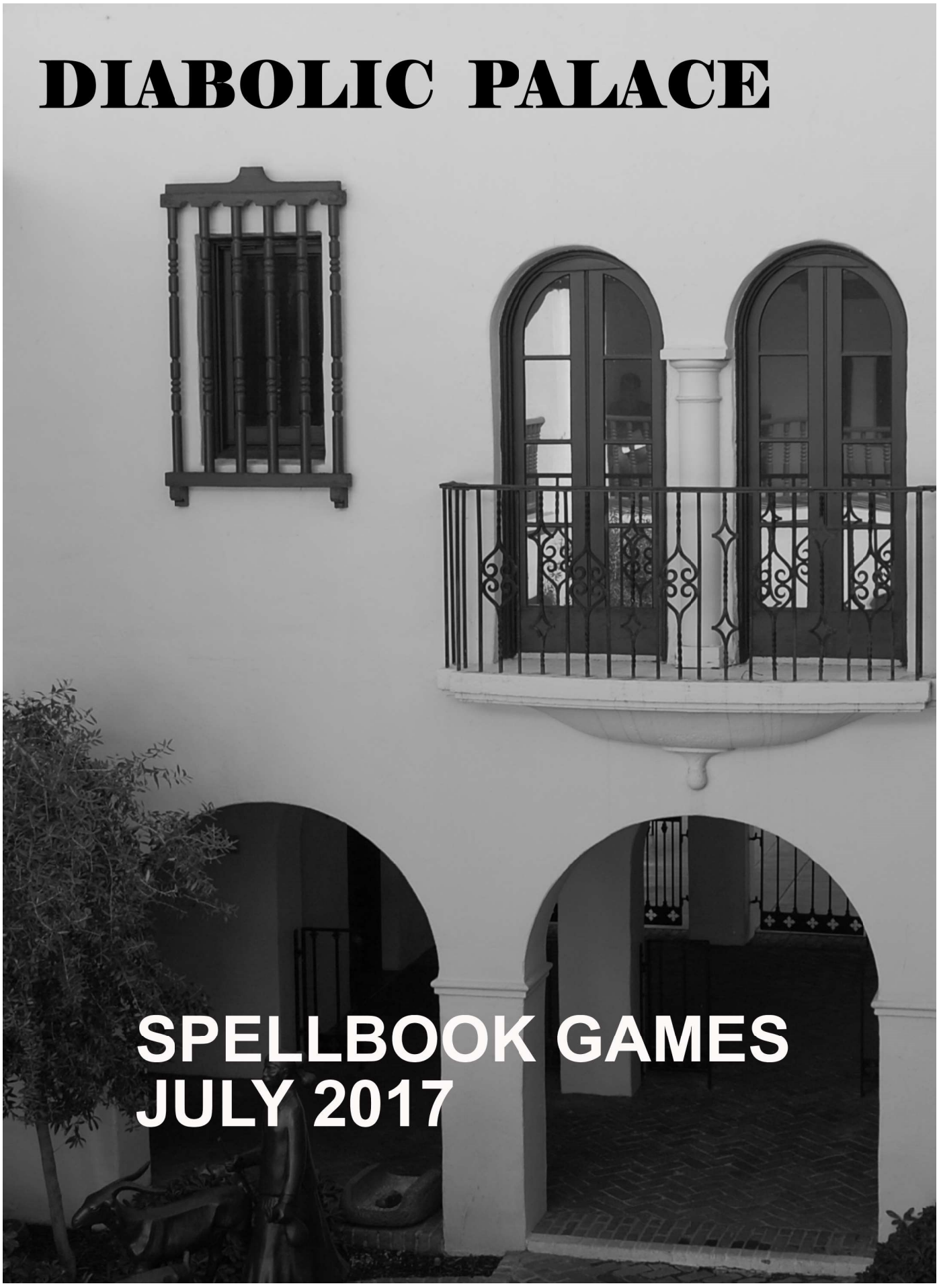
DIABOLIC PALACE



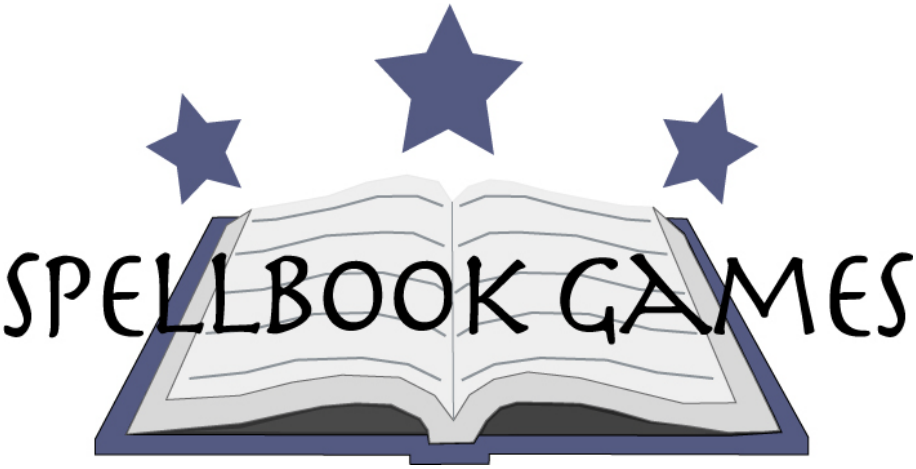
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DIABOLIC PALACE

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DIABOLIC PALACE

TABLE OF CONTENTS

Introduction.....1
Common Abbreviations.....1
Diabolic Palace as an Adventure in Hell.....1
Circle Zero Information.....2
Circle One Information.....2
Circle Two Information.....3
Circle Three Information.....3
Circle Four Information.....3
Circle Five Information.....3
Circle Six Information.....4
Circle Seven Information.....4
Circle Eight Information.....4
Circle Nine Information.....5
Devils in the Diabolic Palace.....6
Encounter with the Diabolic Prince, Duke, etc...6
Palace Walls.....6
Entry Gates.....7
Entry Gate Tower, Ground Floor.....9
Entry Gate Tower, Second Floor.....9
Entry Gate Tower, Third Floor.....9
Entry Gate Tower, Fourth Floor.....9
Entry Gate Tower, Roof.....9
Palace Grounds.....9
Palace Grounds, Gardener's Shack.....11
Palace Grounds, Greenhouses.....12
Palace Grounds, Pond.....12
Palace Grounds, Dragon's Lair.....12
Palace Building.....13
Palace Building, Ground Floor.....13
Palace Building, Second Floor.....25
Palace Building, Third Floor.....39
Palace Building, Third Floor Maze.....46
Palace Building, Third Floor Display Areas.....48
Palace Building, Underground Prison.....50
Palace Building, Treasury Level.....54
Palace, Treasury Level, Underwater Tunnels.....55
Encounters, Inside the Palace Wall.....59
Encounters, Palace Grounds.....59
Encounters, Underwater Tunnels.....60
Diseases and Effects.....60
Palace Denizens, Andadu (Monine's Maid).....61
Palace Denizens, Argoo.....61
Palace Denizens, Chynica Loreanaad.....61
Palace Denizens, Ciormac.....62
Palace Denizens, Clora Naishen.....62
Palace Denizens, Fronchaff.....63
Palace Denizens, Guencat (Monine's Pet).....63

TABLE OF CONTINUED

Palace Denizens, Haghattem.....63
Palace Denizens, Haywood Velner, Gardener....64
Palace Denizens, Herowdess.....64
Palace Denizens, Immallio.....64
Palace Denizens, Ithelgant.....65
Denizens, Jurma Goldenlocks, Secretary.....65
Denizens, Khrevko Aerron, Chief Accountant...66
Palace Denizens, Larragar, Infant.....66
Palace Denizens, Lysagh.....66
Palace Denizens, Meliadice.....67
Denizens, Monnine, Occupant's Mistress.....67
Denizens, Nygel BlackHammer, Blacksmith.....68
Palace Denizens, Obbigal, Seneschal.....68
Palace Denizens, Pereneg, Chief Clerk.....69
Denizens, Mistress Roricrans, Ch. Historian.....69
Denizens, Selena Bothvine, Ast. Gardener.....69
Palace Denizens, Talletia.....70
Palace Denizens, Terynmog Daffyd.....70
Denizens, Theysis Kung, Librarian.....71
Palace Denizens, Ulmpla.....72
Palace Denizens, Urkellion.....72
Denizens, Yassado, Chapel Librarian.....73
Denizens, Yeshava, female Adult Dragon.....73
Palace Bestiary, Animal Spirit.....74
Palace Bestiary, Black Wyvern.....74
Palace Bestiary, Cadaver Warrior.....74
Palace Bestiary, Ceiling Snake.....75
Palace Bestiary, Dragonet.....75
Palace Bestiary, Dust Pixie.....75
Palace Bestiary, Giant Man Eating Plants.....75
Palace Bestiary, Guardian Lion.....75
Palace Bestiary, Half Skeleton.....76
Palace Bestiary, Kindling Elemental.....76
Palace Bestiary, Sentient Portraits.....76
Palace Bestiary, Six-Headed Nemean Hydra.....76
Palace Bestiary, Six-Legged Mules.....76
Palace Bestiary, Stinger Birds.....76
Palace Bestiary, Watery Wraiths.....76
Palace Bestiary, Water Ghouls.....77

DIABOLIC PALACE

Table of Contents

Palace Treasury, Ambeegron's Spike.....77
Palace Treasury, Balib's Gloves.....77
Palace Treasury, Carpet of Betrayal.....77
Palace Treasury, Harjeen's Carpet.....78
Palace Treasury, Mantle of Greatness.....78
Palace Treasury, Occupant's Crown.....78
Palace Treasury, Occupant's Sash.....79
Palace Treasury, Occupant's Scepter.....79
Palace Treasury, Occupant's Talisman.....79
Palace Treasury, Pendant of Barrissnows.....80
Palace Treasury, Salome's Veil.....80
Palace Treasury, Shrieking Whistle.....80
Palace Treasury, Sight Crown.....81
Palace Treasury, Undead Restoration Fluid.....81

Non-Player Character Spells and Prayers.....81

List of Diagrams and Maps

Map of Gehenna.....2
Layout of the Circles of Hell.....5
Map of the Palace Grounds.....7
Diagram of the Entry Towers.....8
Layout of the Gardener's Shack.....11
Map of the Palace Ground Floor.....15
Map of the Palace Second Floor.....26
Map of the Palace Third Floor.....43
Map of the Palace Prison Level.....50
Map of the Palace Treasury Level.....54



INTRODUCTION

Introduction

This adventure product describes the base of operations of one of the major Diabolic figures of Hell, located on the Diabolic Plane, Gehenna. The product is an adventure in Spellbook Game's Inferno line and can be located in any Circle of Hell, or can be used as a palace occupied by a major Diabolic figure but located outside of Hell's bounds. The product is primarily intended for use by Games Masters and is not intended for use by Players. This adventure is completely compatible with the descriptions of Hell found in *Inferno: Journey through Malebolge*, the detailed overview of Gehenna, Plane of Devils (Spellbook Games, September 2014), the *Gazetteers of Hell: Fire and Ice, Blood and Mire, Lead and Hounds,* and *Realms of Shadow* (Spellbook Games, 2014 through 2016), *Oasis of Koessa* (August 2016), and *Samael's Tower* (January 2017). This adventure provides a Games Master a detailed encounter area suitable to challenge high-level Adventurers in their campaign, or to use as a single-play location or tournament challenge. If the adventure is not located in Hell (Malebolge), it could be located in any remote region or other Plane suitable to powerful evil creatures, or could be used as a projection of Hell into the Material Plane.

Inferno is generally based on the description of Hell found in the *Divine Comedy* by Dante Alighieri, and the 1980 Judges Guild adventure module, *Inferno*.

This product is a stand-alone product in that it completely describes the features, surroundings, building elevations, denizens, and treasures of the Diabolic Palace, and no other game product provides similar information about the Palace. It is not a stand-alone product in that all of the limitations and restrictions that pertain to Gehenna/Hell/Inferno are also intended to pertain to the Palace. More information about these limitations and restrictions are found in Spellbook Game's *Gehenna Primer* and *Inferno: Journey through Malebolge*. *Diabolic Palace* also uses monsters, Devils, and creatures described in *Inferno: Bestiary*, Second Edition (Spellbook Games, January 2015), and treasures described in *Inferno: Treasury* (Spellbook Games, September 2014). *Diabolic Denizens* is an abridged version of *Bestiary* limited to the Devils found in Malebolge, and is available as a free download from DriveThruRPG.com. The text assumes the Games Master has this reference material available to them, or has created their own replacement material as needed. *Codicil of Maladies* may also contain useful information.

Gehenna Primer may be particularly useful to a Games Master using this product, as it contains generic information that applies to all adventures in Hell. This includes how a mortal interacts with the Inferno setting, the changes to, and limitations of, spells and prayers in Gehenna, and the changes to healing and time.

Gehenna and Inferno are locations for higher-level game play. It is suggested that Adventurers be at least L10 before attempting to visit any part of Hell. Games Masters should generally not allow easy access to Gehenna, nor an easy retreat from it. The suggested prayer and spell restrictions found in *Gehenna Primer* are intended, in part, to prevent an easy retreat once Malebolge has been entered. Adventurers entering the Gates of Hell should not have a ready-at-hand magical means of escape; it is a place for the slog of a campaign, not the swift in-and-out of a raid. The design intends that any mortal inside Inferno be compelled to walk from the perimeter to Lucifer to make their escape, descending through ten Circles and more than a vertical mile. Each Circle presents a unique environment, one that is often deadly to mortal life, aside from the dangers posed by Devils and other infernal creatures.

Diabolic Palace is written using Spellbook Game's RPG rule set, *Portal to Adventure*. Games Masters using First Edition or Second Edition Dungeons and Dragons, or any similar rule set, will generally be able to use the adventure as is, with minimal conversion and preparation efforts. Games Masters using any of the Third Editions of Dungeon and Dragons, the Fourth or Fifth Editions, Pathfinder, or any other similar rule set will have significant conversion efforts to complete prior to game play.

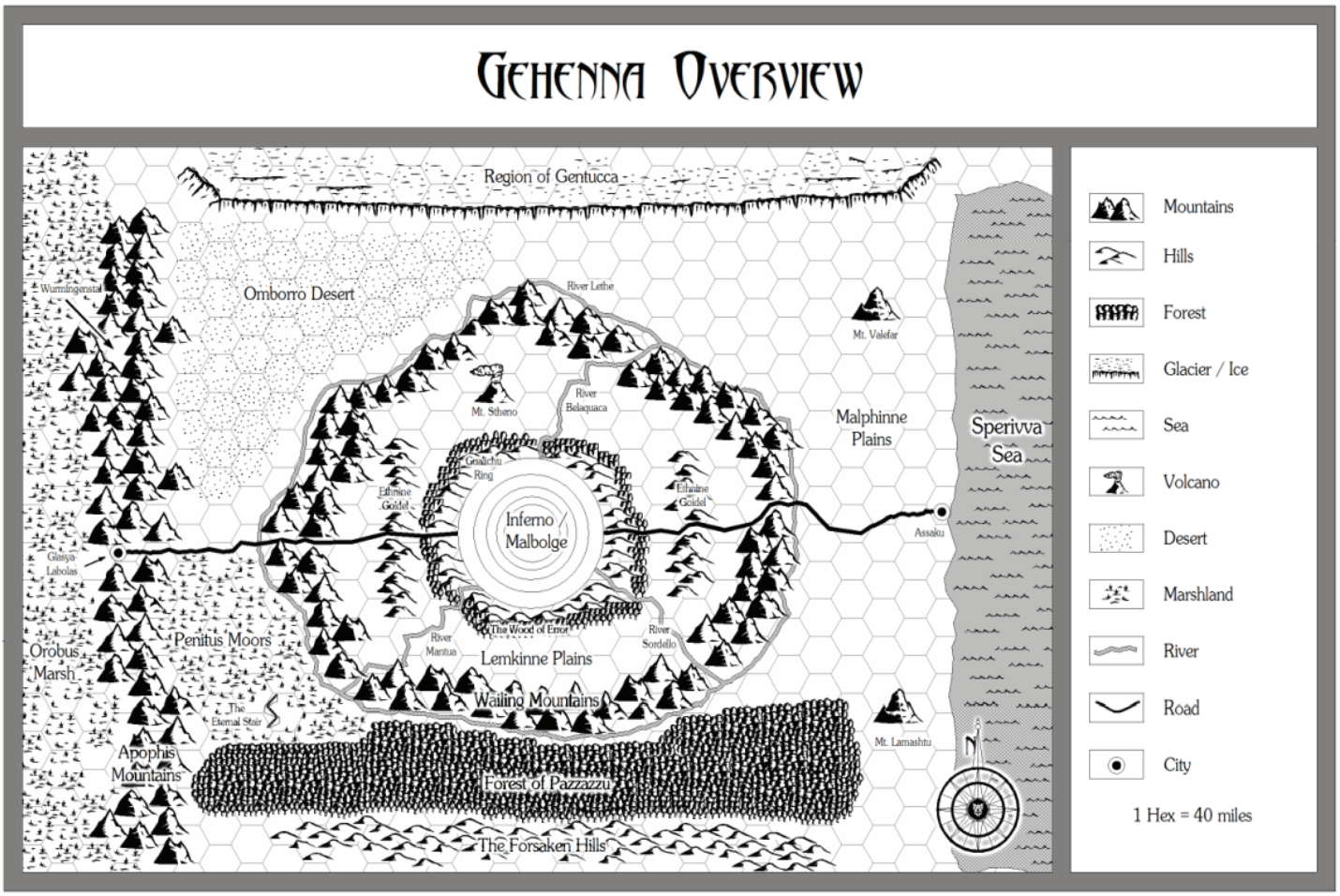
COMMONLY-USED ABBREVIATIONS

Adventurer Class – L# (e.g. Warrior L3), Armor Class – AC, FT/Foot (measurement) – FT, Greater than or Equal to – GTET, Health Points – hp, Hit Die – HD, Less than or Equal to – LTET

Diabolic Palace as an Adventure in Hell

If the Games Master is using *Diabolic Palace* in its intended location, it is found located in any of the ten Circles of Hell (numbered zero through nine), at the bottom of the sheer cliff that separates Malebolge/Inferno from the rest of the Plane of Gehenna, Plane of Devils. Malebolge is at the geographic center of Gehenna, which is located in the First Celestial Sphere, directly accessible from the Material Plane through the Ethereal Plane. An overview map of the major continent in Gehenna is found on page 2.

Malebolge/Inferno is a great pit, centered on the Arch Fiend, Lucifer, who is permanently trapped at its bottom. The pit is about 360 miles in diameter and just over a mile deep at its deepest point (the center). The pit is divided into ten geographical zones, called 'Circles,' numbered zero through nine, which occupy six elevations with major cliffs between them. Circles 0 through 8 are actually toroids rather than true circles, with an inner (towards the center) and outer (towards the edge) diameter; only the Ninth Circle is a true circle. The first elevation is 2000 FT below the main part of Gehenna. A cross-sectional diagram of Malebolge/Inferno on page X shows the vertical depth of each elevation and their horizontal size. Each Circle is its own physical environment, with unique Devils and punishments. Generic guidance that applies to all of the Circles of Hell can be found in *Gehenna Primer*. Mortals generally require a pass signed by the Diabolic Prince who rules over the circle to move about freely, on one signed by a Duke or Earl located on that Circle; a person with a pass signed by a Diabolic General would normally be expected to be escorted by Devils found on that Circle. Only Samael, Diabolic King, can issue passes good for on more than one Circle, such a pass will identify where it is valid; a pass for complete freedom of movement throughout Inferno is exceedingly rare and valuable, such passes are issued perhaps once a century.



Circle Zero

Diabolic Prince	Shaitan (Dark Green Field with 2 white shields)
Diabolic Earls	Aikos, Corsor, Dantalion
Diabolic Generals	Callahorius, Eagabat, Gamphar, Ixmu, Kelazzu, Moristrat, Ordnoreus, Quawtim
Devils	Common, Ordinary, Vackli, Sessin, Ulutu, Zoybim
Other Notable Creatures	Charon the Ferryman, Marhina
Sinners and Punishments	**Indecisive** (neither Evil nor Good, darkness, stinging insects, Devils)
Environment	Arid
Physical Challenges	Darkness, Outer Cliff to Gehenna, Gates of Hell, River Archeron
Size	Torus, Outer Circumference 1200 miles, Inner Circumference 950 miles, Outer Radius 186 miles, Inner Radius 156 miles, Width 30 miles

Circle One

Diabolic Prince	Shaitan (Dark Green Field with 2 white shields)
Diabolic Earls	Caym, Charon,Culs, Gresil, Lemegatton
Diabolic Generals	Callahorius, Eagabat, Gamphar, Ixmu, Kelazzu, Moristrat, Ordnoreus, Quawtim
Devils	Common, Ordinary, Vackli, Sessin, Ulutu, Zoybim, Types 1A through 1E
Other Notable Creatures	Tantallasus (Cyclops) and Mona (Ogress)
Sinners and Punishments	**Virtuous Pagans** (Darkness)
Environment	Arid
Physical Challenges	Darkness
Size	Torus, Outer Circumference 950 miles, Inner Circumference 625 miles, Outer Radius 156 miles, Inner Radius 106 miles, Width 50 miles

CIRCLE DESCRIPTIONS

Circle Two

Diabolic Prince	Gaap (Pale Blue Field with Black Dragon profile)
Diabolic Earls	Lerajae, Minos, Sommilon, Vaggago
Diabolic Generals	Izophum, Morfessus, Ophshot, Pavius, Tilchattio, Toorcay
Devils	Common, Ordinary, Gaityas, Beng, Pruddin, Zoybim, Types 2A through 2E
Other Notable Creatures	None
Sinners and Punishments	**Carnal Sinners** (Darkness, Wind, Devils)
Environment	Darkness, Fierce Winds
Physical Challenges	Cliff Region (Inner/Outer borders), Darkness, Winds
Size	Torus, Outer Circumference 625 miles, Inner Circumference 500 miles, Outer Radius 106 miles, Inner Radius 86 miles, Width 20 miles

Circle Three

Diabolic Prince	Gaap (Pale Blue Field with Black Dragon profile)
Diabolic Earls	Abrizxus, Sidragasum, Verrim
Diabolic Generals	Izophum, Morfessus, Ophshot, Pavius, Tilchattio, Toorcay
Devils	Common, Ordinary, Gaityas, Beng, Pruddin, Zoybim, Types 3A through 3E
Other Notable Creatures	Cerberus
Sinners and Punishments	**Gluttony** and **Avarice** (naked in the snow)
Environment	Snowy Fen
Physical Challenges	Outer Cliffs, Cold, Snow
Size	Torus, Outer Circumference 500 miles, Inner Circumference 430 miles, Outer Radius 86 miles, Inner Radius 71 miles; Width 15 miles

Circle Four

Diabolic Prince	Gaap (Pale Blue Field with Black Dragon profile)
Diabolic Earls	Berith, Dagon, Procell
Diabolic Generals	Izophum, Morfessus, Ophshot, Pavius, Tilchattio, Toorcay
Devils	Common, Ordinary, Gaityas, Beng, Pruddin, Zoybim, Types 4A through 4E
Other Notable Creatures	Estraius (Shade, gives location to Trumpet of the Lord)
Sinners and Punishments	**Prodigal** and **Avaricious** (pushing Giant Lead Balls)
Environment	Arid
Physical Challenges	Outer Cliff, Inner Cliffs (up and down)
Size	Torus, Outer Circumference 430 miles, Inner Circumference 410 miles, Outer Radius 71 miles, Inner Radius 68 miles, Width 3 miles

Circle Five

Diabolic Prince	Paimon (Grey Field with Red Castle)
Diabolic Earls	Styx – Ahriman, Astaroth, Bebal, Phlegyas (Boatman of the Styx), City of Dis – Abalam, Batinin, Belphegor, Mephistotoles
Diabolic Generals	Dobriham, Irricia, Kamdro, Lalullium, Quah Vodar, Xuwia
Devils	Common, Ordinary, Nimidoryas, Assura, Etvaras, Zoybim, Types 5A through 5E
Other Notable Creatures	Furies, Erichtho, Myrodgar and Odozor
Sinners and Punishments	**Wrathful** (Styx, tearing at one another), **Heretics** (Dis, Burning Tombs)
Environment	Fetid Swamp (outer zone), Burning City (inner zone)
Physical Challenges	Wading (Swamp), Charydis Whirlpool, Diseases, Stoning (Furies), Inner and Outer Cliffs, Massive Walls (Dis)
Size	Torus, Outer Circumference 410 miles, Walls of Dis Circumference 350 miles, Inner Circumference 290 miles, Outer Radius 68 miles, Inner Radius 48 miles, Wall of Dis radius 57 miles, Width 20 miles (Styx 11 miles, City of Dis 9 miles)

