furfir Asagg Osse
Officers	Keres	Myduforyas	Daityas	Hulden
Sergeants	Quivaras	Freppi	Iblis	Odoru
Foot Soldiers	Jinguma	Cayyas	Romatyas	Ladatajas
Blazon	Black Field with impaled head on an upright white spear	Red Field with crossed gold tridents	Purple Field with 8 gold coins arranged in a semicircle over a chalice	Yellow Field with 3 red tongues of flame over a black tree

Diabolic Reference Table, Circles 0 to 5

Malebolge Circle(s)	Name of Devil Prince			
	Paimon	Gaap	Shaitan	Pithius
	5 Styx (A), Dis (B)	4 & 3 & 2	1 & Zero	Outer Gehenna
Earls	Astaroth (A) Ahriman (A) Bebal (A) Belphegor (B) Mephistoles (B) Abalam (B) Batinin (B)	Berith (4) Dagon (4) Procell (4) Verrim (3) Abrizxus (3) Sidragasum (3) Sommilon (2) Vaggago (2) Lerajae (2)	Gresil (1) Caym (1) Lemegatton (1) Culs (1) Charon (1) Aikos (0) Corsor (0) Dantalion (0)	Baraquel Moray Naberius Udu Zagan Lempo Vual
Generals	Kamdro Irricia Lalullum Dobriham Xuwia Quah Vodar	Ophshot Morfessus Tilchattio Pavius Izophum Toorcay	Callahorius Eagabat Gamphar Ixmu Kelazzu Moristrat Ordnoreus Quawtim	Dyveres Fidgharrio Hellesfant Jeerzawl Lyvicki Nusoru Phuhorsis Raktu
Officers	Nimidoryas	Gaityas	Vackli	Tablasyin
Sergeants	Assura	Beng	Sessin	Yiblim
Foot Soldiers	Etvaras	Pruddin	Ulutu	Werdu
Blazon	Grey Field with a red castle	Pale Blue Field with a black dragon in profile	Dark Green Field with 2 white shields	Brown Field with a tan mountain over a horizontal yellow stripe

Angelic Reference Table

Angelic Class	Ordinate	Superior
Archangel	W30 M20 P25 HP225 AC100	
Thrones (Order of Shinnanim)	W25 M17 P21 HP175 AC80	W28 M19 P23 HP180 AC85
Dominions (Order Chasmalim)	W20 M15 P19 HP165 AC75	W23 M18 P21 HP170 AC80
Principalities (Order Auphanim)	W18 M13 P17 HP150 AC70	W21 M16 P19 HP155 AC75
Order of Serephim	W16 M12 P15 HP140 AC65	W19 M15 P17 HP145 AC70
Order of Cherubim	W14 M11 P14 HP130 AC60	W17 M13 P16 HP135 AC65
Order of Melechize	W13 M9 P13 HP105 AC55	W16 M11 P15 HP110 AC60
Order of Arelim	W12 M8 P10 HP95 AC50	W15 M10 P12 HP100 AC55
Order of Chaioth	W10 M7 P9 HP85 AC45	W13 M9 P11 HP90 AC50
Guardian Angel (Hashmallim)	W8 M5 P8 HP70 AC40	W11 M7 P10 HP75 AC45
Common Angel (Order Elohim)	W7 M4 P7 HP60 AC35	W10 M6 P9 HP65 AC40
Ordinary Angel (Order of Ishim)	W6 P5 HP50 AC30	W9 S4 P7 HP55 AC35

Table Key (W) Level as Warrior, (M) Level as Wizard, (P) Level as Priest, (HP) Health Points, (AC) Armor Class. The Order and Chaioth and above require enchanted weapons to injure, The Elohim and Hashmallim require silver-bladed weapons to injure. The Ishim and Elohim are Water Wizards, the Hashmallim and Chaioth are Earth Wizards, the Arelim and Melechize are Air Wizards, the Cherubim and Serephim are Fire Wizards, the Auphanim are Air and Fire Wizards, the Chasmalim are Air, Earth, and Fire Wizards, and the Archangels can use all spell elements. The Melechize and all higher Orders may also use Shaman spells.

