

INFERNO

By Geoffrey O. Dale



Hedges Guild

THE FIRST FOUR CIRCLES OF HELL!
COULD YOUR PARTY FACE THE CHALLENGE?
NOT AN ORDINARY UNDERWORLD

210
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**ADVANCED
DUNGEONS & DRAGONS™**

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Background And Judge Information:

Inferno is based primarily upon the poem 'Inferno' by Dante and is also fitted as a scenerio into my campaign, Nidevellir. My purpose in writing it is twofold -- first, to answer the perennial question of Judge's when the party finds a cursed scroll: "GO DIRECTLY TO HELL!!" now what do I do? and secondly, to provide a power base to the evil immortals in the campaign. There may arise occasions in which an irritated Cleric will Geas some poor fighter into returning something that is on the Devil's plane and this allows the character somewhere to go for the adventure.

Hell has 9 levels (not 9 seperate planes), and the Circles are the major deliniation. There are several more major Archdevils and Dukes and I have added them in at the appropriate points, as well as relocated the old ones (ie. the ones in the TSR Monster Manual) back where they belong. It would seem to the author that Dante was used as some of the source material for the Manual's Devils, but at least they could have gotten their placement right! Archdevils and Dukes have power over their Circle and a means is provided to get past each of the major Devils, if the players have their complete wits about them. Wandering charts are provided as well as a liberal assortment of new devils wandering about. The postulated purpose of Devils is as much guardians of the dead as tormentors, for if they were not prevented from leaving, the souls would all drift toward the center and flee down Lucifer as the characters will try to do. Many devils will therefore NOT attack at first sight, but go off to warn others about living creatures for they have been ordered to keep watch on the souls and dare not leave their post; conversely, any of the times that the players are stopped is because a devil is to prevent any passage through a certain place and must attempt to stop the players as well.

Explanatory notes and suggestions to JUDGES appear sprinkled throughout the Inferno.

The banks of the ghastly River Styx, at the beginning of the Fifth Circle form a convenient demarkation point and therefore the whole of Inferno has been broken into two smaller units, the one (this one) covering from the entrance to the banks and the second starting with the players getting across the Styx and continuing on past the point where Lucifer is reached and pointing the way back towards the Material Plane. With the number of encounters in this Module and the deadliness of the creatures in it, the Author suggests that no character be sent into Inferno (with the expectation of returning at least; this will handily eliminate low-levels whom the Judge wants to cast out) unless they are at least 10th level and the party has 8 or more in it -- all characters ought to have at least 3 pieces of magic and 1-3 Healing potions of some type; good Clerics and Magicians are indispensable if the party is not to die quickly in melee. (Remember, if the party moves slowly and is confused as to what they should do, the Devils will have sufficient time to organize and field a force which is 5-to-10 times the number of characters and they WILL do this if possible: all members of the Devil party will be of Barbed strength or above and is likely to be led by the nearest of the Archdevils/ Dukes of Hell). Even this suggested group is probably too weak and my experiences with the Inferno suggest a party average of the 14th level and more than 2 healing items per member is necessary.

INFERNO



GATES

(11)

RIVER ACHERON

(17)

CHARON

FIRST CIRCLE

(22)

LIMBO

SECOND CIRCLE

(41)

MINOS

THIRD CIRCLE

(46)

CEBERUS

FOURTH CIRCLE

(51)

PLUTUS

RIVER STYX

FIFTH CIRCLE

SIXTH CIRCLE

SEVENTH CIRCLE

EIGHTH CIRCLE

NINTH CIRCLE

(XX)

Indicates Page Number of Wandering Monster Table for that section.

INFERNO, THE PLANE OF THE ARCHDEVILS

While following an ancient, decrepit road, full of holes and unsupported stone slabs, the party sees a pine forest ahead and a line of thunder clouds seems to be blowing towards them. (The party is now on the Material Plane, preferably in one of the most desolate wilderness regions one can find. A good way to get them there may be to plant rumors of an EVIL TEMPLE at the far end of the road which has been looting the area for centuries and has now been deserted due to the actions of the diety which the temple served). Small flocks of crows fly around them but otherwise the land is unnaturally SILENT. A few vultures may be seen circling over the forest.

When the party reaches the edge of the wood, the road will be seen to enter it and curve sharply to the left. By this time there is a dark ceiling over everything and the threat of heavy sleet and cold rain hangs visibly on the trees; it will require torches for creatures without Infravision to continue at more than half pace. Various wild creatures can be heard moving about in the forest near the roads (Elves and Druids will have the distinct impression of being tracked by the animals). Occasionally bright pairs of eyes will be seen and animal screams often will be heard. Horses must be led in order to advance and all non-warhorses have a 25% chance of bolting and running back up the trail. It will take six hours of marching to pass through the pine forest. One peculiar feature of the road is that every mile or so, clumps of bright gold and silver flowers will be seen, and the plants appear to be glowing. If a plant is picked, the glow will continue for up to $\frac{1}{2}$ hour and droplets of a thick, reddish liquid will be found oozing from the stem. Druids will suffer a gradual slide towards the EVIL alignment with each flower picked (which he knowingly allows)--it will take 30 flowers to turn a Druid to Evil. Flowers will grow in clumps of 3-12.

At the end of the march through the pines, the party will come to a solid and sheer cliff (100 yards high and 25m thick). The road goes into a small clearing in the trees and then goes through a gap which has a shape somewhat similar to that of an Arch -- an archway of the scale of Titans, though. Through the gap another small clearing may be seen, then another forest and in the far distance a huge mountain dominates a bleak and foreign landscape. A mist hangs about everything on the far side of the arch, and everything takes on a fuzzy image and drifts in and out of clear focus. **THIS IS A PLANAR PORTAL AND EVERYTHING ON THE FAR SIDE OF THIS CLIFF IS PART OF THE PLANE OF HELL!** Horses will not enter this arch under any circumstances or compulsions!!

The mountain's summit is crowned by a halo of light and the sun frames the peak. Bowmen, Rangers and others of exceptional sight will be able to discern some white (Marble) buildings grouped near the summit. Various bright reflections shine in the colors of silver, gold and bronze. The mere sight of all this precious metal will turn any Dwarf's heart over in envy.

As the party goes through the archway, if they look behind themselves, they will see neither the cliff, nor road nor clearing -- they are in the center of a seemingly endless wood with only a little dirt track winding into the trees on the other side of the small clearing. The Mountain still looms ahead of them.

In the center of the clearing is a small stone slab on which rests a weathered obelisk. The side facing the party is engraved in the Elven Runes: 'Wood of Errors'. Taking the direction of the Mount to be north, the west side of the monument has the word 'Fear' written on it, the north side bears the word 'Despair' and the east has engraved 'Deception' on its side. On top of the obelisk is mounted a human skull which has red, glowing eyes. After 20 melee rounds, if the party is still debating what to do, the head will speak in Common: 'Go fools, and seek the Mount where metal flows as does ale. Bliss, contentment and peace belong to those who dwell there and wealth beyond the dreams of Dwarven Houses entire. Your track doth lead up the far hill and the travel is lighter than you think.' If directly asked what to do, the head will also speak this message.

As the players travel along the path, the surrounding plants lose their greenery and flowers and grasses give way to weeds underfoot. The pines turn more towards barren leafy-trees, with 3-12 sturdy branches and many smaller ones. The limbs are in constant motion even though the breeze is slight. There is a 35% chance per party member that a tree will attempt to grab at him/her while on the path. The trees will attack as a 12d10 monster, have 8d10 hit points and grab with 2-6 arms, if they have them. Their damage is 2-12 per turn (melee round) of constriction and they lift their victim from 6-24 feet above the ground. Bonfires which are lit will cause the tree to throw the victim down for damage of 3-24, no saving possible. Trees will generally take $\frac{1}{2}$ damage before releasing their victims, if they are still alive.

After 4 hours of walking the party will come to the foothills of the mountain and will clearly see the upper slopes are covered by fruit orchards, gardens, sparkling pools of water, fountains and parks. It is obvious that no evil or discomfort may ascend this hill. (Are adventurers evil by their intents?) NOTE Up until this point, normal monster checks are permitted (from the wilderness tables), though I would advise against using them: wilderness encounters will dilute the party strength and this unnecessary, considering what will be faced further ahead in the module. If the Judge includes wilderness checks, I suggest 3 checks before encountering the cliff and arch and 2 after leaving the clearing in the direction of the mountain.

If the players go in any direction except towards the mount, they can march for 3 days through the woods before running into a great expanse of swamp and marshlands. There should be 6 monster checks per 24 hours of game time and only carnivores of 5d8 or greater will be encountered: no edible plants or animals will be found and magically conjured food will have a cold, greasy taste to it. It will rain every day. The swamps will have a minimum of 3 ft. mud, no solid ground of any size and from 1 ft. to 6 ft. of water over the mud. There is a cumulative 10% chance per day near the swamp of picking up disease and even Elves will be affected. Giant crocodiles lair in the deeper parts of the swamp (4 ft. or greater). The swamp has no limits - should the players build a raft and pole across, they will always find more swamp ahead of them...after 50 days of rafting out from the forest they will come to land on the opposite side of the forest and can walk another three days back to the clearing at the center, and let their diseases take their course.

While attempting to ascend the mountain, the following three monsters, in the order given, will attack the party--while they fight, they will cry out in a loud voice: "Go back, Go back! It is not appointed that you reach yon place by such a direct path. Go seek another!!" This will be in the common language.

LEOPARD AC 0 HD 10d10 78 HP MAGIC RESIST 50%
attacks: claws 2x1-10, bite 2-12, if hit by both claws, the rear claws (2) may attack also at a damage of 1-8.

This leopard stands about 6' high at the shoulders and 9' at the crown of its head. It sees as a "True Sight" spell. It may go ethereal and astral. The Leopard may jump up to 30' per round, and bite (only, no claws) upon landing. He is jet black in color, and speaks and understands all human languages.

SHE-WOLF AC -1 HP 12d10 HP 96 MAGIC RESIST 70%
attacks: bite 4-16, breath: fire 5-20

The She-Wolf is the size of a pony and has the typical temper of her race. The wolf is a mottled grey with a few darker splotches along her hide. She may use her breath weapon 4 times daily. She sees as if having "True Sight" and may travel ethereally and astrally. The Wolf speaks and understands all languages. She can determine by cursory inspection the relative strengths of all party members and attacks the strongest first. She generally fights to incapacitate her opponents (this is not the same thing as SUBDUING them!) and only kills when her own life is endangered (or by accident).

LION AC -3 HD 16d10 HP 138 MAGIC RESIST 90%

attacks: claws (2) 2-12, bite 3-30, roar, breath: repulsion, if both front claws hit, both rear claws may attack within a damage of 1-10 points.

The Lion stands 7' tall at the head and is large enough to attack up to 3 opponents at once, if it is rearing (one claw, one bite and one claw). It is a perfect specimen for a male of its species and has a body which is in complete proportion on its size. The mane, tail and lower body hair are a rich, deep brown and the pelt is a tawny yellow-golden color. It has black eyes and white teeth and fangs.

The Lion can breath 'repulsions' 6 times per day and up to 30 levels of creatures are effected. Three times a day it may perform a special roar, which may do one of the following things, at random each roar:

1. Sleep spell, up to 50d of creatures
2. Fear spell, up to 60d of creatures
3. Stun spell, up to 40d of creatures
4. Hold spell, up to 80d of creatures

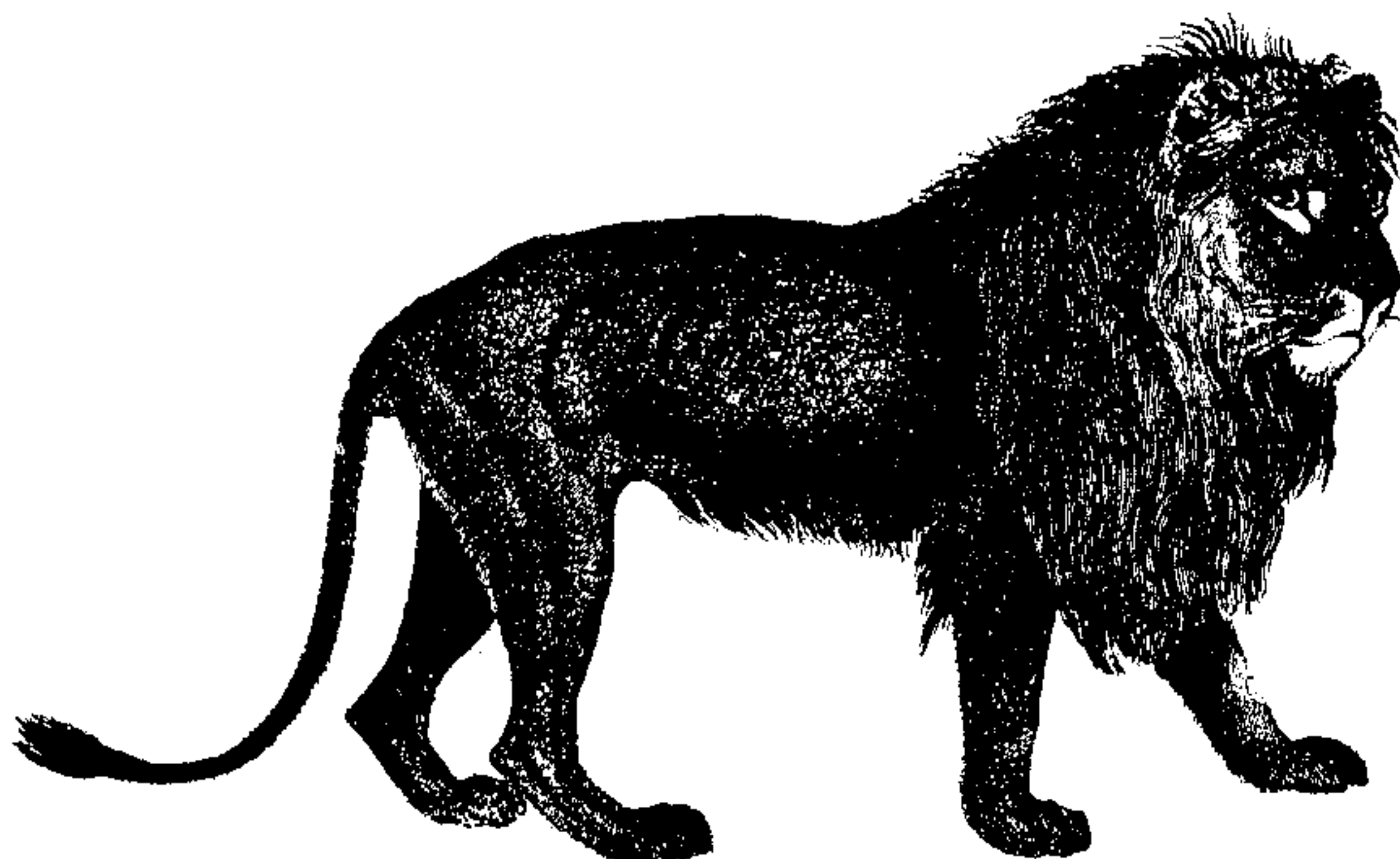
All save @-3 on saving rolls and effects last for 10-40 melee rounds.

The Lion regenerates hits at 4 hit points per melee round.

He can see as per a 'True Sight' spell and will see in the ethereal and astral planes as well and his roar echos' upon these places as well (saving is made without the -3). While he does not move on other planes himself, his claws may strike into those planes and they do only 2-20 if they strike an ethereal or astral creature.

He is fire immune. All saving rolls are made upon a 5 out of 12. He can speak and understand all humanoid languages. Because of his dexterity, every other round, the Lion gains an extra strike with one of his paws against one opponent.

NOTE: All of these three monsters will fight to incapacitate the party as a whole, and this may mean killing individuals who will not desist in trying to pass them by. They are meant to ward (or herd) the players towards the actual start of Inferno, not be its first fatal test. If the party heeds the warnings of the monsters and retreats from them, the monsters will not press the attack.



If the first two monsters are faced and killed -- and the players escape the Lion via other planes (for I don't think that a reasonably equipped party can KILL the Lion) -- they will have from 3-6 encounters with higher order undead (wraith, ghost, vampire, spectre, Banshee, Mummy, etc.) while in the other plane, as long as they strive to ascend the Mountain in that form. If they are successful in passing the Undead, they will encounter from 1-4 ANGELS outside the Gates to HEAVEN (the place on top of the Mountain; the name of the Mountain is MT. PURITORIO).

ANGEL AC -5 HD 20d10 MAGIC RESIST. 75%
STR 18(70) INT 19 WIS 19 CON 18 DEX 19 CHR 20

MALE: Dressed in long flowing white robes girdled in a black, braided cord, wearing sandals and a golden breastplate and helm. Hair is usually golden/blond in color. They speak in deep voices which they can project up to $\frac{1}{2}$ mile. They know all languages. They have 'True Sight' and can see past lead.

Male angels are armed with Flaming Swords of a special type: they are +7 to strike, +5 to damage, can slice through non-mithral or adamantite metals in a single stroke, can act as a Dancing Sword and will shoot flames from the tip 5 times per day (the flames have a range of 20' and do damage of 6-24 points of fire damage). 60% of all males carry in addition, Trumpets which may do the following at their command:

1. Act as a double strength Horn of Blasting
2. Mesmerize up to 60d of creatures
3. Paralyze up to 25d of creatures
4. Panic up to 20d of creatures



They may cast the following spells, at any time and using a single word for each: *BLESS, COMMAND, CURE LIGHT WOUNDS, PROTECTION FROM EVIL/GOOD, REMOVE FEAR, KNOW ALIGNMENT, HOLD PERSON, ANIMATE THE DEAD, CURE DISEASES, REMOVE CURSE, CURSE, FLAME STRIKE, QUEST, EARTH-QUAKE, KNOCK, SUGGESTION, CHARM PERSON/MONSTER, GEAS, LEGEND LORE, LIMITED WISH, TIME STOP, and EMOTIONS.*

Some Angels, 30%, will also carry Javelins of Light. These are +5 spears with the property that they do 6-26 points of damage to EVIL CREATURES and they glow when in the presence of EVIL. They also can be commanded to produce light and white light is produced (as opposed to glowing objects which are typically blue).

FEMALE Female Angels are dressed in either long white or yellow gowns which cling tightly to their well-shaped bodies. Their voices are more musical and lilting and they will occasionally speak in rhyme. Their hair can be either a shining gold or jet black and is always long, flowing and has scented flowers braided into it. They usually wear sandals.

When angered, these angels can pitch their voices and then SHATTER metals, excepting mithral or metals under enchantments. Their singing can mesmerize up to 80d of creatures.

They have the language, spell and sight of the male angels.

Females are armed with STAVES OF THE HEAVENLY HOSTS: this stave can do the following, at the owners command:

1. Throw 1,2,3 spells per round, as the owner desires (the only spells permitted here are those which angels can use)
2. Absorb up to 6 spell levels per melee round (for power)
3. Heal up to 20 damage points per 3 melee rounds
4. Strike for 3-30 points of damage
5. Age opponents 15 years
6. Regress age by 20 years (instant infant!)
7. Cause Diseases (leprosy, boils, poxes, etc.)
8. Insect Plague
9. Break for 200d20 points of damage inside a radius of 100'

Females also will often (60%) be carrying Harps which do one of the following things:

1. Hold 100 levels of creatures
2. Sleep 100 levels of creatures
3. Friends spell 100 levels of creatures
4. Heal 10-20 points on 50 levels of creatures

Saving throws are permitted versus the effects of the harps.

Female angels tend to favor more highly Bards, Harpers, Poets, Sages, and other men of learning. Their tempers wear thin quicker than those of the males!

All angels may shapechange into humanoid forms, fly without wing or using spells, have exceptional hearing, may use ESP (no allowed saving throw) whenever they want. They are all Lawful Good and are unfailingly polite, even in the most trying circumstances. Angel regenerates 3 points for every melee round. They are immune to all spells, devices which operate upon the soul. They may teleport freely (not out of combat, though) and can move between the Planes along with up to 3 mortals per angel.

Angels cannot be charmed by anybody.

The job of the angels is to kill any mortal attempting to enter the Seven Heavens (ie. in this module it is their function, they do have other jobs and duties and only these four are guards). They will enquire first whether the transgressors will leave quietly without a fight and if he/she/they persist, they will destroy (NO RESURRECTION) the intruding party. From 2-20 other angels can be summoned as needed.

The sex of the guardian party can be randomly determined.

If anyone gets past the Angels, the Gods will deal with the person by affixing them as monsters in the Inferno to torment the dead and hunt down further parties of the living. They will most probably be put in the 7th or 8th Circles of Hell.

To get back to the party on the Mountain...Before the party ascends towards heaven, the players will come to a muddy footpath which leads off to the left. This path presents a foul appearance and seems to be forgotten.

The path is made up of gravel, mud, and clay, broken stone slabs and trampled grasses. Along its side, occasionally crossing over it, runs a black-colored stream of water. A few hundred yards from the main road the path can be seen to run into a valley with steep sides with the floor of the valley soon descending out of sight. The vale is littered with boulders, bleached white shapes (bones?) and various colored vapors rise from vents in its sides. A fog with evil orors hangs near the entrance to the area. A Ranger or Druid will be able to deduce that footprints for more people than armies contain have passed through here going towards the noxious valley beyond. No green plants grow along the parts of the valley which are visible.

At the junction of the two paths is another obelisk. This monument has green fungus along two sides of it and it quivers if prodded. There are various gouges made in the crumbling stone: for instance, part of the pointed capstone is missing. On the north side of the obelisk is written 'Paradisio' and on the west side 'Hades & Infernali'.

NOTE The muddy path leads to the Gates of Inferno and the actual start of the adventure. Players are to be guided here by the 3 animals and the Angels and must take this path to return to the Material Plane.

From the moment they begin this path, certain spells will function in unexpected manners, as detailed below. Magic-using creatures are to be informed (privately) that the arcane powers (their power source!) feel 'eclipsed' and diluted as they step onto the path of Hell. If the MU's CON is 6 or less, there is a (100-10xCON) % chance of Fainting for 10 to 60 minutes.



SPELL

EFFECT

Clerical

1. *Protection From Evil* -- Ineffective (overloaded)
2. *Sanctuary* -- +2 Devil Saving Throw
3. *Augury* -- Ineffective
4. *Know Alignment* -- Good Appears Evil, Evil Appears Neutral, Neutral Appears Good
5. *Light* -- Produces a Bright Flare or Alternatively Forms a Column of Light Which Hovers Over the Cleric
6. *Create Food & Water* -- No Nutritive Value
7. *Detect Lie* -- Ineffective
8. *Excorcise* -- Ineffective
9. *Commune* -- Ineffective
10. *Dispel Evil* -- Ineffective
11. *Find The Path* -- Leads Directly To The Nearest Archdevil/Duke, Attracts 6-18 Devils To Party
12. *Holy Word* -- Attracts 6-18 Devils To The Party, No Damage Suffered By The Devils

Druidical

13. *Pass Without A Trace* -- Path Glows For 1-3 Turns Behind The Caster
14. *Animal Summoning* -- Ineffective
15. *Call Woodland Being* -- Ineffective
16. *Control Temperature* -- Cause The Immediate Area To Go To 120°F For Spell Duration
17. *Chariot Of Sustarre* -- Goes Directly To The Seat Of The Nearest Archdevil/Archdevil/Duke

Magic User

18. *Find Familiar* -- Quasit, Only, Will Come
19. *ESP* -- Thoughts Of Caster Are Broadcast To Nearest Inhabitant Of Inferno
20. *Rope Trick* -- Goes To As modeus' Palace
21. *Dimension Door* --Goes To The Nearest Palace Of An Archdevil/Duke
22. *Ice Storm* -- Functions Only In Circles Where Ice Devils Are Found

23. *Polymorph Self/Others* -- Will Not Change Creatures Into Devil-Shape
24. *Conjure Elemental* -- There Is A 20% Chance Per Round Of The Elemental Turning On The Caster, Instead Of The Normal 5%
25. *Contact Other Planes* -- Ineffective
26. *Teleport* -- Characters Will Be Teleported To The Seat Of Minos
27. *Spiritwrack* -- 50% Chance Of Having The Spell Rebound On The Caster, In Any Case A Devil Will Not Be Bound Unless It Submits To Having It Done
28. *Limited Wish* -- Must Be OF Small Effect, It Will Not Allow Characters To Leave The Plane
29. *Monster Summoning* -- Will Only Summon 1-3 Devils Of Under 8 Dice And There Is A 30% Chance Of A Greater Devil Being Able To Assert Control Over Them
30. *Time Stop* -- Ineffective
31. *Wish (Full)* -- Will Not Transport The Party Off The Planet

Illusionist

32. *Change Self* -- Will Not Allow Caster To Assume Devil-Shapes
33. *Deafness* -- Affects Casters Also
34. *Vision* -- Ineffective

The black stream which criss-crosses the road to Inferno is named Phthora (gr. "ceasing-to-be"). The walk along the path to the Gates of Hell takes 36 turns; a check is made every 5th turn for each party member -- there is a $(100-4 \times \text{CON})\%$ chance per turn of a powerful urge (magical) causing the character to suddenly reach down and drink from the stream. No reasonable precaution can prevent this, for a thinking being will (80%) be able to get around virtually all party precautions, especially if the rest of the group doesn't know that the urge has struck.