CIRCLE DESCRIPTIONS

Circle Six

Diabolic Prince	Amayon (Yellow field, 3 red tongues of fire over tree)
Diabolic Dukes	Abaddon, Bifrons, Ippos
Diabolic Generals	Asaqq, Furfir, Guzalu, Osse
Devils	Common, Ordinary, Hulden, Odoru, Ladatajas, Zoybim, Types 6A through 6E
Other Notable Creatures	Infernal Minotaur, Chiron (Lord of the Centaurs of Hell), Harpy Matriarchs, Harpy Grand Matriarch
Sinners and Punishments	**Violent against Others** (River of Blood), **Violent against Self** (Wood of Suicides)
Environment	River and Woods
Physical Challenges	Bubbling River, Impenetrable Forest, Poisonous Thorns and Fruit, Outer Cliff
Size	Torus, Outer Circumference 290 miles, Inner Circumference 200 miles, Outer Radius 48 miles, Inner Radius 33 miles, Width 15 miles

Circle Seven

Diabolic Prince	Amayon (Yellow field, 3 red tongues of fire over tree)
Diabolic Dukes	Barbatos, Merihen, Quandisa
Diabolic Generals	Asaqq, Furfir, Guzalu, Osse
Devils	Common, Ordinary, Hulden, Oduru, Ladatajas, Zoybim, Types 7A through 7E
Other Notable Creatures	Mummy Kings and Queens, Diabolic Earl Geryon
Sinners and Punishments	**Sins Against Nature** (running across hot sands in thin cotton tunics), **Sins Against Nature and Art** (stands naked on the sand with an iron collar around their necks and 3 heavy chains fastened to heavy wooden stakes), **Sins Against God** (or **the Gods**; stretched naked on their backs on the sand, constrained by thick metal wrist and ankle chains fastened to heavy wooden stakes)
Environment	Extremely Hot Desert
Physical Challenges	Extreme Heat, Rain of Fire, Eruptions of Fire, 1200 FT cliff down to Eighth Circle
Size	Torus, Outer Circumference 200 miles, Inner Circumference 105 miles, Outer Radius 33 miles, Inner Radius 13 miles, Width 20 miles

Circle Eight

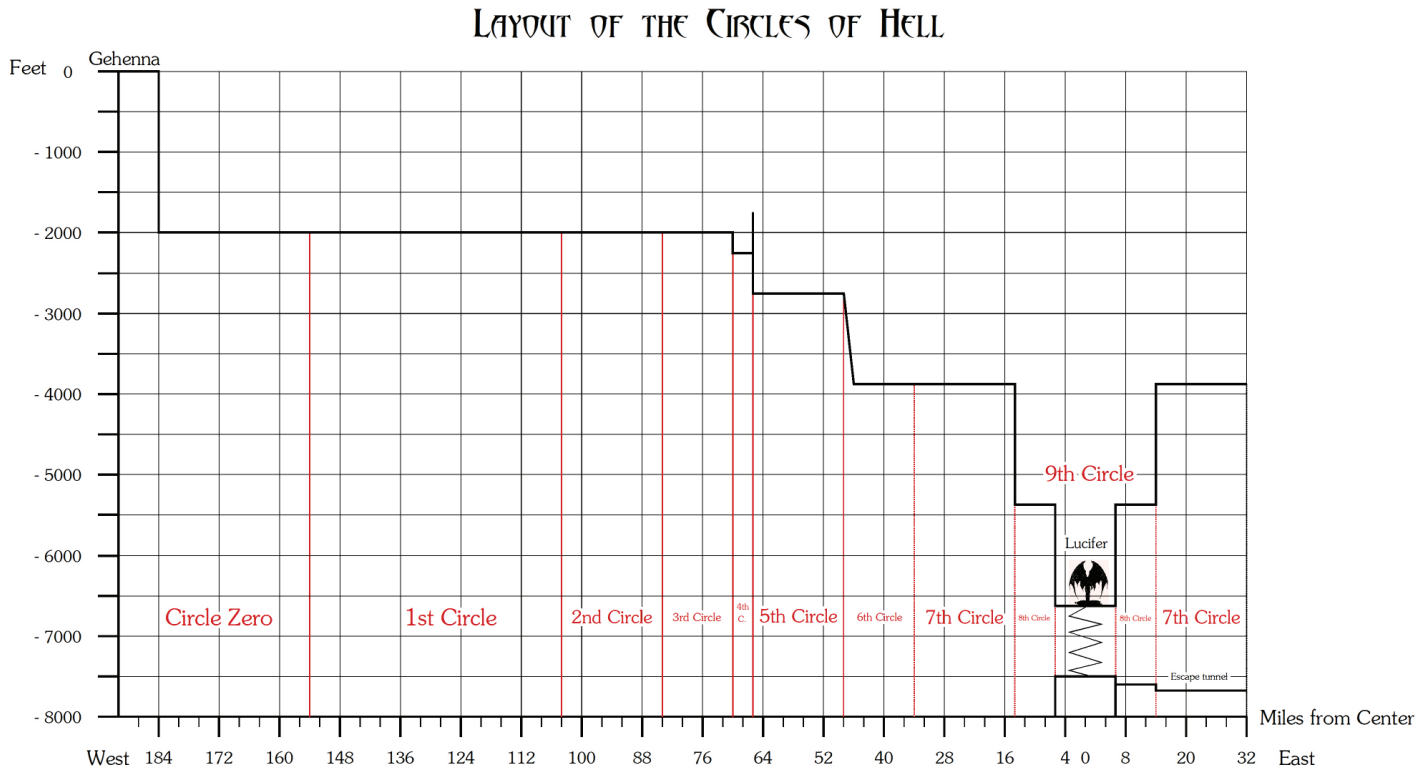
Diabolic Prince	Zimidar (Purple field, 8 gold coins over a chalice)
Diabolic Dukes	Adramelech, Focalor
Diabolic Generals	Furfarrello (Pit 1), Cagnuzzo (Pit 2), Hiisu (Pit 3), Jutas (Pit 4), Barbariccia (Pit 5), Eligoss (Pit 6), Agares (Pit 7), Baulaum (Pit 8), Alichino (Pit 9), Caleabrina (Pit 10)
Devils	Common, Ordinary, Daityas, Iblis, Romatyas, Zoybim, Types 8A through 8C
Other Notable Creatures	Nephilim Giants (Nimrod, Shinar, Anteus); the Palace of Samael, Diabolic King, sits on the inner rim of the Eighth Circle overlooking Cocytus (Black field with white skull impaled on spear, dedicated Devils are Keres, Quivaras, Jinguma)
Sinners and Punishments	**Panders and Seducers** (Pit 1, kept running and beaten by Type 8A Devils), **Flatterers** (Pit 2, immersed in sewage and liquid filth), **Simonists** (Pit3, bought or sold spiritual offices or traded the favor of Gods for personal wealth, power, or privilege, stuffed into boulders with flames on their feet), **Diviners, Augers, Witches and Fortune Tellers** (Pit 4, marched by Devils with heads twisted behind). **Barterers** (Pit 5, traded public office or trust for personal wealth, power, privilege, immersed in bubbling tar and pitch), **Hypocrites** (Pit 6, heavy gilded lead coats, marched by devils), **Thieves** (Pit 7, transform from human to serpent, chased by poisonous serpents then regenerate), **Evil Counselors** (Pit 8, ruined their Masters, wrapped in flames and marched by Devils), **Makers of Scandal and Schism** (Pit 9, flayed by Devils and bird feed on organs, then regenerate), **Falsifiers of Things, Words, Deeds** (Pit 10, rotting skin diseases)
Environment	Dry and Arid
Physical Challenges	Outer Cliff (up), Inner Cliff (down), Concentric Trenches (ten)
Size	Torus, Outer Circumference 105 miles, Inner Circumference 40 miles, Outer Radius 13 miles, Inner Radius 6 miles, Width 7 miles

CIRCLE DESCRIPTIONS

Circle Nine

Diabolic Prince	Asmodia (Red field, crossed gold tridents)
Diabolic Dukes	Azazel, Sitri
Diabolic Generals	Barbas, Ninurta, Orias
Devils	Common, Ordinary, Myduforyas, Freppi, Cayyas, Zoybim, Types 9A through 9C
Other Notable Creatures	Lucifer the Arch-Fiend
Sinners and Punishments	**Betrayers** (frozen to neck in ice)
Environment	Arctic and Ice
Physical Challenges	Extreme Cold, Harsh Winds, Slippery, Fog, Mental Attack (despair, near Lucifer)
Size	Circle, Outer Circumference 40 miles, Outer Diameter 12 miles, Radius 6 miles

More information about the organization and unique properties of each of the Circles of Hell is found in *Inferno: Journey through Malebolge*.



Should Adventurers complete their exploration of the Palace, or decide to retreat from it, they will have to escape Inferno, travelling through the remaining Circles to the escape path down Lucifer's great body. Additional information about the escape path back to the Material Plan is found in *Inferno: Journey through Malebolge*.

DEVILS IN THE PALACE

Devils in the Diabolic Palace

The Palace described in this adventure can be used to represent the palace of any major Diabolic figure (Prince, Duke, or Earl) other than King Samael himself (his base of operations is described in *Samael's Tower*). The "*Principal Occupant*" is the Prince, Duke, or Earl to whom the Palace belongs. References to Type X devils are intended to refer to Devils of the numerical order of the Circle in which the Palace sits; for example, for an Earl's palace located on the Second Circle, replace "Type XB Devil" with "Type 2B Devil." If the particular Circle does not have Type XD or Type XE, then substitute the highest available type. When reference is made to Officers, Sergeants, or Troopers, substitute the type(s) appropriate to the Circle in which the Palace is situated (see the listing below on page X).

Circle	Trooper Type, Sergeant Type, Officer Type
Outer Gehenna	Werdu, Yiblim, Tablasyin
Circle Zero	Ulutu, Sessin, Vackli
Circle One	Ulutu, Sessin, Vackli
Circle Two	Pruddin, Beng, Gaityas
Circle Three	Pruddin, Beng, Gaityas
Circle Four	Pruddin, Beng, Gaityas
Circle Five	Etvaras, Assura, Nimidoryas
Circle Six	Ladatajas, Odoru, Hulden
Circle Seven	Ladatajas, Odoru, Hulden
Circle Eight	Romatyas, Iblis, Daityas
Circle Nine	Cayyas, Freppi, Myduforyas
Samael's Own	Jinguma, Quivaras, Keres

Encounter with the Diabolic Prince, Duke, or Earl

The **Principal Occupant** is always accompanied by four **Troopers**, two **Sergeants**, an **Officer**, and a **Type XE Devil** all of the strongest kind, and may be accompanied by other evil creatures. When Adventurers meet the Principal Occupant, he gives them a single chance to immediately surrender and pledge their eternal loyalty. Persons that completely comply and drop all of their weapons and goods, and do not support any resistance from their companions, have their life spared, and are given a short humbling sentence of several decades at labor as a test before given more important assignments to work for evil. Any Adventurers not immediately complying are wounded until they are immobilized (only killed by accident, then with penalties against the Devil killing them), then kept barely alive (HP1) and in pain for more than 100 years, before being granted 1 additional hp/century until gaining enough health to be put to work for another 500 years. The Occupant and his Officer typically stands behind his troops, allowing them to do the fighting, while he uses his spell abilities to confuse, cause fear, blind, deafen, paralyze, and otherwise hold the Adventurers at bay. If the troopers are losing the fight the Officer summons an additional two Officers, six Sergeants, with twenty-two more Troopers and six additional Type XE Devils.

Adventurers that surrender at the Gate or inside the Palace are brought naked and weaponless to the **Principal Occupant** for judgement. Defiant, troublesome, or threatening mortals are sentenced to 700 years hard labor before being released in the desert with a canteen and a copper coin. Humble and cooperative mortals are sentenced to 500 years hard labor with a chance after 250 years to become an evil agent away from Gehenna. Those mortals willing to actively pledge allegiance to the Principal Occupant are sentenced to 100 years hard labor followed by a variety of assignments on the Prime Material Plane. In all cases, an Adventurer cooperating with the **Principal Occupant** can be considered to be removed from the Games Master's campaign.

Palace Walls

The palace grounds are shaped like a rectangle, 900 yards long by 550 yards wide, orientated with the long axis along a radial line of Inferno's circle. See the map on page 7. The grounds are surrounded by a wall of red stone with four horizontal courses of glossy black stone, 22 FT high by 4 FT thick, and it extends 20 FT into the ground. The walls are *enchanted* (1) to prevent passage through them by spells or prayer, (2) so each part resists the force of ten ancient red dragon tails and cannot be destroyed by breath weapons, and (3) resists any magic-driven earthquake. A line of silver spikes, each 6 FT long with 14 inch separation, is set into the wall exterior 3 FT off the ground, angled upward and outward so their tips are 7 FT off the ground. The wall surface is wet and slippery, as with *Oil of Slipperiness* (consider as having extreme difficulty to climb, requires 1d20 roll GTET [36-Agility]); a mortal using a rope climbs the wall in (25-Agility)*10 seconds, without a rope multiply by 30 seconds. Red and orange tongues of flame continually flicker up, down, and across the face of the wall; any mortal climbing the wall encounters 1d6 hp1 tongues of flame every 15 seconds. An *invisible enchanted zone* extends upwards 100 yards from the outer line of the wall which negates spells and prayers of *flying* and *levitation*. The top of the wall is covered by multitudes of razor-sharp crystals which dazzles and blinds the viewer; each mortal topping the wall becomes blind 2d100+30 minutes (resist 1d20 roll GTET [28-Stamina]); an affected person not fastened by a climbing harness or belayed falls from the top unless succeeding on a 1d20 roll GTET [28-Agility]. Any Adventurer climbing over the wall also suffers hp1d6 hand damage (cumulative -1 TH for every 15 minutes the damage is not healed); if the modifier gets to -5 TH, the mortal also contracts a serious blood infection (save 1d20 roll GTET [30-Stamina]) which takes effect 3d6 hours later. An affected person becomes unconscious after (Stamina statistic) number of minutes, the fever persists for the subsequent (30-Stamina statistic) hours, death occurs unless succeeding on a 1d20 roll GTET [23-Stamina] checked at the end of each hour of unconsciousness.

An area 20 FT wide immediately in front of the wall is covered by a thick carpet of **Toadstools** each from 10 to 16 inches high. A person steps on a toadstool unless succeeding on a 1d20 roll GTET [30-Agility], checked three times; stepping on a **Toadstool** releases a cloud of toxic gas and spores which *paralyzes* for 3d100 minutes (1d20 GTET [30-Stamina]), a paralyzed person *dies* in 1d100 minutes (save 1d20 GTET [30-Stamina] checked every subsequent 30 minutes, Dwarves and Gnomes apply a +4 roll modifier). In front of the toadstools is a 20 FT wide zone planted with bright yellow-and-blue **Spray Orchids**; mortals are targeted by a spray of needle-like quarter-inch thorns (avoid 1d20 GTET [28-Agility], checked three times); affected persons suffer hp2 per successful spray...continued next page

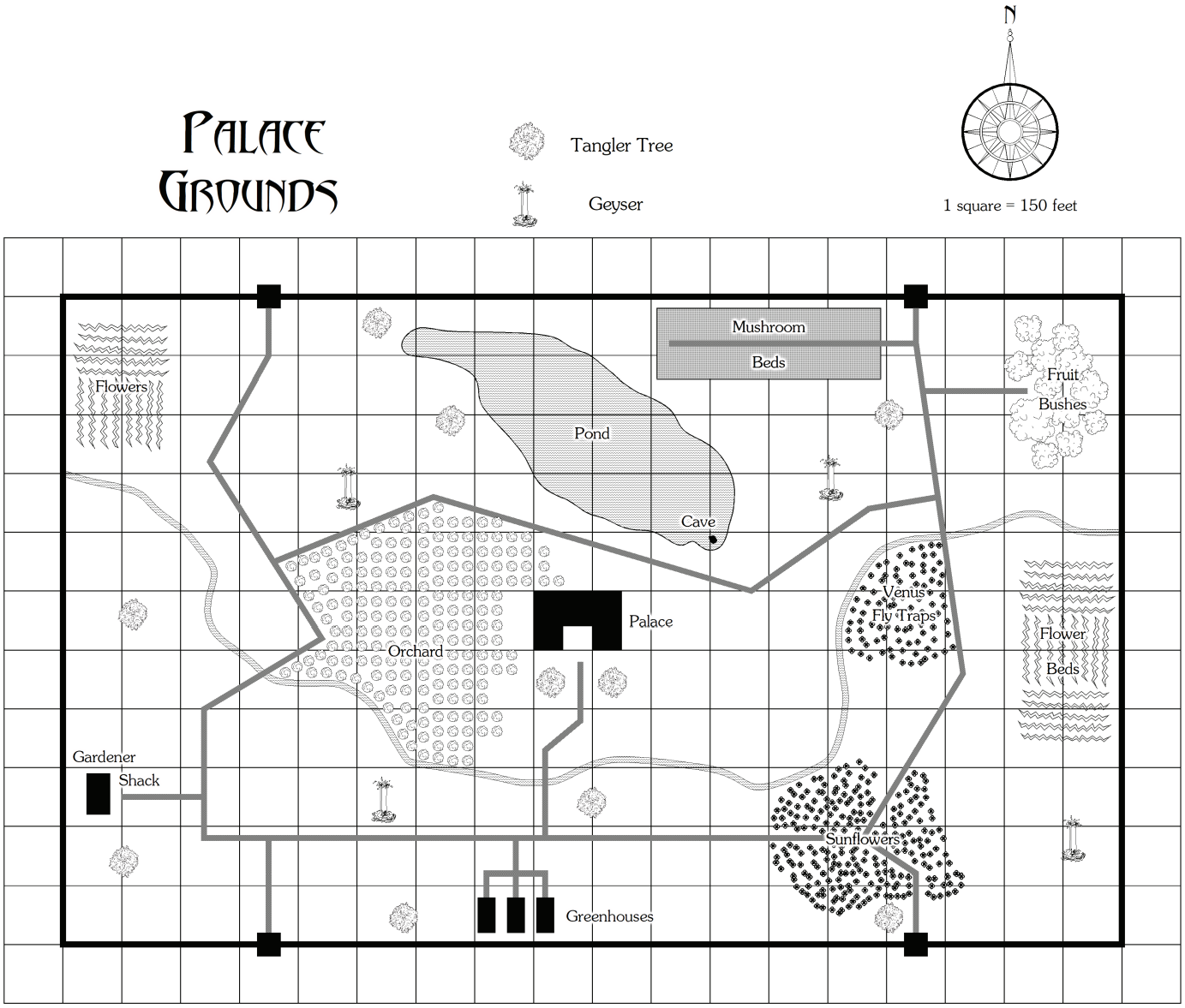
PALACE GROUNDS

Palace Walls, continued…In front of the orchids is a 50 FT wide zone planted in waist-high colorful red, green, blue, and orange tulips, among which are numerous 18 inch-wide rodent holes. Strong **wiry vines** reach up through the tulip field to fasten themselves to each mortal (avoid on 1d20 GTET [30-Agility], checked three times); a snared person is dragged to the ground unless succeeding on a 1d20 roll GTET [28-Strength], no forward movement occurs while ensnare, with a 50% change the Adventurer is moved backward 1d3 steps. The vines are extraordinarily tough, requiring an *enchanted edged weapon* to cut. An Adventurer pulled to the ground is attacked on each subsequent round by 1d6 HD2 **Rabid Giant Rats** (first attacks the eyes to blind). A grounded person applies a -3 TH penalty and requires a 1d20 roll GTET [30-Strength] to break free.

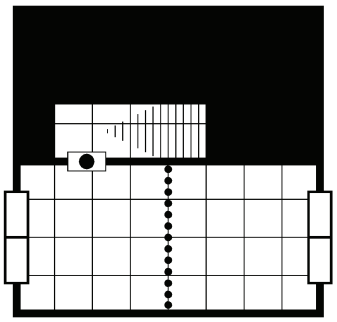
The walls are patrolled by two groups of guards, each consisting of four Troopers and a Sergeant, all on foot. Each group makes a complete circuit of the wall in 45 minutes, one group in the clockwise direction and the other counterclockwise. During the first minute mortals attempt to climb the wall a patrol appears on a 1d20 roll of 20, after every additional minute a patrol appears on a 1d20 roll GTET (20- # number of minutes at the wall). Any patrol spotting an attempt to climb the wall immediately summons an additional ten Troopers, Sergeant, and Officer. Any attempt to climb the wall is considered a hostile action, regardless of any (real or counterfeit) Infernal pass-badges possessed by the mortals. Mortals who scale the wall have an inside encounter as they drop to the ground on 1d20 rolls GTET 16 (see Encounter Tables).

Entry Gates

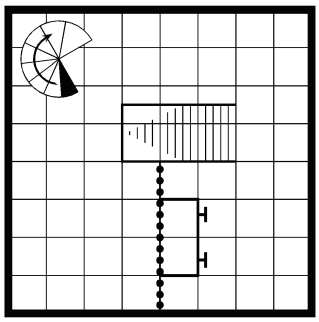
There are four large gates through the wall, two on the "north" wall near the inner and outer corners, and two on the "south" wall, also near the inner and outer corners (the clockwise direction is referred to as "north," the counterclockwise direction as "south,"



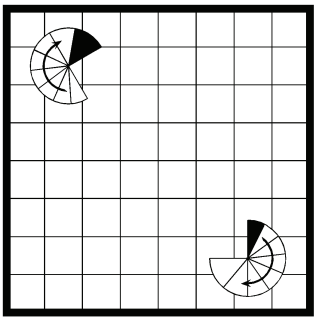
Entry Towers



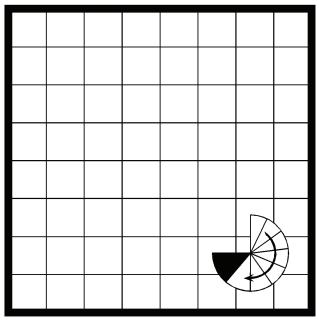
Ground Floor



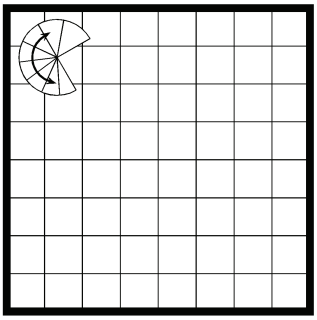
Second Floor



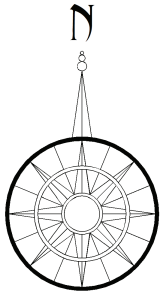
Fourth Floor



Roof



Third Floor



1 square = 5 feet

Entry Gates, continued....the inward direction as "east," and the outer direction as "west"). Each tower is 40 FT by 40 FT, four stories tall, and constructed of solid stone (see the diagram on page X). An arched passage is 18 FT wide at the base, 20 FT tall at the top of the curve. The rectangular adamantine gates on either end are 15 FT tall. The doors are *enchanted* to prevent passage by means of spells or prayers, are *enchanted* to have no effective weight (Strength GTET 5 required), and are *enchanted* to resist battering rams and earthquakes up to 200 tons of force. Only one gate is open at a time and this changes every hour in a clockwise progression; each closed gate is held closed by a solid adamantine bar 10 FT long by 2 FT tall by 1 FT thick set into adamantine brackets mounted on the inside. When Adventurers approach the Palace, the open gate is determined using 1d4: (1) northwest, (2) northeast, (3) southeast, or (4) northwest. Each closed gate is guarded by four **Troopers** with two *invisible* **Sergeants** and an *invisible* **Zoybim**; when the gate is open the **Troopers** and **Sergeants** are on the exterior side with two **Troopers** stationed inside. If the guards are attacked they immediately summon ten additional **Troopers**, another **Sergeant**, and an **Officer**, who arrive in 1d4 combat rounds. If necessary, guards may also summon the **Dragon** living on the Palace grounds.

Mortals at the Gate are challenged by the guards to show an appropriate pass-badge. If they are shown at least one badge appropriate to the Palace's Circle are allowed to pass without incident. If mortals show at least one pass-badge appropriate to a different Circle they are refused immediate entry to the Palace but are permitted to withdraw without incident.

ENTRY TOWERS

Entry Towers, continued....When mortals are refused immediate entry an **Officer** is summoned who decides whether to allow them inside; treat the **Officer** as highly suspicious (apply a -6 modifier to any roll based on belief or influence). The **Officer** permits Adventurers onto the grounds only if they can show some proof of being summoned by either the Principal Occupant or one of his primary staff (e.g. Seneschal, Chief Clerk; a good forgery is acceptable and will not be validated); if mortals only refer to the person who "summoned" them by title and do not know his (it's) name or other relevant information they are refused entry. The Officer reports Adventurers allowed to withdraw to the Officer of the Watch after 1d6+2 hours.