All Angels, 80 FT/round, fly 100 FT/round; **Attack**: Punch 1d12, Strangle 2d12; **Weapons**: silver-bladed *Long Sword* GTET +3 (holy), silver Staff (1d12+3, extends to 15 FT), Long Bow (range 275 FT), 1d20+6 *War Arrows* +2 [+2 damage to evil creatures]); **Special Abilities**: *clairaudience/ clairvoyance* (100 miles), does not require air; *darkness* (25 FT), *daylight* (25 FT), *detect good* (200 FT), *detect phased creatures* (100 FT), Infrared vision (200 FT), low-light vision, *sees invisible* (100 FT), telepathic communication with Deity (infinite range), telepathic communication with Deity's followers (500 FT), *teleportation* (unlimited range, plus 1500 pounds; **not possible in Inferno**), 10/day — *create feast*, 5/day — *2d8 heal wounds*, 3/day — *astral gate* (from deity's Home Plane; **not possible in Inferno**), *4d8 heal wounds*, *cure disease*, *detoxify poison*, *radiant beauty* (body becomes blindingly bright 5d20+10 rounds, save 1d20 GTET [32-Stamina]), *summon monster* (1d6 giant eagles, owls, or doves), 1/day — angelic blessing (+2 bonus to hit, AC+4, 2d100+50 rounds); AL Good; **Spells and Prayers**: Variable by Order; **Gear**: *2d8 healing potion* (x2), *4d8 healing potion*, *cure-all potion* (*deafness*, *blindness*, *poisons*, *diseases*, *etc.*), *holy water* (x4). **Description**: Beautiful male or female humanoids 6'6" to 8'0" tall, with long hair, long oval faces, long and wide noses, muscular shoulders and torsos, slender hips, and long arms and legs, with wide feathery bird-like wings. Usually dressed in long-sleeved, knee-length tunics with light cloth vest, rope or metal chain-link belts, and sandals, often with a helm, breastplate, and carrying a shield. Angels often have birds as companions.

Known Spells, Non-Player Characters

The following spell and prayer lists are representative of those known by Warlocks, Wizards, Crusaders, and Priests found in Malebolge (Inferno); assume an average SPM value of +4. Although it is unlikely that any spell or prayer-user will be limited by their free casts during a single encounter, the number of free casts of Basic Magic or Devotion prayers is Level+4, the number of free casts of Lesser Magics or Mystery prayers is the same as the Wizard/Priest's Level, and the number of free casts of Greater Magic or Majesty prayers is Level-4. A Warlock has Level-2 free casts. Treat a Crusader as having prayers as if they are a Priest 5 levels lower than their actual experience level. Note that non-player-character Warlocks, Crusaders, Wizards and Priests remain subject to the spell and prayer limitations of Gehenna; for example, an opponent's 'Teleportation' spell still does not function. Greater magic and Majesty prayers require 2 rounds to cast.

AIR WIZARD. Basic: 1d6+4 Attack (Electricity), Audibles, Call Breezes, Detection, Fog Bank, Putrid Scents, Remote Push, See Invisible, 1d8+4 Sound Blast, Speak Languages, 1d4+4 Steam Breath 15 FT, +2 Target Missiles, Telekinesis, Unhearing Ears, Vertigo; Lesser: 2d6+4 Attack (Electricity), 1d6+4 Attack (Acid, Cold, Fire), Area Deafen 20x20 FT, Area Silence 20x20 FT, Choke {to unconsciousness}, Control Winds, Disperse Magic, 3d6+4 Hailstorm 20x20 FT, Hold in Place, Invisibility, Levitation, Remove Air 20x20 FT, Summon Air Elemental, Swift Feet; Greater: 2d6+4 Attack (Acid, Cold, Fire), Banshee's Wail, Ear on the Wall, Flight, Shield of Reflection, Siren's Song {mesmerization}, Teleportation, Wall of Force.