Drinking from the stream has one effect -- the drinker forgets his life on Earth and then believes himself to be one of the damned souls on the way to the Inferno to be judged. He knows that this is his purpose, know what is ahead and calmly accepts what will happen to him -- the victim considers it to be "Divine Justice" and cannot be dissuaded from the marching forward. In addition, he will cast away all arms, armor and baggage (it's unnecessary to the dead, maybe the victim thinks that he died in battle). The victim will see and notice the other party members around him but will have little interest in them as such -- he will be quite surprised if they attempt to talk him out of going to Inferno (at least if they want him to take that heavy armor along): he should naturally assume that they are also the soul of evil dispositions going to their proper places and if they want to carry those extra worldly goods, which are heavy, they can do so for now is the last chance of enjoying oneself for the rest of Eternity.

A *Remove Curse* spell, *Dispel Magic*, *Prayer*, *Exorcise*, *Dispel Evil* or *Heal* spell will negate the effects of the water and vials of Holy Water which are poured into the stream will negate its magic for a 1 turn period per vial. (*Exorcise*, *Dispel Evil* spells will work in this limited capacity if applied before entering the Gates).

After a few hundred yards, the sides of the valley becomes nearly vertical and rise up to 50 yards in height. The cliffs are nearly smooth and a thief has a +30 chance of falling while attempting to scale them. Eventually the crevasse ends and the path dives into a circular aperture which is about 6 yards in diameter and the tunnel dives down through a rock at a steep angle. Inside the tunnel, along the walls are prayers and confessions of many heinous crimes, written by souls who did not take advantage of the stream to erase memory and now realize what their lives had led them to. Many are obscene and untranslatable.

A "*Distance Distortion*" spell is laid in the tunnel so no estimation of its actual length, etc. can be made; an additional spell "*Veritgo*" has been laid there so that living creatures must save vs. magic or fall to the ground so disorientated that they are unable to move--this lasts for up to 1 hour per spell, any character who misses his save three times (3) must be carried down the tunnel for he will be unable to move himself and a system shock roll must be made or the spell effects will kill him while he is in the tunnel.

Illumination is provided by clumps of grotesque fungi which grow along the sides of the passage in the shapes of dismembered human limbs: they glow in red, blue and green colors, alternating along the path.

There is a 10% base chance per turn travelling in the tunnel of being overtaken by something. If from the rear (50%), it will be a party of 10-100 souls and these will seem like a rush of very strong wind, accompanied by loud, evil cackling and a stench like decomposed dung. Souls will merely move past the party unless a soul is *Bound* or otherwise magically held; souls can do no damage.

If approached from the front (50%), the party will meet one of the following:

- | | |
|----------------------|---------------------------------|
| 1. 2D4 Barbed Devils | 5. 1D6 Ice Devil |
| 2. 2D4 Bone Devils | 6. An Undead riding a Nightmare |
| 3. 3D4 Erinyes | 7. A Pit Fiend |
| 4. 1D6 Horned Devils | 8. An Archdevil |

NOTE Unless the party is doing something to attract Infernal attention such as having their clerics CHANTING or wearing powerful religious symbols/Artifacts openly or carrying a Devil's Head (no longer attached to the Devil), the outgoing Devil's will tend to ignore them. Archdevils will naturally require abasement but if the party is polite and gets quickly out of the way, the devils will leave them in peace. THIS APPLIES TO THE TUNNEL ONLY! Also note that it is not naturally part of the natures of PALADINS & RANGERS to be polite and abasing towards Devils and it would be very much part of their nature to attack EVERY Devil which they see, REGARDLESS OF THE CONSEQUENCES! This will require some thought by Judges to get the party safely through this tunnel without any holy characters getting the party wiped out by a group of powerful Evils.

At the end of the tunnel, a ruddy red light may be seen and the party will soon emerge onto a broad plain, with a dull grey and featureless surface. The sky vaguely glows in a blood-reddish fashion but no sun/moon or stars can be seen, only red clouds. The air is hot (100°F) and still (stifling) -- no winds or drafts are present. On the horizon at a distance of perhaps 1½ miles in either direction (left or right) are high basalt cliffs which are rocky, sheer and have tall spires, of rock towering high above their tops. Special Huge Gargoyles sit upon the spires.

The cliffs are perhaps 60 yards high but an experienced mountain climber with a DEX of 16 is required to ascend safely. In experienced climbers or lower-DEX characters have a $(100-6 \times \text{DEX})\%$ chance of falling; being under attack or missile fire halves a character's chances of moving up the cliff. Falls will be made from heights which are multiples of 3 yards starting at 6 yards. Falling damage (on the ground/stone shelf) is 1D6 per every 3 yards fallen, up to a maximum of 20D6.

The Gargoyles are AC 2, hits are 6D10 and they require a silver or magical weapon to hit. From 1-3 will attack a climbing party per climb attempted.

NOTE Few creatures in Inferno are susceptible to normal weapons. At least, silvered weapons are needed, many need magical and enchanted blades and a small number require magical weapons that are also silver coated.

Directly in front of the tunnel, at a distance of about 100 yards are two massive blocks of black stone, completely featureless, supporting a metal archway. The whole gives an impression of permanence and strength. To the left side of the road is an obelisk standing at the head of a massive gravepile (4 yards long) made of newly-turned earth; blood continually seeps from the grave. The obelisk carries the words, in Dwarf Runes, 'Valara' on the near face and 'The First Dead' on the opposite face. It is said that any person or Diety who can command Valara to rise from her grave may obtain 3 prophecies about the Upper World which will always come true. She is surly, haughty and difficult to handle: she always speaks in plain language which is clear and concise. Valara enjoys telling of doom, particularly of a personal nature.

Affixed to the metal arch (of rusted iron) is a plaque upon which is enscribed the following message:

"THROUGH ME IS THE WAY INTO THE DOLEFUL CITY; THROUGH ME THE WAY AMONG THE PEOPLES LOST...BEFORE ME WERE NO THINGS CREATED, BUT ETERNAL: AND ETERNAL I ENDURE: LEAVE ALL HOPE, YE THAT ENTER" (Dante, Canto III, Inferno).

Running from the gatestones is a red line, 6 inches thick, which runs in both directions away from the gate and perpendicular to the road. If any character steps toward the line, a Magic Mouth will appear in the air beneath the Arch and say: "STAND CLEAR THE BOUNDARY OF LUCIFER'S DOMAIN. CROSS IT NOT LEST YE BECOME AS DUST AND ASH ONCE MORE!". If any living matter crosses the line there will be a bright red flash (save vs. blinding for 1-10 rounds) and the matter will be disintegrated (no save possible) and a small pile of ashes and twisted armor (Molten armor anyone?) will be seen in his place. (Alternately, a 20D10 FLAME STRIKE could come out of the cloud with a saving throw permitting 3/4 damage).

On the plain beyond, dark colored mists and vapors can be seen and beyond that a wide, brown stain. A continuous rumbling of thunder is heard at the Gates.

Once inside the gates, the party is inside Inferno and a curious thing will happen -- the aura's of the characters can be seen and will manifest themselves in a colored glow which surrounds the player in question. The aura is color-coded by ethic alignment: GOOD=YELLOW, EVIL=RED, NEUTRAL=GREEN, PALADINS & PRIEST OF GOOD DIETIES=WHITE, SECRET ORDER WITCHES & ANTI-CLERICS=BLUE. While devils will attack and kill ANY living being (mortal and quasimortal) caught inside the gates, they tend to attack members in order of their descending goodness. If forced to negotiate, a Devil will talk first to Paladins or others GOODS, knowing that non-evils are most likely to hold to bargains thus struck.

NOTE THE COLORS ASSIGNED TO CHARACTERS SHOULD NOT HAVE ANYTHING TO DO WITH THEIR STATED ALIGNMENTS BUT SHOULD INSTEAD REFLECT THE JUDGES ESTIMATION OF HOW THE PLAYER RUNS HIS CHARACTER. Many stated Neutral-Goods actually act Lawful-Good and many neutrals (pure neutral that is) are in fact EXTREMELY evil in their play. Also, in the course of play, the aura may shift in color, reflecting their actions, and tinges

of the other alignment colors may often creep into the basic aura, altering its appearance. Remember, except for Paladins, Law-Goods will still act lawfully with Devils and will still show mercy, restraint, etc., as they should show normal monsters. Otherwise, they are not Good anymore and the aura ought to change accordingly.

Paladins, being Holy Fighters, will only kill Devils and it is not in their proper character to do otherwise. THIS MUST BE ENFORCED BY THE JUDGE AT ALL TIMES. Under any circumstances, a Paladin feels that his salvation is assured (spiritually) and they may actually place the party into mortal danger -- a death in Hell will assure a blessed afterlife for all concerned! Remember that a

Acheron is nearly 1 mile in width and is a uniform brown/disquating color; it is sluggish and has various oils, blood, and solid bits of material in it (not excrement, please; the river looks more like it flooded a town; and tree branches, building parts and bones form the most of the debris) along with the skeletons of all the victims of drowning in the world. The river has a revolting odor -- like that of many rotting fish.

Characters must cross the river via the Barge piloted by the Demon Charon (Kar.on.). He will appear in 1 full turn after the party reaches the landing.

CHARON, ARCHDEVIL BOUNDER OF HELL AC -5, Hit Points 155

Charon is the doorman to Inferno and ferries all the souls across Acheron. He never sleeps and doesn't keep a Palace or any servants, his Hoard is kept in a cave on the opposite shore and guarded by a mutant Devil which only obeys his commands (spoken in Common).

Charon appears as a bent old man who is lame in one leg and has white hair of shoulder length which is tangled together. His forehead is very high and it slopes upward to a high crown, which is bald--this gives his head the appearance of having a white circlet around it with white fur attached. The most notable feature of Charon's face is the intense eyes set back into his head -- they glow with a red (as if one saw a bright fire from the end of a long tube). One's gaze is drawn to these eyes (save vs. Magic).

This Archdevil has a hearty disdain for all living creatures probably from carrying the dead these many centuries. He is rough, vulgar and tends to be of short temper -- particularly with respect to mortals.

Charon may do the following at will, once per melee round: *Pyrotechnics, Produce Flame, Wall of Fire, Continual Light, Read Languages, Read Magic, Detect Invisible, Locate Objects, Invisibility, Dispel Magic (20th level ability), Shapechange, Hold Monsters, Hold Person, Geas and Fulfill Another's Wish*. He also has the standard devil powers of: *Charm Person, Suggestion, Illusion, Infravision, Teleport (No Error), Know Alignment, Cause Fear and Animate the Dead* (3 per melee round).

CHARON'S gaze can cause either weakness (save vs. magic @ -3 or collapse in trembling): gives a -2 on all attacks and a -2 to AC or submission (save vs. magic @-5 or follow his orders, INCLUDING 'to die', for 1-6 full turns). He can always summon from 1-6 devils of the 2nd Circle to his aid or to carry out his wishes.

Once per day Charon can use each of these symbols: PAIN, REPULSION, FORGETFULNESS (SAVE VS. MAGIC OR FORGET ALL EVENTS IN THE PAST 1-8 DAYS). He may speak an UNHOLY WORD every day.

Charon's weapon is his Great Oar.

Weapons of +3 are required to damage Charon and weapons which are only silvered will damage at $\frac{1}{2}$ of normal value.

THE GREAT OAR OF CHARON

Charon's boat is propelled by a single wooden Oar, held by the Archdevil. It is 12 foot long and requires a STR of 17 to lift. It strikes for 6-24 points of damage per turn and adjusts for AC as does a club. It may also:

1. Be commanded to shrink to the size of 5 inches (Charon will usually wear it on a charm around his neck if not on his boat.)
2. Stun for 1-12 melee rounds if it hits on an attack: there is a $(100-3 \times \text{CON})\%$ chance of the stunning effect on a person.
3. The tip of its shaft has a black gem embedded in it and its touch causes a disease, no save, and the wielder may designate which disease.



4. If it is attached to any boat, of any size, it will allow one man to row it, and at such speed that the boat will cover no less than 135 miles per day -- under any conditions.
5. Possession increases the user's AC and Saving Throws by 3.
6. If it strikes on a 20, it drains 1 Life Energy Level.

CHARON'S BOAT

On occasion Charon may cause a duplicate of his Boat to appear in the material world. When he does so, it has the following properties:

1. Sails between planes once/day
2. Moves 270 miles per day, in any direction
3. It will never sink or be holed or burned
4. It, and its occupants, are invisible to Fliers
5. It's mooring rope will act as a 100 yard long Rope of Entanglement
6. It has a compartment underneath the Tiller's seat which will always contain a Rod; the Rod will have one of the following powers, randomly:
 - a. 25 charges of 8D10 *Cold Ray*
 - b. 25 *Web* spells
 - c. 25 *Heal Rays* (actually inflicts 1-8 points on own party)
 - d. 25 *Cause Serious Wounds* spells (30% chance of effecting user)
 - e. 25 charges of *Demon Protection* (NOT Devils!)
 - f. 25 charges of *Continual Darkness* (casts an Evil aura)
7. It will transmute 1000 CP to 1000 PP per week for evils only

Charon's Boat, or Barge, will hold up to 30 men or 8 men and their Horses. Animals, including Familiars will need to be blindfolded while in the Boat. Paladins must have a *Remove Curse* read over them and 3 *Bless Spells* within 3 days after touching it or they break into a massive sores along their hands (2 points of damage per day of not being cured) and after 1 month they will lose their status of Paladin.

Rangers and Clerics need *Prayer* and *Bless* spells within a week; if not, Rangers become normal fighters and Clerics become of evil alignment.

As Charon will not willingly bring the living across Acheron, some care must be taken by the party, lest he attempt to use his Oar to knock the characters in the water.

The dead are customarily buried with a single Silver Piece in their mouths, and this is Charon's fee for passage. Charon will allow any mortal to enter who places a silver coin in his mouth and keeps it there the whole time (10% chance of death by suffocation if DEX is eight or lower). Any attempt to bind or force passage and Charon will attempt to kill all members of the party.

Besides, his Great Oar, Charon keeps one other item of interest on his boat, in a small hole in the tiller-seat is a glass vial (dimension of 6 inches in height and

1 inch radius). Inside the glass (which appears to be solid) are 2 gems cut into a circular fashion: these gemstones are ozmadine (approx 1/22 kilos and the value of each is near 10,000 GP) and between them is a cold blue fire which is burning. The arrangement is constantly shifting around and occasionally a glimpse can be caught of a bright red point, like an eyeball, which is spinning in the center of the crystal. This is, of course, CHARON'S AMULET. Possession of it will allow the party to command Charon to ferry them across; once on the other side, the players must either return the Amulet or break it. If they break it, it will cause Charon to dissolve into a red pool of sticky liquid and remain in that state for 100 years, or until Asmodeus wishes him back into shape.

NOTE: The breaking of an Archdevil's Talisman inside of the Inferno will INSTANTLY make all of the other Archdevils aware of powerful intruders and steps will corresponding taken to beef up security and to capture said impudent mortals.

The possession of Charon's Amulet will also allow the weilder to:

1. Be immune to all Devil attacks (save Archdevil's)
2. Cast 3 *Fire-Rays* per day of 10D10 damage
3. See as X-Ray vision
4. Cast 5 *Improved Sleep* spells per week, up to 20 levels are effected
5. There is a 2% cumulative chance per use of 1-4 above, that the user will turn into a Horned Devil

Needless to say, Paladins may not use this item, nor can any other highly GOOD types, without being turned Neutral in their alignment. Talismans of Arch-Devil's also have the effects mentioned on pg. 20 of the Monster Manual (TSR).

Characters attempting to cross Acheron by either *Water Walking* or *Flying* will be attacked by 3-6 Harpies (per character) and these will have AC:0, a +2 effectiveness on their voice and carry swords which are +3 attack and +3 damage. 20% of their blades have one of the following poisons:

1. Slow by 25% per hit
2. Slow by 50% per hit
3. Sleep for 1-8 days (fall in river as fly spell wears off)
4. Paralysis; +1 save allowed
5. Blur vision; -2 on attacks requiring vision, per hit
6. Spasmodic; go into a fit for 3-12 rounds

At least 2 Harpies will attack each flier, while a small number will remain in reserve and another will hang back to observe and report back to their superiors.

Swimming is also not a safe passage. There are schools of vicious fish in the Acheron and from 2-6 encounters will be met while swimming; use the following encounter table:

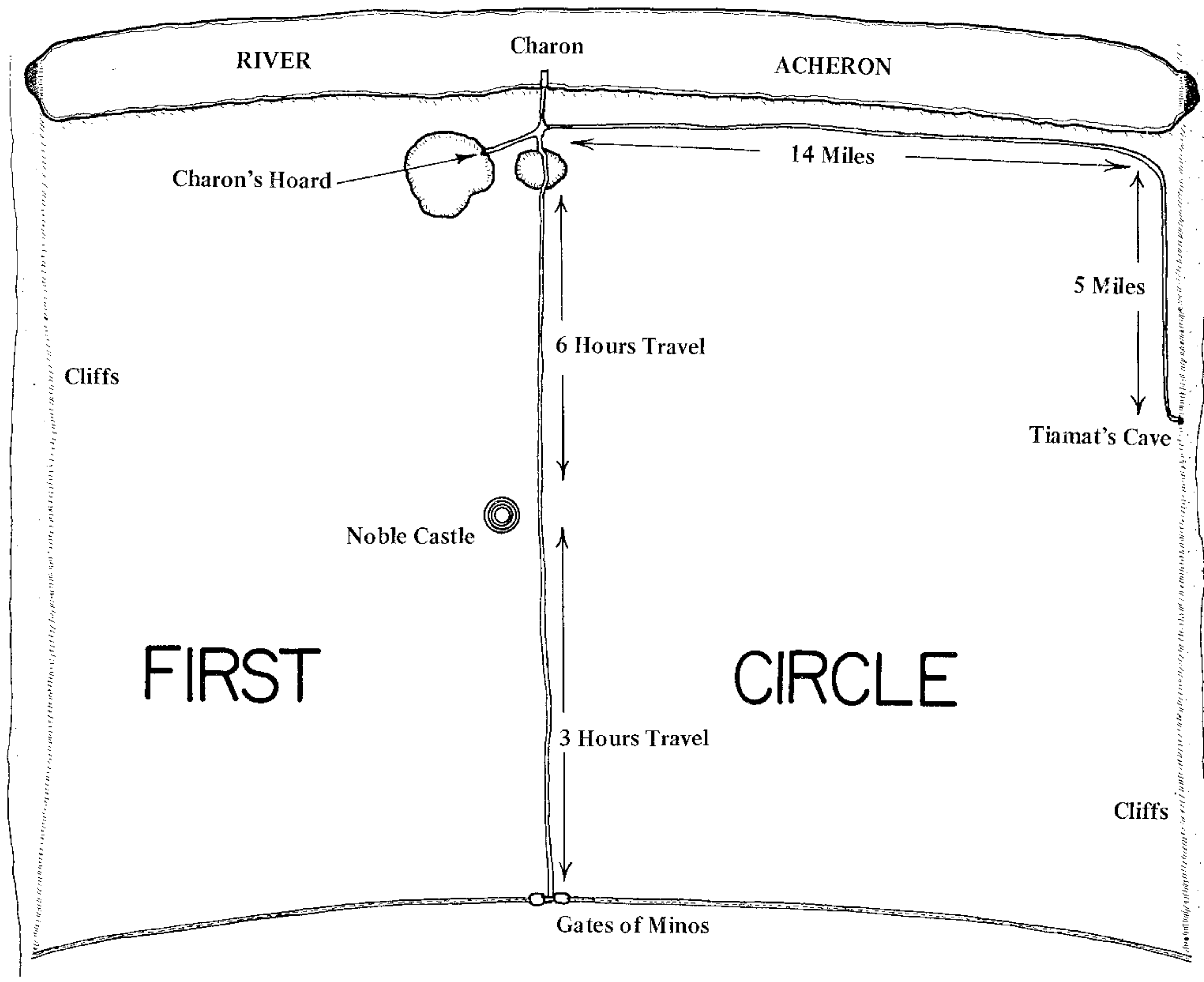
1. 1-2 Plesiosaurus, AC 5, bite 5-20, 2x flippers 2-12
2. 1-3 Mososaurus, AC 5, bite 4-32, very fast
3. Dragon Turtle

4. 2-6 Giant Gar
5. Giant Octopus
6. 1-8 Giant Pike
7. Sea Snake
8. 10-100 Piranha

Piranha: 3D8, AC:6; Attack:2-6 but due to speed and very sharp teeth, attacks are made as 9d-Monster. They are attracted by sharp, jerky movements and attack instantly if blood is present. Any swimmer killed by them cannot be raised for only the heavier bones are left after the fish finish feeding. Up to 20 fish may attack a human.

Water-Breathing Magic does not work in Acheron, although such things as *Sweet Potions* and *Rings of Free Action* do.

THE FIRST CIRCLE: LIMBO



THE LANDING OF THE LOST

A single stone pier juts out from the side of a hill, and the entire shoreline is dotted with ridges, caves, fissures and large piles of earth. The banks of Acheron are contained by high stone wharves with great hewn timber supports. As the players arrive at the Landing, immediately in front of them there rises a tall hill and a path ascends it; to the left is a brick roadway paved in white stone and an obelisk stands near the junction of the roads. The obelisk has on the facing side the word 'MINOS', on the left side 'TIAMAT' and on the right is 'CHARONARA'. The fourth face is blank. A large black mass, like a sticky black soup (only much thicker) lies around the base of the pillar and tendrils ascend its sides like thin fingers -- this is a Special Black Pudding and it does damage of 6-36 if it hits; due to exceptional properties given it by Juiblex it can form a snakelike appendage which strikes as a 12D-monster. This appendage will try to drag any opponents into the main body and has a range of 6 yards. The Pudding's arm is AC 3 and takes 15 hits before being disrupted.

To the right the party will see a steep hill, indeed it approaches vertical in places; this is next to the hill with the path on it. Near the base is a large cave mouth and a canopy of deep red Velvet is supported by 2 carved oaken columns over the mouth. A path of yellow stones leads towards the cave. Inside the cave will be found Charon's Hoard.

MARHINA: CHARONS'S GUARD AC -3, 7D10 Hits 42

Marhina appears as a non-corporeal humanoid, white in his appearance and 6 feet in height. He is immune to non-silvered weapons, including magical weapons which are not silver. Narhina carries a Flaming Sword (+3, damage 1-12), he attacks hasted, sees with "True Sight". He may *Dispel Magic* (5 per day) at the level of a MU 18th and he may *Reverse Magic* upon its caster twice per day. Holy water does 2-16 points to him. Marhina attacks as a Fighter of 10th level and will do one of the following from his touch, depending on his attack roll:

If the attack roll exceeds the number needed to hit by the number on table, apply in indicate result.	+3	Slow, +1 to save
	+6	Slow, -4 to save
	+8	Chill; 10 points damage, -2 attacks
	+10	Paralyse, -2 save
	+12	Death, +1 to save

THE HOARD

80,000 CP, 1,865,943 SP, 12,000 EP, 6,000 GP, 2,450 PP, 140 gems and jewelry pieces. Sword +2 Silvered, Sword -4 Cursed (Quested to Slay Evils and seeks to force wielder into battle) Sword +1, Axe +3/+5 vs. Skeletal Creatures, Dagger -- Undead Disruption (as the mace), 6 Arrows +2 of Devil Slaying (+2 save allowed), War Hammer +1, Pendant of Hiding (it radiates a *Non-Detection* spell, silences movement, cast 2 *Invisibility* per day), Astral Wand (allows the teleportaion between any 2 Planes with up to 3 other people, it operates only once per 24 hours, casts 2 *Maze* spells (no save) per 3 days, allows 1 *Contact Higher Plane* per month: MU's only), 2 Elven Cloaks.