Mortals who are unable to show any acceptable Inferno pass-badge are ordered to stand and surrender. Those who surrender or survive the subsequent combat are stripped and confined in their underclothes in cells on the Prison Elevation, and their gear is stored on the Treasury Elevation. Mortals who do not surrender are not permitted to withdraw and will be slaughtered where they stand.

Ground Floor. Adamantine bars block the space above the gates and prevent access over the top. A steel portcullis is located at the midpoint (the mechanism is found on the second floor); the portcullis is found raised unless there is some immediate known threat. A steel door (locked, -5 open lock) next to the portcullis opens to a stairway up to the Second Floor.

Second Floor. A stair in the center leads down to the Ground Floor. A circular metal stair in the northwest corner leads up to the Third Floor. The room holds the mechanism for raising and lowering the portcullis on the Ground Floor; the top of the portcullis is partially up into the room when the portcullis is raised. The room also contains two 10 FT tables, twenty-two barrels of good-quality cider, five barrels of vinegar, four barrels of flour, and a barrel of rice. The room is occupied by two **Type XC Devils** and a **Zoybim**. Inside and at the bottom of the barrel of rice is a leather sack holding 124 GP, a 12,430 GP ruby, a 8400 GP sapphire, a *2d8 Cure Wounds Potion*, and a platinum-amber *Ring of Invisibility to Undead*. The rice is *poisonous to Dwarfs* (fatal, 1d12 minutes, save 1d20 GTET [34-Stamina]).

Third Floor. A circular metal stair in the northwest corner leads down to the Second Floor and up to the Fourth Floor. The room is furnished with two 12 FT by 18 FT rugs, four 10 FT tables, two 6 FT upright Harps, a well-tuned harpsichord, three kettle drums, and a xylophone. Adventurers find a practicing band, consisting of an **Officer**, **Type XB Devil**, **Type XC Devil**, and two **Type XA Devils**.

Fourth Floor. A circular metal stair in the northwest corner leads down to the Third Floor. A circular stair in the southeast corner leads up to the roof. The room has a weathered wood floor. Metal wall racks mounted on the west wall hold a variety of ordinary Long Swords, Rapiers, Scimitars, Cutlasses, Two-Handed Swords, War Axes (long and short-handled), Heavy and Light Maces (long and short-handled), and Spears. Adventurers find four **Type XC Devils** sparring in the center with Two-Handed Swords.

Roof Area. A wooden shed in the southeast corner covers the top of a circular metal stair that leads down to the Fourth Floor. A 38 FT metal flagpole flies the Principal Occupant's flag of Samael when he is at the Tower, and a green-and-gold flag when he is not. Two **Type XA Devils** are stationed on each roof, each one armed with a Long Bow and 30 War Arrows.

Palace Grounds:

Regardless of the environment of the Circle in which the Palace appears, inside the Palace Walls the air is a constant 80°F with the sweet aroma of flowers in bloom, soft breezes which circulate around the grounds, and a circular patch of blue sky above which lets a yellow light down onto the area. Wisps of white cloud periodically pass over the grounds (1d20 chance per hour) and rain for 1d100 minutes with a soft gentle and warm rain.

The Grounds consist of a horseshoe-shaped three-story building in the center of a large rectangular area of well-tended sword grass. A babbling brook 15 FT wide by 2 FT deep surfaces along the west wall, flows inward across the grounds in a "U" pattern, going underground midway along the east wall. Well compacted gravel paths connect the four gates with each other and with the building; the paths cross the brook at three places, one between the western gates, one between the eastern gates, and one in the center at the Palace building. The Gardener's Shack is found along the west wall on the south side, three large Greenhouses are in the center near the south wall, a large rectangular flower bed is along the east wall, including areas of wild **Fly Traps**, and **Sunflowers**, six mature **Tangler Trees**, and two hot geysers. On the brook's north side are a rectangular flower bed, a large orchard which takes up much of the area immediately to the southwest, west, and northwest of the Palace building, a long area of mushroom beds along the north wall, an area of fruit bushes on the east wall, two hot geysers, two mature **Tangler Trees** located just in front of the Palace, and a large oval pond located to the north of the Palace (between the orchard and the mushroom beds).

The brook is bone-numbing cold so that an exposed mortal's Agility statistic is reduced 4 points for 2d100 minutes (save 1d20 roll GTET [28-Stamina], checked every minute); 1d4 **Giant Leeches** attach on 1d20 rolls GTET 15. Mortals that drink from the brook pass out for 1d100 minutes (save 1d20 GTET [30-Stamina]), and ingest **stomach worm larva** (save 1d20 GTET [33-Stamina], checked/drink). Affected persons experience 1d6 hours of moderate stomach cramps beginning in 1d12*15 minutes, reduce their Agility statistic by 2 points (save 1d20 GTET [33-Stamina]); 24 hours after ingestion the larva attach to the stomach lining so the host's Stamina is reduced a cumulative 1 point/day. When the host's effective Stamina is reduced to LTET 7 reduce their Strength statistic 6 points. Twenty days after being infested the now-adult stomach worms crawl out of the host through the esophagus doing hp1d10 additional damage.

Adventurers walking across sword grass have any leather or cloth boots and leggings destroyed in 1d6 minutes, double for enchanted or blessed clothing (enchanted gear save on 1d20 rolls GTET 11). The protective value of ordinary metal foot covers and leggings are reduced by AC4 for every 10 minutes of exposure to sword grass.

PALACE GROUNDS

Palace Grounds, continued...The protective value of ordinary metal foot covers and leggings are reduced by AC4 for every 10 minutes of exposure to sword grass. After an Adventurer's foot and leg coverings are destroyed they suffer hp1 every 1d8 steps. Sword grass is highly flammable and burns hotly; if fires or Fire Magic are used outdoors on the grounds the grass ignites on 1d20 rolls GTET 13 and the grass fire spreads more rapidly than mortals can run (buildings are all unaffected by fire). Adventurers caught in a wildfire suffer 1d6 damage every 20 seconds of fire exposure.

Mortals coming within 1d10+19 FT of a mature **Tangle Tree** (body AC52 & hp90 & Bite 1d8; tendril AC8 & hp6) are each attacked by 1d10 tendrils/round; a tendril that hits does hp1 and wraps around an arm/leg (save 1d20 roll GTET [28-Agility], apply a -1 penalty per additional wrapped tendril {e.g. +1 for the second tendril attack, +2 for the third tendril attack, +3 for the fourth, etc.}). Each tendril pulls 50 pounds, when enough tendrils are attach to an Adventurer to pull their actual weight and counteract their Strength that Adventurer is pulled to the tree's mouth in the trunk and devoured (for example, a 250 pound mortal with 16 Strength is carrying 200 pounds; the tree would have to overcome 250+200+[16*25] pounds, which requires 13 tendrils). The tree's body is fire resistant but the tendrils burn easily, so the Tree retreats from a strongly presented source of open flame.

The four geysers on the grounds are conical in shape, 15 FT across at the base and 12 FT high, with streaks of black and red and flecks of white at the top; each ordinarily erupts every 75 minutes. When mortals come with 40 FT of a geyser it erupts on 1d20 rolls GTET 8 and spouts scalding water for 1d20*15 seconds; unprotected persons suffer hp1d4 damage/round (avoid on 1d20 rolls GTET [28-Agility]).

The flower beds are planted in a variety of rare and exotic breeds, determine a bed's contents using 1d20: (1) **Carrion Flower**, (2) **Curse Root**, (3) **Dragon's Head**, (4) **Flame Violet**, (5) **Anger Flowers**, (6) **Forgetfulness Flowers**, (7) **Paralysis Flowers**, (8) **Trance Gourds**, (9) **Iberian Needles**, (10) **Poison Flowers**, (11) **Ice Plants**, (12) **Madder Plants**, (13) **Nightshade**, (14) **Poison Ivy**, (15) **Poison Pollen**, (16) **Sneezeweed**, (17) **Constricting Vines**, (18) **Thorn Vines**, (19) **Whipping Vines**, (20) **Burning Bush**.

Sunflowers are planted along both sides of the path in the southeast section of the grounds, they glow brightly so that all persons with 100 FT are *blinded* 1d100 minutes (save 1d20 roll GTET [30-Stamina] checked/minute). Each mortal within 50 FT is targeted by 1d6 heat beams at hp1d8 after 45 seconds (avoid on 1d20 rolls GTET [32-Agility], blind persons apply a -4 roll penalty). The flowers remain active for 3 minutes.

Giant Fly Trap Plants are planted along the path in the eastern part of the grounds near the larger flower beds. Adventurers within 15 FT are attacked by 1d4 **Fly Traps** (as a Warrior L8, hp20, Bite 1d8, cleaves a limb on natural rolls of 19/decapitate on natural rolls of 20 {avoid 1d20 roll GTET [26-Agility]/plant}). They are unaffected by Earth Magic.

The trees in the orchard appear to be ordinary apple, pear, and persimmon trees of good quality, but all of the fruit is highly *poisonous* to eat (*immobilizing* cramps begin after one hour, continuing 1d12 hours {save 1d20 GTET [30-Stamina] checked per fruit}; death occurs after 1d6 hours {save 1d20 roll GTET [27-Stamina] checked hourly).

In the northeast corner of the grounds a variety of fruit bushes are planted around eight large beehives. Each beehive is a stone cylinder 15 FT across and 15 FT high, extending 30 FT into the ground, with at least six visible openings each about 20 inches across. There is always significant bee activity around the hive and persons within 150 FT clearly hear a pronounced "hum." Adventurers within 100 FT of the hives are attacked by groups of **Giant Soldier Bees** on 1d20 rolls GTET 17 on 1d20 checked every 3 minutes; within 50 FT on rolls GTET 12. When Adventurers are attacked by bees, each individual is attacked by 1d12+4 bees of the same variety (different varieties of **Giant Bee** may attack different Adventurers in the same group) as determined using 1d6: (1) **Digger Bee** [HD3, hp8, AC10, Stinger 1d4, Bite 1], (2) **Giant Honey Bee** [HD1, hp5, AC5, Stinger 1d6-1], (3, 4) **Huge Bee** [HD2, hp4, Stinger 1d4 plus *paralysis*, save 1d20 GTET {28-Stamina}], (5) **Killer Bee** [HD5, hp10, AC6, Stinger 1d4 plus *paralysis* plus cumulative chance *death*, save 1d20 GTET {30-Stamina}], (6) **Giant Yellow Jacket** [HD2, hp8, AC8, Stinger 1d6]. Each hive has 5d100+100 bees present at any time. Any significant impact on a hive causes all of its bees to immediately defend it; one-fifth of the available bees in a single hive swarm every round. If the bees from one hive form a defensive swarm bees in the neighboring hive(s) also swarm on a 1d20 roll GTET 18. A swarm attacks the closest creature(s) to the hive to a distance of 300 FT. Once an Adventurer is attacked the swarm pursues them to 600 FT or until GTET 60% of the swarm has been destroyed. The bushes are a thick mixture of blackberry, raspberry, boysenberry, gooseberry, and currants, and the fruit is of good quality (with the binding properties of all food in Inferno); all of the berry bushes and vines have large numbers of long pointed thorns; unprotected persons pushing into the bushes suffer 1d6 damage (half damage in leather armor).

The **mushroom beds** grow out of a thick layer of foul-smelling compost, muck of the most disgusting sort. Adventurers within 50 FT of the beds are overcome by the compost smell (save 1d20 GTET [30-Stamina], checked every 30 seconds), falling to the ground and retching for 1d6 minutes. Picked mushrooms explode into clouds of spores on 1d20 rolls GTET 14; affected persons develop a skin infection (save 1d20 GTET [29-Stamina] checked per minute exposure). The infection causes thick brown, black, and purple toadstools to grow out of the affected person's skin beginning 1d6 days after infection, accompanied by a strong odor of compost and decomposition detectable 200 FT away (the affected person completely disgusts and revolts all persons they encounter, save 1d20 GTET [32-Will] per encounter). The infection is only cured by three *Banish Disease* prayers performed on consecutive days by a Priest GTET L15, or by five *Banish Disease Potions* made by a Master Alchemist taken on consecutive days. Mortals who eat uncooked mushrooms suffer symptoms determined using 1d4: (1) death 1d8 hours after ingestion, (2) 1d8 days dementia/insanity beginning after 1d8 hours, (3) 1d6 hours complete muscular paralysis after 1d6 hours, lasting 2d12 hours,...continued on the next page

PALACE GROUNDS

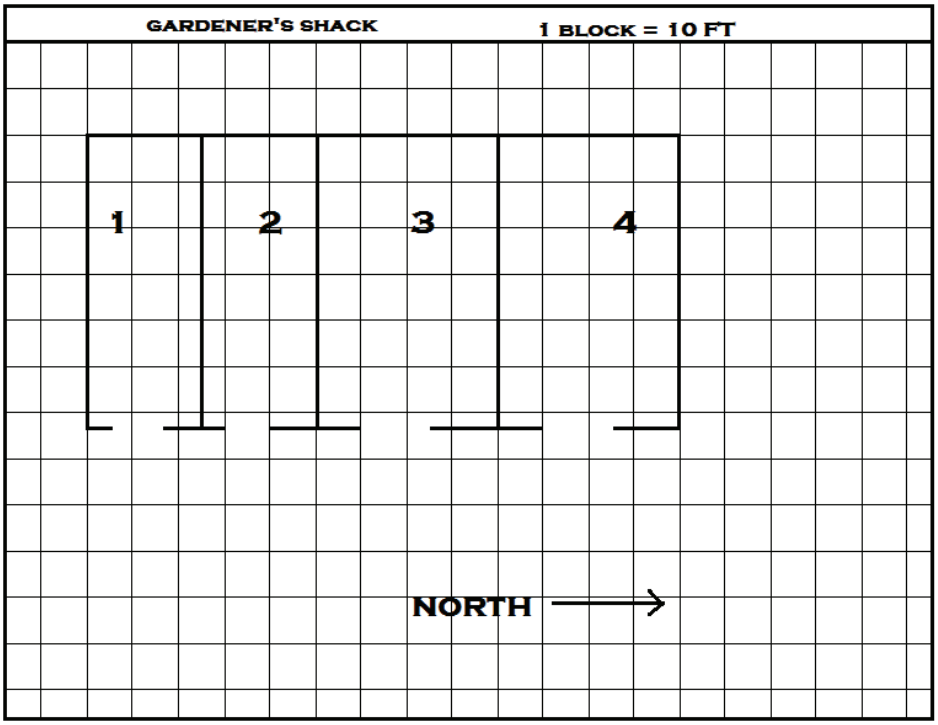
Palace Grounds, continued...(4) vivid colorful visual and audible hallucinations beginning after 1d4 hours, lasting for 1d20 hours; save on 1d20 rolls GTET [30-Stamina]. A person under the influence of dementia or hallucinations is unable to cast spells, perform prayers, invoke enchanted or blessed items, or perform significant mental-based tasks. A person suffering dementia performs all attacks as *berserk*. A person suffering hallucinations attacks at -4 TH and opponents attack them at +2 TH. Boiling or otherwise thoroughly cooking mushrooms at high heat for at least 10 minutes is effective in reducing their dangerous effects, apply a +6 die roll modifier.

The **Principal Occupant** is away from Gehenna on rolls GTET 95 on 1d100. When in Gehenna, they are away from their Palace area on rolls GTET 88 on 1d100. When at the Palace they are outside on the Palace Grounds on rolls GTET 82 on 1d100, otherwise they are inside. When the Principal Occupant is on the Grounds determine their location using 1d6: (1) in the northwest quadrant, (2) in the northeast quadrant, (3) in the southeast quadrant, or (4) in the southwest quadrant, (5) in the Gardener's Shack, or (6) in the Greenhouses. When encountered outdoors the Principal Occupant is accompanied by ten **Troopers**, three **Sergeants**, an **Officer**, and two **Type XE Devils**. They are also accompanied by other creatures on 1d20 rolls GTET 16 as determined from 1d10: (1) 1d6 **Evil Wizards** of L(9+1d6), (2) 1d8 **Evil Priests** of L(9+1d6), (3) 1d4 **Evil Crusaders** of L(7+1d8), (4) **Evil Warriors** of L(8+1d6), (5) 1d6 **Minotaur**, (6) 1d6 **Medusa**, (7) 1d4 **Fire Giants**, (8) 1d4 **Storm Giants**, (9) 1d10 **Lycanthropes** (Rat), (10) 1d12 **Gargoyles**.

Gardener's Shack

The Gardener's Shack is a 20 FT tall four-room rectangular building oriented with its long axis parallel to the west wall. All of the doors are hung with thick leather curtains. Two half-wagons (two-wheeled carts with hitches and hinged supports) filled with fresh-cut hay stand outside the building. Five **Common Devils** carrying a sharpened hoe or a pitchfork stand around the carts.

Sturdy wood shelves are across the south end of the south room are and against the west wall. The following are found in the room: three foot-powered grinders (with 30 inch millstones), two *enchanted* (self-powered) drill presses, an *enchanted* (self-powered) table saw, and an *enchanted* (self-powered) jig saw. A heavy bench against the north wall has 3 metal vices bolted to it. The shelves hold 30 burlap bags of potting soil, 18 bags of small gravel, 22 bags of manure, 10 bags of lime, 11 bags of large gravel, 29 bags of bark mulch, 12 bags of sword grass seed, 4 bags of mixed flower seed, 2 bags of insecticide dust (for plants), 19 bags of cement mix, 8 large tin cans of colored stain, 11 tin cans of black paint, 9 tin cans of red paint, and 4 jars of turpentine. The workbench holds 2 closed metal tool boxes plus 4 claw hammers, 2 ball hammers, a small pry bar, 6 long flat screwdrivers, 3 pliers, 10 open wrenches of various sizes, 5 triangular trowels, 4 garden claws, and 3 garden shears. On racks attached to the east wall are found 8 rounded shovels, 3 flat shovels, 5 spades, 9 mattocks, 7 picks, 4 large pry bars, 4 long metal levers, 7 full axes, 2 hatchets, 3 metal sledges, a wood mallet, 8 steel-tooth rakes, a large auger, 2 mauls, 4 cane rakes, 2 post-hole diggers, a long-handled branch saw, 4 pruning saws, 9 hoes, 3 long-handled scythes, 2 short scythes, 5 pruning shears, and 3 ladders. Also in the room are 2 bundles of 4 FT stakes, a barrel of 12 inch metal stakes, a spool with 200 FT of wire fence, 6 wood buckets, 3 tin watering cans, 5 tin basins, a stack of 20 large ceramic pots, 5 large steel wedges, and 4 spools of heavy cord each 500 FT long. If fire or Fire Magic is used in the room the mulch easily catches fire, and the paint and turpentine explode for 1d8 damage within 6 FT on 1d6 rolls of 6 (checked each round while burning). The room is occupied by **Haywood Velner** and five **Common Devils**.



Gardener's Shack, continued...The second room from the south has sturdy wood shelves across the west end. The shelves hold sealed clay pots (labeled in Infernal Cant) containing seeds for the Arrowhead Plant (3), Burning Cactus, Carrion Flower (3), Red Hot Cattail, Curse Root (3), Ironweed (4), Anger Flowers (3), Forget Flowers (3), Paralysis Flowers (2), Sleep Flowers (5), Sunflowers, Fly Trap Plants, Trance Gourds (3), Hedge Nettles (2), Poison Flowers (2), Mushroom spores (4), Nightshade, Poison Oak, Rattlesnake Weed (3), Constricting Vine (2), and Whipping Vine, along with 12 pots of liquid fertilizer. If the pots are broken the confluence of different seeds and spores creates a dangerous atmosphere; any person breathing the mixture experiences 2d20+5 minutes difficulty breathing with coughing, watering eyes, tightness in their chest, and trembling muscles (save 1d20 roll GTET [27-Stamina] checked every minute exposure). Reduce the Agility, Stamina, and Strength statistics of affected persons each by 3 points for 1d20*30 minutes and apply a -2 TH die roll modifier. An allergic person is dies in 1d12 minutes (save 1d20 roll GTET [35-Stamina]). The room is occupied by four **Common Devils** on 1d20 rolls GTET 14.

The second room from the north is filled with large pile of fresh hay in the center of the room, stuck with two pitchforks, with 30 burlap sacks of dried oats along the sides. Three **Common Devils** are pitching hay from the wagons outside on 1d20 rolls GTET 14.

The room on the north end is filled with straw, two rectangular troughs filled with a mixture of hay and oats, a rectangular trough of water, and a large wooden water barrel. **Selena Bothvine** is here with three HD3 **Six-Legged Mules**.

Greenhouses

Three opaque glass greenhouses each 100 FT by 35 FT by 15 FT high are located in the south center area of the grounds. The greenhouse interiors are kept at 92°F, are very humid, and have the strong earthy aromas of soil, fungus, and manure; a mortal entering the greenhouse gags 1d6 minutes due to the strong stench inside (save 1d20 GTET [26-Stamina]). Each greenhouse has three sturdy 70 FT long by 6 FT wooden tables with a 3 FT aisle every 20 FT. An open area at the south end holds six 7 FT long by 5 FT four-wheeled carts (1000 pound capacity), barrels of clean rainwater, a wood potting stand, large wood vats, wooden racks, large wire sieves, tin watering cans, stacks of empty ceramic pots, burlap bags of potting soil, burlap bags of bark mulch, bags of dried mosses, bags of manure, bags of dry white sand, and ten sacks of white insecticide powder (ingestion or breathing causes 1d20 hours paralysis beginning in 1d20 minutes, save 1d20 GTET [26-Stamina+{number broken bags}]); *allergic* persons die in 4d100 minutes on 1d20 rolls GTET 16. The greenhouses contain a wide variety of colorful exotic plants, flowers, herbs, fruits, roots and tubers, vines, and mushroom and fungi. Adventurers searching for a specific plant component find a common ingredient on 1d20 rolls GTET 6, an uncommon ingredient on rolls GTET 12, a rare ingredient on GTET 15, and a very rare ingredient on rolls GTET 19 (the amount equals 1d100*1/20th of a pound). An encounter occurs in the greenhouse on 1d20 rolls GTET 14, each person checked every 5 minutes (see the Encounter Tables). In the open area at the south end of each greenhouse are 1d8 wide wood vats containing **Giant Man Eating Plants**. Each greenhouse is staffed by ten **Common Devils**.

Pond

A stone-lined pond 200 FT across by 700 FT long is located between the Palace building and the north wall, oriented diagonally from northwest to southeast. The pond is 20 FT deep at the edge and 45 FT deep in the center. The large stone blocks around the pond are tilted at an angle towards the pond and covered with green and red mosses and a thin coating of slippery slime. Adventurers on the wall fall into the pond on any step, save 1d20 GTET [27-Agility]. The water is a sparkling light azure color and is at a very cold 38°F. Mortals contract the diseases *trichinosis* and *leprosy* from the water (separate saving roll versus each disease, 1d20 GTET [30-Stamina]; also has the binding effect).

An unprotected swimming person becomes unconscious due to the cold temperature after 1d6 minutes (save 1d20 roll GTET [28-Stamina] checked every subsequent minute; reduce an swimmer's effective Stamina 1 point after each minute of exposure even if they maintain consciousness (save 1d20 GTET [33-Stamina] checked per minute). Creatures in the pond arrive in 1d12*20 seconds to investigate any person falling or jumping in (see encounter tables). Adventurers swimming in the pond encounter additional swimming creature(s) on 1d20 rolls GTET 17, checked every 5 minutes (see encounter tables).

Dragon's Lair, Underwater Cave (Pond)

Yeshaya, an adult female **Dragon**, lairs in a large cave accessed through a water-filled tunnel at the southeast end of the Pond. Determine the **Dragon's** initial location using 1d12: (1) away from the Palace grounds, (2) outside the grounds but nearby [within 10 minutes flight], (3) on the grounds [surface; 60% chance *shapechanged* into humanoid form], (4) swimming in the pond, (5) in the Palace *shapechanged* into humanoid form, (6 to 12) in her cave room lair. The opening leading to the cave is 30 FT below the pond surface, 25 FT across by 14 FT high, leads downward at a 50° angle for 1000 FT before leveling off for 320 FT then surfacing into an oval air-filled room 400 FT long by 165 FT wide at the center, and 45 FT high in the center. A 140 FT long passage 15 FT wide by 10 FT tall is located on a ledge 22 FT off the cave floor (-15 to find from the cave floor) at the far end; the passage leads to a second cave room 40 FT long by 23 FT wide by 18 FT tall which houses five **Black Wyverns** and two **Dragonets**. If the **Dragon** had not been encountered previously, **Yeshava** flies over the Palace grounds as Adventurers exit the Palace.