GOOD CRUSADER. Devotions: AC+10 Armorskin, Compel Truth, 1d6 Cure Light Wounds, Detect Poisons, 1d10+2 God's Missile, Immunity to Disease, Minor Escape, Minor Prayer, Speak to Animals; Mystery: Banish Disease, Banish Spells, Deflect Magic, God's Hammer 20 rounds, 1d10+1 Heal Wounds, Restore Sight, Restore Hearing.

EARTH WIZARD. Basic: 1d6+4 (Acid), 1d4 Acid Slime 1d6 rounds, Bog Down 20x20 FT, Detection, Hole, Open Lock, Remove Paralysis, +1d6+4 AC Rockskin, 1d6 Rotting Hand, Slippery Surfaces 25x25 FT, 1d4+4 Steam Vent {ground}, Temporary Window 3x3 FT, Telekinesis; Lesser: 2d6+4 Attack (Acid), 1d6+4 Attack (Cold, Fire, Electricity), hp2d6 Body of Stone, Breathe Poisonous Fumes, Create Feast, Create Quicksand 25x25 FT, Dark Sight, Hold in Place, Paralyzing Hand, +3 Singing Swords, Summon Giant, +2 TD Terra's Wrath; Greater: 2d6+4 Attack (Cold, Fire, Electricity), Command Gravity, Gaze of Stone, 4d12 Meteor Cluster 50x50 FT, Permanent Mute, Stone Maw, Summon Earth Elemental, Walk through Solids.

FIRE WIZARD. Basic: 1d6+4 (Fire), Banish Vapors 25x25 FT, Command Fires, Detection, Extinguish Lights, 1d8+4 Fire Arrow, Flare {blinding}, Illusory Appearances, 1d12 Magic Grenade, +2 Stng Rage, See Invisible, Smokescreen 20x20 FT, Thermal Vision; Lesser: 2d6+4 Attack (Fire), 1d6+4 Attack (Acid, Cold, Electricity), Blindness, Darkness Zone 25x25 FT, Daylight 25x25 FT, Disperse Magic, Fire Ring, Invisibility, Mirage, Mesmirize, Shield versus Fire, Vision; Greater: 2d6+4 Attack (Acid, Cold, Electricity), All Seeing Eyes, Blinding Cloud 25x25 FT at 1 hour, Confusion, Eye on the Wall, 3d8 Fire Hail 25x25 FT, Fire Walk, 2d8 Magic Timed Blast, Summon Djinn, X-Ray Sight.

SHAMAN. Basic: 1d6+4 Attack (Force), -3 Confuse Weapons, Detection, Dominate Person, Horga's Mage Block, Jaco's Mesmerize, Levitation, Illusion, Mind Speech, Remove Confusion, Minor Sleep, Remove Panic, Waken; Lesser: 2d6+4 Attack (Force), 1d6+4 Attack (Acid, Cold, Fire, Electricity), Arrow Volley 1d8 at hp1d3, +3 Aura of Heroism, Cloud the Mind, Disperse Magic, Fear the Reaper, Gregor's Mage Drain, Hold in Place, Send Mage Energy, Stun, True Sight; Greater: 2d6+4 Attack (Acid, Cold, Fire, Electricity), Clone Person, Geas, 5d20+20 Imminent Mortality, Minor Time Walk, Spell Permanency, Sleep Zone 25x25 FT.