NOTE Charon has been collecting his tolls from the dead for about 80 centuries, so this is a reasonable amount to be present -- the non-silver is only to get some

of the bulk of silver out of the way and from making change for the other Devil Lords. Besides, in Inferno, characters aren't interested in collecting large amounts of cash anyway -- not only is it heavy to carry for an unknown number of miles, there's nothing to spend it on! Those who waste room on coins will probably soon be dead. Characters will be more interested in the more valuable magic to be found in the areas near the major Devils.

Another valuable piece of magic to be found in this Hoard is the Belt of Rol, a Holy relic...Rol of Valdabrum was a holy-man of Luft (Goddess of the Air, God-Queen). He died naturally and when his tomb was sacked and desecrated, the Belt was taken; Charon now has it because it was stolen from the marauding Giants by a Half-Drow and was offered the Archdevil as passage-price across Acheron after the thief was in turn murdered by Dopplegangers.

The Belt will: cast 3 *Fly* spells per day (of 6 turn duration each), *Control Weather* once per month, give the wearer control of the winds in his immediate vicinity at all times, protect the wearer from vapors/gasses/clouds of poison by fashioning small whirlwinds around him which channel such airborne particles away from him. It allows speech with Silver Dragons and the wearer may, once per year, shape-change into an Ancient Silver Dragon himself. NonGoods have a 65% chance of becoming Good and NonLawfuls have a 30% chance of becoming Lawful men girding on this Belt (With concomitant loss of a level). The Belt is an ordinary blue leather belt if not worn by a person who is Law-Good in alignment.

In addition to Marhina, from 3-6 Spectres will appear after the 5th round of combat. A check is made every 40 rounds to see if Charon returns (he will appear only on the 40/80/120th rounds) and he has a 15% chance of coming unless summoned. Checks will continue to be made while the players are examining the Hoard -- base estimate is that at least 1 hour of game time will be needed to properly check out the entire cave. All of the treasure here is out in a great heap, for Charon is a very messy housekeeper and is so rarely home...

NOTE: With the amount of gems/magic which can be obtained from the more important Devils, be careful to note encumbrances -- new weapons probably cannot be picked up without discarding one already in hand, etc. Sacks only can carry up to 300 gems and coins and few can carry more than 2 sacks (it's awkward!! they also get an attack and defense modifier of -2 while doing so and only 1 hand is free to do such things as hold a sword (therefore no shield in the AC!) characters would also then take a melee round to drop all of their burdens and prepare themselves for battle and this can be a distinct disadvantage in a place where the hostile residents can walk up invisible or teleport to your rear! No party of reasonable size or equipment should be able to collect all or even a major portion of the available magic in Inferno, so constantly remind players of their LIMITED carrying capacity and find out which items are being discarded to make room for new loot.

The left road follows Acheron for about 14 miles until the river enters a vast tunnel through the cliff walls mentioned earlier, it then parallels the cliff for another 5 miles until it dives into a gigantic relief sculpture of a dragon's head which extends outward from the facing and the road goes right between two fangs supporting the roof of the great gullet. The Head will appear to change colors as the party watches it: from the Black to White to Green to Blue to Red to Black. Every 5 minutes a stream of fire will come from each stone nostril of the Face; they do 6-36 points each nostril in a line and have a 40% chance of targetting on any non-Undead/Dragon/Demon-type coming within 18 yards of them: if the nostrils are unsuccessful in targetting, the flames will shoot harmlessly overhead of the party.

The road drops steeply down to where a fantastically large cavern waits. inside the cave is the lair of Tiamat, the Chromatic Dragon and her Consorts (one adult Dragon of the White, Black, Blue, Green and Red colors. Huge in size). All of the dragons may speak and use such spells as are applicable to their colors.

Tiamat has the following in her Hoard: 20,000 EP, 61,000 GP, 26,000 PP, 82 gems (of not less than 5,000 GP but not more than 20,000GP worth each), 23 pieces of jewelry (of not more than 30,000 GP worth but no less than 2,000 GP worth per piece), potions of: ESP, Super-Heroism, Growth, Diminuation, Philter of Persuasiveness, Longevity, Invisibility, Fire Giant Control, Ring of +2 Protection, Rod of Absorption, Bag of Holding, Chime of Opening, Helm of Opposite Alignment, Pearl of Wisdom, Trident of Warning, Shield +1, Sword +1 of Flame Tongues (+2 vs. Regenerating Creatures/+3 vs. Cold-Using and Inflammable Creatures/+4 vs. Undead Creatures; EGO 11, INT 13, Empathic communication, Detects Secret Doors and Detects Gems/their number/their kind), Bow +1, Libram of Gainful Conjuraton, Scroll of Protection from Magic, MU scroll of *Statue* spell, a Druidic scroll with *Insect Plague/Commune with Nature/Pass Plant*, MU scroll with *Feign Death/Extension I/Monster Summoning III*.

Also in Tiamat's Hoard is: Alculus' Haft, a carved pommel of a dagger with a silver guard and several precious gems set into the butt. The blade of this weapon is made of mithral and is snapped about 1/3 of the way down the shaft. Although much of the weapon's power was drained when it was set into ELDSXO (one of the higher Undead servants of the Shadow Lord), it still retains some great abilities. The tip has been lost and now only vague rumors are left to tell of what this weapon can do if it is reforged. It will now: Heal wounds of its wielder up to 12 points per day, disintegrate Undead of 10d10 or less, render the holder immune to disease, give the holder a -3 on saves against MU magic, cast 1 *Sanctuary* spell per day which allows no saving throw to creatures of 10d or less and a-3 to all others.

There is a 10% chance of Tiamat being asleep and 15% for each of her consorts.

If the party chooses the path up the hill, they will be led towards the Noble Castle which is located near the center of the circle. The path is little more than a muddy track going across an ashen plain and there is a good chance that the party will lose it from 1-4 times before sighting the Castle. Heavy clouds lie uneasily overhead and there are frequent cold and driving rains, accompanied by a wailing wind which will chill even hardy Dwarves. The entire trek is cold and dreary and draining of the spirit.

After about 5 hours of marching, the party will see ahead of them, off to the right of the road, a large white Castle sitting at the center of a broad beam of bright sunlight coming from a break in the clouds. The Castle is surrounded by gardens, trees and the sounds of birds, animals and music. It also has a deep moat full of clear, sweet water.

An hour of further travel will bring the party to the Gates of the Noble Castle. The castle has seven concentric walls about a courtyard and a tower is set upon each wall with a single gate through each tower to one beyond. At each of the gates is a single Guard. Each Guard is a Paladin armed with a Holy Sword (+n). Each Guard is of 2n level, hits are 9 (2n), AC (4-n), (n) refers to the # of the gate which they are guarding. The guards are also Hasted and they do damage of (+n/2) per hit.

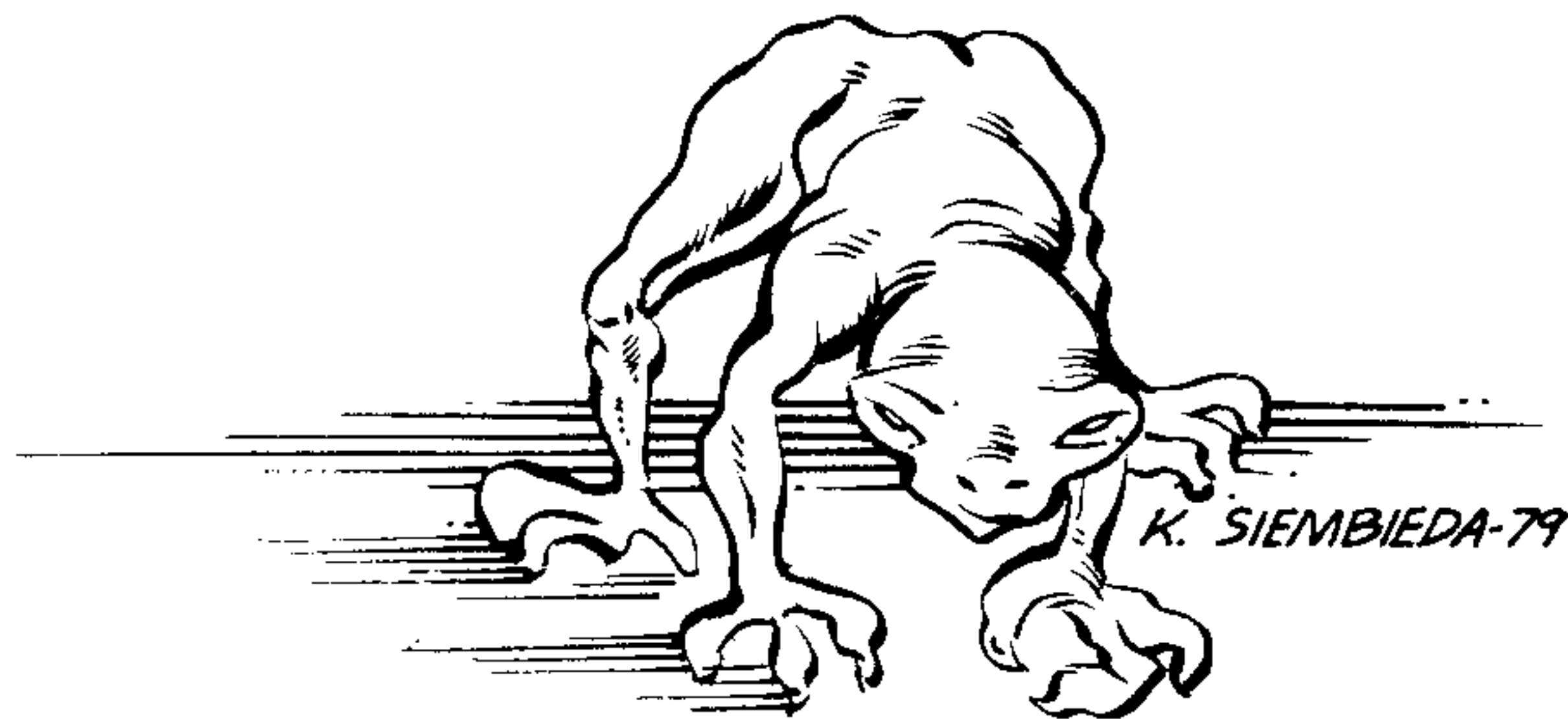
At every gate the party will be challenged by the Guard and asked by whose name they enter the Castle -- they may pass unbothered if they give any name expecting that of a Demon Prince, Archdevil or the Shadow Lord. Giving one of the above names will cause the Paladin to attack the one who gave such a name and fight to the Death.

Once the last Gate is passed, the people inside will welcome the party with feasting, good drink, and healing draughts. While inside the Castle the party will be safe from any attack/detections; they will be allowed to stay for 3 days to rest. The occupants are fair men and women and they keep a Grecian decor; they are the just and good peoples from the Days Before the Gods and live in relative Bliss and comfort -- however, they are restrained from leaving their Circle or giving out weapons to travellers by.

The NOBLES will tell the party where they are, if they don't already know, and tell them how to get out -- travel downward through the Circles to the Ice of Lucifer (judecca) and climb down his hairy flank to the chambers below, from where they can escape without peril (relative to Inferno at least) back to the Material Plane. They know little about the Archdevils, their Talismans or the Holy Artifacts concealed lower in the circles, save that the devils are keeping some there and away from hands which could use them to challenge their activities on the Earth. They do know about the altered effects of spells and the screening effect on communications with the gods. They will in general tell the players whatever they ask about the physical make-up of Hell, but only in reply to specific questions -- they do not volunteer information.

Before leaving, each party member will be given his choice of the following: either 2 potions of Healing (2-16 points) or a small gem on a neck-chain; they will be told only that something will happen if the gem is thrown at an enemy and no more. For each gem, one of the following will happen when thrown:

1. Disintegrate the nearest 3 Demon/Devil/Undead-type
2. Devils will FORGET the party, as in the spell
3. +5 attack/damage and 10 round *Haste* for the party
4. Character goes invisible to all Devils in the vicinity
5. Devil is paralysed
6. Devil is blinded
7. Devil is slowed to 1 attack every 3 rounds
8. Fireball of 10D10, no save allowed to Evils
9. Death, no save, for the nearest 2 Devils
10. Character is Sanctuaried from all Devils present
11. All Devils attack thrower @+5 and are Hasted
12. Teleports character back to the Noble Castle, alone.



The trek to Minos' Gate and Throne will take 3 hours after leaving the Castle. Three monster checks should be used for every hour of travel across the First Circle, with a 1/3 chance of an encounter. Use the following table for encounters in Limbo:

1. 1-10 Lemures
2. 1-10 Skeletons
3. 1-8 Ghouls
4. 1-6 Ghasts
5. 1 Ghost
6. 1-3 Type 1A Devils
7. 1-3 Type 1B Devils
8. 1-3 Type 1C Devils
9. 1-3 Type 1D Devils
10. 1-3 Type 1E Devils
11. 1-3 Type 1F Devils
12. 1-12 Zombies



MONSTER EXPLANATIONS

Type 1A Devils AC 4, HD 3, INT Genius, 7' Height

A mammalian creature which loosely resembles a baby Woolly Mammoth with a human head instead of a elephantine one; it has a long tail with 3 spikes in it; there are 3 eyes on its large head. The dirty, matted fur is brown in color.

It sees invisible and ethereal, only NONMAGICAL weapons will damage it and it projects from 1-3 images of itself when enraged or attacking. Damage: 2 front legs (stomp) 1-10. tail 3-9.

Type 1B Devils AC 4, HD 5, INT Semi-, 12' Length Length

A snakeoid creature with hard blue scales. The 1B has a rattler tail which acts as a *Fear* spell (save vs. magic) when it rattles. It has 3 eyes set into a snakes head, along with 2½' long fangs. It also has 2 tentacles of 4' length growing out from its head.

It can breathe a LIGHTNING BOLT every 10th melee round of 7D6 damage, is immune to electrical attack itself and is 40% resistant to magic. Damage: bite 2-16, constrict 3-24 and 2x tentacles for 1-2.

Type 1C Devils AC 2, HD 7, INT Semi-, 7' Tall

A gaunt, skeletal devil with long, black hair growing from an otherwise polished human skull and it has normal flesh hands attached to its bones. It can summon 1-6 spiders within 4 melee rounds. Type 1C are turned away by crosses. Its claws do 1-8 points of damage.

Type 1D Devils AC 8, HD 2, INT Semi-

A small humanoid, only 3½' tall; black-skinned and hoofed. It has 2 antennas which move about and point towards living beings in its vicinity. It attacks completely mindlessly. Its touch causes *Sleep*, save @-3 and it lasts for 2-40 rounds. Only magical weapons will damage it. It does 3 points of damage per touch.

Type 1E Devils AC 6, HD 6, INT Very, 8' Tall

This devil is one of the more grotesque beings ever created. It is an 8' tall birdlike creature with a human head and a beak. It is also hoofed and has pincers attached to tentacles which grow out from under its wings. The main body is scaled and is striped with yellow and green colors. The wings are not nearly large enough to support its large body in flight, but it can run at light horse speed for several hours at a time.

It is magic immune, its gaze will cause *Confusion* for 1-12 rounds (save vs. spell @-1). Normal weapons will hit this monstrosity and if attacked by a magical weapon it has a 20% chance per hit of draining +1 from the weapon -- this will also regenerate 2 points of damage inflicted upon the devil. Damage: Beak 1-8, 2 pincers 2-6 and hoofs 1-6.

Type 1F Devils AC 0, HD 6, INT Exceptional, 19' Tall

A gigantic humanoid which roams about the plane inflicting pain where it can; this bloodthirsty creature prefers to torture victims rather than to kill them and is insulted should a victim manage to kill itself.

It has 3 heads and 3 sets of arms -- a human head in the center, a jackal's head on the left and a Medusa's head on the right. The arms controlled by the Medusa and Human heads are normal human hands except that only 3 fingers are present; the jackal's arms end in great paws. The 1F also has hoofed feet and a whip-like tail with a poison stinger (save @-2 or become *Slowed* for 3-30 rounds; for every hit after the second by the stinger, a system shock roll must be made along with a save, and if the system shock fails, the victims heart stops!!). Its skin is pale grey.

In each of its 4 humanish hands is a sword:

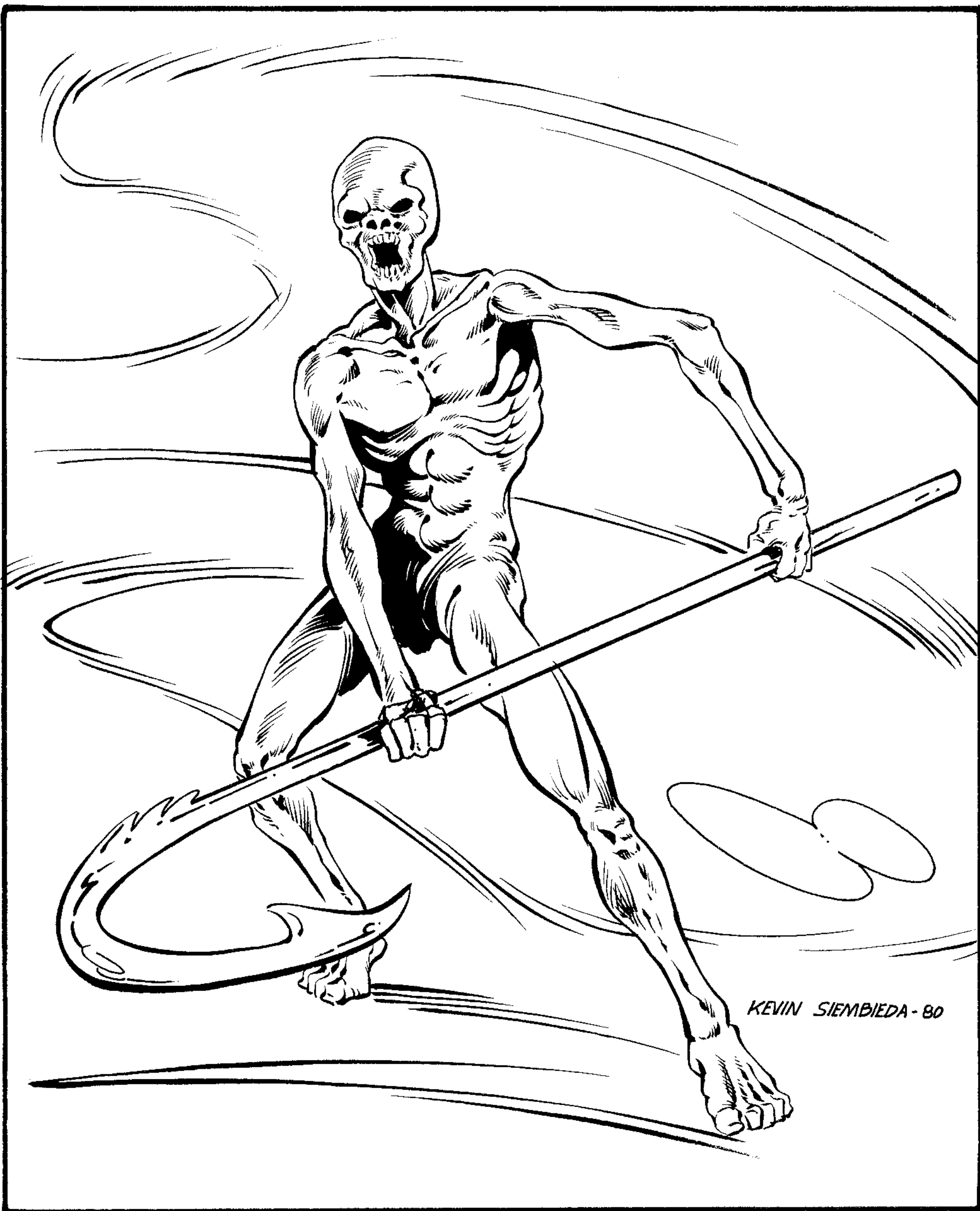
1. +1 attack/+4 damage; Paralyzes on a natural roll of 20
2. +2 attack/+3 damage; Cleaves a Limb on a natural roll of 20
3. +3 attack/+2 damage; Cleaves the Head on a natural roll of 20
4. +4 attack/+1 damage; Drains ½ Life Level on a natural roll of 20

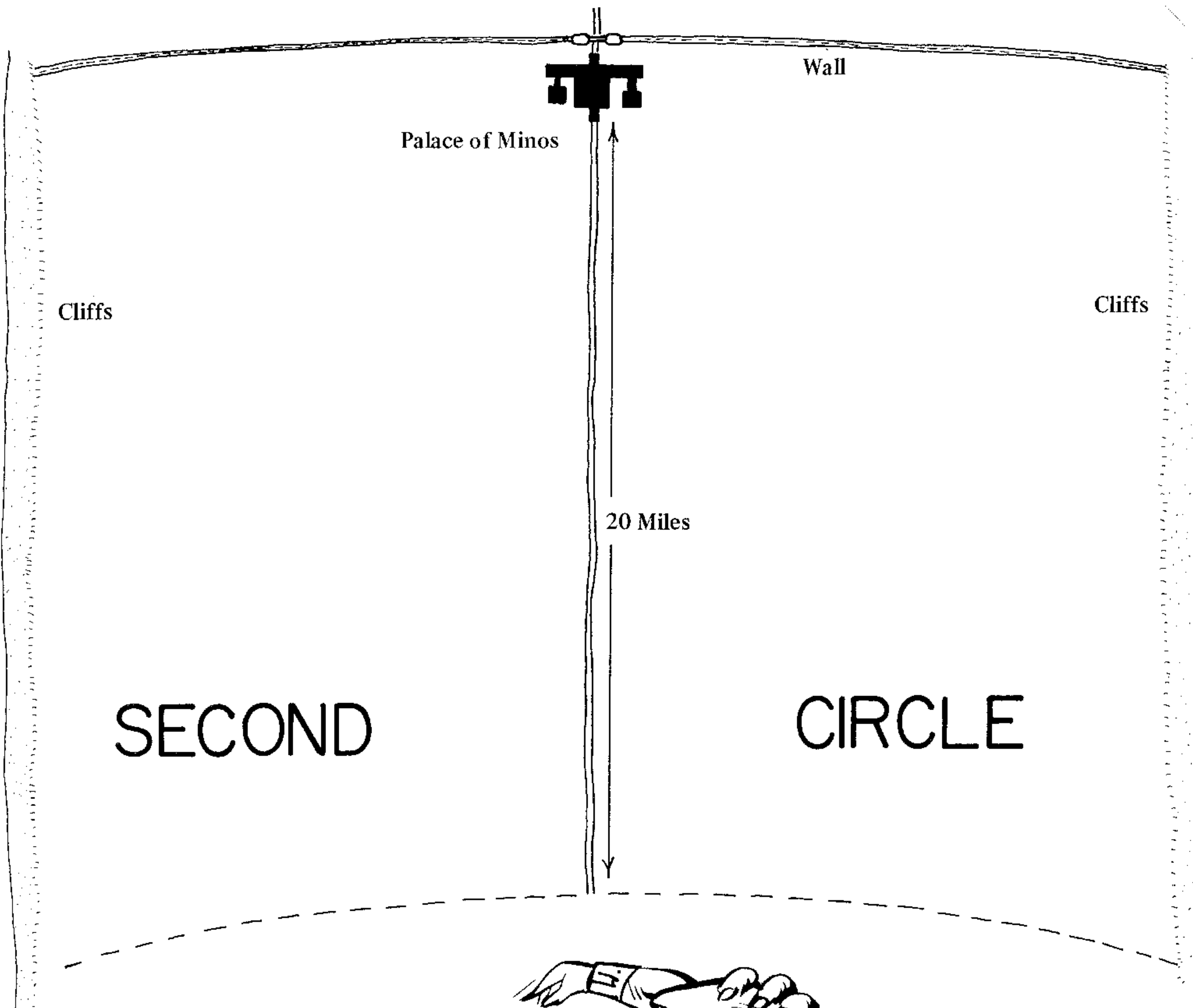
The Medusa's head usually wears an iron helm and faceplate with thin eye slits, and only opens the visor when it wants to stone something, or the moment the battles start to seriously go against it (surprise is gained on 1-3 of 6 and a free set of attacks may be made).