The center of the main cave room is filled with a large loose pile consisting of 32,000 CP, 19, 200 SP, 14,650 GP, 7110 platinum pieces, and 2370 electrum pieces. Mixed with the coins are 72 copper armbands each valued at 1d12 SP, 26 silver armbands each valued at 4d20 SP, 36 gold bracelets each valued at 1d12*10+50 GP, 45 gold chains each valued at 1d20*25 GP, 32 silver chains each valued at 1d100 GP, 36 silver rings each valued at 3d20 GP, 71 gold rings each valued at 1d20*50 GP, 12 pearl necklaces each valued at 1d12*250+100 GP, 6 gold crowns encrusted with jewels each valued at 1d20*1000+2000 GP, ...

PALACE GROUNDS

Dragon's Lair, continued...14 platinum tiaras encrusted with diamonds each valued at 2d12*2000+2500 GP, 19 gold tiaras encrusted with emeralds each valued at 3d10*1000+1500 GP, 48 loose diamonds each valued at 1d20*250+250 GP, 57 loose emeralds each valued at 1d20*1000 GP, 35 loose rubies each valued at 3d20*500 GP, a single huge 48,000 GP ruby, 23 loose sapphires each valued at 3d20*500+2000 GP, 67 loose pearls each valued at 1d100*250 GP, 51 loose topaz each valued at 2d100 GP, 84 pieces of polished jade each valued at 100+2d20*100 GP, 40 pieces of amber each valued at 2d100 GP, 37 loose bloodstones each valued at 1d20*50 GP, 118 gold plates each valued at 15 GP, 201 silver platters each valued at 50+1d100 SP, 63 large gold bowls each valued at 1d100+100 GP, 20 large platinum bowls each valued at 3d100 GP+500, and 42 etched crystal goblets each valued at 2d100+200 GP.

Stuck into the pile are 18 large gold urns each at 1d100*1d12+250 GP, 34 large silver urns each at 1d100*1d4+250 GP, 28 well-crafted Longswords, 15 silver-tipped Spears, 9 silver-tipped Quarterstaffs, 21 well-made dirks in sheaths, 8 spiked Heavy Maces of gold, 4 well-made Long Bows, 8 quivers each holding 25 silver-tipped War Arrows, 9 expertly-made Scimitars, 7 open-face steel Helms, 5 closed steel Helms, 8 steel Breastplates and 3 of silver, 11 Dwarven chain mail shirts, 5 adamantine chain mail shirts, 4 pairs of adamantine Gauntlets, and a pair of adamantine leg Armor. Also present is a large bronze Shield, *Breath Weapon Reflecting AC+10*, a steel chain mail shirt (*Armor of Constricting*), a set of leather *Marine's Armor AC+20*, 2 Wizard's Robes of Spidersilk (*AC+26)*, a pair of copper *Bracers of Grappling AC+8*, a set of leather *Armor of Displacing AC+12*, a pair of white leather *Martial Artist Gloves*, a silver *Helm of Babel*, a silver *Scabbard of Regeneration* sized for a short sword, a large round *Shield of Ordinary Missile Deflection AC+10*, a *Chain Mail Ripper Cavalry Sword +2*, a *Dwarf Bane Short Sword +1 TH*, a cursed silver *Claymore Enraging Blade -2*, a curved *Flame Blade Dirk +2*, a cursed *Blade of Self Hitting Short Sword +3*, a silver *Longsword Weak Opponent Finder +3*, a bundle of six *Arrows of Devil Slaying*, two wrapped *Arrows of Giant Slaying*, a finely-crafted *Bow of Double Fire* (double rate), a gold-bladed double-blade *Limb Cleaving War Axe +2*, four *Hornet Darts*, a wood Staff (*Buss' Shooting Stick*), a *War Hammer +4* (only TH bonus when used by a Dwarf), three *Lightning Javelins +1*, a *Silkspinner Whip*, a *Codicil of Religious Transformation* (sacred to Bacchus, Imperial God of Grapes and Wine), an *Annal of Identification*, a *Handbook of Life Experiences* (+25,000XP), 7x *1d10 Cure Wounds Potions*, 2x *2d8 Cure Wounds Potions*, 2x *Blindness Draughts*, a glass bottle of *Elven Death Dust*, seven bottles of fine brandy each at 72 GP, a *Tonic of Blindness Reversal*, a *Flying Potion*, a *Potion of Greater Sleeping*, 5x flasks of *Unholy Water*, two *Love Potions*, a *Potion of Vampiricism*, an *Insanity Draught*, three *Paralyzing Draughts*, two *Cordials of Lycanthropy Reversal*, and a *Cordial of Mental Indecision*.

In the rear right part of the cave is a bowl-like depression in the floor covered by a thick layer of brown straw; the depression is 7 FT across by 42 FT deep with a layer of hot sand at the bottom, and contains ten speckled *dragon eggs*. Each egg is 10 inches wide on one end, 16 inches long, and 5 inches wide on the other end, dark blue speckled with bits of red. The eggs have a leathery texture; if kept continually warm the eggs hatch in 1d12+10 days and each hatchling lives on 1d20 rolls GTET 4; if allowed to cool then warmed again the eggs hatch in 1d20+75 days with each hatching only living on 1d20 rolls GTET 17. Each hatchling is of the same type and color as the female dragon.

The **Wyverns** each attack mortals in the main cave 1d12+3 minutes after the cave is entered if the **Dragon** is not present or 1d8 rounds after combat begins when the **Dragon** is present; each Adventurer has only a 1% chance to observe the location of the Wyvern lair passage if they are engaged in fighting when the Wyverns emerge. The **Dragonets** join in fighting 1d20 rounds after the **Wyverns**.

The Black Wyvern and Dragonet room contains five sides of fresh beef, four tin buckets, two broken sword blades, a dented steel Breastplate and a riven steel close-face Helm.



PALACE GROUND FLOOR

Palace Building

If the **Principal Occupant** is inside the Palace determine their initial location using 1d20: (1) #6 [First Floor Conference Room], (2) #11 [Private Office], (3) #12 [Secretary's Office], (4) #13 [First Floor Audience Room], (5, 6) #14 [Throne Room], (7) #19 [Seneschal Office], (8) #20 [Chief Clerk's Office], (9) #27 [Lucifer Chapel], (10) #29 [Lucifer Sacristy], (11) #46 [Spinning Room], (12) #48 [Historian's Office], (13) #52 [Library], (14) #63 [Second Floor Dining Room], (15) #74 [Mistress' Bedroom], (16) #76 [Third Floor Concert Hall], (17) #77 [Third Floor Council Room], (18) #99 [Hall of Rugs], (19) #101 [Trophy Hall], (20) #106 [Main Guard Room, Prison Level]. When encountered inside the Palace, the **Principal Occupant** is accompanied by four **Troopers**, two **Sergeants**, an **Officer**, and a **Type XE Devil** all of the strongest kind (HD+1, HP+10, AC+15, +1 TH, +1 TD), except when He is in his Office or with his Mistress (the Guards are outside the room). On 1d20 rolls GTET 17 He is also accompanied as determined using 1d12: (1) 1d4 **Type XC Devils**, (2) 1d4 **Type XD Devils**, (3) 1d10 **Ordinary Devils**, (4) 1d12 **Zoybim**, (5) 1d3 **Djinn**, (6) 1d3 **Efreet**, (7) 1d3 **Evil Priests** of L(9+1d8), (8) 1d3 **Evil Crusaders** of L(12+1d6), (9) 1d4 **Evil Wizards** of L(9+1d8), (10) 1d6 **Medusa**, (11) 1d10 **Minotaur**, (12) 1d12 **Harpies of Hell**.

Devil Guards and other occupants of the Palace move about the building at the same time as do the Adventurers; depending on their mutual location(s) Adventurers and occupants may not meet, but occupants may come across rooms and locations where mortals have unmistakably been, and then raise a general alarm. Each time Adventurers enter a new room or area an alarm is raised (e.g. someone comes across past evidence of their presence) on 1d100rolls GTET (100-cumulative number of impacted rooms); a room has been impacted enough to cause an alarm to be raised if Adventurers significantly searched, damaged, or marked the room, or removed objects from the room such that even a casual observer finds its condition to be out of the ordinary or unexpected. An alarm being raised does not imply the Devils and other occupants know the location of the invading person(s). When an alarm is raised, (1) 1d100+50 **Troopers** are immediately summoned with a **Sergeant** for every 20 Troopers and an **Officer** for every 3 Sergeants, (2) all building exits are now guarded by 5 **Troopers** and a **Sergeant** (posted 3 minutes after the alarm), (3) 20 **Troopers**, 2 **Sergeants**, and an **Officer** are assigned to guard the hallway on each elevation (arriving 1d12*10 seconds after the alarm), (4) 50 **Troopers**, 5 **Sergeants**, and 2 **Officers** are assigned to form a perimeter about 120 FT from the building, and (5) four search teams each consisting of 4 **Troopers**, 2 **Zoybim**, and a **Sergeant**, begin searching each building floor until they find the invaders. When contact is made, mortals are given a single chance to surrender and not more than 2 minutes (real time, not game time) to make their decision; each surrendering person must disarm and immediately lie on the floor. Captured mortals are temporarily interned in individual cells on the Prison Level, their gear is collected and stored on the Treasury Level. Mortals who are slow to surrender or who resist surrender are torn to pieces and their surviving gear taken to the Treasury Level; once fighting begins surrender is not permitted; any persons who become unconscious during fighting are immediately killed by the Devils.

The Palace is a three story grey stone structure whose exterior is constructed in the Baroque style with lines of sitting polished black stone gargoyles around the top of each floor, exterior columns around the ground floor, ornate cornices, carved relief sculptures of Type X(A to E) Devils cavorting around the eaves, and spouts of a viscous black liquid spewing from corner gutters carved like foul birds. The building is shaped like a 'U' with the open end facing south; the only doors are off the south-center courtyard on the first floor; four windows are visible on the second and third floors on the north end. Each of the three sets of platinum double doors are rounded at the top, inlaid with rosewood and mahogany, with relief sculptures of winged scorpions, manticore, hippogriffs, and horned men arranged around the central symbol of the pierced balance. Each individual door opens outward, is closed but not latched or locked, and requires a total Strength GTET 40 to pull open. A line of four windows with blue tinted glass looks onto the courtyard from the second and third floors (north side of the courtyard). Adventurers approaching from the south pass between two very large **Tangler Trees**.

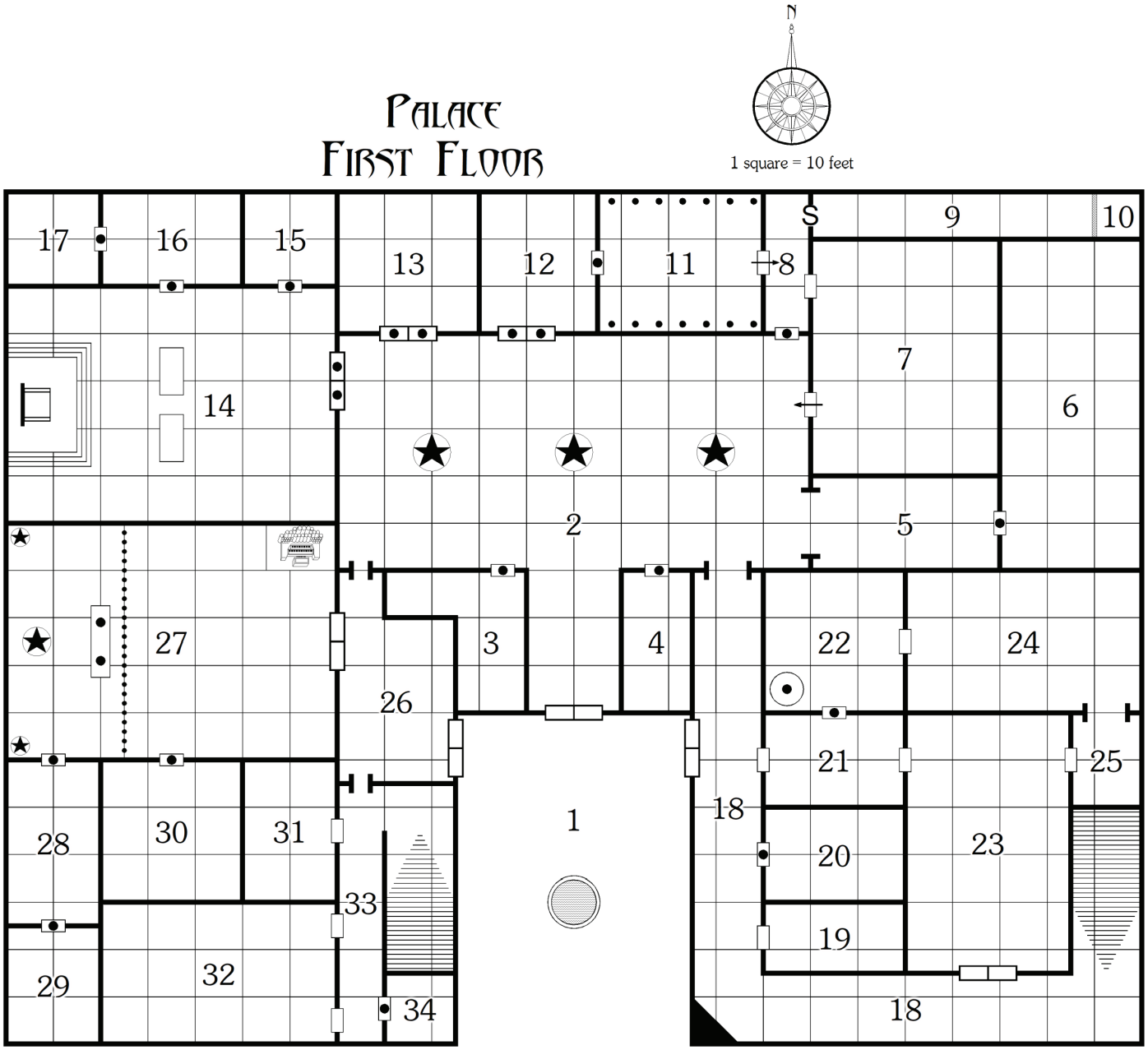
Unless otherwise noted, all doors in the Palace are carved mahogany wood panels over a core of lead over a layer of steel, with adamantine hinges and key-style locks (not all doors are found locked). Rooms are floored in green-and-dark blue marble tiles with gold grout, walls are textured plaster painted light green with mahogany baseboards and trim, and ceilings are covered in alternating stripes of red, white, and black tiles. Apply -6 to open any door lock and -8 to open locks on chests and furniture. Any room described in the text as unoccupied is found occupied by 1d6 **Ordinary Devils** on 1d20 rolls GTET 17, and by 1d3 **Zoybim** on rolls GTET 14.

Ground Floor

1. **Entry Courtyard**. The courtyard has two flanking white marble walls along the south side at the southwest and southeast corners, each 10 FT wide by 20 FT high. The area is paved with circles of smooth black obsidian with rounded diamonds of gold between them. A set of double adamantine doors on the north end of the west side leads to the Chapel Lobby, a set of double adamantine doors centered in the north wall leads to the Long Hall, and a set of double adamantine doors on the north end of the east wall leads to the East Hallway and the business offices; each door is latched but not locked, they require a total Strength GTET 30 to open. A large gold bell with triple clapper hangs from a gold wall bracket on the west side by the doors to the Chapel; the bell it swings itself and sounds continuously when a good person approaches within 8 FT; 1d10*15 seconds after the fifth peal 1d20 **Type XA Devils** transport to the courtyard.

   A white raised stone wall, 38 inches high by 6 inches thick by 25 FT across, surrounds a pool of *Unholy Water* that stands in the courtyard's center. A circular pedestal in the fountain's center supports a three-tiered black clamshell fountain with ten **gargoyle** heads around each shell's rim spouting water into the lower shell (total of thirty heads). Treasure is found on the fountain floor (2208 GP, 473 electrum pieces, and 116 platinum pieces)...continued next page

PALACE GROUND FLOOR



1. **Entry Courtyard, continued...**When good persons approach within 3 FT of any door, 1d3 **gargoyles** which can see them silently spits an inch-thick strand of tough spider silk (avoid on 1d20 rolls [36-Agility] per strand {from behind, if facing them apply a +4 modifier}). The webs are very sticky and are fire resistant, they are thrown off on 1d20 rolls GTET [32-Strength], or cut by applying hp10 damage (AC24). A new strand is spit on the next combat round following a broken strand. A gargoyle face stops spitting strands after absorbing hp18 damage (AC36).

2. **Long Hall**. The Hound Kennel and Waiting Room are entered through locked doors (-4 open lock). Double gold doors leading to Throne Room are centered on the west wall, these doors (-12 open lock) are always guarded by two **Officers**. Entry to the Audience Room along the north wall is through gold double doors (-12 open lock), these doors are always guarded by two **Officers**. The Secretary's Office is always guarded by two **Officers** (-14 open lock). A sturdy door (steel keyhole, locked, -6 open lock) leads to the Assistant's Office in the northeast corner. A one-way door (into the Hall only from the Infernal File Room) is in the east wall; a corridor on the south side of the east wall leads to the Conference Room (steel keyhole, locked, -10 open lock). The room has polished white tile in the center with edging made of the blackest obsidian with flecks of gold. The vertical surfaces on the north and south walls are covered with perfect mirrors, the west and east walls are covered in gold leaf, the ceiling is sky-blue ceramic tile supporting two large crystal chandeliers...continued next page

PALACE GROUND FLOOR

2. **Long Hall, continued**...Three 16 FT tall black stone statues are spaced equidistant along centerline in the hall: the first statue is of a warrior in full helm and plate armor with a raised claymore, the second is of a two-headed/four-armed Minotaur-like creature with one head facing forward and the other rearward and the pairs of arms as well (each set of arms holds a gigantic two-bladed battle axe), and the third depicts large horned cockroaches stacked six-high on each other's backs, each is 8 FT long by 2 FT wide. A distinct sour odor is detectable (1d20 rolls GTET [28-Intelligence] in the area of the northeast corner. The room is occupied by 1d12 **Common Devils**, 1d10 **Ordinary Devils**, 1d6 **Zoybim**, and 1d4 **Type XA Devils**. The Officers at the Throne Room, Audience Room and Secretary's Office doors do not support any other Devils in this room unless their posts are also directly threatened. When the Principal Occupant is in the Conference Room, the Diabolic General's bodyguards are found here.

   When mortals open the door to the Throne room without a summons, the **warrior statue** is animated and attacks (Warrior L10, AC66, hp75, S&A30, immune to Earth Magic and Water Magic). When mortals open the doors to the Secretary's Office the **joined Minotaur statue** is animated and attacks (Warrior L14, AC70, hp90, immune to Earth and Water Magic and to Shaman magic. When mortals open the doors to either the Hound Kennel or the Waiting Room the **cockroach statutes** are animated and attack (Warriors L7, AC55, hp50, Bite 1d6, Stinger 1d4 plus *paralyze* 1d8 hours {save 1d20 roll GTET [31-Stamina]}).

3. **Hound Kennel**. Unlit gold oil lanterns are fastened to the west, south, and east sides. The room contains only useless bits of refuse, garbage, and rotting meat (strong stench); it is occupied by six HD6 **Infernal Hounds**.

4. **Waiting Room**. Gold lamps in the shapes of long-tailed housecats are attached to the west, south, and east walls by gold brackets. The room contains various useless bits of refuse and garbage, and is unoccupied.

5. **Conference Room Corridor**. The corridor connects the Long Hall to the Conference Room through a white stone arch on the west end, with a locked door (-10 open lock) on the east end.

6. **Conference Room**. A locked door from the Long Hall is in the west wall (-10 open lock). The room is carpeted in thick purple shag carpet, has walls painted dark red on top and light blue on the bottom, a whitewashed ceiling with an ornate mural depicts Type XB Devils running Shaitan's cattle through a Hellene-style city by. Four master oil portraits housed in carved mahogany frames hang on the west and east walls; the west portraits are of horned white-haired elderly men, those to the east are of nubile young horned girls with pointed tails dressed in ball gowns. Two circular gold chandeliers hang from the ceiling, one over each end of the table; each chandelier has thirteen enchanted crystal lamps which glow with eerie green light. The room is furnished with a large oak conference table 28 FT long by 9 FT wide, surrounded by twenty-two ornately-carved cypress chairs gilded with silver padded with dragon skin leather cushions. On the north end is an ironwood sideboard table above which hangs a large rectangular silver mirror in gold frame. If mortals come into the room the male paintings speak and pronounce horrible curses against them in Common; none of these curses have potency unless they are believed (save 1d20 rolls GTET [48-Will-Level]). On the sideboard table are two large 250 GP silver urns, three 180 PG silver pitchers filled with mead, three large wooden trays heaped with cooked meat, fifteen pewter plates, and twenty large 40 GP silver forks.

   If the **Principal Occupant** is in this room they are accompanied by four bodyguards of the strongest **Type XE Devils** (standing), two **Ordinary Devil** servants (standing), and two **Zoybim** scribes. Also present are a **Diabolic General**, six **Officers**, ten **Type XE Devils**, and two **Type XB Devils**. If the Principal Occupant is not in this room, a **Type XD Devil** is leading a meeting with two **Officers**, four **Sergeants**, seven **Type XB Devils**, and four **Type XA Devils**. The table is strewn with tomes, scrolls, and parchments all written in Infernal Cant (they pertain to a proposed campaign to send several groups of Evil Priests to a foreign county on the Material Plane to establish a string of evil shrines and temples as way stations for a later campaign). Also on the table are also eight pewter steins, four 300 GP silver platters, thirty quill pens, fifteen black inkwells, thirty blank sheets of parchment, four blocks of black wax, and a copper signet ring (bulls head with a seven-pointed star on the forehead).

7. **Infernal File Room**. The room is entered from the Assistant's Office through key-carded door (-20 open lock) in the north part of the west wall, a one-way exit door (no entrance) in the south part of the west wall leads to the Hall. The room has two unlit simple bronze lamps mounted on the north wall and two more on the south wall. Except for the lamps, the room is enchanted with *fire suppression spells* so that any active flame is extinguished 1d12 seconds after entry. A distinct sour odor is detectable (1d20 roll GTET [24-Intelligence]) in the northern part of the room due to the Harpy of Hell in the next office. The room contains twenty 9 FT tall metal 8-drawer file cabinets. A small wood writing desk and straight chair is in the center of the room. The documents are all written in Infernal Cant and are the private personnel and business records of the Principal Occupant's office for the past 50 years. For every drawer opened a Symbol is present on rolls GTET 8 on 1d10; avoid viewing on 1d20 rolls GTET [30-Will], range 6 FT, persists 1d100*1d8 minutes, save 1d20 GTET [28-Stamina]; determine the symbol using 1d6: (1) *Blindness*, (2) *Confusion*, (3) *Language Confusion*, (4) *Sleep*, (5) *Panic*, (6) *Muteness*.

8. **Assistant's Office**. The room is entered from the Occupant's Office through a one-way door (no entrance) in the west wall, an unlocked door on the south end of the east wall leads to the Infernal File Room. A hidden door to the Elevator Hallway and Private Elevator is in the northeast corner of the east wall (-10 to find, -14 open lock). A metal plate and slot (key card receiver) is located in the east wall immediately south of the File Room door;...continued next page

PALACE GROUND FLOOR

8. **Assistant's Office, continued**...the slot is 4 inches wide by a half-inch. Gold (key card) plates 3 by 5 inches with a series of punched holes fits into this slot and opens the door (-20 open lock); these plates are issued to the Administrative Assistant, the Personal Secretary, the Seneschal, the Chief Clerk, the Chief Accountant, and other persons authorized to use the files. If the Infernal File Room door is opened without inserting a key card plate an alarm bell rings for 1 minute, summoning two **Officers**, two **Sergeants**, and ten **Troopers**. Once a card is inserted there is a 1 minute window to open the door without activating the alarm. A strong sour odor (causes 1d100 minutes *nausea*, save 1d20 GTET [28-Stamina] checked every 3 minutes) is always present in this room due to its occupant.

   The room is furnished with an oval white rug on the floor, an antique wood desk with an oversized bird perch behind it, a carved bench with leather padding, a small rectangular table, and a small upright armoire located in the northwest corner. A large oil painting of Lucifer hangs centered on the north wall. A portrait of the Principal Occupant hangs on the south half of the west wall. An 850 GP gold Unholy Symbol of Lucifer is attached to the east wall. ***Clora Naishen***, Principal Occupant's Administrative Assistant (**Harpy of Hell**), sits on the perch behind the desk.