WATER WIZARD. Basic: 1d6+4 Attack (Cold), Brain Freeze {anti-Wizard}, Create Water, Detection, Detect Poisons, Protect versus Cold, Purify, 1d4+4 Sleet Storm 30x30 FT for 10 rounds, Summon Haze, Summon Poison Frogs; Lesser: 2d6+4 Attack (Acid, Fire, Electricity), Disperse Magic, 3d6+4 Hail Blast 25x25 FT, Ice Encasement, AC+10 Ice Shield, Siren's Song {mesmerize}, Summon Undine 3d12 Waterspout for 5 minutes; Greater: 2d6+4 (Acid, Fire, Electricity), 1d12 Blizzard for 10 minutes, Chain Lightning {d20-d12-d10-d8-d6-d4},

Known Spells, Non-Player Characters

Water Wizard, Greater...5d8 Hurricane Blast 50x50 FT, Part Water, Summon Water Elemental, Wall of Ice.

WARLOCK. Bind Breath, Bind Tongue, -3 Bind Weapon, 1d12 FT Displacement, Extinguish, Flame Up, Great Leap, AC+16 Guard Self, Hero's Race, Hold Up, 1d8 Icy Spray, Ignite, Mists of Fate, Object to Hand, Reveal, Spell Shield {all Basic, others save at+8}.

EVIL PRIEST. Devotions: Animate Bones, AC+18 Armorskin, -2 Blur Sight, Command Minor Undead, Create Minor Food, 1d6 Cure Light Wounds, 1d4+2 God's Fist at 6 rounds, 1d10+1 God's Missile, God's Sword at 5 rounds, Minor Escape, Minor Prayer, Mute, Reveal Hidden, Walk through Fire; Mystery: Animate Bodies, Banish Paralysis, Banish Spells, Deflect Magic, AC+30 Divine Armor, 2d8+1 God's Fire 10x10 FT, God's Serpent 2xHD5 Venom Snake, 1d10+2 Heal Wounds, Inflict Panic, Knock Out, Restore Sight; Majesty: Body Restoration, Creature's Form, 2d8+4 Cure Serious Wounds, 4d8+4 God's Brimstone 25x25 FT {fire}, 5d12+8 God's Smite {individual}, Extraordinary Escape, Kill, Grand Crusade.

GOOD PRIEST. Devotions: AC+18 Armorskin, Bar Creature, Command Animals, Compel Truth, Create Minor Food, 1d6 Cure Light Wounds, Detect Poisons, 1d10+1 God's Missile, God's Sword at 5 rounds, Immunity to Disease, Know Creature, Minor Escape, Minor Prayer, Mute, Reveal Hidden, +4 Sword Blessing; Mystery: Aura of Calm, Banish Confusion, Banish Disease, Banish Paralysis, Banish Spells, Blind Undead, Detoxify Poisons, AC+30 Divine Armor, 2d12+2 God's Strike {lightning}, 1d10+2 Heal Wounds, Know Enemy, Minor Banish Infernal, Restore Sight; Majesty: +4 Aura of Heroism, Break Curse, Creature's Form, 2d8+4 Cure Serious Wounds, God's Mighty Warrior 2x Warrior L14, Extraordinary Escape, Major Regeneration, 2d8 Mass Heal.



SPELLBOOK GAMES CATALOG

THE INFERNO LINE

Inferno 1980
Inferno: Bestiary
Gazetteer of Hell: Fire and Ice
Gazetteer of Hell: Lead and Hounds
Codicil of Maladies

Gehenna Primer
Inferno: Treasury
Gazetteer of Hell: Blood and Mire
Gazetteer of Hell: Realms of Shadow
Journey through Malebolge

ADVENTURE SITES

Ambush at the Fairbreeze Inn
Cave of Years
The Grotto of Saint Rithanaskor
Underground River
Wizard's Workroom

Arcane Library
Encounter with Jarulath
Troll Bridge
Warrock's Farm

GAME MASTER AIDS

Portal to Adventure RPG Rules
Eighty Tombs
Seer Delight
The Monster Parts List

Town Generator
Ghost Stories
The Master List
The Infernal Index