Damage: Sword #1) 1-6, Sword #2) 1-8, Sword #3) 1-10. Sword #4) 1-12, Paws 1-10, Stinger 1-6.

There is a 10% chance of Types 1C-1F carrying treasure with them. 1C \$D, 1D \$D, 1E \$R, 1F \$I, X.







II THE SECOND CIRCLE, THE GATES OF MINOS

As the party approaches the Gates of Minos, the air becomes increasingly darker, heavier and the wind begins to howl in strange tones (Druids will get a definite impression of winds speaking to each other in some unknowable tongue). Things get fiercer and darker until near the circle (within 1/3 mile) there will be total darkness and characters will be buffeted in random directions by whirlwinds.

In the dimness two slightly glowing towers will loom out from the clouds. They are squat, cold and massive structures with an air of brutishness about them; they have stone battlements on top open to the elements. Between the towers stretches a large chainlink/cable; it is strung at waist height -- this is coated with a powerful glue (any item touched to it will become fixed to it until alcohol is poured over the fixed member/item. Higher up is a buttress which spans the 36 feet between towers; on this sits a stoned gargoyle. The monster cannot move, attack or speak but it has large, evil, glowing (yellow) eyes and they will quite obviously track incoming strangers.

Stretching off in both directions from the towers is a low stone wall (about 15 feet in height and 6 feet thick). This wall is not apparently guarded or patrolled, nor are there any structures on top of it or devices against climbing. In fact, the wall will offer definite shelter from the biting winds. Because of the darkness, it is easy to get out of sight of the Towers by moving along the wall a few hundred meters before ascending it out of sight of any watchers.

NOTE: The Darkness in this circle (and it covers all of Circle #2) is kin to that of the spell -- normal vision works only up to about 1 foot and both infra/ultra-vision are useless. *Continual Light* spells will negate this blackness to a radius of 10 feet up to 6 turns per spell (and also send up the appropriate flare).

One hundred yards past the Towers lies the Palace of Minos, where the Archfiend sits and assigns places in Inferno to dead sinners. The entrance to the palace is through a long hallway lined with frescoes depicting scales containing souls, balances being held and inspected by Devils, people being tortured and some portraits of the Archdevils/Dukes. On occasion (1 in 10), a Barbed or bone Devil (50%) will be concealed among the murals by a *Hide* spell (concealed so as to be conforming exactly to a Barbed/Bone Devil in the paintings; a *See Invisible* spell, *True Sight* or touching the spot in the mural that the devil has become will break the spell and return the devil to 3D existence -- this will probably frighten the party to see a devil literally spring out of a wall and the Devil will use the opportunity to flee. HE WILL NOT SEEK COMBAT BY HIMSELF! The Devil will only attack if a Paladin or Priest of a Diety is present and then will do so berserk (+2 attack/+2 damage, no morale checks). It will also defend itself if attacked but look to disengage if possible. Otherwise it will simply follow the party (if not noticed) to Minos; if the party goes exploring either of the wings of the Palace it will use VENTRILQUISM to try to guide them back to the Audience Hall; it will not try to defend any of the other Devils in the wing excepting if the players enter the room containing Minos' Talisman. The Devil is invisible and will hide behind anything it can while in following mode.

As the hallway passes through the Palace, proper, on both sides will be large numbers of stone columns, closely spaced and facing the party at the end of the hall into a 'T' shape. The stone bears a 6 foot high blazon of the Arms of Minos.



Sitting on the other side of the barrier, flanked by grey stone supports which extend to the floor and ceiling, is MINOS. He is on a circular dias with three steps up to a wooden throne which is carved in mystical runes; the dias is of white stone which shines with the light of sunshine and this is the only illumination in the chamber. Some of this light bounces around the barrier and causes it to appear as if the red stone were glowing -- an eerie sight for superstitious adventurers.

In front of the Minos is a line of souls who are waiting to describe their crimes and life on earth. Behind him is one each of the Barbed, Bone, Erinyes, Horned, Ice Devils and a Pit Fiend. These wait to escort souls to their proper resting places and one will teleport in to replace ones who leave with souls, so there is always one each, of each kind of Devil present. Next to the archway which descends to the road towards the Third Circle are two guards armed with spears: TYPHONIC SPIRITS AC -2, HD 8

Creatures of the Elemental Plane of Air who have been compelled to serve; their alignment is Neutral. They appear as translucent humanoids of almost no thickness, a wreath of small black thunderheads circles their heads as an angry crown would. Spirits are dressed in silver tunics and sandals. They are rumored to form part of LUFT'S GUARD (Goddess of the Air) which numbers 100.

A Typhonic Spirit fights *Hasted* for up to 20 melee rounds then must fight normally for 10 rounds before becoming *Hasted* once again; any weapon in their hands becomes +2 to attack if not so already. They are immune to lightning and cold-based attacks. They can control Weather once per day and *Call Lightning* as does a Druid of the 10th level once per week. When reduced to 5 hits or less they may choose to polymorph into whirlwind shape (AC -4, damage 2-12). They may also form 'Cloud Balls' out of (literally) air; these are softball-sized balls made of black cloudstuff -- if these are hit (+4) they burst doing 3-18 points: the applicable saving throw is to electrical attacks. Cloudballs may be formed once every 3 melee round. They have a 35% chance of having a treasure if found away from the Plane of Air and it is class \$B.

MINOS, ARCHDEVIL, JUDGE OF THE DAMNED AC -4, Hits 177,
Magic Resistance 80% Treasure 80% \$F, Z

Minos appears as a short and balding man wearing a white toga and golden slippers; his long tail is kept curled behind his throne. He wears a black cloak that can function as does a Cloak of Blending.

He may: *Charm Person*, *Suggest*, *Use Illusions*, *Teleport*, *Know Alignments*, *Cause Fear*, *Animate the Dead* (up to 50 bodies per turn). He can summon 1-6 Erinyes and/or 1-4 Barbed Devils. He may also *Read Languages/Magic*, *See Invisible*, *Locate Objects*, *Dispel Magic* @25th level of ability, *Shapechange*, *Hold Person*, (up to 12 per round), *Geas*, *Fulfill a Wish*. Once per day he may use an UNHOLY WORD and a Symbol of Stunning. His gaze causes 'paralysis' if he stares at a creature for 2 melee rounds and it lasts for 1-6 rounds after he removes his look; (saving throw allowed): He is a Sage and an Alchemist.

He has a curious balance which hangs in the air next to his Throne (though it can be moved about by hand) -- it is of solid mithral with silver cups and a silver pointer; the scale reads from 2 to 10. Minos will usually call forth a spirit, listen to its story and pull its heart out from its ghost and put it on the scale; the pointer value is the circle to which the soul will go. The heart is then given to a large Hound which sits near the dias:

HOUND AC 0, HD6, Hasted Magic Resistance 30% Bite 3-18 Claws 2x 1-10

Minos is as strong as a Hill Giant. He carries a staff which will throw any MU-spell of up to 4th level, two per melee round (only one if in melee). The spells need not be the same one.



KEVIN SIEMBIEDA - 1980

Minos and the Devils/Servants in the chamber will ignore the presence of the players, except should they attempt to exit to the road, until they get in line (wait of 10-100 souls) and present a request to depart. The Judge should then roll a 12 sided reaction die and use the following table to determine what Minos will do:

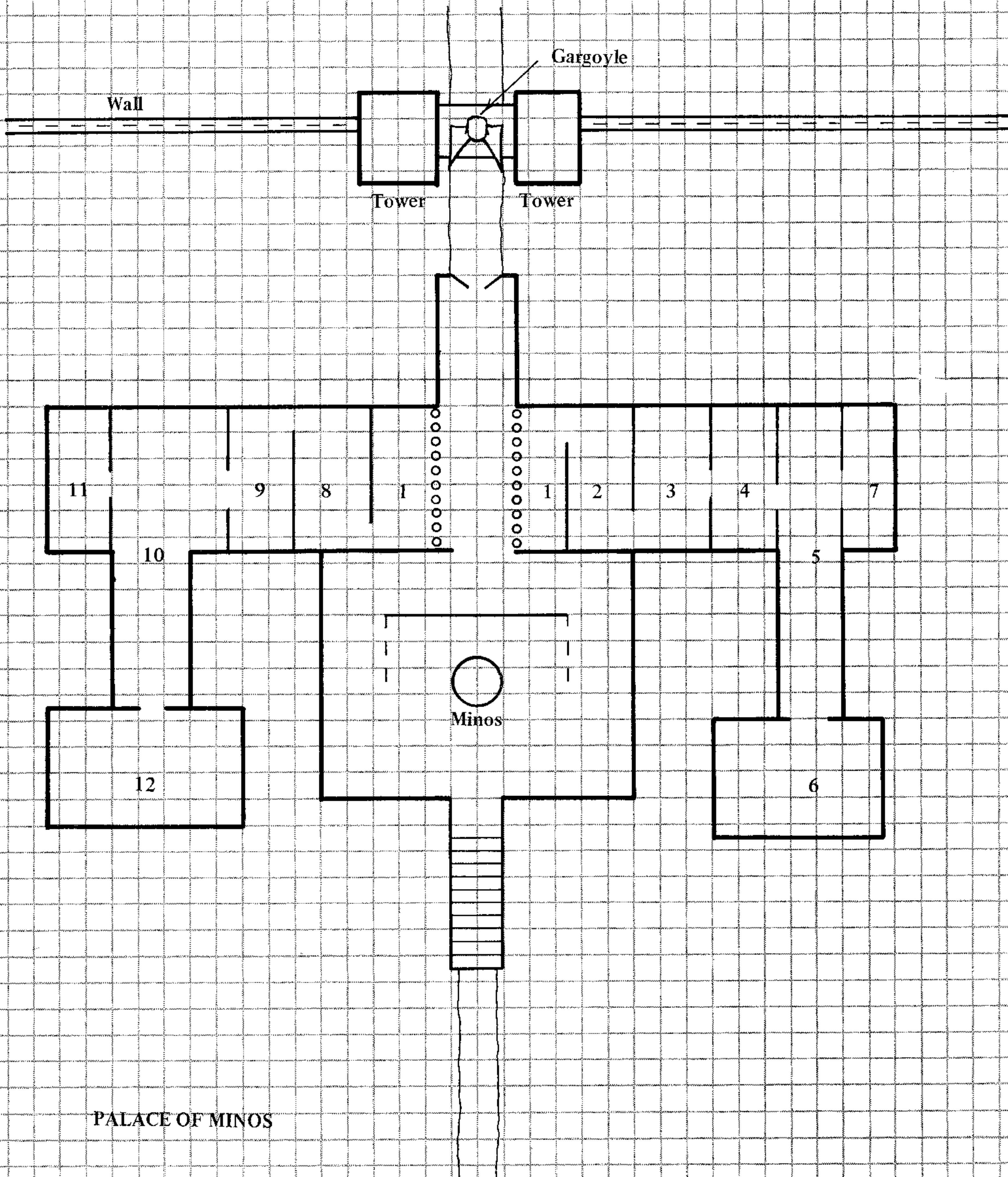
1. Summon such Devils as necessary to kill the Party
2. Turn the party into Higher Undead as his servants
3. Require the sacrifice of at least one member (Paladins?)
4. Require blood sacrifice of one member (one pint, 3 hits)
5. Take party to the torture pens
6. Take party to the torture pens
7. Take party to the torture pens
8. Evil Quest of Assisiation must be performed (vs. Archdevil?)
9. May buy passage with all magic and money in the party
10. Duel with guards for passage
11. Party may pass if it swears alligence to Minos, personally
12. May buy passage with one significant piece of magic per party member

Minos gets a -1 modifier for each Paladin present and a -1 for each 3 Rangers/Priests/Clerics.

Minos will never free passage unless the party obviously can command him to do so (by Talisman, Spritwrack spell, etc.)...He is always interested in hearing new and unusual bribes and will be sure to enter it on your account book -- he'll remember you when you pass his way next.

MINOS PALACE

- 1) Immediately past the columns are reception areas with tiled floors and rich tapestries. Carved stone brackets support torches and crystals hang from the ceiling and reflect the light in many colors. An Erinyes stands at attention in the silver-gilded doorway and forbids passage to non-Devils.
- 2) Contains four souls strapped onto beds of sharp spikes while being tickled on their feet by Harpies with Cockatrice fans(souls are not corporeal and cannot become stoned). Four more Harpies fly about and drop filth on their gaces. The fans have leather handles and will only retain their Cockatrice powers on this Circle. The nails are made of adamantite and rest in holes in an onyx sheet of depth 10 inches which covers a marble table. The straps, if sewn all together will form a Black Cloak which will cast a *Continual Darkness* spell to douse lights and hide the wearer at night or underground (works only after sundown or after 1 full turn in darkness: it also silences movement). The nails can be used as +2 Darts if taken by the party. There are 400 nails to each bed.



PALACE OF MINOS

- 3) Contains four Mithral Cauldrons with 2 souls per pot; a gargoyle head grows from the wall above each Cauldron and a stream of caustic acid (1-10 per round) pours from its mouth into the pots. A circle of solid gold is under each Cauldron and it glows red hot. Six Harpies tend the Cauldrons and are armed with flails tipped with pieces of glass (+1 attack/damage and they do 1-12). Up to three separate opponents can be attacked per flail.
- 4) In this room are two sets of silver manacles on each end wall, with Braziers burning in the center of each wing/ The floor is made of inlaid wood and the ceiling looks up to a black sky filled with purple shooting stars, white novas and fiery red comets. Two sets of ornate cabinets hang by silver nooses on the walls -- they contain silver pins, needles (acupuncture?), pincers and tweezers and forceps, scalpels, hammers and clamps of many sizes. The Braziers are made of silver and are gem-studded, they have tops which are sculpted into the shapes of skulls; two copper brands protrude from each eye socket in the brazier lids. A soul is bound in each manacle and there are 4 Erinyes engaged in flaying them. (Flaying is pulling the skin away from the muscle tissue in one place and leaving the bare muscle tissue exposed -- much as one would peel an orange; it's a bloody process and very painful to the recipient). The instruments are those needed to pull the skin away from the body. A black liquid gushes from holes pulled in the fabric of the souls. If necessary, each of the Braziers will conjure a Fire Elemental of 15D10, AC 0 and damage of 3-24; only a single word must be spoken by the Erinyes to do this.
- 5) The floor is made of set stone plates of red ruby and white marble. The walls are panelled with redwood panels each of which bears Minos' Arms in relief. A single crystal chandelier of nine tiers hangs in the center of the Hall. The ceiling curves as in a vaulted Arch and all of the doorways are granite arches, also. A blue-colored tapestry (depicting devils kneeling in homage to Minos) takes up the entire far end of the Hall. Between each wooden panel are spears with golden tips and a bright red feather; there are three such sets -- as the party advances down the Hall, each set in turn will rise and fight the invaders (there are 3 spears per set). The first set is normal hit/+1 damage, the second is +1 hit/+2 damage and fights at 10th level; the third set is +3 to hit/+4 to damage and fights hasted at 12th level. Damage is 1-8/1-8/1-10 for the sets. The first one fights as 8th level. AC of the first 2 sets is 0 and they can take 20 hits per spear. The last set is AC -2 and 30 hits. There is a 10% chance of any spear snapping in half when struck. The spears are useless outside of the Palace.
- 6) A black-walled room which absorbs all sounds, it radiates a *Continual Fear* spell (@-3 save). It mirrors the conditions of the Circle outside and has a cold atmosphere to it like the heart of the night. There are two things in this room -- the first being a cube of 3 feet sided, each having from 1-6 indentations (round cylinders) of a depth of 12 inches and diameter of 6 inches, (it appears exactly like a giant 6-sided die). The cube is made of a clear substance which is cold to the touch, except that the indentations are coated on the inside with a warm, red substance which is rubbery in texture. Inside the cube, glowing softly, is a Girdle -- red in color with a silver colored (platinum) clasp on it. The red material is fine dyed leather and silk. The cube rests on its '4'-face and its '3'-face is on top.

The other occupant of the room is a :

CRYSTAL GOLEM AC 2 HITS 70 DAMAGE 3-30

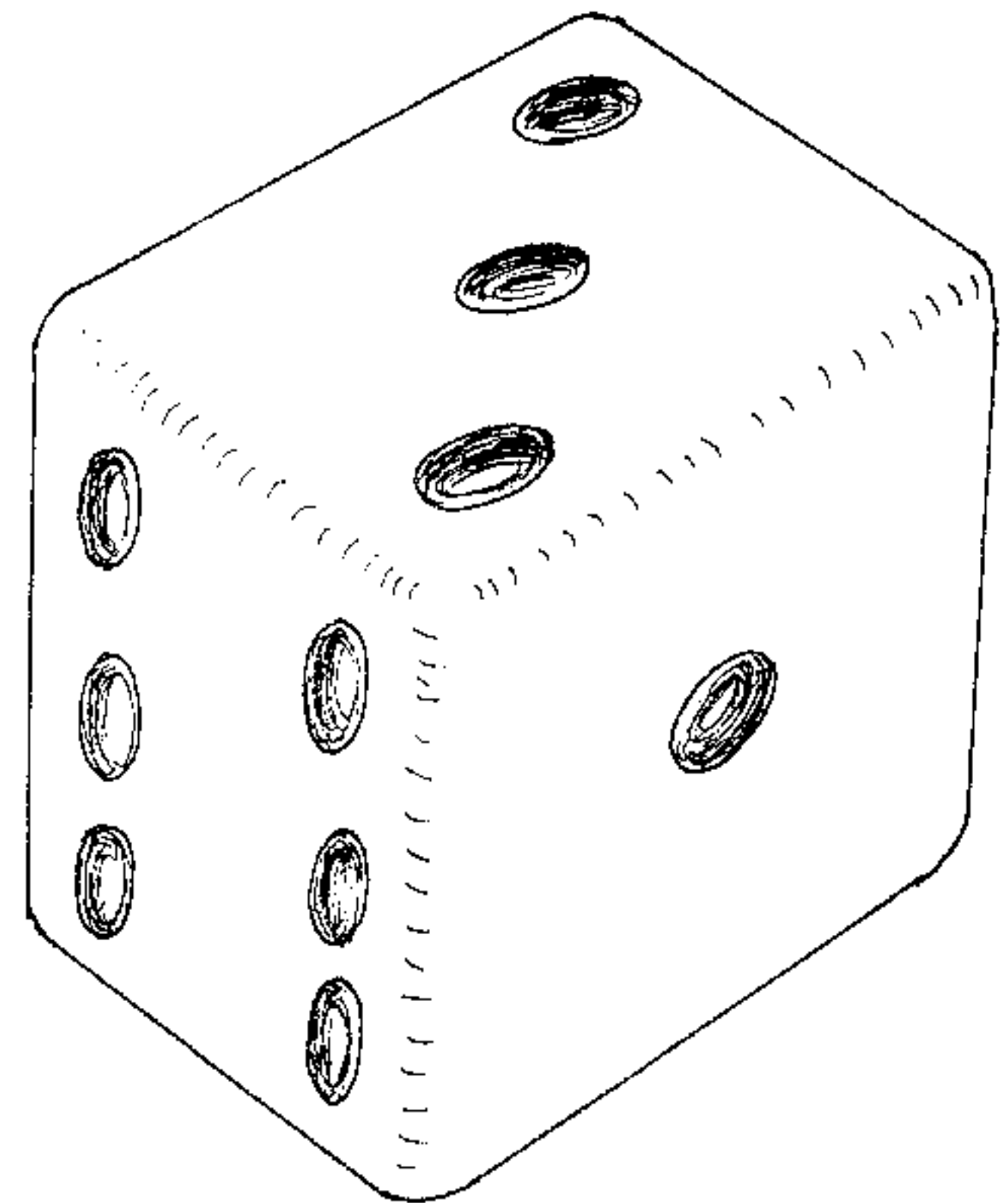
A transparent creature, in dark areas there is only a 20% chance of it being detected until it moves. Only BLUNT weapons of enchantment +1 or more will harm this creature (ie. clubs, hammers, maces, staves, morning-stars, etc). The creatures can obey fairly simple verbal commands and can be triggered by some event. It moves 1.5 x man speed (man without encumbrance).

A *Shatter* spell does 5 points of damage and will *Slow* the Golem for 2 rounds. *Fireballs/Lightning Bolts* will restore to the Golem 2 hits per die value of the spell, as will any other attack from which would result in the melting of glass. Magic cold attacks result in 25% damage of the spell. No other magic will effect the Golem. A Crystal Golem may shoot one *Magic Missile* of damage 1-12 per round which it is not in melee.

Magicians of the 15th level may construct Crystal Golems. The cost is 1000 GP per hit point and it requires 10 weeks to construct. The following spells must be embedded in the Golem to bring it to life: *Magic Missile*, *Limited Wish*, *Invisible Stalker*, and an *Anti-Magic Shell*.

Putting ones hand in any of the depressions of the cube will cause the red lining to contract and close off the depression; it leaves a red welt on the hand when it releases (takes 1 point of damage). A hand may be inserted twice, (and therefore taking 2 points of damage), but on the third try the lining will dissolve the hand and inflict 10 hits-- the stump is left cauterized and a layer of flesh is grown over it. All the character will feel is a peculiar 'warm sensation' while this happens and will not know what happened until he has his hand released. When the center hole of the '5'-face is probed, a handle will be found which opens (splits) the cube and will release the Girdle. Similarly, a handle in the central hole of the '3'-face will release the Golem from stasis. The third try at all other depressions will cause one of the following to happen at random:

1. Lose 2 Life Energy Levels
2. Age 30 Years
3. Polymorph, no save, into an Ochre Jelly
4. Rot either a Hand or a Foot
5. Lose 1 Life Energy Level
6. Become a permanent Mute, -2 to CHR
7. Gain only 1/3 of future earned experience
8. STR becomes 6
9. Save vs. magic @ -2 permanently
10. Gain 10 hits permanently
11. Gain a permanent +2 to all saving throws
12. Gain 1 Life Level



GIRDLE OF MYARRATHEN

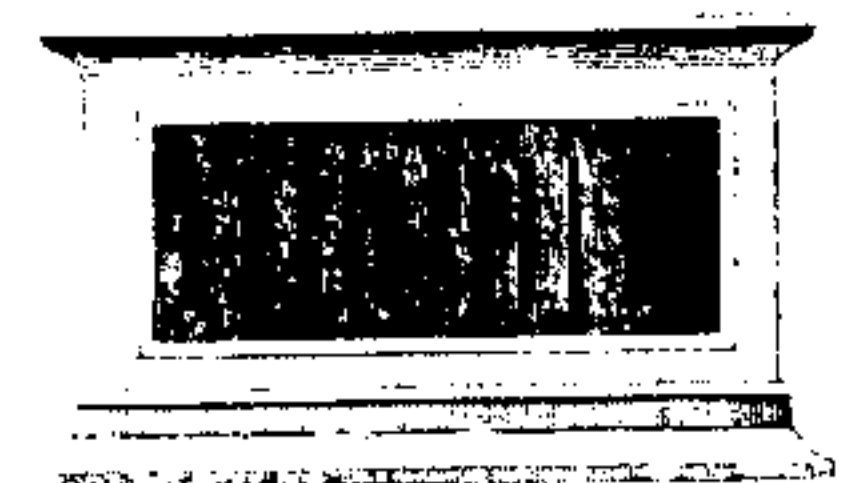
A magical relic worn by a crusading fighter of 280 years ago; this man led a crusade against the Devils/Demons inhabiting Mediggo and closed many of their permanent Gates by hanging Holy Symbols in them and sprinkling them with Holy Water and inscribing a REPULSIVE CIRCLE about them. He was eventually killed by Geryon after being poisoned enough to slow his movements and thinking. The Belt was still bound to his spirit when it was brought here -- he is one of the souls being flayed in (d) (Myarrathan, STR 18 (54) INT 13 WIS 16 CON 14 DEX 16 CHR 18; Fighter 13th/Cleric 7th; hits 97).

The wearer of this device cannot be drained of Life Energy (as in Undead attacks) and attacks as a Fighter 3 levels higher than his own. He will detect evil in a 60 foot radius of his body and will be able to see Demons/Devils/Dopplegangers in their natural form, regardless of the shape which they wear. The Girdle also allows the wearer to see Demons/Devils if they are invisible/ethereal or astral. It confers +4 attack and +6 damage bonus' in attacks against Demons/Devils.

Once per week, the Girdle will: *Heal* 20 points of damage, *Disintegrate* any Undead of 6 D or less or Type 4 or below Demon or any lesser Devil. It will cast 1 *Geas* per month and will *Haste* the user for 12 rounds every 3 days. There is a 1% cumulative chance per use of these latter powers, that the wearer will have their gender reversed.

