

Inferno: Journey through Malebolge

DENIZENS

THROUGH ME IS THE WAY INTO THE DOLEFUL CITY, THROUGH ME THE WAY INTO ETERNAL PAIN.
THROUGH ME THE WAY AMONG THE PEOPLES LOST. ETERNAL I ENDURE, LEAVE ALL HOPE YE WHO ENTER.



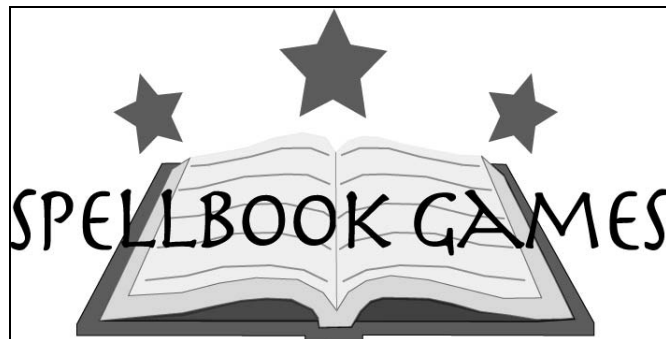
Inferno

Journey through Malebolge

Denizens

By
Paul Elkmann, Geoffrey O. Dale

Production by
Paul Elkmann



©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.

Inferno: Journey through Malebolge

TABLE OF CONTENTS

Denizens	Denizens
Alecto (Fury)46	Helandine, Doppelganger (f)..... 51
Aolrasia, Succubus35	Helsatrinna, neutral Shaman (f) 51
Barbaricciae, Diabolic General.....36	Infernal Minotaur 52
Behomond, Type 5D Devil.....36	Ionas, evil Warrior 52
Bellamennon, Ancient White Dragon.....37	Japeth Hrolf Aelfwig, good Wizard 52
Beribrennan, Vampire.....37	Jaspar, evil Crusader 53
Bonifac, Master Alchemist38	Jirik, neutral Warrior..... 53
Branalistod, Giant Boar38	Jorakhazna, good Priestess..... 53
Caladierdra, Frost Giant (f).....38	Kemmelnesses, Mummy King 54
Callisia, Evil Priestess39	Kevern Aethirn, good Warrior 54
Centaur of Hell Guards39	Lahellin Red Axe, evil High Priest 55
Cerberus, Great Hound of Hell39	Lanaspas, evil Wizard (Lich) 55
Cercopes (Race).....35	Laoghaire, neutral Warrior/Rascal 55
Charon, Diabolic Earl40	Leavaquin, Succubs 56
Chiron, Lord of the Centaurs of Hell.....40	Lila Hammerfell, good Crusader (f)..... 56
Class C Demon41	Lionors, Alchemist..... 57
Cobreigen, Alchemist41	Liusaidh, Doppelganger (f) 57
Conbelani, neutral Warrior41	Lorinc Vencilson, good High Priest..... 57
Constenna, Doppelganger (f).....42	Lora, good Shaman (f) 58
Crostoph, Lion-Headed Lammasu42	Lucifer, Arch-Fiend, Evil Deity 58
Cylawna, Succubus42	Marhina, Incorporeal..... 58
Demon of the Cloak.....43	Marlynni, neutral Rascal (f) 59
Diarianne, Young Human Woman43	Megaera (Fury) 46
Dammed Souls.....43	Meurvin, neutral Priest..... 59
Dodinell, Priest of Abrizxus43	Minnedora, Housekeeper (f) 60
Donegan, evil Warrior44	Minos, Diabolic Earl 60
Dorofiea, Medusa44	Minos' Hound, Monster..... 61
Ellisiffe, Master Alchemist (f)45	Mona, Ogress (f) 61
Erichtho, Shade, Seer (f).....45	Moried, neutral Warrior 61
Estraius, Shade, Priest.....45	Myarrathan of Algerhamd, good Crusader 61
Fillialus, good Priestess of Anuruck.....46	Myrodgar, evil insane Priest 62
Frorgan, good Warrior46	Nahkval Notovaz, good insane Priest 62
Furies (Alecto, Megaera, Tisiphone)46	Nathan Silverthorn, good Warrior..... 63
Garlo Silverthorn, neutral Warrior.....47	Natthad Giantslayer, neutral Priest 63
Geryon, Diabolic Earl.....47	Nefyn, Doppelganger (f) 63
Girrabol, Succubus48	Nessus, Adjutant, Centaurs of Hell 63
Good Soul48	Nimrod of Chaldus, Primeval Giant..... 63
Ghostly Raven (Erichtho)48	Noble Castle Denizen (Physical) 65
Gwennelma, evil Wizard (f)48	Noble Castle Denizen (Mental)..... 65
Sir Guallonir Red Axe, Shade, Warrior49	Odozor, Spirit, Fire Giant 65
Gyrth Halsteen, Minotaur49	Ondiman, good Wizard 65
Habblo Tenaman, evil Rascal49	Orphophattis, disembodied Head, Wizard 66
Haledor, good Warlock.....50	Parkianna, Grand Matriarch of Harpies 66
Harpy of Hell Guard50	Pazafran, Succubus 66
Harpy of Hell Matriarch50	Perevida, neutral Rascal 67