   The desk contains forty sheets of fine vellum, five quill pens, two 440 GP Dwarven ink pens inlaid with ivory, eight vials of black ink, three vials of red ink, two vials of blue ink, two 250 GP silver seals (one with crossed scimitars, one with a goat's head), six charcoal writing sticks, two resin erasers, four vials of *invisible ink*, a 170 GP gold letter opener encrusted with amethysts, a silver *Dirk -3 TH* (*Human Slaying*), several account books with leather covers which are written in Infernal Cant, a red book of hymns to Lucifer, a vial of *Unholy Water*, a 50 GP small gold Unholy Symbol of Lucifer, a gold whistle that *summons* a pair of HD10 **Fire Giants** (3/day, 15 minutes), three 10 GP gold keys to nothing in particular, two empty leather scroll cases, a scroll rolled with a blue ribbon which has a hp2d8 *Exploding Rune* on it, two smoke bombs, a *Flame Stick* (lighter), and a vellum envelope of *sneezing powder*. A small two-position catch on the left side of the desk under the desktop *activates a spell* which *disintegrates the floor underneath the rug*, revealing a circular shaft 100 FT deep; jets of fire are arranged in rings spaced 10 FT apart - the first is timed to active 10 seconds after the floor disappears, with each successive ring flaming in 8 second intervals.

   The armoire contains a selection of female underclothes, wool shirts, silk vests, caps, bandolier belts, a hooded cloak, four pairs of leather gloves (one *Shocking Gloves*), *Tunic of Weakness* (sized for a small human), a blue leather *Glutton's Belt*, *Hotfoot Slippers*, a *Pouch of Disintegration*, a *Leaded Cloak* (sized for a tall human), and a *Blanket of Devouring*. On the table are a *Staff of Striking* (Warrior L10, animates and fights itself on a word from Clora), a 4 GP silver stein of beer, a 780 GP 10 inch silver statue of King Samael (aura of evil), a scroll with a spell for destroying any A-Category Devil, and two bladders of concentrated acid.

9. **Elevator Hallway**. An empty corridor entered at its western end through a hidden door in the Assistant's Office (-14 open lock). A double-sliding elevator mesh door to the Private Elevator is at its east end (an interlock prevents the doors from moving when the elevator is not present; Adventurers may disarm the interlock as they would a trap). A 3-inch diameter blue pushbutton surrounded by a 6 inch square gold plate on the north wall in the northeast corner summons the elevator. Unless is a reason for the elevator to be elsewhere, it is on the First Floor when Adventurers enter the hallway. When the elevator is not present the space behind the mesh door is empty, leaving a 35 FT deep open shaft down to the Prison Level [elevator on the Second or Third Floor] or a shaft upward [elevator on the Prison Level]. Two lit simple brass lamps hang from the ceiling by iron chains, equidistant down the corridor length.

10. **Private Elevator**. The elevator is entered through two sliding metal mesh doors 6 inches apart. Four 3 inch black metal pushbuttons on the north wall are labeled (top to bottom) #3, #2, #1, and 'Prison.' Underneath the black buttons is a red button. When a black button is pushed in (selected) AND the red button pushed, the elevator moves up/down at 8 FT/second. The elevator breaks down at a point intermediate between floors on 1d12 rolls of 12. A **Sergeant** and four **Troopers** are present on 1d12 rolls GTET 8 when Adventurers open the door.

    If Adventurers climb down the open shaft the elevator descends to the Prison Level starting 3d100 seconds after the last person begins the climb, descending at 8 FT per second; when the elevator is on the Prison Level when Adventurers climb upwards the elevator moves up to the Third Floor; Adventurers caught under the elevator suffer hp5d12 crushing damage and are pinned; those caught between the elevator roof and the top of the shaft suffer hp2d12 crushing damage.

11. **Occupant's Office**. The office is entered from the Secretary's Office through a locked door (-14 open lock) in the west wall, with a one-way door exiting (no entrance) to the Assistant's Office through a door in the east wall. The floor is covered by a thick brown carpet laid over soft padding, the walls are white marble with seven columns across the north and south walls, and the ceiling is covered in beaten gold. Two lit platinum lamps shaped like dragons are mounted on the west wall by gold brackets and two lit platinum lamps shaped like manticore are mounted on the east wall by gold brackets. The stuffed/mounted white head of a Yeti is attached to a wood plaque on the south wall. The east wall is painted with a mural of the scene looking over the Eighth Circle precipice. Framed pictures of Lucifer and Samael hang on the west wall; if either picture is damaged they explode outward doing hp2d8 damage in a 6 FT radius (auras of evil and enchantment). The eyes on both pictures continually move; starting 2 minutes after Adventurer's enter; the Lucifer picture raises a noisy alarm on a roll of 12 on 1d12, checked every 30 seconds with the trigger valued lowered by one each check....continued next page

PALACE GROUND FLOOR

11. **Occupant's Office, continued**...The eyes on both pictures continually move; starting 2 minutes after Adventurer's enter; the Lucifer picture raises a noisy alarm on a roll of 12 on 1d12, checked every 30 seconds with the trigger valued lowered by one each check. The room is furnished with a large antique desk and large swivel-type office chair padded with manticore hide, a thick padded couch, an elaborately-carved wood bench, a straight chair, and a barrel of mead with a gold dipper. A mahogany shelf spans the north wall, 8 FT off the floor. A sour odor is noticeable in the eastern part of the room, due to the occupant of #8 next door. A *fire suppression spell* in the room extinguishes any open flames 1d100 seconds after entry.

    Tall piles of books and correspondence litter the desk, covering its surface (all writing is in Infernal Cant). The desk contains eight Devil's Passes appropriate to the Circle in which the Palace is located, a *Wand of Death Rays* (16, save at +3), three smoke bombs, two *Bolos +4* (*Paralysis*), seven vials of *Unholy Water*, a flask of purple smoke which when released completely removes any free oxygen in the room in 1d100 seconds, a leather pouch of thirty-four diamonds each valued at 1d20*1d8*500 GP, a leather pouch of forty-seven pearls each valued at 1d20*1d6*300 GP, a cloth bag holding 382 GP, and a platinum whistle that *summons* a **Garm** (4/day, 20 minutes).

    On the rear shelf are four mechanical models of a Dragonfly, a scale-model windmill, a 940 GP ivory statue of an Officer Devil, a piece of orange pulsating crystal taken from the demon's Castle of Flies, a 4720 GP mechanical ballerina on a wind up stand, a 23,583 GP platinum scale from Tiamat enclosed in a gold egg on an ivory stand, and the 19,652 GP curved silver dagger used to murder the third Emperor of Ys, 1624 years ago still with his dried blood. The dragonflies can be invoked to fly on their own, attacking any mortals; treat them as Warriors L5, HP38, AC40, S&A37, Stinger 1d6 plus paralyzing poison (fatal if *allergic*, save 1d20 GTET [30-Stamina]). When the *windmill* is invoked it produces a steady blast of air at 90 mph with a range of 100 FT. The Yeti head *conceals* (-6 to find) a platinum ring in its mouth with a single *Alter Realities* spell; if the ring is removed without covering the Yeti's eyes, a *freezing spell* is invoked which immediately causes the room to drop to -40°F and both doors to become stuck.

    If the **Principal Occupant** is here, his bodyguards are in the Secretary's office, two **Type XB Devils** sit on the bench, and an **Officer** sits in the chair. A HD8 **Wraith** hovers nearby, moving nervously about. If the Principal Occupant is not here, the room is vacant.

12. **Secretary's Office**. Two **Officers** stand guard on the south side of the double doors, and two **Officers** stand guard inside at the east door into the Occupant's Office (-14 open lock); if the Occupant is in His office then his bodyguards wait here. The floor is a complicated pattern of light and dark colored inlaid woods, the lower half of the walls are green marble faced and the upper half covered in beaten silver, and the ceiling is whitewashed with a painted mural of a colossal volcanic eruption. A circular gold chandelier hangs in the center of the room with thirteen glowing frosted white glass globes attached to it. A large painting of the Principal Occupant bearing a heroic sword hangs on the north wall in a gold frame, small portraits of King Samael and Lucifer hang in silver frames on the south wall (on opposite sides of the door). A 8599 GP tapestry depicting devils and demons fighting in a cloudbank hangs on the west wall from a gold rod. Four lit gold lanterns shaped like the tragic mask are attached to the north wall by gold brackets shaped like grape vines. Four lit gold lanterns shaped like the comedic mask are attached to the south wall by gold brackets shaped like curved intertwined ribbons. A *fire suppression spell* extinguishes any open flames brought into the room after 1d100 seconds. If the pictures of Samael or Lucifer are damaged or defaced, Samael is immediately aware and sends six **Keres** to investigate, arriving in 1d20*15 seconds after the damage is done. If the Principal Occupant's picture is damaged or defaced, he is immediately aware and sends 1d6+3 **Officers** to investigate, arriving 1d10 minutes after the damage is done.

    The room is furnished with a giant-sized antique desk and swivel office chair with lion fur padding which is occupied by ***Jurma Goldenlocks***, the Occupant's personal Secretary, two [ordinary-sized] carved wooden benches, a tall bronze cylinder holding seven wood staves, a marble pillar 30 inches on each side with a small gold bowl on top holding *Unholy Water*, and two tall bronze floor stands holding lit gold lanterns. The desk is centered in front of the north wall and its top is 7 FT off the floor. An 8 FT tall HD8 **Gargoyle**; Jurma knows the invocation to animate them (she can animate them either individually or all together). Creatures are sitting on the benches waiting to see the Principal Occupant; determine the creature type(s) using 1d12 [1d6 rolls made independently]: (1) **Type XA Devil**, (2) **Type XC Devil**, (3) **Type XE Devil**, (4) **Officer**, (5) **Sergeant**, (6) **Zoybim**, (7) **Common Devil**, (8) **Ordinary Devil**, (9) **Minotaur**, (10) **Medusa**, (11) Evil Wizard, (12) Evil Priest. Jurma can invoke the Staves (each animates 200 seconds, Warrior L6, AC18, hp14).

    The desk has no drawers. On the desk are the Principal Occupant's schedule book, written in Infernal Cant, a red-leather bound personal journal, a 4267 GP gold abacus with jade beads, a black leather account ledger, a pewter stein filled with milk (which can be handled like a weapon), a throwing knife (the size of a long sword), four quill pens, and a flask of black ink.

13. **Audience Room**. A pair of **Officers** guard the doors on the south side. The floor is a mosaic of different colored diamond-shaped tile with white grout, the walls are covered in beaten gold with a cypress wood chair rail, and the ceiling is a glossy green ozmadine tile enchanted to glow with a soft green light (each 1 inch square tile valued 375 GP). A rectangular area 8 FT wide by 7 FT wide by 12 inches tall covered in black marble tile is centered against the west wall, supporting a large gold chair encrusted with 200 diamonds, rubies, and sapphires (5000 GP average gem value); the chair is sized for a 10 FT tall humanoid and faces east...continued next page

PALACE GROUND FLOOR

13. **Audience Room, continued**....Facing the tall chair are twenty carved mahogany chairs gilded in silver with thick plush red cushions. Flanking the tall chair are four tall 300 GP gold candlesticks (two/side) each with a lit tall black candle. A tapestry showing a tall black-and-green castle on an island floating in the air among other islands with flocks of flying hippogriff hangs on the east wall from a platinum rod.

    The chair has an aura of evil; if any mortal sits on it the Principal Occupant is immediately aware and sends eight **Officers** to investigate, arriving in 1d12*15 seconds. A good or neutral person sitting in the chair immediately becomes *paralyzed* (1d100 minutes, save 1d20 GTET [32-Will]). When the **Principal Occupant** is present he is seated in the large chair with 1d8+10 **Officers** seated in the chairs and 1d20 **Sergeants** standing along the east wall. If the Principal Occupant is not present the room is occupied by 1d6 **Common Devils**.

14. **Throne Room**. The doors are guarded by two **Officers** on the hall side, with locked doors (-10 open lock) to the Throne Room East Holding and the Feeding Room on the north wall. The room is floored in green marble with swirls of white and tan, the walls are beaten gold, and the ceiling is a dark blue ceramic tile. A 20 FT wide by 15 FT white marble platform 18 inches high is centered against the west wall, supporting a large platinum throne (sized for a person 12 FT tall, auras of evil and enchantment) encrusted with rubies, bloodstones, jade, pearls, and ivory; each of 425 precious stones is valued at 1d12*1000*1d6+750 GP. A large gold-rimmed portrait of Lucifer capped with the Arms of Samael hangs on the west wall above the throne. Stout black wood poles on each corner of the platform support a canopy of dark red cloth over the throne, with white trim supporting the Principal Occupant's personal arms. Two large mahogany wood tables each 10 FT long by 5 FT wide are to the west of the platform, with four matching red cushioned chairs tucked in on the east side. Nine 12 FT gold spears are mounted 12 FT off the floor, each spear supporting a triangular silk pendant with the personal arms of Lucifer, Samael, and the seven Devil Princes; a large round adamantine shield mounted over a gold double-bladed war axe hang underneath each spear. Portraits of Samael and all of the Princes (***sentient portraits***) hang on the south wall, each in an ornate gold frame. The subject of a portrait is immediately aware when that portrait is damaged and sends four of **their Officers** to investigate, arriving 1d20*15 seconds after the damage is done.

    If the **Principal Occupant** is present, He is seated on the Throne, four **Type XE Devils** are seated at the north table, four **Officers** are seated at the south table, and standing in the room (east of the tables) are 1d20+10 **Common Devils**, 1d20+6 **Ordinary Devils**, 1d20 **Zoybim**, 1d12 **Officers**, 1d12 **Sergeants**, 1d6 **Troopers**, 1d6 **Minotaurs**, and 1d6 **Medusa**. When the Principal Occupant is not present the room is occupied by 1d8 **Common Devils**.

    The Principal Occupant is immediately aware when someone sits on his Throne and sends four **Officers**, six **Sergeants**, and twenty **Troopers** to investigate, arriving after 1d20*15 second. Good/neutral persons suffer hp2d8 damage from touching the Throne (permanently evil, save 1d20 GTET [33-Will] AND 1d20 GTET [28-Will] or immediately age 1d100 years). A mortal sitting on the Throne gains (1) an *Altered Realities* spell that must be used while sitting on the Throne {cannot transport out of Inferno, once/lifetime}, (2) the aura of command - all creatures of effective level LTET L16 must obey and direct order {save 1d20 GTET [50-Will-HD/Level]}, (3) once/day produces 100,000 GP equivalent value in gold, rubies, pearls, emeralds, platinum, or electrum as commanded, (4) once/day *kill any one creature* of less than Diabolic General rank (or equivalent Demon, Angel, Demigod, etc.) at any distance, immediately, and without possible resistance [resurrection is possible as the body is not destroyed]. A mortal employing any power of the Throne is permanently transformed into the form of a **Type XA Devil** (without innate Devil abilities) on 1d20 rolls GTET 17 (save 1d20 GTET [45-Will-Level]). An Adventurer on the Throne will not be directly attacked by the Principal Occupant's troops however this does not protect their companions.

15. **Throne Room East Holding**. The room is entered from the Throne Room through a locked door (-10 open lock) centered on the south wall. The room contains twelve ornately-carved mahogany chairs gilded in silver with plush scarlet cushions. Hidden (-7 to find) under the seat on the eighth chair is a scroll (*Command Devils; dominates* up to ten Common, Ordinary, Zoybim, Trooper, or Types XA to XC Devils for 1 hour, range 100 FT).

16. **Feeding Room**. The room is entered from the Throne Room through a locked door (-10 open lock) centered on the south wall, with a locked door (-6 open lock) to Pet Hounds centered in the west wall. The room holds four large wood barrels of water, five plain wood chests holding a variety of dried and smoked meats, two wooden troughs with red-stained interiors, and a wood trough partially filled with water. Hanging from pegs on the north wall are two Bullwhips, five 20 FT chains with a strong leather loop on one end and thick steel hook on the other, three chain mail muzzles, a pair of blinders, and two sets of manacles with a 3 FT long steel bar between them.

17. **Pet Hounds**. The room is entered from the Feeding Room through a locked door (-6 open lock) centered in the east wall. The room is filled with straw and general garbage and houses five HD6 **Infernal Hounds**.

18. **East Hallway**. An 'L' shaped hallway, connecting the Hall at its north end to a wood stair on the east end. Oval silver mirrors in adamantine frames hang every 10 FT along the outer wall; the third mirror is a *Mirror of Truthfulness* (avoid viewing 1d20 roll GTET [45-Will-Level], affected persons cannot lie for {40-Will} hours, save 1d20 GTET [48-Will-Level] checked per attempted lie); the fifth mirror is a *Mirror of Mesmerization* (mesmerized 1d20*30 minutes, save 1d20 GTET [32-Will] checked per minute); the ninth mirror is an *Enchanted Mirror* (viewer sees...continued next page

PALACE GROUND FLOOR

18. **East Hallway, continued**...a male face inside the mirror which speaks Common; can ask two questions; the mirror tells the truth on 1d12 rolls GTET 8 otherwise lies). The double exterior doors to the Courtyard in the exterior wall are latched but not locked, they each require a total Strength GTET 30 to open. The hallway is patrolled by two pairs of **Troopers**; the guards do not interfere with mortals unless they attempt the stair without presenting authorization. Loud and obvious fighting in any of the rooms off this hall cause a pair of guards to investigate.

    A white marble shelf located in the outer hallway corner supports a 28 inch white marble statue of a winged fairy with short bow. When an intruder alarm is raised the statue fires one arrow/10 seconds (towards the north or east, depending on where the intruder[s] are; *detects invisible*); each arrow creates a *3d8 Fireball*.

    The east end of the west-east leg of the hallway is painted with a mural depicting several winged and horned humanoids juggling spheres of many sizes; a 1 inch diameter pushbutton disguised as part of a black ball can be found on careful examination, -12 to find). When this button is depressed, the stairs to the Second Floor (located immediately to the operator's left) lift upward by 7 FT, revealing a worn stone stair made of glossy black obsidian which lead downward at a steep angle to the Prison Level (70 vertical FT underground). The stair reseats itself after 1 minute or can be manually closed from inside by pulling a thick leather strap attached to the stair underside. If Adventurers spend more than 5 minutes examining the mural and stairs, the stair opens and six **Ordinary Devils**, six **Troopers**, and a **Sergeant** come up from below

19. **Seneschal's Office**. Two lit cylindrical gold lamps attached to the north wall by gold brackets are shaped like tree branches, two lit cylindrical gold lamps are attached to the south wall by gold brackets are shaped like an ogre's arms. The room is furnished with a [locked, -5 open lock] large five-drawer antique white wooden desk, an ornate wood office chair with white dragon skin cushions, a white metal four-drawer file cabinet with [locked, -8 open lock] key-type padlock, a black wooden rocking chair, black leather hassock, carved wooden bench, two straight wood chairs, and rack of scrolls attached to the south wall. A stone shelf on the east wall 8 FT off the floor holds a 340 GP gold Giant's Drinking Horn, a 1100 GP small painted wood icon of Samael (aura of evil), a 500 GP detailed model of a schooner called 'Pirate's Pride', a wood stand holding a giant-sized adamantine close-faced Helm (*AC+20, Helm of Animation*), a 670 year-old 14,265 GP abstract jade sculpture by Master Abasandus, a stuffed horned armadillo, a gold stand holding a 9624 GP silver ceremonial Dagger inlaid with pearls/ivory/amber/ bloodstones, and a large 7739 GP alabaster vase embossed with dancing Succubae (aura of evil; partially filled with a yellow resin producing a sweet, cloying aroma which burns readily; it releases a chemical toxic to Humans and Gnomes, fatal after 30 seconds exposure {save 1d20 roll GTET [30-Stamina] checked every 30 seconds}). A 4 FT shield-shaped silver mirror set in an adamantine frame is attached to the north wall; the mirror randomly fogs over and clears itself. ***Obbigal***, Seneschal (**Type 8C Devil**) sits at the desk.



    On the desk are a leather blotter (lifting reveals a *Symbol of Stunning* {range 8 FT, 2d100 minutes, save 1d20 GTET [30-Will]} on the desk), two journals in Infernal Cant and an appointment book in Common, along with an adamantine stein (aura of evil), two quill pens, a full inkwell of black ink, and a small cube of stone (paperweight) engraved on every side in gold with pictures of dragons. The desk drawers are locked (-8 open lock); the desk contains twenty-five sheets of parchment, a brass scroll case holding a scroll with two *Mass Heal (limit 8 persons, 50 FT)* prayers to Lucifer, three Diabolic Passes appropriate to the Circle on which the Palace is located, a cloth bag of 212 electrum pieces, a cloth bag of 47 diamonds (each 1d20*100*1d6+150 GP), an *Aging Tome* (100 years), a brass whistle that *summons* 1d8 HD4 **Rabid Dogs** which attack the user, and a gold *Skeleton Key +6*. A bladder of *smoke-producing* chemical attached to the bottom desk drawer releases when the drawer is opened; a second bladder of *paralyzing* chemical poison (3d100 minutes, save 1d20 GTET [28-Stamina] checked every 30 seconds exposure) releases 2 minutes later.

    The four-drawer file cabinet contains numerous file folders stuffed with papers written in Infernal Cant. The papers are personnel records for Devils assigned to the Circle, purchase records, records of individual merits, demerits, and promotions for Devils, guard and troop schedules, and the like.

20. **Chief Clerk's Office**. The room is entered from the hallway through a locked door (-10 open lock). Three lit gold lamps shaped like jackal heads are attached to the east wall by gold brackets shaped like thorn vines. A large black chalkboard is attached to the south wall. A large 920 GP tapestry depicting Devils moving through birch woods chasing several black-hair women hangs on the north wall. The room is furnished with a large black wood desk with a heavy wood stump behind it, three rectangular oak wood tables, four straight chairs, a barrel of warm beer with a tin dipper, a barrel filled with banana and mango, and five four-drawer file cabinets each with locked (-5 open lock)....continued next page

PALACE GROUND FLOOR

20. **Chief Clerk's Office, continued...**padlock. All of the tables are piled high with manuscripts written in Infernal Cant, these are historical records of persons corrupted by Devils, not just on the Prime Material Plane but throughout the Celestial Spheres (includes lists of spies among the Djinn, Efreet, and Demons). A *Siren's Lute* in the northeast corner is *invisible*. A *fire suppression spell* extinguishes any open flames in 1d12 seconds. **Pereneg**, Chief Clerk (male Greater Ape), sits on the stump.

    On the desk are a large pewter tankard, a folio of genealogical diagrams of an obscure semi-royal house in a foreign country, notes about nobles in the city of Hurberto, notes on the history of the demon Kuoilko, and diagrams of the walls of the lost city of Baszrad [all in Infernal Cant]. In the desk are a 820 GP carved ivory pipe, six packets of high quality pipeweed, a *Pelk's Bestiary* (containing only Devils found on this Circle), a steel *Sword Biting Scabbard*, a giant-sized *Mask of Safe Breathing*, seven vials of black ink, three quill pens, fourteen sheets of vellum, three empty leather scroll cases, a dictionary of Infernal Cant written in a foreign languate, two 1000 GP ivory Unholy Symbols of Lucifer (aura of evil), three vials of *Unholy Water*, a flask of oil, six charcoal writing sticks, and a 173 GP bronze abacus with ivory beads.



21. **Record Counter**. The room is entered from the hallway through a door found open (-7 open lock); an unlocked sturdy door in the east wall leads to the Clerk Workroom; a locked door (-8 open lock) to the Chief Accountant's Office is in the north wall. A waist-high wooden counter is across the room 10 FT from the east (back) wall, staffed by three **Type XA Devils** record clerks and a **Zoybim**. A large copper pot in the southwest corner holds a dozen large **Flowers of Forgetfulness**.

22. **Chief Accountant's Office**. The room is entered from the Record Counter through a locked door (-8 open lock) in the south wall; an unlocked door (-6 open lock) in the east wall leads to Management Records. Two bronze three-burner lamps hang from the ceiling on bronze chains (Khrevko *douses* them with a word). A 480 GP tapestry depicting a mountain scene with a waterfall under three blue moons hangs on the north wall; an *3d8 Enhanced Explosive Rune* (range 7 FT, avoid viewing 1d20 GTET [48-Will-Level], half damage 1d20 GTET [32-Stamina]) is written on the wall behind the tapestry. A five-tier black stone fountain of *Unholy Water* sits in the southwest corner. A 2 FT long stuffed porcupine (invoked grows to 5 FT, 1d12 quills at hp1d6 for 10 rounds, fires as Warrior L5) sits on the floor in front of the desk. The room is furnished with a scarred old desk, a long brown table, two straight chairs, two barrels of fresh alfalfa, a barrel of water with a tin dipper, and three six-shelf upright bookcases. A *fire suppression spell* extinguishes open flames in 1d12 seconds. **Khrevko Aenron**, Chief Accountant (male Centaur), stands behind the desk.