There is a 75% chance that every time the wearer sees an Undead/Demon/Devil, they will go berserk and attack mindlessly until all are dead -- he will attack friendly troops who try to prevent him from engaging when in this state. Damage taken while he is mindless is x1.5!

- 7) Behind the tapestry in the hallway a sturdy mithral door will be found; it has a combination lock with 4 numbers set into it and the lock mechanisms are of adamantite. The room is lead-lined and plated in steel, beneath the walls, floor tiles and ceiling. The treasury of Minos: 6431 PP, 1879 SP, 3660 GP, 45 gems, Periapt of Wound Closure, Talisman of Zagy, Flail +1, Boots of Striding & Springing, Ring of Invisibility. The coins are in coffers made of the metal which they contain and the gems are in a coffer of marble. Each one is sealed in wax and contains a Symbol of Warding; (cannot be safely opened except by speaking the name of the caster (Minos) and will require the equivalent of 4 *Knock* spells each to open otherwise. If unlocked, a total STR of 33 is sufficient to force the coffer but doing so lets off a *Fireball* of damage 4-40 centered on the coffer and 80% of the blast being taken by those lifting its lid). The Flail hangs on the wall above the Boots. The Ring, Talisman and Periapt are locked in a stone chest the lock of which is inside the sculpted mouth of a copperhead snake -- if the key is inserted after speaking the words 'Pass Adams Bane' the snake will allow the speaker to unlock the chest, otherwise it will extend its fangs and bite the holder for 1-6 points of damage, save vs. poison -- paralyse in 2-10 hours, fever after 12 hours,



(40% fatal - CON) and convulsions onset after 16 hours (50% - CON) fatal. IF the player survives the convulsions, the fever will break after 24 hours and the paralysis passes after 30 hours but the player will lose 5 hits and 1 point of CON forever. *Cure Disease* spells must be cast no later than the first hour of the fever (there is only 6% x WIS chance of the player noticing the fever in time to apply the Cure, unless others are specifically asking about such conditions). The snakes head will strike as a 8D-monster vs. AC 5 and the players DEX does not modify the attack. Thieves have a -15% chance to pick the lock and the snake will also strike at them if they insert lockpicks. The proper words are enscribed in Black Speech on the cover of the coffer.

In an open coffer are 20 large (pancake size) cakes which appear as honey, cake. They are carefully wrapped in a fine gold foil. A label on the chest says 'Hel-Cakes' and these are useful in getting by Cerberus in the next Circle if the players take them with them.

Also in the room are 15 copper urns, 12 gold vases, a set of 6 crystal goblets, 4 gilded Ceremonial swords, 8 bolts of silk, 16 bowls of platinum and an ozmadine tray (400 GP weight).

- 8) Three cedar RACKS with golden spikes holding them together; the joints are silvered, the chains are made of platinum and the drum is covered by leather strips. A set of 6 golden maces, a set of needles and a brazier full of irons stands nearby to each. Two Erinyes are at each Rack and a soul is stretched out upon them to nearly twice their normal height, (Soul material is very tough and can be forced into many shapes without rending). One of the Devils works the drum while the other alternately beats with the maces or pierces the soul with white-hot irons (1-4 plus 7 points searing damage). The maces are +3 to hit while in the Circles and -3 elsewhere.

- 9) In this room four thick cables made of entwined strands of adamantite hang from massive oaken beams set across the room at about 25 foot height. The walls are alabaster white supporting a series of red flaming torches, which do not burn down. On the short sides of the room are two ancient dragon heads (red) mounted on wooden plaques; a steady stream of fire reaches out 12 foot from each head and their eyes glare malevolently at the scene below. Attached to the bottom of the cables of adamantite are plates of silver with a 3 foot diameter. Attached to the cables by spiderwebs are souls, their feet resting on the plates to keep them from falling off and spoiling the fun. Four Erinyes are occupied here with smashing together the heavy cables and trying to swing the poor souls into the deadly fire. The Erinyes are not permitted to allow passage and will try to throw the wrighted cables at intruders and use them as a defense before attacking themselves.

- 10) The Mirrored Hall. There are finely carved wooden panels depicting Devils junting a soul across the Astral Plane after it has left its dead body. Between the grisly scenes are tall, thin panels which contain mirrors -- all of these distort reality in some way: some reflect skeltons, some give aged bodies, some add/subtract limbs, some show diseased bodies and some show gross obscenity (-4 DEX, -2 CHR). Roll a D6 for effect of mirror and there is a 10% chance that if a character misses his saving throw that his old body will be devoured by the mirror and he will be given the body shown in the reflection of the mirror.

Mutilation and loss of CHR by this process will only be cured by a *Full Wish*, actions of EIR (GODDESS OF HEALING), actions of a full Priest of Eir or either a *Cure Disease/Remove Curse* cast by a Cleric of the 12th level.

There is a rich and thick red carpet along the entire length of the Hall. There also is a high, vaulted ceiling above the room and a crystal Chandelier

of three tiers is hanging from the gossamer cables in its center. There is a 60% chance of there occurring a sufficiently strong windstorm to knock from 1-12 gems from the first tier, 40% of knocking 1-8 from the second tier and 20% of being able to knock 1-4 from the third tier. Checks should be made 3 times while the characters are in the hall (remember those gales outside?). The gems from the first tier will explode like FLASH PELLETS, making characters blind for 1-6 rounds if they don't save; the second set explode with the noise of large fireworks and will DEAFEN for 1-6 rounds if save is not made and the last set will explode as per *Fireballs* doing 2-14 points if save is not made. The noise will cause 1-6 Ghosts to come and investigate within 6 melee rounds, they will gain surprise if $\frac{1}{2}$ or more of the party is incapacitated by the falling gems.

At the far end of the Hall is a great silver door, nearly 8 foot high and with a single brass keyhole. Thieves have a uniform 20% chance each to pick this lock, regardless of DEX, tools, magic items or experience. The door gets a saving throw of 14 against a *Chime of Opening*.

There is an illusion of a standing Iron Golem in front of a mirrored panel and the illusion covers the space to room (1). The illusion is programmed to chase the party around the Hall, without catching up to them and if it can chase them out of the Hall it will return to position.

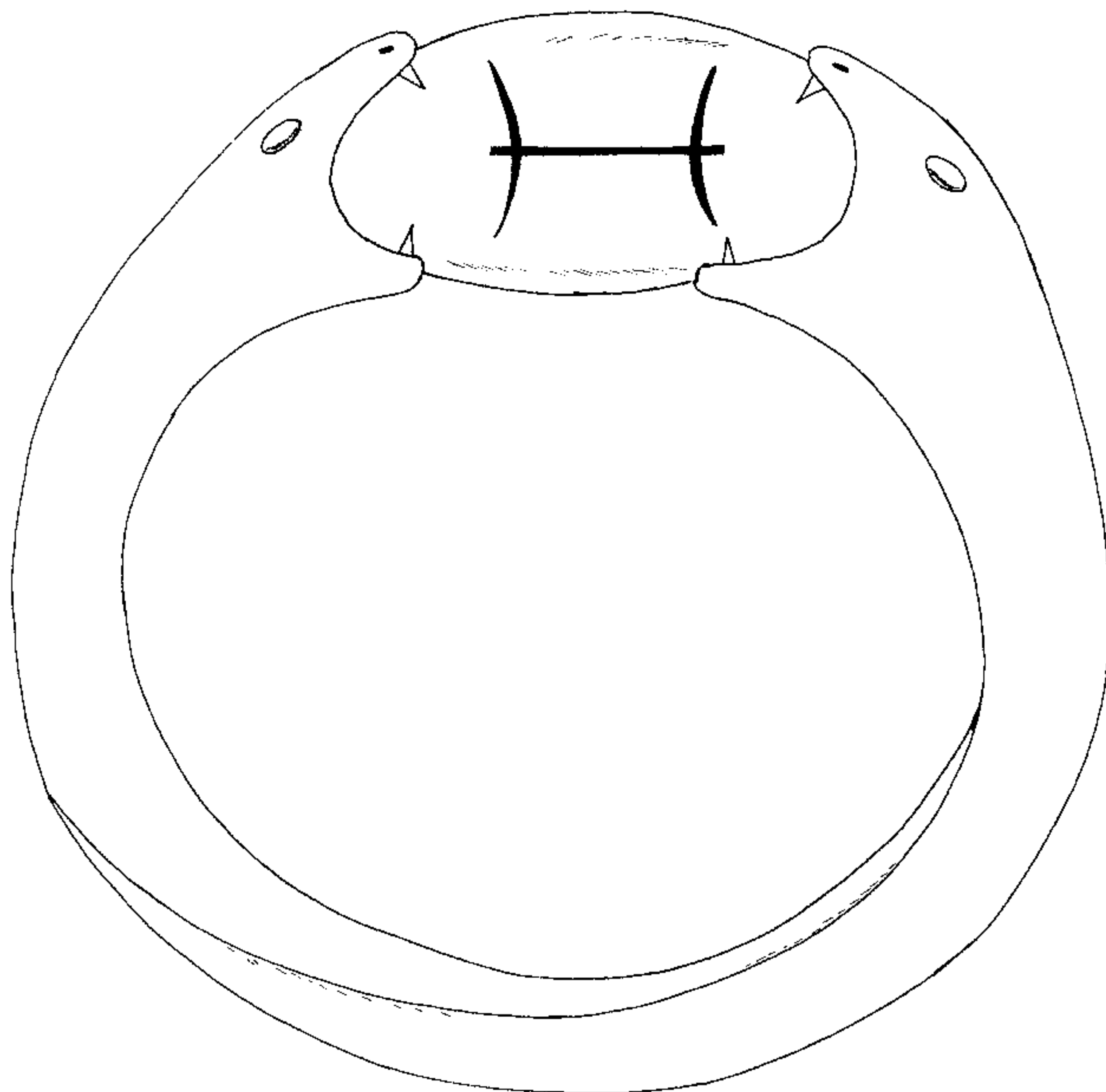
- 11) A room done in dull blood red. The walls and ceilings are covered by a thick cushion with a velvet exterior. A large number of formless black shapes ooze across the walls, as if they were swimming in a two-dimensional swimming pool. They flow together and separate into different shapes and grow appendages in a random fashion. The shapes appear to have a depth, even though they are confined to the planes of the walls.

Suspended in midair, centered against the back wall of the room is a metal image of a short, fat man with a round and balding head. He wears only a pair of sandals and a cloth wrapped around its waist. The statue sits in the lotus position and holds a wooden bowl with a well-fitted wooden cover in his lap; sitting in the bowl is a large brooch, studded with ivory, ruby and jade. The cover shows the Arms of Minos on it and it radiates magic.

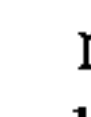
The idol will deliver an open handed slap to anyone attempting to retrieve the brooch (strikes as Fighter 10th level and damage of 1-10); each arm of the idol can take 30 hits and both must be disabled before the brooch can be taken. Use of Webs, ropes, TK and other means of retrieval which do not involve actually touching the brooch will cause the idol to heat up -- 5 rounds after any attempt to grab the jewelry a *Heat Ray* will shoot out of the eyes of the idol, doing damage of 1-12 with saving allowed. Every fifth round thereafter will bring another ray. Hits not made to the arms of the idol will not be effective in hampering its performance, excepting that doing 20 points to the head will stop it from using the Heat beam.

The brooch acts as a homing device which is attuned to all Devils so as to double the number of monster checks for Inferno, as long as it is being carried along with the party. There is a 10% chance per round that a devil attacking the bearer of the brooch will go berserk, with a +3 attack and damage, also gaining an extra set of attacks on every alternate round.

- 12) The door to this is 6'x12' and made of fine teakwood panels set in brown-stained maple, with gold hinges and handle. It has no lock. It opens on a chamber which is adorned with red satin draperies tied back at the corners, fine redwood panelling covers the walls and supports sets of crossed spears and shield; all shields bear Minos' Arms. Along the left wall are two carved slabs of shining black stone (6 inches thick x 24 inches in breadth x 3 foot high) set 6 foot apart, supporting a slab of cool, silvery metal which is



(12 foot x 3 foot by 4 inches thick); a similar arrangement supports a golden table on the right wall of the chamber. The gold and black and white tiles of the floor form geometric patterns of crossing lines which point toward a low (8 inch) stone platform set directly across from the door; on this platform is a large wooden chair with a high carved back (6 foot) and a red leather pad for back and seats and red padded armrests; nails are platinum and joints have gold rings surrounding them and parts of the chair have copper leaf embossed.

Sitting on the empty chair is a purple cushion just large enough to hold a ring -- this ring is too large for a normal human or Elven hand and will be found to fit closely only on the thumb of a dwarf, It has a curious orange metal band which appears to have 4 intertwining snakes sculpted on it; their jaws collectively are holding (swallowing?) an egg which is sculpted out of the band also; the 'egg' is white colored and has the rune  marked on it in black. The ring is curiously warm, though not enough to be uncomfortable to the wearer. The ring does not radiate magic (a *Damper* spell has been placed on it) and is generally ugly. It will seem mystifying that such a worthless item has been given such a lavish and extravagant position.

THE RING OF WEND

Wend was the Priest Elder of the city Savinhalle in Nurn about 200 years before the Invasion of Jaraldrim (the Giant who destroyed the first mannish Kingdom, the Grand Duchy of Nurn -- this war led to the founding of Mediggo by survivors and refugees) and was a pious man devoted to the service of Erd (God of the Earth). Legends tell of a strange messenger who was sent by an enemy with

a peace-offering which he would show nobody; it is whispered that he was tall and black-skinned and those who saw him close-up say that he was more like an orc than a man and carried more than touch of troll. Over the next year he became more suspicious of the activities of underlings and proceedingly more dominating towards everyone else in the city; eventually, after about 3 years, he began to openly display the Ring which now bears his name (other, darker, rumors link its manufacture to Taif, brother of Suoutrom the Shadow Lord) who supposedly was tricked into making it, for Taif is and was the greatest non-devine crafter of magic in the world) and Wend also began to receive creatures of other planes. His coffers became filled with treasures of art and craft and deowmer. The people began to fear him and the King kept agents to watch the priest's activities.

Eventually, his pride became such that Wend called forth Erd to contest the power over the lands and rock of Nurn. The Annlas refuse either comment to description of that contest save for the note that the town was leveled during its progress; the ring was powerful but naturally not quite equal to that of the High God and Wend met his doom. Legends say that the God then ordered the remaining population to flee the area and opened a chasm in the earth the next day to swallow the remains of the broken city. Even now, no trace can be found of Savenhalle and its exact location cannot be determined; lush grasses grow on the plain over the site of the ancient evil.

The Ring of Wend is a weapon of unspeakable evil which dates with certainty to the period of the Shadow Lord's War and is therefore at least 1200 years old, and it possesses strong powers for the cause of evil:

1. Protection of +2 when worn
2. Animates 3-12 skeletons for 3 hours once per day
3. Polymorph 2 creatures per week (save if 5D) to Ghouls
4. Immunity to Life Energy Draining when worn
5. *Hold* 2 persons 1 day -- no save
6. *Heal*-self 1-10 points per day
7. 1 '*Torture*' ¹ spell per day as 9th level
8. 1 hour per week (60 rounds) in '*Fastime*' ²
9. 1 *Curse* per week, up to Class D, #14 (Life Mage)
10. Casts a '*Spasm Spell*' ³ of 200% effectiveness once every three days
11. 1 '*Cause Disease*' spell per day

1. *Torture Spell* dur: 1 hour per 3 level caster

This spell causes the recipient to feel as if he were being: boiled, stuck with pins, scorched, branded, deprived of all sensation, being packed in ice, slashed, being immersed in acid, etc. No physical damage is actually taken by the victim. The caster will completely control the pain sensations of the victim for so long as he concentrates on maintaining the pain, and can regain control as desired providing the victim has not moved out of range and the spell has not expired. Only one creature will be affected per spell; no saving throw. At the end of the spell, the victim must make a system shock roll or lose one point of CON.

2. *'Fastime'* is the control of individual time flow relative to world-time. A person may choose to go into 2 Time (2T), 4 Time (4T) or 6 Time (6T). 2T is just a normal *Haste* spell. 4T allows movement at 4 x normal rate, and the person will appear as a blur to stationary observers. In 6 T a person moves at 6 x normal rate and cannot be seen by people in normal time unless the person stands still for at least 3 segments. For every hour spent in *Fastime*, at least 2 hours complete rest must be taken immediately or a system shock roll must be made (or die). For every 24 hours of cumulative *Fastime*, (4T, 6T), 1 CON point is lost. Hours in *Fastime* are measured by normal time elapsed.
3. *Spasm Spell* range 5' x level dur: 10 rounds x level (max)
Will send up to 10 levels (per each 4 levels of caster) into an uncontrollable epileptic fit during which they will be incapable of either movement or attack, will drop any items held (check for breakage) and will not be able to spell or concentrate on anything.
4. *Damper Spell* range 1 item dur: until dispelled
Suppresses the magic aura surrounding magic items rendering detection spells and/or abilities useless. Magical property may only be determined after having the protection dispelled (will not harm any of the properties of the item!) or by historical research, legends, *Legend Lore*, Sages, tomes and other such normal information channels.
NOTE: The above spells are artifact properties of the Ring of Wend, and cannot be cast as normal spells by magic-users.

Possession of this item tends to inflame the greed of the user and makes the owner completely evil and self-centered. While the owner will desire more precious metals/gems and magic items, the main thrust of his ambitions will be turned toward secular power -- he will desire servants, bodyguards and idolators and will constantly seek to bolster his personal influence and control and will waste no opportunity to humble or undermine those who he perceives as being against his goals (i.e. anyone he cannot control or threaten!). Eventually, he will want to be worshipped as a divine being and prophet. The owner will be very suspicious of people whose loyalty (to himself!) he questions and will be given to making remarks about such persons and being generally quarrelsome. In all fights he will think himself the righteous victim of persecution. He will tend to downgrade the accomplishments and prowess of others -- particularly party members! Wearing the Ring, will also cause a player to become much more hesitant to go into battle, to risk his own life; he will refuse to go against magic unless it will cost his life to so refuse.

On the golden table in room (m) is a set of golden goblets (8), a golden balance, a set of weights made of green stone (ozmadine! worth 3000 GP per 1 GP weight or 10 5 GP per pound) and three golden rings in a golden bowl (Rings of Contrariness, Weakness and Amplification).

Ring of Amplification

A cursed ring which amplifies every involuntary sound made by the wearer. Examples are sneezes which sound as shouts, footsteps that make like armies, swords which scrape like cymbals, etc. The character cannot hear these loud noises and will disbelieve the efforts of others to convince him of it. The Ring will not come off without a *Remove Curse* spell and will turn itself invisible if the character attempts to remove it.

On the silver table are 8 silver goblets, 4 chandelabras with red burning candles, a silver burner with perfume in it and a silver statue of Minos (9 inches tall) which sits on a pedestal (4 inches x 2 inches x 2 inches) of marble which bears his Arms in red.

The statue is Minos' Amulet. Its weight is 1½ pounds. Possession of the Amulet will enable the Bearer to make one command of Minos (he cannot release party from Inferno) or to be immune from attack by Devils while in the second circle.

It also gives the user the following powers, which he will become aware of after taking possession:

- 1) *True Sight* when commanded
- 2) *Hold* any creature 2/per day (not Gods or Archdevils)
- 3) *Banish* 1 creature/week to another plane, no save
- 4) *Curse*, up to Class C, one per week
- 5) *Geas* any creature (save allowed, -2 on save if Geas is for a selfish reason)
- 6) There is a 1% per use cumulative chance of the use being transformed into an Erinyes.

As with all Devil's Amulets, the use of a power will turn Paladins neutral and Rangers to fighters. The possession of this item will require that a Paladin must have a *Bless* and *Remove Curse* read over him by a Cleric of 8th level or more within 2 days or revert to ordinary fighter. Rangers will need only a *Bless* spell cast.

Guarding this room are 4 Screaming Souls

Screaming Souls AC 0, HD 6, INT Animal, Magic Resistance 40%

The souls appear as noncorporeal balls of white light, 3 feet across, and they pulsate in brightness. Their only feature is a great mouth in the center of their spherical presence. Screaming Souls float about in random directions, seemingly, but attempt to interpose themselves between their enemies and their treasures. They now have two possible attacks per round: they may attempt to touch the victim, thereby draining one life level and chilling for 1-6 points -- for every 2 such touches, the victim is slowed by 50%. Their other attack is a *Sleep Ray* which attacks at +2 effectiveness. Once every hour each Soul may emit a "*Mind Scream*". They attack mindlessly but when with others may exhibit remarkable coordination. Normal weapons or silvered magical ones are required to damage these; they are immune to electrical attacks.

Mind Scream dur; instantaneous/1 segment
range: 100' per caster level

A scream will stun characters from the casters level -3, paralyze those of 4-6 levels beneath the caster and kill those of 7 levels beneath. Saving throws versus magic apply. Screaming Souls may scream at 6-8-10-12-14-16th level of ability (1D6 randomly). Stunning lasts 1-8 rounds.

The entire Second Circle is a place of utter blackness and even the glowing aura of the player's characters will not allow them to keep track of one another outside their 5' range of visibility. Normal voice communication will be impossible because of the fierce winds. The characters will have the best chance of crossing this circle on the road for its strong texture contrasts well with the springy tundra surface of the rest of the plane. Winds of hurricane force continually blow across the hidden plains and change directions randomly.

The circle is 20 miles across. Every 2 miles a check should be made for a hurricane blast which knocks the players off course. They go in a random direction(1D8 for which) and checks should be made for additional blasts every 2 miles. They become lost on a 1-3 out of 12. Monster checks are every 1 mile, with an encounter on a 1 of 6.

Encounters are from the following table:

- 1) 1-6 Erinyes
- 2) 2-40 Lemures
- 3) 1-4 Spectres
- 4) Will O 'Wisp
- 5) Groaning Spirit
- 6) 1-4 Invisible Stalkers
- 7) 1-5 Gas Spores
- 8) 1 Djinni
- 9) 1 Air Elemental (10D10)
- 10) 1 Air Elemental (12D10)
- 11) 1-2 Djinni
- 12) Type 1F Devil
- 13) Type 2A Devil (1-3)
- 14) Type 2B Devil (1-6)
- 15) Type 2C Devil (1-4)
- 16) Type 2D Devil (1-8)
- 17) Type 2E Devil (1-6)
- 18) Type 2F Devil (1-8)
- 19) Type 2G Devil (1-3)
- 20) Type 2H Devil



MONSTER EXPLANATIONS

1. Type 2A AC 2, HD 7, INT Semi-, Size 4 $\frac{1}{2}$

A gray skinned humanoid with wings and three pairs of arms. He has 6 fingers per hand.

This Devil has the phase abilities of a phase spider, it can summon 1-6 Great Wolves and magic weapons are needed to hit it. As per all other devils, it may *Charm Person*, *Suggest*, *Illusion*, *Teleport*, *Know Alignment*, *Animate Dead* and *Cause Fear*. It attacks once with each set of arms and does 1-4 per set.

2. Great Wolf AC 3, HD 5, 1 bite 3-18, swallow halflings on 20

3. Type 2B AC 5, HD 1, INT High

A large insect with 2 body segments, 4 wings, 3 heads (Jackal, Wolf, Ram). It has 4 sets of legs, one with paws, one with pincers. The monster is 3 feet long and is striped along its second body section. A large stinger protrudes from its rear part. Magic Resistance is (79%). It takes double damage from silvered weapons. It may cast one spell each day from each MU spell level up to L6.

Damage is 1-4 from paws, 1-8 per pincer and 1-10 for the stinger (save vs. slow) attacks as F8th.

Its normal means of attack is to hover above some victim with its strong wings; and use its stinger and pincers to rend the victim's body.

4. Type 2C AC -4, HD 4, INT Average

A long (12') winged snake. Its tail has 6 wicked spikes in it and a rattle. Three eyes stick out of a dog's head on stalks and large fangs jut from its jaw. It is scaled and spotted blue on purple. It has infra/ultra vision. Edged weapons do $\frac{1}{2}$ damage. A collar around its neck acts as a Ring of Missile (Normal) Protection.

Damage Spikes 6-24 Bite 4-12 double on 18, 19, 20 damage

5. Type 2D AC -2, HD 4, INT Average

A low-slung ground creature, 5' long with the head of an ape. It has 3 eyes and is striped black with grey. It has the ability to *Phase*, is always *Hasted* and can summon 1-8 'huge spiders'.