Inferno: Journey through Malebolge

TABLE OF CONTENTS

Denizens

Phlegyas, Diabolic Earl, Ferryman Styx.....	67
Pitch Devil	68
Plutus, Diabolic Earl.....	68
Quovallaph, evil Priest.....	69
Ramobava, Minotaur (f)	69
Rathcleff of Minnos, good Crusader.....	69
Recko, Frost Giant.....	70
Rerno, Doppelganger.....	70
Sabigotho, Doppelganger (f)	71
Samograff, good Warrior.....	71
Samthelca, evil Priestess.....	71
Sanisdoon, Servant of Minos	71
Seanan, evil Priest.....	72
Serpmen (Race)	35
Siusainn, Young Human Woman	72
Tantalassus, Cyclops.....	73
Thaddurros, Type 5D Devil.....	73
Tisiphone (Fury).....	46
Torellago, Succubus	73
Tomasinne, Doppelganger (f).....	73
Tressvalen, evil Warrior	73
Valara, Shade, Seer (f).....	73
Youma, juvenile Frost Giant.....	74

Additional Information

Reference Table, Devils, Circles 6 to 9	76
Reference Table, Devils, Circles 0 to 5	77
Reference Table, Angels.....	78
Non-Player Character Spells and Prayers..	79

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 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 Imminent 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 *Circlet 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 Luciferus 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, Fire)*, *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.

Laoghaire, 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, 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 adamantite 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.

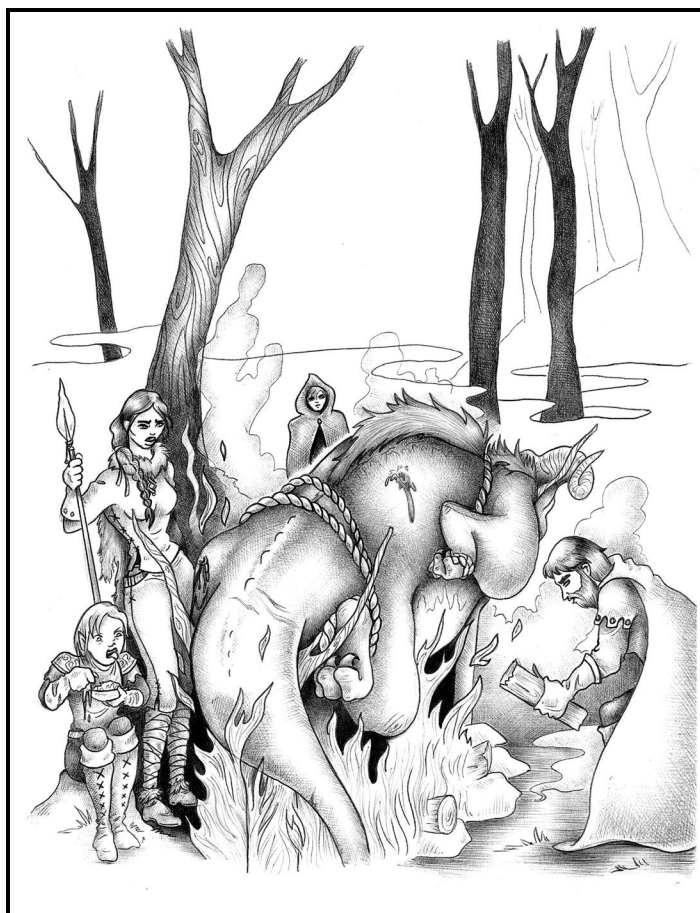
Tressvalen, Male human, 32 years, Warrior L6, **Moral Evil, STATS** Agility 15 Intel 13 Stamina 20 Strength 19 Will 15, Health 24, Special Power Modifier +3, AC 55, **Lift/Carry** 150/220 pounds, **Languages** Common, **Religion** Kubero (God of Metals and War), **Racial Abilities** +1 modifier Acrobatics, +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 Fundirant Elbrinelsomar	Ninurta Orias Barbas	Furfarrello (1) Cagnuzzo (2) Hiisu (3) Jutas (4) Barbariccia (5) Eligoss (6) Agares (7) Baulam (8) Alichino (9) Caleabrina (10)	Guzalu Furfir Asagg Osse
Officers	Keres	Myduforyas	Daiityas	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) Mephistoteles (B) Abalam (B) Batinin (B)	Berith (4) Dagon (4) Procell (4) Verrim (3) Abrizxus (3) Sidragasum (3) Sommilon (2) Vaggago (2) Lerajae (2) Minos (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