    On the desk are a leather blotter, eight ledger books, three pieces of blank vellum, a quill pen, two vials of black ink, a resin eraser, a 42 GP 14 inch gold ruler, an 128 GP oversized gold goblet filled with wine, a bronze protractor, and a 20 GP bronze signet emblazoned with three quill pens. The desk contains four blank ledger books, a 485 GP silver abacus with jade beads, four quill pens, six vials of red ink, two thick red candles, a flint&steel, a *Deck of Fools*, a scroll tied in black ribbon which invokes the spell *Fire Attack* when opened (centered on the scroll), a wooden box holding 317 GP and 59 platinum pieces, a ten-power magnifying glass with silver handle, a 50 FT spool of light thread, and a pouch of ten steel needles (one is a *Needle of Traps*). Hidden (-7 to find) in a barrel of alfalfa is a *Returning Spear +3* (*Dwarf Slaying*). The bookcases each contain 300 ledgers in Infernal Cant, each ledger holding 2 years of information about the treasures collected and dispersed by the Palace staff, tolls, cash paid for goods (such as food), etc.

23. **Clerk's Workroom**. The room is entered from the Hallway through unlocked double doors in the south wall, entered from the Record Counter through an unlocked door in the west wall, and from Records South through an unlocked door to in the east wall. The room is furnished with three rows of twelve tall, narrow, wood desks, each with a leather cushioned stool, glowing yellow lamp, and humidor. On each desk are piles of parchments, ledgers, books, and forms, all in Infernal Cant...continued next page

PALACE GROUND FLOOR

23. **Clerk's Workroom, continued**...The first desk is filled by the Senior Clerk (**Type XE Devil**), all other desks are occupied by **Type XC Devils**; also in the room are 1d8 **Zoybim**, 1d6 **Common Devils**, and 1d6 **Ordinary Devils**; the Common Devils and Ordinary Devils support any fighting at the Record Desk or in Records South. Together the desks contain ninety-six blank vellum, nineteen blank ledgers, eighteen empty leather scroll cases, ten brass scroll cases, eighty-three quill pens, one hundred vials of black ink, sixty-three vials of red ink, thirty-two vials of blue ink, forty-two pieces of dark blue wax, twenty-one white taper candles, seventeen flint&steels, six five-power steel magnifying glasses, a pair of twenty-power brass binoculars, sixteen flasks of mead, six flasks of red wine, two flasks of cider, four wine skins, eight vials of disappearing ink, a pouch holding fifty stimulant tablets, twenty-two ornate wood snuff boxes (each 500 GP), 389 SP in coins, 246 GP in coins, 138 electrum pieces, a cloth bag of twenty pearls (each 1d100*1d12 GP), a leather bag of fifty-two sapphires (each 1d20*1d12* 100 GP), twenty pewter steins, sixteen 25 GP silver tankards, three 150 GP adamantine tankards, fourteen 50 GP gold goblets, sixteen 12 GP silver letter openers, sixty ordinary dice, thirty loaded dice, fourteen ordinary card decks, seven marked card decks, fifteen bronze abacus, eight 650 GP gold abacus with amber beads, five 20 GP ivory puzzles, fifty 10 GP fine cigars, ten 210 GP carved ivory pipes, and forty-four packets of good-quality pipeweed. A *fire suppression spell* extinguishes any open flame 1d12 seconds after entry.

24. **Management Records**. The room is entered from the Chief Accountant's Office through an unlocked door in the west wall and through an open stone arch in the south wall leading to Records South. The room contains twenty-four 10 FT nine-drawer steel file cabinets all labeled in Infernal Cant and padlocked (-5 open lock) closed. The cabinets contain a variety of records of the management of the Circle, all written in Infernal Cant, going back 7360 years through four Principal Occupants. A *fire suppression spell* extinguishes any open flame in 1d12 seconds. The room is occupied by 1d6 **Zoybim** (with padlock keys) and 1d10 **Common Devils**; the Common Devils support any fighting in the Chief Accountant's Office and in Records South, entering on the fourth round.

25. **Records South**. The room is entered from the Clerk's Workroom through an unlocked door in the west wall and from Management Records through an open stone arch in the north wall. The room contains fourteen 10 FT nine-drawer steel file cabinets all labeled in Infernal Cant and padlocked (-6 open lock) closed. The cabinets contain a variety of records of the management of the Circle, all written in Infernal Cant, going back 5520 years through three Principal Occupants. A *fire suppression spell* extinguishes any open flame in 1d12 seconds. The room is occupied by three **Zoybim** (carrying padlock keys) and 1d6 **Common Devils**; the Common Devils support any fighting in the Clerks Workroom or at Management Records, entering on the fifth round.

26. **Chapel Lobby**. An arch on the north side leads to the Hall and an arch on the south side leads towards the stairs to the Second Floor. The area is floored with green marble with swirls of white and black, the walls are white marble, and the ceiling is whitewashed with a mural of Lucifer standing on a snowy mountain taking oaths from the bowing Devil Princes. The entire area has a strong aura of evil; good persons are driven from the area (2d20 minutes *panic*) after 1d12*10 seconds (save 1d20 GTET [34-Will]). The double exterior doors to the Courtyard in the exterior wall are latched but not locked, they require a total Strength GTET 30 to open. The adamantine Evil Chapel doors are latched but not locked; each requires a total Strength GTET 41 to open. Long oil paintings of Lucifer dressed in fine purple vestments carrying a four-pronged bladed staff flank the double adamantine doors into the Chapel; the pictures are in platinum frames studded with diamonds (thirty 3000 GP diamonds, each *cursed* that the bearer[s] are *compelled to attack* any Devil while applying a -6 TH penalty {save versus domination, 1d20 roll GTET [32-Will] checked per opportunity}). A 12 FT tall statue of a two-headed Medusa stands in the northeast corner is and a 10 FT tall statue of a thick-bodied three-headed dog with boar's tusks, spiked horns, and spiked collars stands in the southeast corner. Two **Officers** stand in front of the doors to the Chapel; they ignore mortals unless they are attacked or an attempt is made to open the Chapel doors. 1d8 **Common Devils** and 1d8 **Ordinary Devils** are in the area on 1d20 rolls GTET 13.

    If the Lucifer paintings (strong aura of evil; Priests and Crusaders immediately discern the aura) are defaced, damaged, or destroyed, the person doing the damage is immediately *cursed* that any food they consume does not stay eaten (continually nauseous, retch up all of their solid food, save 1d20 roll GTET [48-Will-Level]); an affected person loses one effective point of Stamina/day beginning after a number of days equal to their initial Stamina and dies at 0 Stamina {breaking the curse requires either an *Altered Realities* spell OR *Banish Curse* prayer performed by a Priest GTET L20 or Crusader GTET L28}. One of the statues animates to attack a good person attempting to open the Chapel doors (16 rolls of 1-3 Medusa, 4-6 three-headed dog). Treat the **Medusa** as Warrior L9, AC60, hp50, Punch 1d8, sight of the eyes causes 1d6 hours *paralysis* {avoid 1d20 GTET [33-Agility] checked per round, save 1d20 GTET [30-Stamina] checked per view}; treat the **Dog** as Warrior L11, AC60, hp60, Bite 1d6/head, Tusks 1d4, Trample 1d12+1d6.

27. **Evil Chapel**. The room is entered from the Chapel Lobby through double adamantine doors in the east wall, with a locked gold door (-8 open lock) to Evil Robes and the Lucifer Sacristy in the west end of the south wall and a locked gold door (-12 open lock) to the Kneeler Room in the center section of the south wall; the room is 24 FT tall. A 15 FT by 10 FT by 1 FT tall wood platform in the northeast corner supports a large organ with adamantine pipes attached to the upper east wall. A carved mahogany altar rail and kneeler separates the room 25 FT west of the double doors; gates with gold latches are located 5 FT from the north and south ends of the rail. A 15 FT by 5 FT by 4 FT high black stone altar is centered west of the rail; the altar continually weeps droplets of crimson blood....continued next page

27. **Evil Chapel, continued**...An *illusion* (disbelieve on 1d20 rolls GTET [30-Will]) on the altar top alternates between the image of a long-haired blonde naked Human girl and a large ewe with a blonde pelt, with one image flowing into the other every 4 minutes. A circular black stone dais (very cold to the touch) 3 FT diameter by 30 inches tall centered in front of the west wall supports an 18 FT tall statue of Lucifer. Two 5 FT diameter by 20 inch tall black stone dais in the northwest and southwest corners support 14 FT green stone statues of King Samael. The room has a floor of polished black tiles with gold grout, walls of beaten gold, polished black ceiling ribs arching over the room every 8 FT, with dark red tiles across the ceiling. Each quarter of the room is lit by a six-sided gold chandelier 5 FT across hanging from a thick gold chain; on each chandelier are six glowing gold goat's heads each with red ruby eyes. A gold Unholy Symbol of Lucifer, each 8 FT across, hangs centered on the south, west, and north walls 10 FT off the ground. Three black pendants with Lucifer's personal arms blazoned in purple and gold hang on the east wall,

    A **Zoybim** appears at the organ in the northeast corner 1 minute after Adventurers enter the room, and plays an unsettling eerie dirge, causing the east doors to close themselves and become locked/fastened. A clear *Force Field* protects the organ, which also reflects any missile weapons. The *Force Field* is dropped by *Disperse Magic* when cast by Wizards GTET L18 (two by Wizards L12 through L17; three by Wizards L8 through L11), it is also dropped by a *Banish Spell* prayer performed by Priests GTET L20 (two by Priests L14 through L19, three by Priests L10 through L13; Crusaders GTET L13 require three *Banish Spell* prayers). A Basic Magic directed at the Zoybim is absorbed by the organ on 1d12 rolls GTET 5 (limit 8), a Lesser Magic spell on rolls GTET 8 (limit 5), a Greater Magic spell on rolls GTET 11 (limit 2); a Devotion prayer is absorbed on 1d12 rolls GTET 9 (limit 5). The **Zoybim** plays four songs on the organ, each 3 minutes long, and then repeats them. The first song causes mortals to *dance uncontrollably* (save 1d20 GTET [32-Will]); the second song causes mortals to *panic* for 1d12+1d8 minutes (save 1d20 GTET [49-Will-Level]); the third song causes mortals to be *stunned* for (33-Stamina)*30 seconds (save 1d20 GTET [53-Will-Level]); the fourth song causes mortals to become *unconscious* 2d12*10 minutes (save 1d20 roll GTET [32-Stamina]). Six minutes after the music starts two **Officers** and five **Sergeants** enter the room.

    Adventurers beholding (avoid on 1d20 GTET [32-Intelligence]) the statue of Lucifer are *mesmerized* 1d12 minutes (save 1d20 GTET [33-Will], checked every 30 seconds); affected persons are *compelled* to kneel in front of the statue and pray 1d20 minutes (save 1d20 GTET [34-Will]). Good/neutral Adventurers forced to pray to Lucifer are driven *insane* for 1d20+1d8 days (save 1d20 GTET [28-Will] checked every minute; the insanity is permanent on saving rolls of 01). Mortals not forced to kneel and pray are attacked by the Lucifer statue, the statue casts one *Kill spell*/round aimed at the nearest person (save 1d20 roll GTET [45-Will-Level], two spells every fourth round). The statue is indestructible using any spell, prayer, or physical force available to Adventurers. The statue cannot attack if prevented from seeing (blindness spell/prayer, fog, zone of darkness, physical blindfold, etc.). Destroying all of Lucifer's Unholy Symbols and the Altar also disables the spell function.

    Both statues of Samael are an effective AC40; once they receive hp25 damage, they explode, inflicting hp30 points within 6 FT, hp20 to a 12 FT radius, hp10 points to an 18 FT radius, and hp5 points to a 24 FT radius (Adventurers avoid the blast on 1d20 rolls GTET [35-Agility], suffer half damage on 1d20 rolls GTET [32-Stamina]).

    Priests and Crusaders touching the altar permanently become evil Priests and Crusaders of Lucifer of the same level (save 1d20 GTET [50-Will-Level]); mortals who resist Lucifer suffer hp2d8 damage and become *confused* 1d100 hours (save 1d20 GTET [30-Will]). Good/neutral Priests who perform any religious ceremony on the altar are immediately *cursed* by their Deity and cannot perform any further prayers until they perform a 48 hour Ceremony of Atonement. Other good persons touching the altar suffer hp1d12 electrical damage and neutral persons suffer hp1d8 damage (save 1d20 GTET [28-Stamina]); they also swoon and become *unconscious* 1d8 hours and are confused 1d100 hours after waking (save 1d20 GTET [30-Stamina]).

28. **Evil Robes**. The room is entered from the Evil Chapel through a locked gold door (-8 open lock) in the north wall and a locked gold door (-8 open lock) to the Lucifer Sacristy in the south wall. The floor is fine oak planks, the walls are dark purple wallpaper embossed with gold leaves, and the ceiling is covered in gold leaf. Two lit gold lanterns shaped like Lucifer's heads are attached to the west wall by gold rods, two lit gold lanterns shaped like skulls with emerald eyes are attached to the east wall by gold rods. An upright hickory-wood armoire with a golden latch (no lock) is against the east wall (latch has a fatal *poison needle* trap, -6 to find, -6 disarm trap; three needles coated with a purple substance causing a victim to dissolve into a thick jelly over 10 minutes, save 1d20 GTET [28-Stamina]). Inside the armoire are a four-cornered *Miter*, a leather *Stole* made from Black Dragon hide, a purple *Robe* lined with red felt with gold buttons, a black *Rope Belt* with silver clasp shaped like a crow, and pointed red *Slippers* with gold buckles and rubies; all clothing is sized to fit a person 12 FT tall and has a strong aura of evil. If the **Principal Occupant** is not present then the room is occupied by two **Officers**; one Officer has the key to the locked south door.

    If good/neutral persons don any piece of clothing they become permanently evil (save 1d20 GTET [30-Will] checked per minute worn). Persons wearing the *Miter* gain *true sight*, the ability to *hear anything said* within 600 FT, and *understands any language* spoken to them. Persons wearing the *Stole reflect Devotion and Mystery prayers* performed by good Priests and Crusaders (and those written on scrolls by good persons). Persons wearing the *Robe* perform *1d8 Cause Wounds* (6/day), *Minor Curses* (3/day), *Chronic Disease* (1/day), and gain knowledge of how to perform any ceremony associated with the worship of Lucifer...continued

PALACE GROUND FLOOR

28. **Evil Robes, continued...**Persons wearing the *Rope Belt* perform *Webs* (6/day), detect **Giant Spiders** at 75 FT, are immune to spider venom, commands six **Giant Spiders** 15 minutes (3/day, range 100 FT), and weaves a thick protective web cocoon around themselves (30 seconds to weave, effective AC70, hp26, impervious to ordinary [not enchanted or blessed] weapons and to ordinary fire, and floats; 1/day). Persons wearing the *Slippers* move without tracks, becomes *invisible* (3/day, 30 minutes), walks through fire and across lava without injury, controls temperature within a 50 FT, and Spider Walks for 15 minutes (1/day). Any moral who dons all of the clothing together is immediately and permanently transformed [without possible save] into an evil **Priest of Lucifer** of the same effective level.

29. **Lucifer Sacristy**. The room is entered from Evil Robes through a locked gold door (-8 open lock) in the north wall; the door is guarded on the Robe side by two **Officers**. The floor is a thick plush red carpet, the north and south walls are covered with gold leaf, the west wall is whitewashed with a painted mural depicting Lucifer flogging a monotheistic Deity of the Games Master's campaign on an island floating among red clouds and flying dragons; the east wall is covered in dark purple wallpaper inscribed with inverted silver chalices. An 8 FT wide gold Unholy Symbol of Lucifer is attached to the east wall by red ruby nails (each nail valued at 1000 GP). The ceiling is a dull jet black, enchanted so waves of ripples continually move across the ceiling in random directions. Two lit platinum lamps in the shape of medusa heads with amber eyes hang from the ceiling on the west side of the room by gold chain. Two lit platinum lamps in the shape of fly-trap pods with polished jade teeth attached to the east wall by gold brackets that resemble thorn vines. A 3 FT high red wood cabinet is attached to the south (rear) wall 4 FT off the floor; the cabinet consists of four pairs of doors each 30 inches across with gold knobs and latches (no locks). The room is furnished with a 60 inch eight-sided black obsidian pillar supporting a 840 GP gold bowl of *Unholy Water*, two straight chairs each with plush red velvet cushions, and a small round mahogany table with an 530 GP ivory vase holding five thorned red roses (a mortal handling the roses is pricked by thorns; the thorns work under the skin and cause hp1 point damage every 4 hours for 1d12 days; avoid 1d20 GTET [26-Agility]). The aroma from the roses causes an Elf to *cough uncontrollably* for 1d100 minutes (save 1d20 GTET [27-Stamina] checked every minute.

    The cabinets hold thirteen 750 GP gold chalices engraved with images of cavorting devils, ten 120 GP gold patens, seven 360 GP wide and shallow gold bowls, four 1900 GP gold daggers with platinum hilts, fourteen black silk cloths each 16 inches square embroidered in silver with Lucifer's Unholy Symbol, three 1225 GP silver censors with silver chains, thirty 100 GP sticks of high-quality incense, eight 30 GP silver flasks of *Unholy Water*, ten gold flasks of *cursed* red wine, a 400 GP silver coffer filled with five pounds of *cursed* bread disks, five black satin hoods, three pairs of black leather gloves (the fingers have sponges soaked with a contact poison fatal after a number of rounds equal to the Adventurer's Stamina statistic, save 1d20 GTET [32-Stamina]), a wood box holding forty black taper candles, five 250 GP red lace altar cloths, eight 2500 GP gold rods topped with Lucifer's Unholy Symbol in platinum, a red leather whip, three 300 GP silver sprinkler rods (for Unholy Water), fifty 40 GP silver disks each 5 inches across and engraved with pentagrams, a 90 GP gold tankard, and four 220 GP blood-red metal vases. Adventurers drinking from the chalices contract one of the diseases diphtheria, whooping cough, or measles (save 1d20 GTET [27-Stamina], checked per drink). Mortals breathing the burned incense reduce their Strength statistic by 1d6 points for 1d100+1d20 hours (save 1d20 GTET [28-Stamina] checked every 30 seconds of exposure). When incense is burned in an evil censor it summons 1d6 HD7 **Djinn** per active censor; the Djinn arrive 1d10 minutes after burning starts and attack the censor's bearer(s). Good persons donning a black hood are blinded 1d12 hours (even if the hood is immediately removed, save 1d20 rolls GTET [30-Stamina]). Any burned black taper candles produce a dark blue smoke which *paralyzes* Adventurers 1d20*15 minutes (save 1d20 GTET [32-Stamina] checked every minute of exposure).

30. **Kneeler Room**. The room is entered from the Evil Chapel through a locked gold door (-12 open lock) in the north wall. The floor is covered in thick plush black carpeting, and the walls are covered in scarlet wallpaper covered in silver hearts alternating with gold six-pointed stars. A circular gold chandelier with six lit red glass lanterns hangs in the center of the room from a thick gold chain. A 4800 GP gold Unholy Symbol of Lucifer 5 FT across hangs on the west wall. A 7220 GP gold tapestry depicting Lucifer in the ice of the Ninth Circle hangs from a gold rod on the south (rear) wall. The ceiling is bare stone covered in inverted silver pyramids with bases 2 FT across hanging down 4 FT. The room is furnished with an ancient mahogany kneeler with dark green felt cushion, a straight chair with dark green felt seat cushion, and a three-panel carved mahogany upright screen. Any good person using the kneeler is immediately transformed to solid gold (save 1d20 roll GTET [32-Stamina], checked every 30 seconds). If the **Principal Occupant** is not present, the room is occupied by 1d8 **Ordinary Devils**. The silver pyramids are released from the ceiling after Adventurers have been in the room 3 minutes; each one flips over and extends downward to make a silver prison sufficient to trap one Human-sized person. Each mortal in the room is targeted on 1d20 rolls GTET 8 checked per round; they avoid the prison on 1d20 rolls GTET [29-Agility]. A trapped person is released when the metal prison suffers hp50 damage (any fire, cold, or electrical spell attack against the prison inflicts half damage to the individual trapped inside).

31. **West Guard Room**. The room is entered from the hallway through a sturdy door (found open, -8 open lock) in the east wall. The room is furnished with a rough oak table, two straight chairs, two carved wood benches with leather cushions, an open barrel of beer with a tin ladle, an open barrel of water with a tin ladle, and an upright wooden bookshelf. .. Continued next page

PALACE GROUND FLOOR

31. **West Guard Room, continued.**..On the table are three pewter tankards, seven pewter plates, four sets of pewter tableware, five wooden mugs, a candlestick with three burning blue candles, a silver-bladed *Dirk +1*, a smoke grenade, three *1d12 Cure Wounds Potions*, and a loaf of Infernal Bread (pinned under the table is a Diabolic Pass for the Circle on which the Palace is located). A circular brown rug is on the floor. A round wood target is attached to the north wall with three high-quality Dirks stuck into it. A wood rack attached to the south wall holds five Short Spears with barbed silver heads (three are poisoned {2d100 minutes *paralysis* Humans/Elves, *death* Dwarves/Gnomes, save 1d20 GTET [28-Stamina] checked per hit}, four Scimitars, three Heavy Maces (one is *+4 Bone Crushing versus Good*), two 20 FT pieces of one-quarter inch rope, and a leather pouch filled with steel ball bearings. A large copper cauldron in the southwest corner is filled with dirt and supports a thistle bush. The room is occupied by four **Type XB Devils** led by a **Sergeant**.

32. **Chapel Library**. The room is entered from the hallway through two silver doors in the east wall. The floor is covered by green carpet. Twelve individual lit green glass lanterns hang from the ceiling by gold chains in four rows of three. The room contains four 20 FT long by 10 FT tall double-sided book cases equally spaced across the room, four small secretary desks each with padded stool, and two carved wood book stands. Each side of each book case holds 1000 scrolls. All of the scrolls concern religious theory, religious ceremony, the style and content of prayers, legends and myth, the construction of temples, the construction and properties of religious artifacts, and similar information about the religions and sects of the Prime Material Plane. Determine the language of a selected scroll using 1d20: (1-3) Infernal Cant, (4-7) Common, (8) Dwarvish, (9-11) Elvish, (12) Gnomish, (13) Centaur, (14) Minotaur, (15) Giantish, (16) Cercopes, (17) Draconic, (18-20) foreign Human language. Each scroll weighs one-third pound and is valued at 1d12*100+350 GP. The room is always occupied by a **Zoybim**, ***Yassado***, Chapel Librarian, and 1d4 **Type XA Devils**. The room is enchanted with a spell which *extinguishes open flames* after 1d12 seconds after they enter.

33. **West Hallway**. Every 8 FT along the west wall are lit gold lanterns in the shape of the heads of horned frogs each with amber eyes (200 GP amber pieces), attached to the wall by gold brackets resembling lily pads. A frog spits its tongue at good/neutral Adventurers passing them on 1d20 rolls GTET 13 (avoid 1d20 rolls GTET [25-Agility], hp1d3 hit covers the victim with a sticky yellow slime which attracts flying insects). Half way up the hallway a rectangular orange carpet hides a 7 FT wide by 9 FT by 25 FT deep long pit trap (-6 to find, avoid 1d20 GTET [33-Agility] if undetected, GTET [24-Agility] if detected); 2 FT curved adamantine blades attached to the pit's west and east walls inflicts an additional hp1d6, there is 2 FT of strong acid at the bottom. The hallway is guarded by a **Sergeant** and two **Troopers**.