6. Type 2E AC -2, HD 5, INT Average

A 9' tall, grey-skinned humanoid with 3 eyes and 4 fingers per hand. It has skin like stone and weight to match (needed in gale winds!) Its full gaze stuns (as $\frac{1}{2}$ strength symbol: save @-2), only non-magic weapons do damage. It is turned away by mirrors. It carries a 5' club.

Damage 4-24

7. Type 2F AC 4, HD 4, INT Average

A 3' tall bird-like creature with bright yellow scales along its body. It has the head of a wolf with 3 eyes. It has a short tail with a stinger. It knows the relative strength of party members and consistently attacks the weakest party member present. Its bite will cause *Rabies*; it will fasten onto its victim and drain 1-8 points of blood per round (also drains 1 STR point per round; need rest of 4 turns per point to return).

Rabies: incubation time of 2-16 days. Victim will refuse all liquids and regurgitate any which are forced down his throat. He will die in 6-12 days. Food intake is less than $\frac{1}{4}$ normal. *Rabies* is 97% fatal. 2 system shock rolls must be made when resurecting victims due to the poor condition of the body. The presence of the disease may be noticed (15%) by a whitish foam about the wolf-mouth. A *Cure Disease* must be cast no later than the 2nd day of symptoms.

8. Type 2G AC 4, HD 4, INT High

A larger bird (5') than the (2F), it has red scales and the head of a goat. Its legs have very sharp talons. Only wooden or stone weapons have effect-metal passes through the body as if it wasn't there (corrallary: character's in metal armor are AC 8 for this creature, characters in leather armor are AC 2; metal shields are useless, but wooden ones act as +2 armor). Its direct gaze causes *Confusion* (saving throw). Its touch causes *Paralysis* (save at +3).

Damage talons 1-6

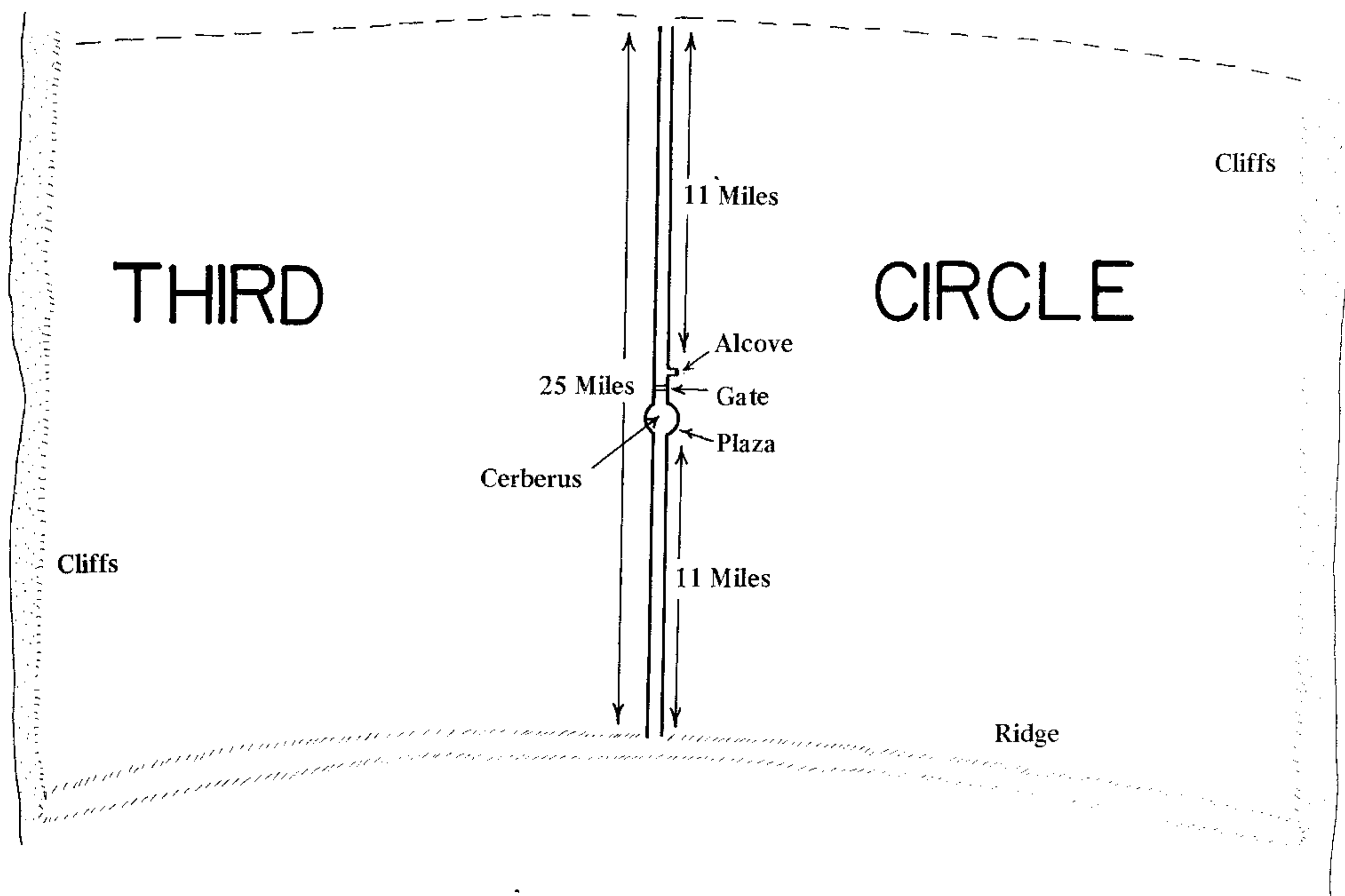
9. Type 2H AC -1, HD 3, INT Very

A large winged snake with the head of a horse and a horned spike, the head has only one eye. The tail has a rattle on it. The snake is 8' long and has blue skin and black wings. It has a set of bird talons growing about 2' below the head. Its touch causes *Confusion* (save @ +2), its bite causes smallpox and it has *True Sight*. 3 times a day it may breathe a mist which will return to its original form any polymorphed creature.

Damage Bite 1-4, horn 1-8, talons 2 x 1-6

When on the Material Plane, each of the above has a 15% chance of treasure; types \$C for 2A,B; \$B for 2C; \$0, P for 2D; \$C for 2E; \$O,P,Q for 2F; \$B,S,T for 2H and \$E for 2H.

THE THIRD CIRCLE: LAIR OF CEREBRUS



III Eventually the winds will start to die off (after about 18 minutes) and a greyness will take the place of the inky blackness. The cobblestone road will seem to materialize under the parties feet, if they are on it.

The third circle is cold and wretched swamp with high drifts of snow sitting atop 2 feet of ground water. Air temperature is just below the freezing points of water. A heavy, oily substance permeates everything. There is an eternal storm of thick hail, foul water, snow and sleet. The air is heavy with suspended particles of soot and has an irritating smell to it.

The Circle is 25 miles across and every 3 miles a check should be made for each character to see whether the foul air and water has caused him to collapse:

CON	Collapse (%)	Time of Seizure
3-6	1-80	4-80 rounds
6-9	1-70	3-60 rounds
10-13	1-60	2-20 rounds
14-17	1-50	2-12 rounds
18-20	1-40	1-10 rounds

For checking purposes subtract 1 CON point at each check after the first one.

All about the circle are sinners locked into the swampface, and they sit and howl like dogs; the sound of baying will surround all travelers on the plane.

The road across this circle is on a stone dike, raised 6 feet above the surface and is 50 feet above the surface and is 50 feet across. It is paved with a crushed white stone.

After 11 miles low white stone walls will appear along the road and over the next mile will grow to the height of 15 feet (thickness 12 inches). At 12 miles a wooden top will appear and an alcove (12 x 20 foot) will be found. If the party stops to sleep and leaves less than 3 watchmen, they will be attacked by a colony of Frost Spiders who live above the alcove.

Frost Spiders AC -1, HD 6, INT Low

These are white relatives of the Phase Spider; they are themselves invisible when not moving and they are able to secrete a thread which is itself invisible and this thread makes up the basket web which they nest in; the thread is strong enough to hold a fully armored man or dwarf. They only dwell in cold places and have a very acute heat-sensing organ instead of good vision (30% likely to attempt to bite a fire if a victim is near one-doing 1-10 points to itself). Frost Spiders are light enough to walk across snow without leaving prints to see. Twice per day they may breathe a cold mist which does 1-8 points of cold damage and numbs opponents who don't save vs. wands. They always have a \$1 treasure in their lair.

After about 200 yards after the alcove, the party will come to an iron gate, open, with 2 Special Armed Skeletons (swords) standing next to the closing mechanism. These Skeletons are cleric immune; they ignore anybody who doesn't attack them.

Special Skeleton AC -4, 40 Hits, Resistance 60%

These Skeletons are *Hasted*, do 1-12 per hit and attack as 9th level Fighters. They are immune to natural fires.

After the players pass the skeletons will close the gates and lock them with a mithral padlock, thieves pick @ -30%. The skeletons will attempt to prevent a retreat and 4 more of them will wait at the alcove.

After one more mile, the players will come to a large open plaza with massive columns along the 30 foot walls. The plaza is 250 foot by 300 foot and the road continues on the other side with walls of only 6 feet and no roof. Waiting in the center of the plaza is Cerberus the great Hound of Hell.

Cerberus AC -5, 128 Hits, INT Genius, Magic Resistance 75%

This great Hound is 12 feet at the shoulder and stands at nearly 18 feet. He has three bulldog heads and wears an adamantite collar and has metal-shod paws. He takes 1/2 damage from fire and 3/4 damage from electricity; he is cold immune.



KEVIN SIEMBIEDA - 80

The Hound may attack 2 persons per round with 2 of his heads, and the middle one may utter spells up to the 3rd spell level (effect and save are as per wands).

If he rears to use his paws, he may not use his bite attack, but the two side heads may each use a 1st or 2nd level spell (per wands). He may not become invisible. Cerberus speaks all known languages. Cerberus saves vs. everything on 6 out of 20. When rearing, his underside is AC 0; +2 magic weapons are needed to hit the Hound; silvered but non-magic weapons do 1 point per hit. He regenerates at 4 hit/round.

The only way to pass Cerberus without giving battle is to offer at least 5 Hel-Cakes to the beast: these act as a soporific and will cause the monster to sleep for 1-12 hours (humans will go to sleep 1-6 turns after ingesting and sleep for 4-24 hours per cake; the fine texture and sweet smell of the cake will have a 30% chance of causing a mortal to immediately devour it). Hel-Cake could have been obtained in Minos' treasure room. Alternately, a Cleric may attempt to *Create Food* in the form of Hel-Cake (10% per level) if he knows what it is.

Should the party either manage to defeat Cerberus or placate him, they may search for his treasure rooms. The 9th pillar from the near left corner hides a secret door (on its backside) which opens to a ladder descending onto a large vaulted room. There are 40 pillars per side of the Plaza. He has \$2 Z, D. In addition to the treasures in coin and magic, statues and art, there is a coffer of heavy stone with a wax seal present.

His coffer contains 6 blue stones shaped of Good and glow slightly (signifying that they are active). Possession of these stones will heal the next 10 points of damage suffered by the owner (usable once every 2 days) and will allow the owner, if good, to call upon an Angel (see earlier this book) for one hour - if evil, a Pit Fiend will show up. The stones will also confer immunity from *Fear*, *Charm*, *Suggestion*, and *Confusion* while being carried on the person.

One Type 1E and one Type 1B Devil are present in the room.

When traveling along the road, there should be a monster check every mile, except for the 3 miles before and after Cerberus; an encounter comes on 1-3 of 12. If on the swamp, there are 2 checks per mile with an encounter on 1 of 6 -- the increased monsters are due to the great decrease in movement rate. Similarly, CON checks should be made every two miles instead of every mile if moving through the swamp.

Encounter Table

1. 1-3 Barbed Devils
2. A patch of Brown Mold
3. 1-4 Quasits
4. 1-3 Ogre Magi
5. Type 3A Devil
6. Type 3B Devil
7. Type 3C Devil
8. Type 3D Devil
9. Type 3E Devil
10. Type 1F Devil



MONSTER DESCRIPTIONS

1. Type 3A HD 3, AC -3, INT Genius

An 8-legged mammal with the head of a bull and a long, smooth tail. It stands 8' at the tip of its head. Its fur is white. Its bite causes a wasting disease (polio?). It sees ethereal, astral and invisible creatures (regardless of mechanism). A single tentacle is 14' long and attacks as a +3 Flail, its tip has 3 suction cups on it and anyone struck with it must save vs. magic or lose two Life Levels.

Damage: Bite 1 - 8, Claw (1) 1 - 4, Tentacle 1 - 4.

2. Type 3B HD 6, AC 0, INT High

A 12' long, 5' high reptile covered by green scales. It sports a human head with 3 eyes and has a tail with a massive bone club on its end. Only six of its 8 legs are needed to support its body so it may attack an opponent on each side with its forelegs. The normal condition of this horrible creature is invisible, and it materializes only to attack or feed. The head may breathe *Frost* once every four melee rounds, doing 3 - 36 points, it is cold immune and fire does double damage to it. It is 80% magic resistant.

3. Type 3C HD 5, AC 2, INT Very

A 7' tall bird-like creature with blue feathers, and the head of a blue dragon. The head is mutated so that it has a beak with teeth and only 1 eye. A set of talons mounted on short, stubby arms grow from its shoulders. It is *Hasted* permanently. Magic weapons hitting this creature have a 30% chance per hit of having +1 drained from them. The 3C has an additional attack mode - it may wrap its long wings about a character and drain 8 points per round of heat from the player.

Damage: 2 Talons 1 - 6, Beak 1 - 6.

4. Type 3D HD 6, AC 0, INT High

A tall humanoid with jet black skin and a long (3') flexible neck equipped with the head of a marine dinosaur. Its touch will disintegrate Clerics of level 8 or below and cause the remainder to flee in panic for 3-12 rounds. +2 weapons are needed to hurt the creature, but they will only reduce it to 5 points and the last points will only be taken by fire! It attacks/damages at -3 when below 5 hit points. Its touch will cause paralysis to non-clerics (save applicable).

Damage 2 x Fists 2 - 12, or Broadsword 2 - 20.

5. Type 3E Snow Dog HD 6, AC -4, INT Genius

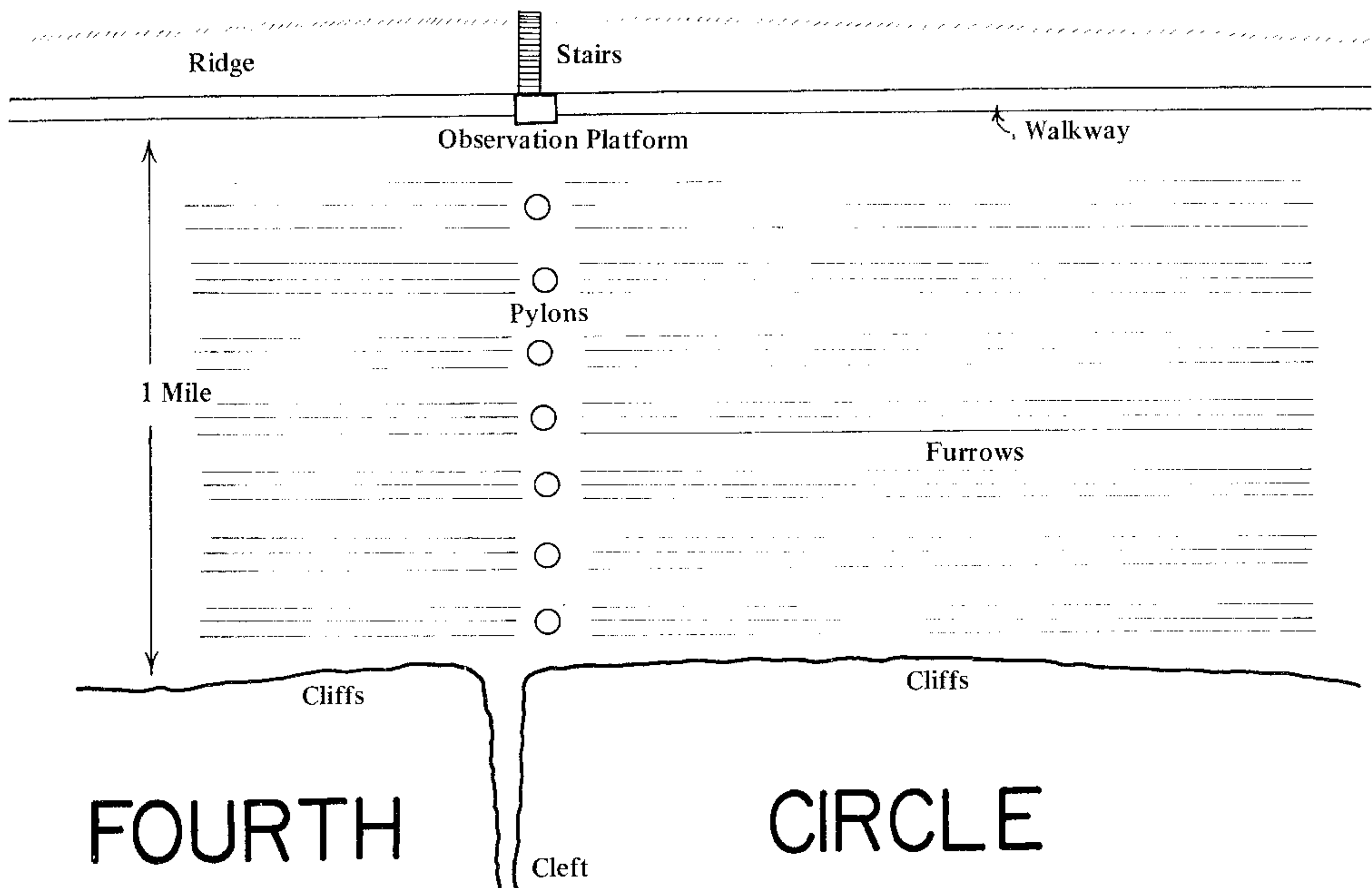
A larger, more powerful German Shephard with a thick white coat of fur. The Snow Dog stands over 4' at the shoulder and 6' at the ears. It may speak and read any humanoid language. It wears a leather collar which acts as a Ring of All Missile Protection (no flying objects will penetrate). Magic Resistance is 50%. The Snow Dog is *Hasted* and gets an additional bite on alternate rounds. It moves so lightly that no tracks are left, even in mud or snow. Snow Dogs are immune to electrical and cold-based attack. They may use 2 *Continual Darkness*, 1 *Ice Storm*, 1 *Wall of Ice*, 1 *Cone of Cold*, 1 *Otiluke's Freezing Sphere*, and a *Control Weather* (lower temperature, cause hail or blizzard); each set of spells once per day. Snow Dogs naturally see invisible. They are great friends of White Dragons and with any group of 8 or more of them, there is a 20% chance of such a dragon being present (age up to Adult). Only magical weapons with silvered blades will damage the Snow Dog.

When encountered off of Inferno or if in command of groups of Devils, types 3A, 3B, 3C have a 30% chance of booty; (\$P,R), (\$0,P,Y), (\$1,R,S) are their respective treasure types. The type 3D has a 60% chance of treasure, of \$A. Snow Dogs have a 12% chance of having \$Z,S treasure.

THE FOURTH CIRCLE: THE REALM OF PLUTUS

IV Slowly in the last 3 miles, the temperature will rise back to normal and the snow will disappear; the ground will firm up, and the water will drain off leaving a featureless black plain with puddles of standing brackish water dotting the landscape. The sky will leave off its storm.

Eventually, a long ridge will come into sight, running across the visible length of the horizon. It appears as if the entire ground had picked this particular spot to form a gigantic wrinkle, 30 feet high and rising at nearly 60° from the plain. Off in the distance, a tall and steep set of stairs ascends this hill. At the top of the steps is a wide strip of stone 15 feet which runs along the brink of a deep pit; near the stairs a small observation platform juts out over the chasm.



There is a 40% chance that if the characters come to the stairs that they will encounter Plutus at the top. Here is a 60% chance that he will approach them as they prepare to drop down the cliff. If they explore the road along the brink, there is a 100% chance of finding him.

A grossly fat human in appearance. Mounds and folds of flesh encase his waist, sagging flesh hangs from his neck and face and his legs appear to be swollen. He wears a patch over one eye, is bald and has a perpetual leer on his face (if any females are in the party, he will probably make sexual advances before killing them). He waddles, rather than walk, and does neither very often - he will be in a litter carried by four drones and will be proceeded by 2 Erinyes carrying trumpets. The drones will stop, and he will converse with the party from inside, without moving if he can. (The Erinyes are of the strongest sort: 8 points per die.) Plutus dresses Grecian, as did Minos, and will have a golden toga held together by straps and belts of thin silver. He has earrings of solid ozmadine and wears a ring of precious stones on each finger (3 - 6 are magical; determine rings randomly). The furnishings of his litter are as lavish as possible, with silks, satins, plush pillows much in evidence. Jeweled and crystal goblets stand in a teakwood coffer. The drones wear breechcloths and have a diamond, jade and ruby-studded sash across their chests and a similar scabbard hangs from the sash with a sword ready for use.

NOTE: Plutus was the Roman God of Wealth in ancient mythology. This accounts for his treasure classes.



Drones HD4, CON 18, STR18, AC 3, INT 5

A mutant variety of human, drones are human size and have heavily muscled upper body. They seem to lack a head, though: 2 eyes, protected by a heavy bone ridge are in the spot that the neck is in a human and the collarbones are thicker and broader and form a perfect platform for burdens. Inset on the top of the shoulders and centered in the body is a sleeve between the two bones and this is where the mouth is located. Drones have little, if any intelligible speech. They are extremely strong, but their handicaps of vision cancels any attack bonus.

They fight as 9th level fighters.

Damage: (1 - 12 Sword) +5 points.

They have amazing reflexes and muscle coordination. Magic Resistance is 25%. They gain a +2 save vs. magic and are immune to stoning.

Plutus carries a "shepherd's Crook" of solid gold and a 16 inch wand. The wand is 3 inches thick, made of gold and has an obsidian tip shaped like a spear-point with a ruby butt. Along the shaft are one each of: Jade, Fire, Opal, Zircon, Amber, Topaz and Pearl (gemstones).

Plutus Rod - The Dukes Amulet: for safekeeping Plutus refused to leave this piece of magic in his treasure cave far below. It is described above. It is an evil and voracious artifact, fitted well to its owner. It confers the following powers to mortals:

1. Twice per week will turn any creature to gold (no save)
2. Will transmute 3000 pieces of any metal to gold, per day
3. Protects the owner from being stoned
4. Dispells all forms of magical walls by a touch
5. Detects metal/gems/treasure in 500' radius
6. Allows the owner to polymorph into a great bull

(AC 2, HD 5, move like light horse) and the wand will become a golden collar; doing so will restore 30% of damage taken while in man-shape and only $\frac{1}{2}$ of damage taken by the bull will be taken by the man. The bull has golden horns.

Any intelligent creature seeing the Rod in its natural shape must save vs. magic (@ +3) or desire it to the points of either stealing it, buying it with all of their wealth and/or magic threaten the owner into giving it away. There is a 5% chance per use of the powers 1,4,6 that the owner will himself become gold (no save); after 50 uses of the powers 1,4,6 the chance becomes 10% and after 75 uses, the chance is 20%. The chance goes up by 5% for every additional 15 uses. Spells such as *Stone-to-Flesh* will not serve to revive a person who has been "golded".

The same restrictions on the possession and/or use of this item by Paladins or Rangers as per the other amulets apply; except in cases where the Devil is being commanded by the Paladin/Ranger and it will be destroyed thereafter by them.

Plutus has a 30% chance of having (2 - 6) Elenoin with him (see GDH*) and can summon 1 - 6 of them whenever he desires.

*Gods, Demigods and Heroes

While on the road, a monster check ought to be made every 1 mile and a 1-3 of 12 indicates the encounter.

ROAD ENCOUNTERS:

- | | |
|---|------------------|
| 1. 1-3 Barbed Devils | 4. 1-4 Snow Dogs |
| 2. 1-3 Wights (AC -1, chainmail, +1 <u>evil</u> swords) | 5. Type 4A |
| 3. 1 Bone Devil | 6. Type 4B |

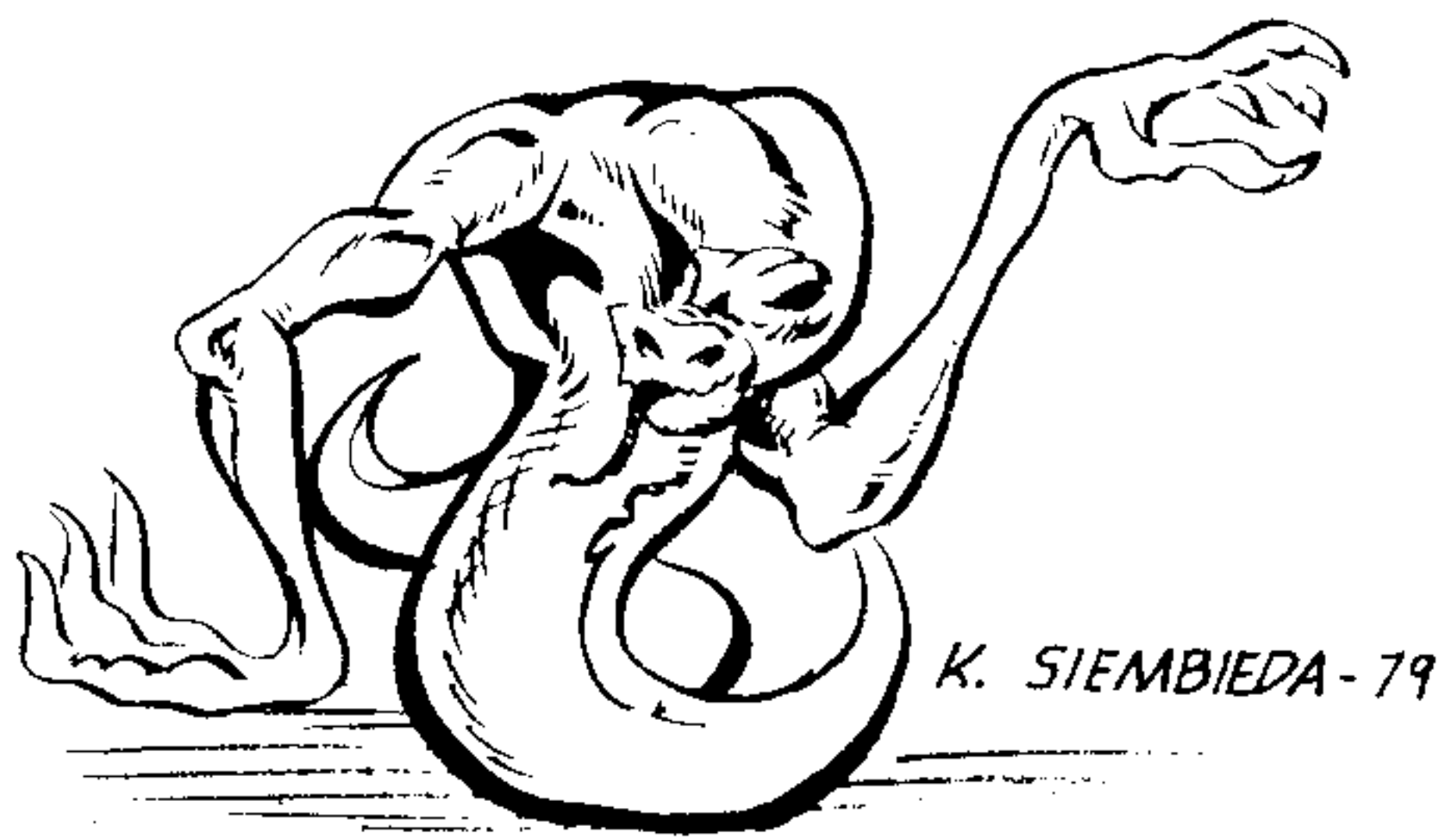
As the players descend into the enormous chasm, the scene below will become more distinct and separate into more visible fragments. The parallel lines on the bottom surface are seen to be large furrows of tightly packed earth in which rest boulders of lead which are 12 feet in diameter; chained to these massive rocks are souls - fastened to iron collars so that to free themselves they need to cut off their heads! It is their task to push their boulder along the furrow it sets in, in some cases two or even three souls are working on the same boulder. It can be plainly seen that in many cases two boulders lie in the same groove and are moving in the opposite directions: such that at some point the two stones will be pushed together and cannot pass.

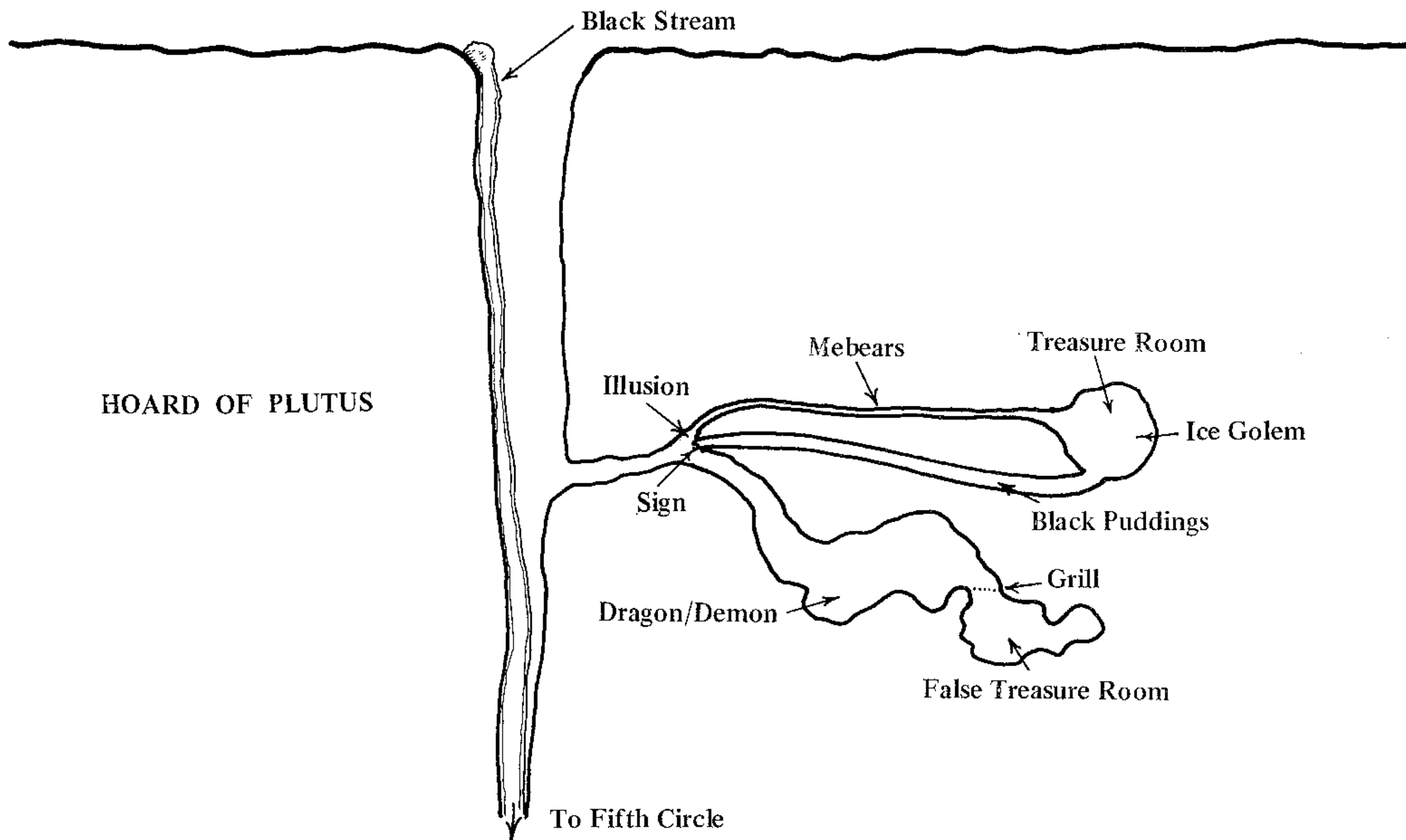
(Plutus will tell the players, if they ask why they push the rocks, that to be free of Inferno, they merely must push the boulder one complete circuit along the groove in any one direction and *Confusion* spell are laid such that no two spirits will push in the same direction - in addition the chains are arranged to discourage this and Devils with cruel Flails are used to continually flog spirits who try such stunts!

The tall poles are set so that at least 10 of the furrows intersect them and Plutus places disobedient devils/spirits there to be mashed by boulders; they are chained with heavy gold manacles and are gagged; placing a person/devil there who is already turned to gold will cause them to utterly perish as the statue is reduced to mere precious dust which is mingled with other such dust in a hopper kept in his treasure caves. (That hopper has 100 pounds of gold dust in it right now.)

Furrows are about 6 feet wide and 2 feet deep, with approximately 25 feet between them; there doesn't appear to be an end to the channels, as seen from ground level. Because of the broken terrain, 12 encounter checks should be made before the party can reach the relative safety of the far wall; use the following table - encounters take place on a 1 - 3 of 10.

1. 2-6 Barbed Devils
2. 1-100 Lemures (unshackled)
3. Type 4A
4. Type 4B
5. Type 4C
6. Type 4D
7. 2-6 Wights
8. Trip into the path of boulder
9. Nighthag
10. 1-3 Doppelganger (in Lemure form initially)





If the players cross directly from the observation platform they will come into the vicinity of a narrow pass in the dull chalklike-granite. Roll an additional 3 encounter checks for every mile the party must move towards the gap, should they make their crossing at some other point.

The gap appears much like a notch, in that it is somewhere around 130 feet wide at its mouth and is down to a width of only 9 feet at a depth of 1000 feet. The walls in this vicinity are 700 feet high and nests of Gargoyles (from 10 - 100 will be visible at all times from the ground) are along its face; again, Gargoyles will only attack if climbers from the party come near their nests.

At a point 300 feet down, the notch is a side branch to the left (9 feet) and in front of this are 2 Bone Devils with their weapons. (These have 8 hits per die.) They will always accost the group, even if they are greatly outnumbered and will threaten to raise the alarm at the City of Dis (5th/6th circles). If the party appears indecisive as to how to proceed, the Devils will attack. They carry 2 potions of *Healing* each and wear a Signet Ring of Protection (+2). One will be *Hasted*! The Devils may be bribed, but will not make such a proposition - it is up to the players to ask them to make a deal. Normal bribe rates are two valuable pieces of magic per Devil (remember that the Bone Devils have Intelligence of +15!). Any attempt to cheat by the party will result in an attack in 1 - 3 turns of 3 - 9 Bone Devils. They will not let any character pass into their private passage ("Plutus has forbidden it") for any reason - this way lies the Treasure Trove of Plutus. The Devils will only actively pursue a battle if they think that they have an actual chance of living through it. If they let the party proceed down the notch, there is still a 20% chance of them gathering an additional 1 - 6 Devils (25% Bone, 75% Barbed) and attacking from behind - they will approach invisibly (any Druid/Ranger/Bowman has a 40% chance of hearing them for they are not silenced!)

From a small cave and ledge some 50 feet up the right face of the cliff which forms the notch is a steady stream of black and brackenish liquid which gives off the characteristic smell of SO₂ (rotten eggs andybody?). The stream works its way from a pool at the cliff's base down along the right side of the cliff until the point where the width narrows to 9 feet and from that point it takes up the gap, completely. Players must walk down the stream, in ankle-deep ooze and silt, with water up to their knees, if they are to reach the next circle.

If the party is able to kill the Bone Devils guarding the off-shoot, they will find themselves in a narrow crevasse (single file only, please) which runs perpendicular to the notch. Sheer walls tower above so that climbing is simply impossible. After 60 feet they will come to what appears to have been a "Y" junction, but to the left fork has been walled off; the words "Go Back Mortals" are written in fiery red letters upon the stone piece set between the forks -- this (the wall) is an illusion laid to conceal the true treasures; there is only a 10% chance per character that it is recognized as an illusion on the way in, 15% on the return trip. Spells like *True Sight* or *Detect Illusion* will indicate that things are not as they first seem here.

Should the party continue along the right fork, they will come to a much wider area 60 feet further along and it stretches 65 feet with a cave at the end. This cave has a brass grille preventing access. Also an impediment is an ancient White Dragon (9 points per die) which is polymorphed into the shape of a Type 2 Demon. The Dragon has an AC -1, can speak and uses 4 x 1st level spells and 2 x 2nd level spells - before transforming back to its natural form it will then breathe its first attack on 1 - 9 of 12.

It has been enchanted so that it takes only 3/4 damage from Fire-based attacks and it is immune to cold.

Hanging from the grill is a large (2 foot) bell which the Dragon/Demon will attempt to reach before entering serious combat. Ringing the bell will produce loud reverberations throughout the canyon and bring 6 Barbed Devils and either Plutus (25%) or a Pit Fiend (26-00) to lead them. These will fight to the death and will not negotiate with the party; players who offer surrender will be put to the boulders for 100 years after which they will be returned to the surface (Prime Material Plane) sans any weapons.armor/magic/treasure. The Barbed Devils are 80% likely to have 1-3 each of the following:

1. Wand of Cold (20 charges)
2. Wand of Lightning (20 charges)
3. Wand of Paralysis.
4. Crossbow +3 & 3-30 arrows +3
5. Sword +3, 1-12 damage
6. Spear +3, 1-10 damage
7. Rod of Lordly Might
8. Staff of Striking (40 charges)



If not triggered by the Dragon/Demon, the bell will remain silent while the party examines the grillwork. It will ring if: a) rung by a party member; b) the grill is lifted by a 'Bend Bars/Lift Gates' roll; c) hostile magic is sent against it. Ringing the bell in this way will then have the same effect as if the Dragon/Demon had rung it. To disarm the bell, a *Silence* spell is needed or a *Dispell Magic* of at least 14th level of caster. Thieves have a 5% chance of unlocking its triggering mechanism for every level they are above 10th - but if they fail, the bell starts to ring.

Inside the grill is a piece of a soft, black cloth which absorbs light; this forms a curtain to wall off the false treasure cave from the outside. The cloth has the peculiar property that should it be laid out on the ground, a small stone hearth will appear (30 inches across and 3 inches high with a metal shelf) and any fire built in this hearth cannot be seen outside of the cloth. Also, the cloth keeps itself clean and dry so that it is impervious to rain/snow/mud, etc.

Behind the curtain, the cave contains 9 stone coffers, each being 6 feet by 3 feet by 3 feet and open to the air. Inside each one are 107 pieces of bronze (4 1/2 inches radius by 1/8 inch depth) which have an illusion cast on them to seem like gold. Three coffers of 2 cubic feet volume are filled with flawed gemstones (about 300 stones at a worth of 1/2 GP). One gem which looks like it is worth as much as the rest together (a Dwarf will estimate its value at 10,000 GP) will act as a Scarab of Death and turn into a burrowing creature once inside pouch or backback and then burrow into the victims back and eats out his heart (time: 10 minutes). A locked metal chest stands apart from the rest of the treasure, amidst pools of dust. It is jet black and has silver trimmings, bolts and locks. It is not trapped. Silver handles hang from both sides of the chest; thieves have a -30% to pick the lock. Inside is a Ring of Plagues, a Demon Cloak, a Book of Infinite Spells (see below) and Boots of Dancing.

- 1) Ring of Plagues A black ring, with no essential feature or markings. It is immune to heat and cannot be unmade by any known forge. It renders the wearer immune to diseases, cures and poisons. It also allows the wearer to cast one *Onus Spell* per month, four *Insect Plagues* per year and an indefinite number of *Words of Recall* (for himself only). It also *Hides Alignment*, for it is a most evil relic and after one month the wearer will become so also (alternatively: save vs. magic once per month @ -2 or turn evil).

The true diabolical nature of this Ring is apparent only on the hands of a Cleric: in addition to the above, every spell cast by the Cleric becomes the evil reverse (if possible); for example, *Cure Light Wounds* causes 1 - 9 points of damage to its recipient and *Cure Disease* might double the rate at which the infection progresses as well as double its effective time of contagiousness, recovery time and stretch by two the amount of time the sufferer has the disease. Intentionally reversed spells function normally and are not returned to their good nature. It cannot be removed (without removing the finger) without a *Remove Curse* cast by a Cleric of the 15th level. Clerics wearing this Ring may also cause an outbreak of: a) Cholera; b) Bubonic; c) Malaria; and d) Typhoid in an area of up to six hexes (130 square miles) with a death rate of 40 - 80% and this can be done up to three times per year. Once per week it can touch another Ring and cause that Ring to transmit (saving throw permitted) any disease to its next wearer. If dipped into a drink, the Ring will cause that drink to become powerful paralysing agent (save at -4). Two *Torture* spells may be cast per week and one *Unholy Word* can be spoken per month.

This Ring is not without cost for its properties, either; a) for all non-magic-using creatures wearing it, it will drain 2000 EP (experience points) per month for power and 1 point of CON for every 9 months it is worn. b) for MU's, Illusionists and Druids/Rangers, it will drain 2500 EP per month, 1 CON point per 9 months and when CON = 0 the wearer will become a Wraith with full use of all previous magical abilities and use of the powers of the Ring (it then feeds off of the Life Energy of victims for power). The Wraith thus created is of AC 1 and HD 8. c) For Clerics, the Ring will not take EP's for power but once every three months must be touched to some magic item, which it will drain of magic. Failure to do this will prevent the Ring from exercising any of its functions but it will continue to transform spell effect. If not powered for 9 consecutive

months, the Ring will drain all STR and Con points from the Cleric (see below). From Clerics, the Ring will drain 1 point of CON at 9 months, 2 at 18 months, 3 at 27 months, 4 at 36 months, etc. -- so that a Cleric who initially has a CON of 18 will be brought to 0 CON in 54 months (2½ years). At the point where the the Cleric is brought to 0 CON, he becomes the Clerical equivalent of a Lich: AC -2, hits (10 points for every hit-die possessed by the Cleric at the time of his demise +6 points).

Clerical Spell ability (reversed effect) is 5 1st level, 5 2nd level, 4 3rd level, 4 4th level, 3 5th level, 2 6th level and 1 7th level spell. All spells which previously required TO TOUCH for effect now have radius of 20'. In addition, the Undead Cleric now has magic-user abilities of 3 1st level, 3 2nd level and 2 3rd level spells per day. The touch of this form of Lich will drain 1 Life Energy level in 30% of them and cause paralysis in the others.

2) Cloak of Demons A bright red cape of no protective or concealment value. On the back, in fine silver thread, is a pentagram enscribed in a circle. At the throat of the cloak, forming the clasp as the neck, is a brooch made of silver and worked into the image of Asmodeus.

In the magic circle is contained a demon, upon which the wearer may call 7 times - after the seventh service the wearer must compensate the demon with either 105 GP or 1 liter of fresh (no more than two days old) human blood, else the demon is entitled to claim the wearer's soul. The demon will tell this to the wearer the first (and only the first) time he is called upon and if the wearer refuses the bargain offered, he must then remove the cloak from his possession; the demon will naturally not perform the service he was called upon to do if this happens.

The cloak also acts to repulse without damage to wearer the attacks of Demons I - V and conversely, the wearer may not attack them while wearing the cape. It causes the wearer to take 1/2 damage from magical fire (only), magical cold and electrically-based attacks.

After the Demon performs his seven tasks and is paid, there is a 40% chance that he will remain in the cloak for another seven services if asked and this decrease by 10% for every set of seven which is served. If the Demon leaves, the cloak becomes powerless until another Demon is persuaded or forced to serve in it.

DEMON OF THE CLOAKS HD 9 AC -3 Law/Evil

The natural form of this creature is that of a man's torso supported by a whirlwind. It has a Strength of 18 (60) and use of three spells each of the first five Magic User spell levels. It creates as per a Djinn but its creations have four times the lifetime as those made by the Djinn, it has natural invisibility and access to the ethereal plane. It can shapechange into a whirlwind form, into a fiery cloud of pure fire and into humanoid-shape. It prefers to combat in whirlwind form. The Demon is 80% magic resistant.

3) BOOK OF INFINITE SPELLS

- | | |
|-----------------------|------------------|
| 1. Cause Blindness | 6. Animate Dead |
| 2. Lie | 7. Quest |
| 3. Cause Light Wounds | 8. Insect Plague |
| 4. Poison Food/Drink | 9. Flame Strike |
| 5. Chant | |

4) *Onus Spell* The reverse of an *Atonement Spell*. This spell will attach itself to the aura of a person and give off the tokens of divine disfavor. The effects are the same as if the victim has committed great evil, and traitorous deeds which in fact he did not. Others of his religion will feel that he had committed some grave offense against his Deity and/or Priests and had done great disrespect. This induced evil aura is tangible to religious representatives and to Clerics, Paladins and Rangers. It is 20% probable that the Deity of the person will take indirect actions to punish the victim for the misdeeds he did not in fact perform.

The chest may be picked up and moved by 3 men with a total strength of 42. Underneath is a stone lid about half the size of the chest and beneath this lies a Wand of Lightning Bolts with 23 charges - there is a 20% chance per firing of the Bolt actually turning around and striking some random party member.

If illusion detection devices are in the party, or if proper spells are employed, the wall across the left fork will be revealed as illusory. Beyond it (the illusion) there is a passage which is only 30 inches wide, and it runs for 350 feet. At the far end is a semi-circular cave mouth of one yard height and the cave inside is a full circle of radius 30 feet and height of 6 feet. About halfway across the chamber and on the right hand side wall (approximately 90° to the right) is a shaft sunk parallel to the floor, stretching off into the dark stone. The shaft is three feet by 3 feet.

A *Non-Detection* spell has been cast on the sign "Mortals GO Back" which is at the intersection of the treasure passages, so that detection devices will not reveal the secret door behind it. This is the other end of the shaft from the real treasure room (above) so that treasures can be brought into it. At the near end is a low cart which will support up to 1000 GP weight. Defending the narrow passage are three Mebears: AC -4 HD 6

These are specially bred black bears which wear platemail banded with leather straps across their front side and upper legs, like giant breastplates. The bears also have metal blades attached to their claws and spiked pads across their knees. They are *Hasted* and *See Invisible*. They have +3 on all attacks due to high DEX and +4 damage due to strength. (+3 to defense also due to DEX).

Damage: bite 3-9, 2 claws 1-10, 2 knee spikes 1-4

The bears are in single file along the cleft.

Inside the horizontal shaft are two Black Puddings, 8D10 and magic immune; one is 1/3 of the distance of the cleft and the other is at 2/3 distance. Neither can be seen by normal infravision and appear as part of the passage walls to torches.

Guarding the treasure room itself is an Ice Golem. The chamber is held at a fixed 25°F and only those temperature-control spells cast by the magicians of 12th level or above will function; no fire-involving spell of any sort will operate nor will normal fires burn for longer than 2 rounds (including torches to light flasks of oil and the oil itself).

Ice Golem AC -2 70 hits

A 12' statue of a humanoid made of solid ice. To make one, the following spells must be used: *Wall of Ice*, *Statue*, *Enchant an Item*, *Reincarnation* & *Haste*. The resulting creature has limited intelligence and mobility (being limited to those places where ice is solid) and can respond to some verbal commands from its creator. The materials needed for its construction cost 1300 GP per 1/2 hit point given the creature (round down).

The Ice Golem moves at 3/4 man normal. Either blunt instruments of normal construction or magic weapons which are also silvered, are required to damage this monster. *Magic Missiles* do 3 points of damage per missile, *Lightning* does 4 points per # die, *Cones of Cold* restore 3 - 18 points already lost and no other magic effects it at all. The prime weapon of the Golem is a Morning Star (a ball of iron with inset spikes of metal and swung on the end of a long chain); in addition, it has two-handed sword (of Giant size) on the floor next to it. The Golem is immune to arrows and takes 1/2 damage from other missiles.

Every 4th melee round it can breathe forth a Frost Cloud which does 4-24 points in a cone 15 feet by 9 feet at the base. There is a 15% cumulative chance per breath on the recipient, of him becoming numb and being unable to handle his weapon properly, resulting in a -2 on attacks - subsequent breaths will then reduce attacks by -2 each. Should numbness set in, it must be treated and brought back to normal temperature (about 70 - 90° F) within one hour or have it turn into a case of frostbite: suffer an additional 1 - 10 and there is a 40% chance of the affected part having amputation required. If not amputated, gangrene sets in and in 2 - 6 days the patient will die of it unless *Cure Disease* is cast. The Golem can breathe five times per day.