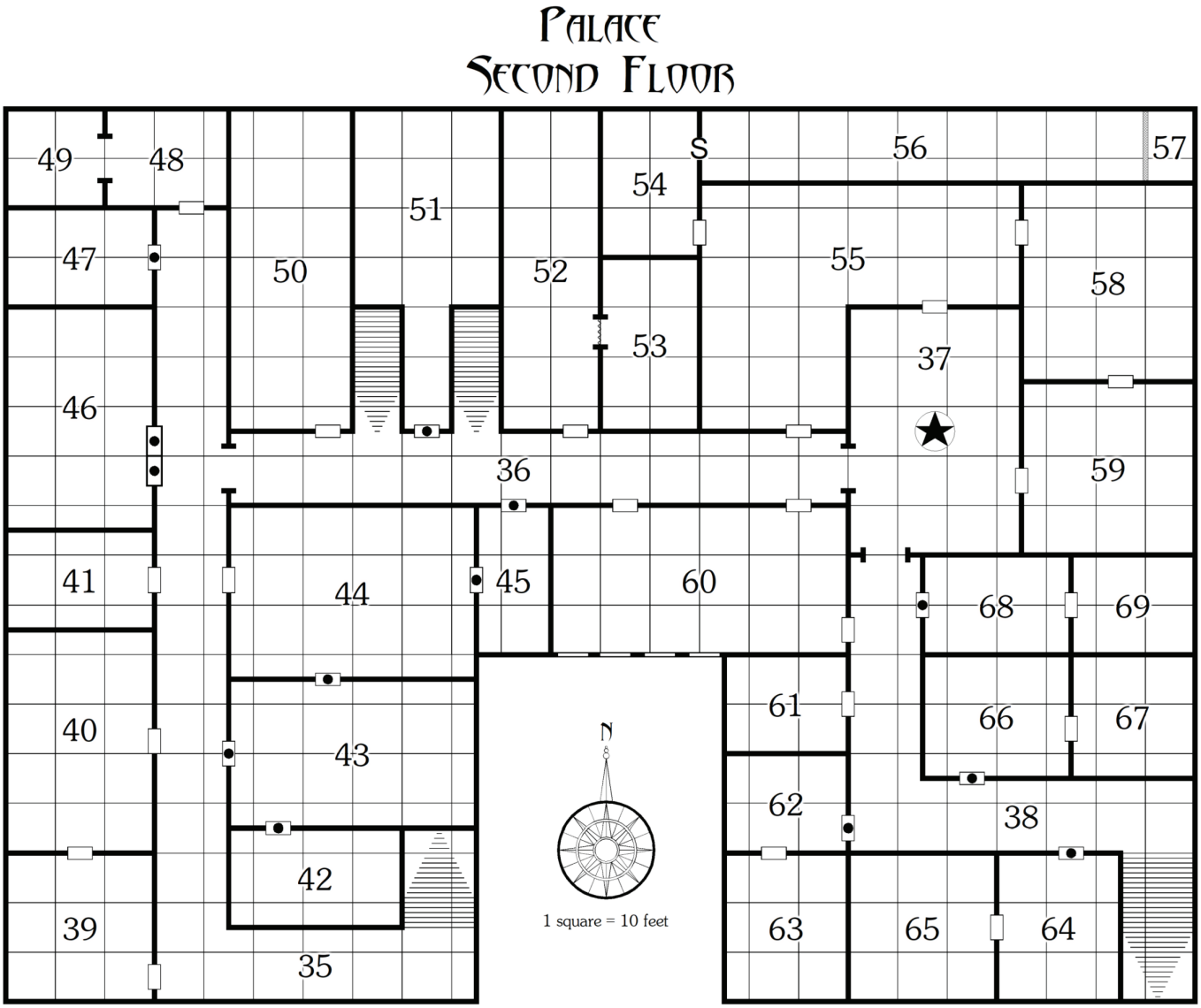


34. **Southwest Hounds**. The room is entered from the hallway through a locked door (-6 open lock) in the west wall. A lit bronze lantern is attached to the south wall by a bronze rod. The room is unfurnished except for ordinary garbage and is occupied by five HD6 **Infernal Hounds**.

Second Floor

35. **Second Floor West Hallway**. The hallway is entered at the southwest end from the Stair leading to the First Floor and intersects the Cross Hallway near the north end. The floor is red marble with whirls of white with a 5 FT wide red carpet runner down the center, the lower half of the walls are covered in beaten gold, the upper walls are whitewashed, and the ceiling is arched with dark red tiles separated by lines of gold. Every 8 FT along the east wall are lit gold lanterns shaped like the heads of Spitting Cobras with 125 GP eyes of polished jet attached to the wall by gold brackets shaped like snake bodies; each mortal passing a lantern is attacked by *spitted poison* (save 1d20 roll GTET [30-Stamina]) on 1d12 rolls GTET 9 (avoid 1d20 rolls GTET [28-Agility], the poison causes hp1d4 and paralyzes 4d100 minutes after (Stamina*10 seconds). Six stone HD5 **Gargoyles** (*invisible* on 1d12 rolls GTET 6) are equally spaced along the corridor's ceiling; each has six 1d8 Explosive Grenades to be thrown at good/neutral persons; after exhausting their grenades **Gargoyles** attack on 1d12rolls GTET 7 otherwise flee.
....continued next page

PALACE SECOND FLOOR



35. **Second Floor West Hallway, continued**...Six oil paintings of prominent Devils dressed in dark colored robes hang on the west wall in adamantine frames with an empty seventh frame; other paintings in gold frames depict three Devils, two Fire Giants, a Cyclops, a Medusa, and a Minotaur, all in dark robes and caps {each trapped in a extra-dimensional room 8 FT by 6 FT}. Adventurers who closely examine the empty picture frame are transported into the picture frame (resist on 1d20 rolls GTET [48-Will-Level). Each portrait moves within its frame, rolls its eyes, and talks to passing creatures in Infernal Cant. Each Devil portrait is capable of casting five *1d8 Magic Arrow* spells/day, two *1d12 Fireball* spells, and a *Hold Person* spell. The **Fire Giants**, **Cyclops**, **Medusa**, and **Minotaur** reach out from their picture frames with talons and weapons. The painting are completely resistant to damage from ordinary and enchanted fire and electricity; treat each one as having AC24 and hp30. The silver wand found at the Concert Hall releases the Giants, Cyclops, Medusa, and Minotaur, and forces Adventurers into the vacant frames (save 1d20 GTET [30-Will]).

The hall is guarded by two **Trooper** pairs; the Troopers support each other, receive support from guards in the Cross Hallway, and support other guards as needed. When fighting occurs in this hallway, the guards are supported by Devils from the Diabolic Ward Room, the Practice Ring, the Palace Armory, and the Palace Smithy.

36. **Cross Hallway**. The corridor connects to the Second Floor West Hallway through a stone arch on its west end and to the East Plaza on its east end through another arch. The corridor has hardwood flooring with four colorful oval rugs, and a vaulted ceiling painted sky blue. 10 FT wide double mahogany stairs are on the north wall near the west end that lead up to the Third Floor (the door to #51 is between them). Every 8 FT along the north wall are lit gold lanterns with tinted blue glass, attached to the ceiling by vertical gold rods. 3 FT by 2 FT by 12 inches tall white marble pedestals are found every 12 FT along the hall, alternating between the north and south walls; each pedestal supports an upright suit of full Plate Mail Armor;...continued next page

PALACE SECOND FLOOR

36. **Cross Hallway, continued**...the first armor holds a Spear, the second a claymore Sword, the third a fishing pole, the pattern repeating down the hall. When a mortal who does not bear an appropriate Diabolic Pass approaches an armor suit it animates and attacks (Warrior L8, AC70, hp30, resists fire and cold spells/prayers on 1d20 rolls GTET 7). A mortal struck by a cast fishhook (avoid 1d20 GTET [28-Agility], GTET [33-Agility] if not facing the armor) suffers hp1d3 and is *transformed* into a *Giant Catfish* (save 1d20 GTET [30-Will], each pole has 10 charges); the transformed mortal is confused 1d8 rounds and suffocates in a number of rounds equal to their Stamina statistic unless they are (1) immersed in fresh water, (2) have a breathing spell/prayer cast, (3) are returned to their original form. A transformed Wizard, Priest, Warlock, or Crusader is unable to perform spells or prayers while transformed, although any enchanted devices carried will operate.

    The hall is guarded by two **Trooper** pairs of guards, the Troopers support each other, receive support from guards in the West Hallway and East Hallway, and support other guards as needed. The **Minotaurs** at Minotaur Soak support any fighting here after 90 seconds and 4 minutes (two groups).

37. **East Plaza**. The space is entered from the Cross Hallway through an arched opening in the west and the Second Floor East Hallway through an arched opening in the south. The floor is surfaced in white marble. A 22 FT tall Storm Giant statue with sheaves of lightning in each hand stands in the center of the space; the statue is made from a cold grey stone with fingernails-toenails-teeth of 200 GP ivory, and 8500 GP ruby eyes. If any ivory or ruby is removed an *Area Thunderstorm* forms in the area on 1d12 rolls GTET 9 checked per piece removed (apply a +1 modifier per piece); the storm generates 1d4 *1d10 Lightning Bolts*/round. A *Ring of Spell Storing* (13x *2d8 Lightning Bolt*) is found in a secret compartment in the right heel (-6 to find, -4 open lock); the ring is only usable by Wizards.

38. **Second Floor East Hallway**. The hallway is entered on the north end through an arched opening from the Cross Hallway and East Plaza and from the southeast from Stairs leading down to the First Floor. The lower half of the walls are a deep blue satin wallpaper, with mahogany chair rails, and beaten gold upper walls. Three glowing red frosted glass globes hang by gold chains in the long segment, and two hang in the short segment. The hall is guarded by two **Trooper** pairs; the Troopers support guards in the Cross Hallway and support other guards as needed.

39. **Diabolic Ward Room**. The room is entered from the West Hallway through an unlocked wood door in the east wall, and an unlocked wooden door to the Practice Ring in the north wall. The room has a rough stone floor and rough stone walls, with a circular iron ring hanging from the ceiling in the center of the room supporting twenty lit white candles. The room is furnished with two square tables, five straight chairs, a padded wood bench, a wood rocking chair with wool cloth cushion, four barrels of beer (one open with a tin dipper), two barrels of cider (one open with a tin dipper), an open barrel of sour pickles, and an open barrel of pickled herring. On the first table are five pewter tankards, three pewter plates, a curved steel Dagger, four vials of *paralyzing* poison (1d100 minutes, save 1d20 GTET [34-Stamina], GTET [30-Stamina] Dwarves), two empty leather scroll cases, and an 130 GP inlaid wooden box filled with 50 GP of snuff. On the second table are six wooden bowls, a pewter pitcher of juice, ten 2 GP six-sided ivory dice, a 66 GP wood checkerboard set with red and black ivory pieces, an ordinary wood rod, and a leather-wrapped fletching kit. The room is occupied by an **Officer** (named *Cunglao*) and four **Sergeants**; 1d4 **Ordinary Devils** are also present on 1d20 rolls GTET 14. The Devils respond to fighting in the West Hallway area after 1 minute/

40. **Practice Ring**. A 22 FT high room entered from the West Hallway through an unlocked wooden door in the east wall and from the Diabolic Ward Room through an unlocked wooden door in the south wall. Four ordinary lit bronze lanterns are attached to the west wall by short bronze rods, with four similar lanterns attached to the east wall. A 5 FT wide border of wood surrounds a thin rubber mat, 20 FT by 30 FT. Attached to the north wall is a wood rack holding eight wood practice Swords, nine blunt steel Dirks, five blunted Javelins, a dulled double-bladed War Axe, three padded Maces, two Short Bows, and three leather quivers each holding fifteen rubber tipped Arrows. On 1d12 rolls GTET 8 three **Type XB Devils** are on the mat fighting with quarter staffs. The occupants respond to fighting in the West Hallway after 1 minute.

41. **Whipping Post**. The room is entered from the West Hallway through an unlocked wood door in the east wall. The room has rough stone floors and walls, and a plain wood ceiling. A thick wood post 15 FT tall with enchanted iron manacles at different heights is centered in the room (the manacles prevent the use of any innate magical or diabolic power by any creature locked into them). A rough wood table in the northeast corner has three Bullwhips, two are sized for Human-sized creatures (one a *Whip of Paralysis*), and one sized for a 12 FT creature. A **Common Devil**, Ossari, is manacled to the whipping post with a **Sergeant** standing to the east holding a whip. If Ossari is freed, it acts indignant and angry toward the Adventurers although it does not raise the alarm and does not accompany the Adventurers. The Sergeant does not respond to fighting in the West Hallway.

42. **Armory Officer**. The room is entered from the Palace Armory through a locked metal door (-7 open lock) in the north wall. The room is furnished with a weathered desk, a leather-padded bench, a wood file cabinet with five drawers, a moth-eaten threadbare red couch, and a tattered red oval rug on the floor. On the desk are a pewter tankard of ale, a 3 inch stack of parchments in Infernal Cant (requisition forms, in triplicate), three quill pens, a clay inkwell filled with black ink, a pewter candle holder with lit white candle, a bronze cylinder with a raised seal in the shape of an 'X' centered in a circle (the cylinder unscrews and inside is a Diabolic Pass for the Circle on which the Palace is located; -6 to find),...continued on next page

PALACE SECOND FLOOR

42. **Armory Office, continued**...and three vials of *Unholy Water*. The room is occupied by an **Officer**, initially busy with paperwork; the Officer does not respond to fighting in the West Hallway.

    The desk contains a leather pouch with 2 pounds of dried beef jerky, a bronze hand bell with wood handle, two 15 GP silver whistles, a curved steel Dagger with poisoned blade (*lethal poison*, save 1d20 GTET [33-Stamina] checked per hit), four vials of *lethal poison* (save 1d20 GTET [33-Stamina]), a cloth bag holding 82 GP in coins, a cloth bag holding nine 100 GP amethysts, a battered leather book in Infernal Cant (regulations for Devil Officers, aura of evil), two smoke grenades, a leather scroll tube with a prayer to Lucifer (*Full Heal*), a set of black onyx prayer beads consecrated to Lucifer (auras of evil and enchantment), and three 20 GP silver keys to unknown locks.

43. **Palace Armory**. The room is entered from the West Hallway by a locked metal door (-10 open lock) in the west wall, from Armory Officer through a locked metal door (-7 open lock) in the south wall, and from the Palace Smith through a locked metal door (-10 open lock) in the north wall. The floor and walls are of rough stone and the ceiling is covered in wood strips. Three unlit bronze lanterns hang from the ceiling along the east wall by bronze chains, with three similar unlit lanterns hanging along the west wall. Seven unlocked metal chests are along the east wall are and racks of weapons are on the west side. The room is occupied by 1d4 **Troopers** on 1d20 rolls GTET 16, by 1d8 **Common Devils** on rolls GTET 15 (separate rolls). The **Troopers** support fighting in the West Hallway after 2 minutes.

    The first chest contains three adamantine chain mail Armors, two steel open-faced Helms, and six *1d10 Cure Wounds Potions*. The second chest contains a Breastplate, a Backplate (*AC+20*), two pairs of leather Gloves (each *AC+10*), six steel Caps (one of *True Sight*), and Dwarven adamantine Arm Guards. The third chest contains five sets of leather Armor (all *AC+15*, one *Armor of Blending*, one *Armor of Missile Reflection*), two closed-face steel Helms (one *AC+12*), and a set of steel Gauntlets (*AC+14*, coated inside with a 2d100 minute *paralyzing poison*, save 1d20 roll GTET [28-Stamina]). The fourth chest contains six pairs of steel Foot Guards (two are *AC+10*, one is *AC+14 plus silent movement plus trackless movement*), a chain mail Waist Skirt, two leather Vests (one of *Many Pockets*), four black cloth hoods with eye slits, three *1d8 Cure Wounds Potions*, three *1d12+1d4 Cure Wounds Potions*, and a *Cordial of Full Health*. The fifth chest contains a set of full Plate Mail (*AC+12, Floating Armor*), an adamantine Breastplate (*cursed, Weakness*, reduces Strength by 1d6]), a steel closed-face Helm (*AC+6, Far-hearing*), three steel Caps, two Studded Leather shirts (one *AC+8*, the other *Displacing Armor*), two *1d10 Cure Wounds Potions*, two *Physics of Armorskin (AC+10*), and four *Poison Antidotes*. The sixth chest contains a set of copper Bracers (*of Palsy*), four pairs of studded leather Gauntlets (one is *AC+5*, one of *Thorns*; one *AC+8*, one of *Ambidexterity*), a pair of white leather *Gloves of Melee*, a pair of *Boxing Gloves*, an open steel Helm with blue feather plume, an adamantine closed-face Helm (*cursed, AC-10, of Babel*), three wide leather belts, and two pairs of steel Leg Protectors. The seventh chest contains four black cloth hoods (one *cursed, of Blindness*), a set of leather Armor (*AC+14, regenerates hp3/round, protects against insect venoms*), three large round steel shields, a large bronze Tower Shield (*AC+10, of Panic*), a large round wood-and-leather Shield (*cursed, Missile Attracting*), a pair of red leather Gauntlets (*AC+4, of Flames*), a *Physic of Blindness Reversal*, a *Poison Antidote*, a *Disease Antidote*, and a *Potion of Invisibility*. All armor is sized for persons 10 to 12 FT tall. If the interior of the fourth chest is carefully examined (dirt and putty removed from the interior bottom, -14 to find) the heads of four large bolts are revealed which fasten the chest to the floor; underneath the chest is a rectangular hole which holds a pair of grey leather *Gloves of Greater Damage*, a *Potion of Invisibility*, two pots of *Life Restoring Balm*, a *Ring of Spell Storing* (*1d12 Fireball* [7], *1d10+1d8 Lightning* [4], *Chain Lightning*, *1d10 Cold Ray* [8], *Paralysis* [10], *Greater Sleep* [3], *Kill Person*), and a *Ring of Normal Missile Reflection*.

    In the weapons racks are: 18 Spears (one *+1*, two *+3*, one *of Lightning*), 9 Javelins (three *+2*, one of *Backbiting*), 15 steel Throwing Knives (four *+1*, one *of Slaying* [Dwarves], one stores ten prayers *1d10 Cure Wounds*), four adamantine Daggers (one with a 650 GP ruby, one in a scabbard with a filled poison reservoir of *slowness poison* {half movement 1d100 minutes, save 1d20 GTET [30-Stamina]}, one *cursed and Self-Attacking*), 10 Short Bows, 15 quivers each holding 20 War Arrows (one quiver are all *+2*, one quiver has four *of Slaying* [two Human, two Elves], one quiver has ten *Backbiting*, one quiver has four smoke arrows and four 1d12 *Arrows of Lightning*, and one quiver has three *Arrows of Freezing* and two *of Paralysis* and one of *Shapeshifting* [donkey]), 10 Pole Arms (three *+1*, one *+2*, one *of Decapitation* [natural rolls GTET 19]), 6 Heavy Maces (two are silver, one is silver *+2*, one *triple damage versus good creatures*), 2 Spiked Clubs, 8 scimitars (two silver-bladed, one silver is *+3*, one is *cursed and -4*), 4 Cavalry Swords (one a *Rust Blade*), 11 Long Swords (three *+2*, ones a *Foolish Hero Sword*, one a *Dwarf Bane*, one a *Wizard's Bane*, and one *+2 Chain Mail Ripper*), 3 Rapiers (one *+4 Piercing Blade*), 8 Throwing Hammers (two *+1*, one a *Returning Hammer*, one a *Giant's Bane*), and 2 single bladed War Axes (one silver-bladed, one *+1 Wound Bleeder*).

44. **Palace Smithy**. The room is entered from the West Hallway through an unlocked wood door in the west wall, from the Palace Armory through a locked metal door (-10 open lock) in the south wall, and from the Smithy Storeroom through a locked metal door (-10 open lock) in the east wall. The room has a rough stone floor and walls, and a wood plank ceiling (fire resistant). The room holds two circular stone forges filled with glowing charcoal with attached leather bellows, six wood vats of water, three stone stools with leather padded seats, four stone blocks which each support a 50 pound adamantine anvil, and a sturdy wood table. Three lit bronze lanterns hang from the ceiling by bronze chains...continued next page

PALACE SECOND FLOOR

44. **Palace Smithy, continued**...In the northeast corner a braided leather hose hangs from the ceiling with a bronze valve and nozzle; when the nozzle is open water flows at 20 gallons/minute (if Adventurers open the nozzle it jams so the water flow cannot be shut off). Wood pegs along the south wall hold six leather aprons, five pairs of leather work gloves, two pairs of chain mail mittens, four leather hoods, a bronze face shield, three padded leather vests, two heavy leather belts, a leather girdle, and a wide-brimmed leather hat. Scattered around the room are three wood water buckets and two empties, eight heavy blacksmith hammers, five long iron tongs, two short adamantine tongs, two steel claw hammers, twenty-two adamantine spikes, five rough metal files, a hand drill with quarter-inch diameter bit, three wood clamps, two metal spring clamps, a wood mallet, four pieces of 6 FT leather tarp, a Bullwhip, two adamantine Daggers (one *+1*), four whetstones, a one-gallon tin of grease, a leather bag filled with cloth rags, four steel chisels, an adamantine chisel, a steel vise, two steel hacksaws, and seven metal punches. An overturned bucket in the southeast corner hides two *1d12 Cure Wounds Potions* and a *Berserking Club*. The room is occupied by four **Ordinary Devils**, two **Type XB Devils**, and ***Nygel the Blacksmith***. The **Ordinary Devils** support fighting in the West Hallway after 30 seconds.



45. **Smithy Storeroom**. The room is entered from the Cross Hallway through a locked metal door (-10 open lock) in the north wall, and from the Palace Smithy through a locked metal door (-10 open lock) in the west wall. The room has a rough stone floor and walls, and a wood plank ceiling. An unlit bronze lantern hangs from the ceiling by a bronze chain in the center of the room. Thick sturdy wood shelves are attached to the east wall. Four wood chests are in the room (latches not locks), along with six wooden barrels of charcoal (alchemically treated to burn one-third hotter and longer than ordinary charcoal) and five wooden barrels of water.

    The first chest contains 19 steel blacksmith hammers and 6 adamantine hammers. The second chest contains 26 steel chisels, 3 adamantine chisels, 6 long steel tongs, 3 short steel tongs, 10 wooden screw clamps, and 2 steel spring clamps. The *third chest* contains 8 steel flat tip screwdrivers, 5 iron pry bars, 3 circular 10 inch whetstones, 6 adamantine metal punches, and 8 adamantine hacksaws. The fourth chest contains 15 leather aprons, 9 leather caps, 2 cloth hoods, 11 pairs of leather work gloves, 4 leather belts, 3 pairs of thick cloth mittens, and 2 metal face shields. On the shelves are 70 ingots of iron, 52 ingots of steel, 10 ingots of bronze, 16 ingots of copper, 2 ingots of adamantium, 4 ingots of tin, 4 wood crates each containing 10 pounds of iron nails, a wood crate with 15 pounds of copper nails, 3 wood crates each with 20 iron horseshoes, and 2 wood crates each with 10 steel hilts.

46. **Weaving Room**. The room is entered from the West Hallway through a pair of locked wood doors (-8 open lock) in the east wall. Two lit bronze lanterns hang from the ceiling by bronze chains along the center of the room. A rack attached to the west end of the north wall holds forty 8 GP spindles of yarn; a rack attached to the south wall holds two hundred 2 GP spools of fine thread. The room is enchanted so that open flames are extinguished after 1d12. The rear (west) half of the room is taken up by a large weaving loom (aura of enchantment). Three wood spinning wheels stand in the east half (aura of enchantment, rotating without apparent power). A mortal examining a spinning wheel or its skein of thread pricks themselves on a needle and fall *asleep for 120 years* (save 1d20 roll GTET [32-Stamina]; breaking the spell requires a Wizard GTET L14 or a Priest GTET L16 or a Crusader GTET L18). The room is occupied by five **Common Devils** who do not support fighting in the hallway.

47. **Music Room**. The room is entered from the West Hallway through a locked wood door (-8 open lock) in the east wall. A gold chandelier hangs from the center of the ceiling by a gold chain, with six lit gold lanterns each shaped like the head of an antelope with topaz eyes. The room is enchanted so that any open flame is extinguished in 1d12 seconds. The room is furnished with a large wood desk along the south wall, a hutch has six rows of twelve pigeonholes, a leather padded desk chair by the desk, a metal music stand in the center of the room with a straight chair next to it. On a wood shelf attached to the west wall is a 34,500 GP gold fiddle and bow. Above the shelf is written on the wall in Common the words, "*Listen to the Devil's tune, give the Devil his due*." Under the shelf sitting on the floor is a rectangular wooden bin with an attached card which reads in Common, "*Place valuables here*."...continued next page

PALACE SECOND FLOOR

47. **Music Room, continued**...On the desk is an unfilled musical score, three quill pens, two inkwells of black ink, a wood conductor's baton (no special abilities), a 204 GP windup metronome, nineteen blank vellum parchment pages, four empty brass scroll tubes (the last has an aura of enchantment, *disintegrates any scroll*), and a 3539 GP leather book written in Infernal Cant titled, 'Infernal Composition Theory, Volume 5'. Thirty six of the hutch pigeonholes are filled by 5d20 GP parchment scrolls of sheet music written in Infernal Cant.

    When a mortal with skill at stringed instruments (specifically fiddle) enters the room an additional message in Common appears on the back wall, '*Play the fiddle for your Soul*.' When they pick up and play the gold fiddle they find the fiddle to be the best instrument they have ever held. After the mortal finishes playing the *fiddle animates itself* and plays a complex and beautiful song. An unskilled to poorly-skilled person plays better than the animated fiddle on 1d100 rolls GTET 98, a beginner musician plays the better on rolls GTET 94, a journeyman-skilled mortal plays the better on rolls GTET 88, an accomplished musician plays the better on rolls GTET 70, and a master musician plays the better on rolls GTET 55. When the fiddle plays the better the challenging mortal's soul is immediately sucked out of them and permanently replaced by a **Zoybim's** psyche. When the mortal plays the better they retain the fiddle which acts as a *Burning Fiddle*.

    If no mortal plays the fiddle, the fiddle *animates itself* after 2 minutes and plays a long haunting tune. Listeners are mesmerized 2d100 minutes (save 1d20 GTET [50-Will-Level] checked three times during the song). A group of six **Type XD Devils** enters the room 2 minutes after the tune is finished later unless everything of value from the listener's pockets and belt pouches (not backpacks) were placed in the wood bin (if the items are removed before exiting the Devils are waiting in the Hallway as the room is exited).