Damage for the Ice Golem: Fists 1 - 12; Sword 3 - 18; 'Star 4 - 24.

There is a 20% chance per hit by the 'Star of having its chain wrap around part of the victims anatomy, as follows:

- | | |
|--------|--|
| 1-40% | LEGS: 1-8 points with 40% chance of crushing one of them |
| 41-70% | TORSO: 1-10 points, 80% chance of 1-6 cracked ribs and 15% chance of a collapsed lung |
| 71-75% | HAND: 1-4 points, 100% chance of crushed hand |
| 76-85% | HEAD: 1-8 points, Concussion & unconscious 50%, dead 5%; otherwise unable to fight next round -- if tries anyway takes another 1-8 and fights at -3 for 3 rounds |
| 86-00% | NECK: 1-10 points; Instant death 10%; 11-80% snapped vertabrae and partial paralysis permanently with a 20% chance of full paralysis below the neck. <i>Cure Paralysis</i> spell is ineffective because of its organic and not magical origin. |

There is a cumulative 10% chance per 5 minutes spent inside the treasure chamber without the proper winter clothing (if they had not asked at the Noble Castle for furs, then they don't have winter clothing with them!!) that each party member will become chilled and then numb, as per the section regarding the Ice Golem, and with the same consequences. There is also a straight 10% chance of each member contracting pneumonia as a result of this chamber within 1 - 8 days: it requires 10 - 15 days of complete rest to be only 20% fatal; add 10% per day not spent resting after the onset of the disease; permanently subtract 1 CON point for every 3 days without treatment.

In the treasure chamber are:

9000 CP, 20,000 EP, 49,000 GP, 24 gems, 25 jewelry, potions of *Clairaudience/Treasure-Finding/Extra-Healing/Polymorph Self*, a ROD OF ABSORPTION, a SWORD +1 and LEATHER ARMOR +5 (man and elf sized).

The gems are 6 Zircons of 100 GP, 4 Black Opals of 2000 GP, 10 pieces of Amber of 1000 GP and 4 Emeralds of 5000 GP. The jewelry is 6 Pins of 2000 GP, 2 Locketts of silver, diamonds and platinum and 8000 GP, 3 Belts studded with corral and bearing a mithral clasp and worth 6000 GP, 8 Bracelets of platinum worth 3500 GP each, 4 Rings of Silver bearing moonstone and rubies and of a individual value of 4100 GP and two sets of Earrings of Mithral and emeralds worth 500 GP apiece.

In four metal boxes in a sack are: a) enough BITTER ROOT to make 3 potions of NEUTRALIZE POISON; b) enough CUMIN SEEDS to prepare 3 potions of a stimulant which allows the imbiber to go without sleep/rest for up to 72 hours, after which he needs 24 hours of uninterrupted sleep or lose one point of CON; c) Two sprigs of MISTLETOE which were cut under the full moon on Midsummer's Eve by a full Druid with a scythe of Gold and allowed to fall into a golden bowl; d) enough MADWEED to prepare a potion which cures RABIES; its smell will be sufficient to make the sufferer quaff it.

Only Druids, Rangers of the 8th level or higher or Alchemists are able to prepare potions from these herbs, or someone with the skills of a physician. Each potion takes a full day to brew.

Also in the sack are 4 Bandages/Compresses which have been treated with the FEVERS: this doubles healing time and adds +10% to the fatality rate of diseases. In the same doctor's kit are 6 vials of PH5 acids, 2 vials of Blade Venom, a vial of salt, 3 vials of sugar, 3 vials of tea leaves, 3 needles and suture thread. The kit also contains 3 triangular bandages and 3 cravat-type along with a wellmade snake-bite kit, 4 razor blades, tweezers, forceps, 2 vials of UNHOLY WATER, 3 sprigs of garlic and 3 rolls of clean gauze.

Two unlocked wooden chests contain finely made vestments of unknown origin and one of them also has 2 golden chalices, 3 incensed candles, a box (of metal and wax sealed) of 20 light brown wafers, 2 hand-bells, 1 hand-mirror and a silver incense burner.

In another sack are 3 horns made of fine wood and studded with silver bands. A harp in its leather case (unstrung) sits there too, and with it is a Lute in a battered case. (A Lute is a relative of the clarinet).

Finally, there is a large platinum and silver hopper which contains 100 pounds of finely ground gold dust. There is a pile of 10 small bags next to the hopper and each one is secured by golden thongs and holds 3 ounces of gold dust.

On a marble table on the far side of the chamber, partially cloaked in the black shadows, are two small metal boxes: one being covered by fine worked leather and showing an Arms of red field and crossed silver keys and the other having Arms of a blue field, crossed silver keys and a gold crown over the keys. The Arms bear no resemblance to those of any current Mediggan House or Religion Order. The crossed keys resemble that emblem on certain Cleric Halls but they are not representative in themselves of any particular Hall.

1) THE HORN OF DRARDETHEN

In the case with the red field is a white ivory horn with silver mouthpiece and silver bands around its rim. There are no further markings or encrustations of gem or metal upon it. The cap-plate is made of mithral and has a single ruby set at its center. Its leather cover is beat-up and thoroughly used and has no adornments other than its Arms.

Drardethen was manufactured by the High Mage Ysic for the Earl of the Pass (now the Southern Gap) in the years of Nurn's greatest strength. It is neutral to Law/Chaos but only functions for those of the good alignment. Each of its functions is keyed to a particular note and tune, so that it operates by blowing on it a set of blasts:

- 1) Blast - No magical effect, used for normal communication purposes.
- 2) Blast - FRIENDS ASSEMBLE CALL; all within 1000 feet of the sounder will hurry towards him ready to take his orders; enemies in the same area will flee; those who are neutral towards the sounder (as a person) will have a 50% chance of doing either.

- 3) Blast - Projects one's voice up to one mile if the sounder so wishes.
- 4) Blast - Will collapse stone walls which are up to 3 feet thick, 25 feet tall and 50 feet wide; will crack Gates of cities and forts and blow down any normal door (even be it barred and held).
- 5) Blast - Produces a Gust of Wind of near hurricane force, in the direction of the Horn's open mouth.
- 6) Blast - Will *Stun* all (including friends) within an area of 1600 feet radius and those up to 3000 feet away will become DEAFENED for 3 - 6 days. There is no save against this effect for non-divine beings. Unconsciousness will last for (1/4 x (20 CON)) hours; those of 20+ CON (some Dwarves for example) will be unable to move for about 10 minutes. This last procedure is not without danger to the winder, however. Each time he blows the SIX NOTES, there is a (100 - 5 CON) % chance of heart failure due to the sudden power drain and this doubles every time during the same week which this power is called upon. Regardless of whether the winder experiences heart failure, for every five times this power is used, one point of CON will be permanently lost.

Heart failure can be treated by the reverse of a Cleric *Feign Death* spell, by some method of placing the person in suspended animation, by somebody who is trained as a physician (manual CPR) or by a *Heal Spell*. As with the cases of most heart attacks, the victim will live for 1-6 hours and will be able to move slowly, and in great pain with shortness of his breath, under his own power. At the end he will simply fall to the ground and die. Unless the victim is himself a Cleric, he will probably (85%) not recognize the pains in his chest and upper arms/torso as what they are. One in ten cases of Heart Failure will die instantly.

Note that magic (except as noted above) to cure wounds/diseases, restore energy of hit points will not correct heart problems for it is neither wound nor directly a disease - **ONLY THOSE MEASURES OUTLINED ABOVE WILL BE EFFECTIVE TREATMENT!**

Another alternative is to allow potions brewed of certain herbs to ease heart problems, if and only if, they are accompanied by COMPLETE BED-REST for the next 48 - 72 hours. Rising from the bed to travel gives a 10% chance per hour not rested of dying within one day and any combat has an 85% chance within the first 6 melee rounds; even should the person survive this, they still must make up the bed rest within a week or have a 55% chance per additional day of having a relapse with instantaneous death 50% likely.

The potion must be made not more than one week previous to its imbibing and from herbs found by the Cleric; it may be permissible for Ranger or Druids to collect such herbs as well. The herbs are: BIRTHWORT, GOOSEGRASS, FOXGLOVE, HAWTHORN, KELP and WHITE BRYONY; potions all require at least two of the ingredients listed. I suggest a base chance of 15% for having any of the herbs growing in a one hex area of the wilderness. It takes only two hours to brew enough potion for two flasks, and it cannot be prepared quicker for only one flask worth.

The other powers of Drardethen are to allow unlimited use of *Ventreloquism*, protect the holder from normal missiles (not including enchanted arrows) and allow conversation with all avian lifeforms.

For every use of #2, #4, #5 on the same day, above five total uses, there is a 20% chance of heart failure as per #6.

2) Inside the second case, that one bearing Arms with a blue field, carefully wrapped and insulated from the elements, is a Lyre. This magical instrument also comes from Ysic (a chaotic MU who specialized in musical effects) who made it for the Harper to a Giant chieftan -- rumors say that the poor Harper paid a fortune in gems and then kept paying pieces of his soul in order to get the ghastly instrument finished.

There are 4 strings on the Lyre, one a very deep bass, one a high treble and two intermediate notes. At a spoken command, the Lyre will cause certain combinations of the strings to have magical properties. At all other times the Lyre is simply a finely-made and well tuned instrument, although it radiates a lot of magical power.

When initially found, the strings are lax and in great need of tightening and/or tuning. A replacement set of strings is found in the case along with the instrument. It is necessary to know the key-word to activate the Lyre -- it is written in Fire Giant on the left stem of the instrument: 'serve'. The word must be pronounced in Elvish, however, for it to be recognized by the Lyre. This leaves the double problem of recognizing that a word is on the stem, then knowing the language it is written in and then knowing how to try a different language as well as finding out which one! The effects, and accompanying string combinations are as follows:

Strings

- | | | | |
|-----|-------------|--|---|
| 1. | (s 1,2) | Removes all <i>Fear Spell</i> effects | |
| 2. | (s 1,2,3) | All beings of less than 20 hits go to <i>Sleep</i> for one hour, the range is 150 feet | |
| 3. | (s 1,2,3,4) | A triple-strength <i>Scare Spell</i> | |
| 4. | (s 1,3) | <i>Knock Spell</i> |  |
| 5. | (s 1,3,4) | <i>Animal Friendship Spell</i> | |
| 6. | (s 1,4) | <i>Dispel Magic</i> @ 12th level of effectiveness |  |
| 7. | (s 2,3) | <i>Sanctuary Spell</i> of double effectiveness |  |
| 8. | (s 2,3,4) | <i>Slow Spell</i> | |
| 9. | (s 2, 4) | <i>Confusion Spell</i> |  |
| 10. | (s 3, 4) | <i>Geas Spell</i> |  |
| 11. | (s 1, 2, 4) | <i>Earthquake Spell</i> | |

Unbeknownst to the user, if combinations #3, #6, #8, #9, #10, and #11 are strummed three times within 48 hours of each other (that is, any one combination three times), the fourth time the combination is voiced, the effect will rebound on the party of the player of the Lyre AND the strings involved in the combination will break. The strings must also be plucked in the order listed for the effect to happen.

One set of replacement strings comes gratis with the Lyre, but there is only one each of each string, for no two strings are exactly the same length or thickness. New strings must be made, but only by Dwarven Craftsmasters have the proper skills to make them. The strings are a special alloy of silver, adamantite and copper and must be carefully combined and tempered. Such things take at least a month to fabricate and there is a straight 33% chance that a given string will not have a true tone and will have to be redone, taking an extra week of time. Typical costs are 2000 GP per week that the Craftmaster is at work. All Dwarven cities have at least 3 such men, Elven cities have one usually and cities of human-denomination only have a 45% chance of having a Master present (check every month).

Harpers or Bards classes have a 15%/level chance of properly tuning and/or tightening the strings, as does the person who has the skills of a musician (with a specialty in stringed-instruments). Magicians who spend at least one month on research (cost of at least 300 GP per month) have a 6%/level chance and all others get a 3%/level attempt. Failure to properly tune this instrument may also break from 1 - 3 strings and there is a straight 12% chance of this per attempt bungled.

Mere possession of the Lyre has an unsettling effect on the mind, causing frequent and unexplainable headaches which cannot be cured (2% chance per day of breaking blood vessel), passing weakness when playing the Lyre and a strong compulsion to be rid of encumbering armor/shields/helms and other heavy gear strapped to the body while playing. Should the player give in to this compulsion he will (save vs. magic @ -3 or . . .) take 1 - 3 melee rounds to divest himself of metal armor, and other gear, leaving only robes, tunics or leather; he will then run about randomly for 3 - 30 melee rounds playing ballads and singing loudly - he will have enough sense to use the power #7 (Sanctuary) whenever threatened but otherwise will only be able to use a power every 4th melee round. Two hands are needed to hold the Lyre and therefore it cannot be used along with a weapon to defend oneself.

The owner of the Lyre will experience extreme distaste towards Dwarves (except for cooked) and certainly will never trust one, risk his life for one or loan any magic/healing to any one - money will be given with reasonably high interest rates only. The owner has a good chance of betraying Dwarven party members to their enemies, even if it means taking chances with their own alignment. If the owner is himself a Dwarf, then there is a 70% chance (check per three months) that he will go renegade and attempt to join with a Clan of Giants (resulting loyalty is 18 out of 18 possible).

In any case, a Dwarf-owner will seek power over his fellows; perhaps he would do such a deed as attempting by the force of arms to have himself made a King of one or the other of the Dwarf-Houses. He certainly will expect to be acknowledged as leader of those Dwarfs in the party, regardless of their respective social ranks, and demand that they take all orders from him alone.

Every 20th magical tune which is played, a check should be made for insanity; chance is (100 - 4 CON) %. Insanity will last for 1 - 4 weeks and will take one of the following forms (and will not always be detectable as what it is):

01-40	Excessive temper and violence directed toward his party
41-60	Racial and/or religious paranoia
61-84	Extreme cowardice and marked indecision
85-00	Glibbering Idiocy ?

Afterward the victim will have no memory of anything that happened while he was not completely rational and will need to be filled in on any important events by the other characters (this includes expeditions, new magics/money and loss of party members or gain of new henchmen).

The Lyre also requires the consumption of a GEM of minimum value 100 GP every 2 weeks to keep operating; there is a gem-shaped bowl on the base of the Lyre into which the gem is to be placed. The bowl glows a soft blue if it requires feeding and will not operate, except as a normal instrument, in this state. Placing a gem in the bowl causes a yellow glow for a few moments, after which the gem will soften and seem to drain into the center of the bowl. If the gem was of sufficient value, there will not be any glow left, if not, the blue glow will remain. Feeding multiple gems of proper value at one time will not store up power against times when no gems are available and will merely waste valuable stones.

While experimenting with the Lyre to learn its combinations, certain of its strings will be found to have an effect on the party of the player:

- | | |
|---|--|
| 12. (s 2,1,4) | <i>Mezmerize</i> all friendly characters, no save |
| 13. (s 1,3,2) | <i>Weakness</i> spell, reduce STR by 1-8 for 8 hours, -3
save |
| 14. (s 1,4,2) | <i>Summon Enemies</i> within 1000 feet, all of 5D10 or above |
| 15. (s 1,4,3) | <i>Deafness</i> for 2-6 hours |
| 16. (s 1,4,3,2) | <i>Suggestion</i> @ -2 save that the player of the Lyre is a
traitor |
| 17. (s 1,2,4,3) | <i>Summon Demon</i> of Type II/III/IV/V (roll 1-4) |
| 18. (s 1,3,2,4) | <i>Warp Metal</i> , Arms & Armor at 25% chance per piece |
| 19. (s 2,4,3) | A special <i>Forget Spell</i> : All party members (including the player) will <u>forget</u> all past associations, conversations, agreements/treaties/contracts, quarrels and adventures with all members of the party. This means that the party members will have to face each others as total and complete strangers of unknown alignment and purposes and with probable hostility and suspicion, for none can explain how they came together. No saving throw. |
| If played by a Bard of the 6th level or higher, these additional combinations will take on magical power when the command is given: | |
| 20. (s 2,1,3) | <i>Otto's Irresistable Dance</i> spell |
| 21. (s 2,1,3,4) | <i>Move Earth</i> spell |
| 22. (s 2,3,1) | <i>Hold Person</i> @ -2 saving throw |
| 23. (s 2,3,1,4) | <i>Plant Growth</i> |
| 24. (s 2,4,3,1) | Negates <i>Curses</i> on doors, walls, seals, tombs, items; it does <u>not</u> prevent spoken curses or those of the sort contained on Cursed Scrolls. |
| 25. (s 2,4,1,3) | <i>Find the Path</i> spell |

26. (s 3,1,4) *Walk on Notes* : A spell to create a musical bridge -- a series of black note-forms of a size just larger than a man's foot comes into being and forms a bridge across the water or air, up to a length of 300 feet. These notes can be maintained for up to 20 minutes by playing this tune, though he may arrange it so that they fade after he steps on them himself. Only those of approxiamte humanoid shape and man-mass will be supported by the notes. The bridge will not sway and cannot be torn down or hurt by magic or weapons or fire. In any case, the bridge instantly ceases to exist if the Harper ceases playing for longer than 10 seconds.

Use of #20,#26 more than twice per day, apiece, will automatically break the strings. More than four uses of #22,#24 has the same effect.

Should any Bard come across the following combinations, they will effect him, personally:

- | | |
|--------------------|--|
| 27. (s 3,2,1) | Turns boots to <i>Boots of Dancing</i> |
| 28. (s 3,1,2,4) | Sustain 6-36 points of damage |
| 29. (s 3, 1, 4, 2) | Becomes permanently evil |
| 30. (s 3, 4, 1, 2) | Character refuses to carry any weapon at all, or use them, unless the alternative is certain death for him |
| 31. (s 3, 2, 4, 1) | STR drops permanently to 6 |
| 32. (s 3, 4, 2, 1) | Character becomes very subservient and humble and goes about looking for a Giant-type to whom he can swear service |
| 33 (s 3, 2, 1, 4) | DEATH, NO SAVING THROW |

Bards will not want to give up this Lyre, certainly not to another musician at any rate. They will not even own another instrument while this one is in their possession. The Lyre eats at their minds, more and more, so that eventually they will become unwilling to even reveal possession of the instrument to strangers for a concert or uncover it where others may look at it (including in battle!). He will be hostile, openly, towards Bard-types and generally will be of foul temper due to fatigue and worry over the Lyre.



This ends the first part of Inferno. From this point at the far end of the Fourth Circle, the party must wade down the uncouth, dirty stream of bone-chilling (literally perhaps) black water into the Styx, the Swamp of the Violent and the Wrathful. There they will face Phylgasm the demon-boatman who comes to ferry them across that torured marsh to the Gates of the City of Dis: the Sixth Circle. Most likely, Divine Help will be needed to breach those walls held by demons and harpies and come into the Plains of Burning Tombs, the Wood of Suicides and the Plain of Raining Fires where Geryon waits at the edge to make the descent into Lower Hell. The Party is still a long way from the center where they can hope to make an exit of this place, perhaps as much as 50 miles are still to go to reach Lucifer.

Sufficient comments and observations should have been provided so that you can easily intergrate this with your existing campaign. It is deadly in the extreme (with over 60 possible encounters with devils just so far, not counting the special encounter areas) and any weak and/or inexperienced groups of players are sure to be wiped out to the man. It is of extreme importance that any group attempting this module be of at least 20 characters and top-heavy with Fighter and Clerics; Magicians are useful, but many of their spells are ineffective here and their non-battle skills will be of more use to the party. Healing is of the utmost importance and must be conserved! Provide for these well before entering the Gates of Hell.

The author hopes the new items of magic and the coven of new devils awaiting the adventurere meet with your approval, they add more of a dimension to the standard Devils of AD&D.

One final note regarding the histories and events on the Prime Material Plane which are often alluded too here in. This is meant to be a separate product which can be played without any other aids, excepting the role-playing rulebooks for whatever game this is going into, however, I also mean to have it intergrated in a campaign which I am producing for this company, THE LANDS OF NIDEVELLIR, and references of origin, politics, ets. come from the history which accompany the campaign. Slowly, a complete picture of the events underlying that world can be assembled through the Background and History sections of all of my products taken together and each product expands on others and has relations to others, although I try very hard to make such cross-dependencies not effect the ultimate playability of the module itself. It is there simply for the person who has several of the series and can see, and with hope, enjoy the interplay between the various members of the set of campaign aids. I happen to enjoy well-developed mythologies and folk-tales and think that liberal use of such for references in the game adds to its reality; I follow J.R.R. Tolkein in my design philosophy, in that I draw upon my histories of the campaign to add flavor in a way analogous to the way Simarillion is drawn upon for tales and material in the Lord of the Rings trilogy.



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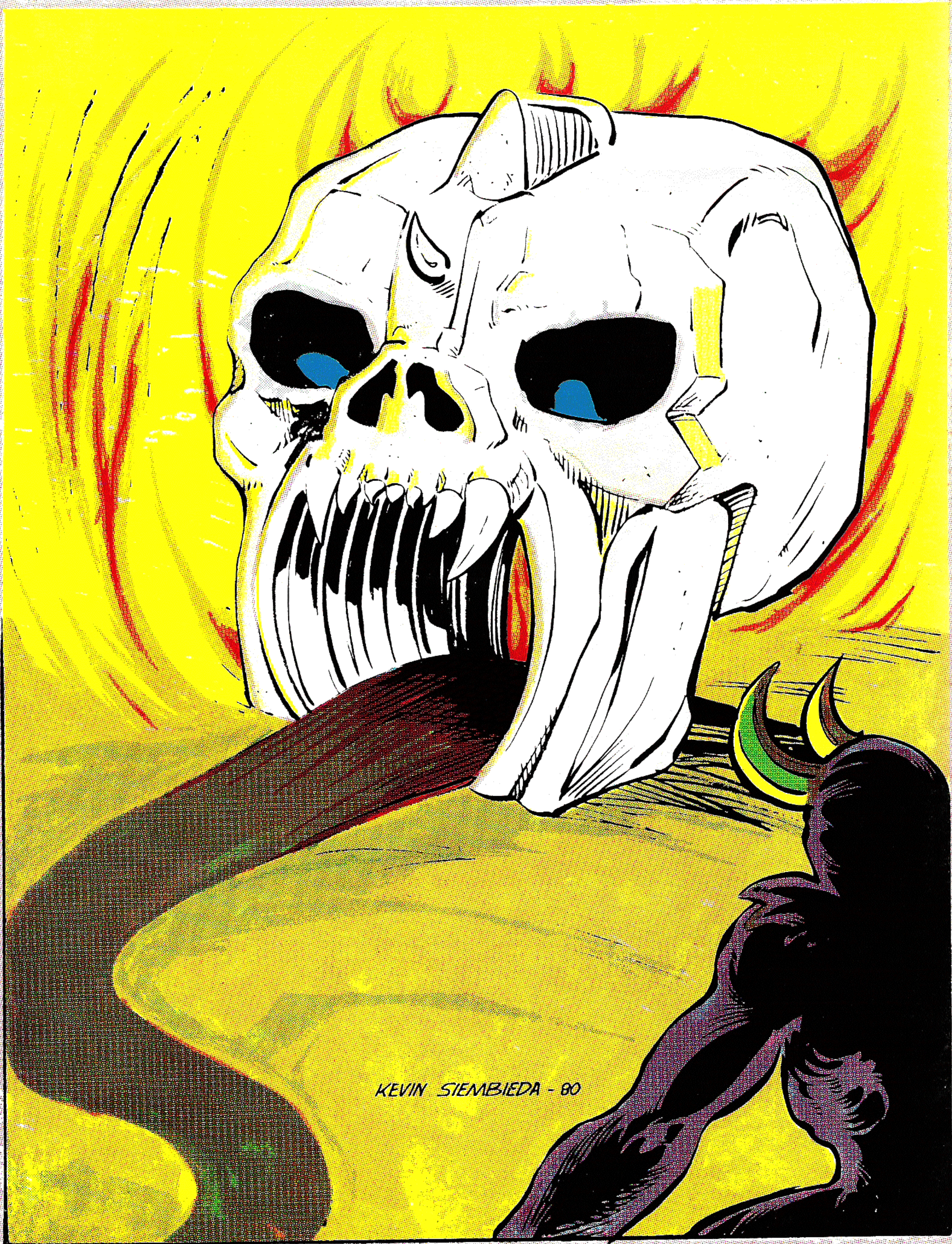
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