48. **Historian's Office**. The room is entered from the north end of the West Hallway through a locked wood door (-8 open lock) in the south wall with an arched opening to Roricran's Files in the west wall. The floor is covered by a thick blue 13,200 GP Pashtun carpet, the walls are white stucco embedded with many pieces of sharp shell (unprotected persons pushed against the wall suffer hp1d4 cutting damage), and the ceiling is covered in shell-shaped overlapping pieces of beaten silver. Two lit silver lamps shaped like conch shells hang from the ceiling by silver chains shaped like seaweed. The room contains an antique blue desk, a wood office chair with blue-dragon hide leather padding, a sturdy old table, two straight chairs with blue cloth cushions, a carved wood bench, a cedar sideboard table, and an upright wood five-shelf bookcase. A compact cylindrical iron stove sits in the northeast corner next to a shell-shaped copper pail of charcoal with shell scoop. ***Mistress Roricrans***, Palace Historian (**Medusa**), is here on 1d20 rolls GTET 8, otherwise she is found in her Parlor (#68). The room is enchanted to extinguish open flames after 1d12 seconds.

    On the desk is a 1300 GP oriental style conch-shaped gold oil lantern, the 3854 GP 1500 year old diary of the royal gigolo Yattaxes (foreign Human nation), a 95 GP five-power silver magnifying glass, and a 6 GP silver forceps. The desk contains three blank parchment books, two quill pens, a vial of black ink, a vial of blue ink, a pair of 470 GP adamantine scissors, three slender oak wands (no special capabilities), two empty glass vials with cork stoppers, a vial of smelling salts, a circular wicker frame with an embroidery pattern dedicated to Lucifer (aura of evil), two prayer scrolls to Lucifer (*Stop Heart*), a leather scroll case holding a Shaman scroll (*Hold Person, Hold Person, Cause Panic, Cause Panic*), three vials of *Unholy Water*, a dose of *Universal Antidote*, a *1d10 Cure Wounds Potion*, and a *2d8 Cure Wounds Potion* which is poisonous {fatal} to a Dwarf (save 1d20 GTET [34-Stamina]). A prayer to Lucifer, *Restore Life*, is attached to the underside of the desk drawer (Roricrans does not know about this scroll, -14 to find). Forty leather-bound history books are on the table, all in foreign Human languages; each book is 1d20*50+500 years old and is valued at (age)*(1d6*10) GP. One hundred two books of history in the bookcase (forty-two in Infernal Cant, all others are in foreign Human languages); each book is 1d100*25+200 years old and valued at (age)*(1d8*15) GP.

    On the sideboard are three 35 GP silver tankards, a wide 180 GP silver bowl with handles like swans which contains a dozen apples (the top apple is *poisoned*, causing *death*, save 1d20 roll GTET {34-Stamina}), a 65 GP small oil painting of a handsome Elf set in a gold frame, two 315 GP gold candlesticks each with three unlit blue candles, a 1633 GP circular platinum-shell compact case with interior silver mirror and pot of rouge, and two 9200 GP thin books, '*Sermons of Lucifer, Volume 1 and 2*,' each bound in blue leather and written in a foreign Human language (aura of evil).

49. **Roricran's Files**. The room is entered from the Historian's Office through an arched opening in the east wall. An unlit bronze lantern hangs by a bronze chain in the center of the room. A blue leather curtain is pulled back from the doorway and hangs over a peg on the north side. The room contains twelve 7 FT tall eight-drawer wood file cabinets, a 3 FT step ladder, and a wood bucket of water. The files contain notes by Palace historians for the past 6500 years, all in Infernal Cant. The room is enchanted to extinguish open flames after 1d12 seconds. The room is unoccupied.

50. **Cot Room**. The room is entered from the Cross Hallway through an unlocked wooden door in the south wall; the door and frame both have inside adamantine brackets which fit two 4 FT steel bars. Four unlit ordinary bronze lanterns hang by bronze chains along the center of the room. An 1100 GP tapestry depicting four Common Devils fighting a juvenile Black Dragon hangs from a steel rod on the north wall. The room is furnished with seven sturdy iron cots with thick down pillows and warm black wool blankets, each with an empty wood chest at the bed's end. Adventurers entering this room are so overcome with fatigue they fall into one of the cots and sleep 1d20 hours (save 1d20 roll GTET [60-Intelligence-Will-Level)...continued next page

PALACE SECOND FLOOR

50. **Cot Room, continued**...The room is always empty, guards do not pursue Adventurers into this room, and there are no random encounters while Adventurers are in the room.

    Three hours after a person falls asleep in a bed the **Bed Monster** under (or in) each one reaches out their (four) thick hairy arms (HD7, AC20, hp14) and strangles the sleeper with the monster, always achieving a secure hold; the Monster always moves silently. The sleeper dies of strangulation after a number of combat rounds equal to their Stamina statistic unless they break free (1d100 roll GTET [90-Agility-Strength] checked every round until dead); an arm lets go after suffering hp10 damage. If the bed is disassembled the associated Monster is killed.

51. **Rusty Room**. The room is behind the two stairs leading to the Third Floor, entered from the Cross Hallway through a locked metal door (-5 open lock) between the stairs. A **Rust Mold** is found in the northwest corner of the cross section on 1d20 rolls GTET 14, otherwise the room is empty except for a thick layer of dust over miscellaneous garbage.

52. **Minotaur Soak**. The room is entered from the Cross Hallway through an unlocked wood door in the south wall; an arched opening filled by a white linen curtain in the east wall leads to Big Water Heater; a soft "roaring" sound comes from behind the curtain. The floor is made of grey marble tile (when wet, reduce effective Agility of all persons present by 2 points), the walls are dark blue ceramic tile with white lines of grout, and the ceiling is covered by wood planks. The room is furnished with three 9 FT rectangular stone tubs (sunk into the floor 20 inches); the tub closest to the door has cool water, the middle tub has lukewarm water, and the farthest tub has very hot water. Each tub has a carved wood rack mounted next to it on the west wall holding an 82 GP ivory comb, a skin brush, two thick towels, three cakes of white soap, a half-flask of shampoo, and three 10 GP pots of skin lotion. About 6 FT is between each tub with a metal-covered drain opening in the floor. Each tub has several metal pipes and valves attached to it on the east end which disappear into the floor. If the gas line in location #53 is punctured, the resulting explosion inflicts 2d8 fire damage on all persons in the south end of the room. Six male **Minotaurs** (3x HD5 {hp46}, 2x HD6 hp48}, HD8 {hp54}) are in the tubs on 1d20 rolls GTET 13 with their axes nearby on the floor. Three **Minotaurs** join the fighting in the Cross Hallway after 90 seconds, and three more after four minutes.

53. **Big Water Heater**. The room is entered from Minotaur Soak through an arched opening with a white linen curtain stretched across in the west wall. The floor and walls are rough stone and the ceiling is made of wood planks. The floor is warm and the air temperature in the room is 85°F. A large cylindrical metal tank is in the center of the area, supported 3 FT off the floor by eight thick metal legs; underneath is a flat metal plate with a copper metal pipe running into the floor through two copper values. The plate has numerous holes in its upper surface with blue fire coming from each hole, accompanied by a moderately loud "roaring" sound. A variety of copper and steel pipes run from the floor, past valves, and into the tank, with several more pipes with valves running out of the top and back to the floor. Any person without protection from heat suffers 1d4 burn damage from touching the tank. If the gas line to the burner plate is punctured, a 4d20 explosion results (3d8 damage in the south half of Minotaur Soak). If the tank is punctured, a stream of scalding hot water shoots from the tank at high pressure (hp1d6/round; avoid 1d20 roll GTET [30-Agility]). Any puncture results in a half-inch of hot water being placed on the floor per round, running into Minotaur Soak, draining off through floor drains. A spontaneous water leak occurs on 1d12 rolls of 1. The room is unoccupied.

54. **Larder**. The room is entered from the Palace Kitchen through an unlatched wood door in the south end of the east wall, with a hidden door (-12 to find, -10 open lock) behind wall shelving on the north end of the east wall leading to #56 and #57 (barrels in the room may prevent the shelving from fully pivoting). The floor and walls are rough stone with rough wood planks on the ceiling. Attached to the north end of the east wall are sturdy wood shelves, with rollers in the hollowed out support legs. The room contains two wood barrels of dried beans, a barrel of corn meal, four barrels of flour, two barrels of potatoes, a barrel of dried onions, a barrel of clean water, a barrel of red wine, a barrel of smoked beef jerky, and a barrel of smoked and dried fish. Four long Spears lean in the southwest corner (one has a silver tip, one *+2 Human Slaying*). The shelves hold six burlap bags of sugar, nine gallon tins of lard, seven bags of rice, three bags of turnips, 3 gallons olive oil, three biscuit tins, ten cheese wheels in wax, 5 gallons of soup stock in a covered pot, a clay pot of loose tea leaves, two bushel baskets of pears, a bushel of grapes, a bushel of tangerines, six pots of strawberry jelly, ten pots of honey, a basket with twenty loaves of hard crust bread, a basket with 15 pounds of smoked sausages, ten glass bottles of mead, four glass bottles of ale, three bushels of ripe tomatoes, a bushel of cabbage, two bushels of carrots, and eight watermelons [all of this food is of recent origin and does not bind the eater to Inferno]. The room is occupied by three **Ordinary Devils** on 1d20 rolls GTET 15; two Devils join fighting in the kitchen after 45 seconds.

55. **Palace Kitchen**. The room is entered from the Cross Hallway through unlocked wooden doors in the south wall, from the Larder through an unlatched wood door in the west wall, and from the Banquet Table through an unlocked door in the east wall. The floor and walls are rough stone. A lit simple bronze lantern hangs from the ceiling in the center of the eastern section, and three lit bronze lanterns hang from bronze ceiling changes in the western section. The room contains two charcoal cooking areas, four beehive ovens, three bubbling cauldrons supported over charcoal fires, four sturdy old oak tables, six straight chairs, a carved bench with cloth padding, a tank of water with mechanical pump over a charcoal bed, and four large copper deep sinks attached to the hot water tank by copper pipes and valves. Two iron racks are attached to the ceiling, covered by a variety of copper pots, iron skillets, steel griddles, and oversize metal utensils
...continued next page

PALACE SECOND FLOOR

55. **Palace Kitchen, continued**...A wood rack on the south wall holds thirty good-quality kitchen knives in several sizes, wood spatulas, wood spoons, several small cutting boards, meat mallets, tin ladles, and basting brushes. Wood pegs on the west wall hold fifteen cloth aprons and eleven white cloth hats. An upright cabinet in the northeast part of the room holds sufficient large and small plates, large and small bowls, tumbler glasses, tankards, and serving dishes for thirty-two persons (all of good quality pewter, each piece 8 GP). The room is occupied by four **Common Devils** (laborers), three **Type XB Devils** (cooks), and ***Fronchaff*** (Palace Chef). The **Common Devils** join fighting in East Plaza, Cross Hallway, or East Hallway after 90 seconds. The cooks remain to defend the Chef.

56. **Second Floor Elevator Corridor**. The corridor is entered from the west end through a hidden door behind shelving in the Larder (-8 to find this side, -8 open lock) and entered from the east from the Second Floor Elevator through double steel mesh doors which slide upward (an interlock prevents the doors from moving when the elevator is not present; Adventurers may disarm the interlock as a trap). Five lit gold lanterns shaped like dragon heads with red jade eyes are attached to the north wall by gold brackets shaped like dragon's claws. A 3-inch diameter blue pushbutton surrounded by a 6 inch square gold plate is on the north wall in the northeast corner, 4 FT off the floor (summons the elevator). Unless there is a reason the elevator has moved since Adventurers entered the Palace, it remains on the First Floor; a vertical shaft stretching both upward and downward is visible through the mesh doors. If the elevator is on another floor when Adventurers enter this hallway, it moves to the Second Floor on 1d20 rolls GTET 17, occupied by two **Officers**, two **Troopers**, and a **Type XE Devil** (also if Adventurers summon the elevator on 1d20 rolls GTET 14).

57. **Second Floor Elevator**. The elevator is entered from the west from the Second Floor Elevator Corridor through a double sliding metal mesh door. 3 inch diameter black metal pushbuttons on the north wall are labeled (from top to bottom) '3,' '2,' '1,' and 'Prison.' Underneath the black buttons is a red button. When a black button is pushed in (selected) and the red button pushed the elevator moves up or down at 8 FT per second. The elevator breaks down at a point intermediate between floors on 1d12 rolls of 01.

58. **Banquet Table**. The room entered from East Plaza through an unlocked wood door in the west wall, from the Palace Kitchen through an unlocked door in the north end of the west wall, and from the Occupant's Parlor through an unlocked wood door in the south wall. The flooring is ornate parquet flooring of mahogany, rosewood, cedar, and cherry, the lower half of the walls is cherry paneling, the upper half of the walls is covered in silk wallpaper with alternating vertical stripes of black, blue, and purple, and the ceiling is covered in glossy red tiles. A 20 FT long by 8 FT wide antique oak table surrounded by twenty-six carved rosewood chairs with blue velvet cushions, is centered in the room; the chair centered on the west end is sized for a person 10 FT tall and has the Principal Occupant's personal arms blazoned on the chair back (aura of evil). A 10 FT long by 3 FT cedar sideboard table is along the east wall. A three-part 8 FT wide rectangular mirror set in gold frames with the Principal Occupant's personal symbol hangs above the sideboard. A 20,500 GP masterful tapestry 18 FT wide by 12 FT tall hanging from a gold rod centered on the south wall depicts the Principal Occupant leading Type X Devil troops against a mob of Demons; the tapestry continually reproduces the dim of battle and the figures move and hack at one another. A large oil portrait of Lucifer set in a platinum frame hangs on the north wall east of the door, with a portrait of King Samael (also in platinum frame) on the same wall west of the door. A four-tier crystal chandelier (the bottom tier is 9 FT in diameter) hangs by a thick gold chain over the center of the dining table; each of the 1400 crystals is enchanted to glow with a bright yellow light whenever the room is occupied (each crystal is valued at 160 GP). The room is occupied by three **Zoybim**, three **Common Devils**, and four **Ordinary Devils**; if fighting occurs the Devils summon a **Sergeant** with 1d20 **Troopers**, who in groups of 4 starting on the eighth round.

The table is prepared with twenty 2340 GP silver place settings, each place with a 750 GP etched crystal goblet valued, a 220 GP crystal water glass, and six 2050 GP silver candelabra each with six unlit white taper candles. On the sideboard are eight 14,300 GP one-third gallon crystal decanters with ground glass stoppers, and six 5100 GP large gold platters embossed with the Principal Occupant's personal seal.

If the portrait of Lucifer is damaged or defaced, the door shut themselves (if open) and remain closed for 30 minutes (a total Strength GTET 35 applied to a door splinters, but does not open, the door), room temperature is increased to 140°F within 30 seconds accompanied by the strong scent of brimstone, after which the room experiences *Killing Heat* (inflicts 6d10 damage and all surviving Adventurers suffer severe dehydration and heat stroke [see *Codicil of Maladies* for more information]). Three rounds after the doors reopen an **Officer**, two **Sergeants**, and six **Troopers** enter the room from the plaza.

If the portrait of Samael is defaced or damaged, the room is immediately enveloped in a thick fog which reduces visibility to 2 FT within 30 seconds, followed by a wet and dank chilling which reduces the temperature to 35°F within another 30 seconds, after which the room experiences *Killing Frost* (inflicts 5d8 damage and all surviving Adventurers become numb for 1d6 hours {save 1d20 rolls GTET [30-Stamina]}; a numb person has their Agility temporarily reduced 6 points, their Stamina reduced 3 points, and their Strength reduced 1 point). Three rounds after the frost an **Officer** and two **Sergeants** enter the room from the plaza.

The **Principal Occupant** immediately knows when Adventurers sit in his chair if he is anywhere in Gehenna. Any mortal sitting there is *paralyzed* (2d100 minutes, save 1d20 GTET [30-Stamina]), is permanently turned evil (save 1d20 GTET [56-Will-Level]); Priests and Crusaders apply a +5 modifier); any persons turned evil become fervent followers of Lucifer)...continued next page

58. **Banquet Table, continued**...All of individual's knowledge about their equipment, spell or prayer capabilities, and their companions is transferred to the Principal Occupant (save 1d20 GTET [55-Will-Stamina]), and their mind is confused 1d12+2 hours (save 1d20 roll GTET [32-Will]). The arm grip underside are coated with a poison lethal to Humans (avoid 1d20 GTET [27-Agility]; save 1d20 GTET [30-Stamina]). Hidden (-9 to find) inside the seat cushion is a prayer scroll to Lucifer in Infernal Cant (*Break Curse, Creature's Form, Extraordinary Escape, Kill, Parting*). Six rounds after an Adventurer is *paralyzed* in the Occupant's seat, an **Officer**, two **Sergeant**, and six **Troopers**.

59. **Occupant's Parlor**. The room is entered from the Plaza (#37) through an unlocked gilded wood door in the west wall with an unlocked wood door to the Banquet Table centered in the north wall. The floor is covered by a fine Khemetian carpet worked with images of great stone Sphinx and Pyramids, the walls are painted tan with ochre-colored geometric borders at the floor and ceiling with a single mural painted on the east and south sides depicting jackal-headed men and women toiling in green fields lined by tall palm trees, in close proximity to smooth pyramids, and a ceiling made up of polished tiles cut from petrified wood. Two lit gold lanterns in the shape of pyramids are on each of the four walls, attached to the wall by a short gold rod. An octagonal mirror set into a platinum frame hangs on the west wall; a prayer scroll (*God's Mighty Warrior, Body Restoration, God's Martyr, Major Banish Infernal, Grand Crusade*) is fastened to its back. An 11,000 GP tapestry depicting an elegant horned lady reclining on a divan situated on a luxurious lake barge (of the style found on the Nile) hangs from a gold rod on the west end of the north wall. A stone fireplace with flickering, ever-burning logs, fills the northeast corner. The room is furnished with two leather sofas, one green and one brown, three brown leather hassocks, two thick padded recliners, one blue and one tartan, a round card table with green felt surface surrounded by six straight chairs with black leather cushions, a carved wooden bench, a gilded sideboard table with 1800 GP lace tablecloth, an upright wood-and-glass curio cabinet in which seven shrunken heads (five male, two female) hang suspended from golden threads (auras of evil and enchantment). An 18 FT long hardwood shuffleboard table with eight one-third pound silver disks each, a gold umbrella stand holding two black umbrellas, a small rectangular table with a red-and-black checkerboard inlaid in its surface and both ivory checker and chess pieces in a drawer (the checker pieces together are valued at 280 GP, the chess pieces at 610 GP), two 437 GP gold thermidors, and seven oversize cloth pillows. 2 minutes after Adventurers enter the room, a HD4 **Skeleton** (AC35, hp20, Finger Rake 1d6, natural roll of 20 puts out an eye {avoid 1d20 GTET [33-Agility]) with 5000 GP ruby eyes, wearing a black bow tie and black leather Gloves (*of 1d12 Lightning*, 14x) enters from the north holding a 105 GP silver tray with six glass tumblers of cordials; the fourth cordial is *poisonous* to Elves (save 1d20 roll GTET [32-Stamina]) and the fifth is *poisonous* to Dwarves (save 1d20 GTET [30-Stamina]).

On the sideboard are seven 1140 GP three-quarter gallon crystal decanters of 820 GP cognac, of a superior 375 GP white Chablis wine, of a superior 616 GP red Cabernet Sauvignon wine, good quality cider, superior 190 GP Mead, stout ale, and high quality beer, a 2270 GP large glass pitcher of water (*enchanted* so the water is held at 45°F), a 1600 GP gold tray of cheese slices along with ten 1280 GP silver chalices with emeralds, ten 420 GP crystal brandy sniffers, and three 950 GP crystal bowls of fine quality nuts. The food and drink is of recent arrival and does not cause the binding effect of Inferno.

The blue recliner is *trapped* so that when a person GTET 50 pounds sits on it, four spring-driven *poisoned* knives snap up into their buttocks and thighs, delivering hp4d3. The wounds become *diseased* with *hemophilia* if GTET 4 damage is suffered, any wounds caused by piercing/edged weapons suffered in the subsequent 6d10 days each bleed for an additional at 1d12 rounds hp/round or until healed.

The heads in the curio cabinet are **Tressan** (Human male, 492 years old, Minstrel, speaks a foreign language), **Jucundus** (Human male, 952 years old, Aristocrat), **Dodinell** (Human male, 1304 years old, Judge, speaks a foreign language), **Sebestyen** (Human male, 437 years old, monotheisitic Priest, speaks Common, Elvish), **Bertold** (Human male, evil Priest and Alchemist, 633 years old), **Daebeth** (female Human, 348 years old, Boat Wright), and **Katenka** (Elven female, 492 years old, Poetess). All of the heads become aware and can speak when the cabinet door is open. They all bored with confinement and want to be taken along. Tressan only sings ballads of love or betrayal, Jucundus is petulant and demands information about his family's fortunes, Dodinell is obsessed with legal authorities and proper procedure, Sebestyen is capable of praying each day (6x *1d8 Cure Wounds*, 3x *1d12 Cure Wounds*, 3x *Banish Poisons*, *Banish Disease*) but will not cure any non-religious person or any person worshiping a non-monotheistic deity, Bertold is capable of praying each day (6x *1d8 Cure Wounds*, 6x *1d8 Cause Wounds,* 3x *1d12 Cause Wounds*, 2x *Cause Disease*, 2x *Banish Disease*) but will not cure any good person or a person worshiping a monotheistic deity. Sebestyan and Bertold despise each other and will not cooperate for any reason. Daebeth is largely apathetic and sleepy. Katenka is somewhat informed about the Palace: she is able to correctly answer questions about the Second Floor on 1d20 rolls GTET 13, about the Third Floor on 1d20 rolls GTET 15, about the Prison Level on 1d20 rolls of 20, knows about the elevator and that a spell is needed for it to descend below the Prison Level, and knows the Treasury Level below the Prison is flooded with water; Katenka does not intentionally lie, and she does not help evil persons.

Adventurers see three hands of cards at the game table playing themselves along with three large pewter steins of beer; Adventurers with the ability to see the *invisible* or the *true sight* ability see three **Type XD Devils** sitting at the table playing cards. As long as the Adventurers leave the Devils alone and do not tear up the room, the Devils do not raise the alarm and do not attack.

PALACE SECOND FLOOR

60. **Palace Library**. The room is entered from the Cross Hallway through two unlocked wooden doors in the north wall and from the East Hallway through an unlocked wood door in the east wall. The floor is hickory and oak parquet flooring in a sawtooth pattern, the lower walls are purple-and-white marble with a mahogany chair rail, the upper walls are beige stucco, and the ceiling is a grid of squares of red cedar separated by lines of silver. Four crystal windows with red satin curtains, set in adamantine frames are set into the south wall; the windows look out on the Courtyard. Four ten-shelf 25 FT long by 12 FT high hickory bookcases occupy the room's center of the room. Two softly glowing 26-inch etched glass globes are held over the space between each pair of bookcases by an golden arched trellis located 6 FT from each end. A twelve-sided gold chandelier hangs by a thick gold chain from the ceiling in the center of each end section, each with twelve lit silver lanterns shaped like two-peaked miters. Each end area is furnished with an 8 FT by 10 FT carpet, six cherry wood desks with straight chairs padded with red velvet, and two cherry wood book stands. A mahogany cabinet with many small cards (card catalog) in Infernal Cant stands against the west wall. The Librarian's desk and chair are in the southeast corner. The room is enchanted such that any natural open flame is extinguished in 1d12 seconds. The room is occupied by the **Theysis Kung** (Palace Librarian, **Lycanthrope** {Rat}), 1d4 **Common Devils**, 1d4 **Sergeants**, 1d3 **Officers**, and 1d8 additional creatures as determined from using, (1) Evil Priest L1d10+3, (2) Evil Crusader L1d8+3, (3) Evil Wizards L1d8+6 {elements Air or Fire}, (4) Evil Warlock L1d8+8, (5) Evil Shaman L1d10+2, (6) a HD7 **Medusa** wearing a veil, (7) HD8 **Minotaur**, (8) HD6 **Beast Man**, (9) HD6 **Black Annis**, (10) **Leprechaun**, (11) **Lycanthrope** [Rat], (12) **Lycanthrope** [Wolf], (13) **Djinn**, (14) **Satyr**, (15) **Harpy of Hell**, (16) **Zoybim**, (17) **Type XB Devil**, (18) **Type XB Devil**, (19) **Type XC Devil**, (20) **Type XD Devil**. Determine a humanoid's race using 1d6: (1-2) Human, (3) Half-Elf, (4) Dwarf, (5) Elf, (6) Gnome.

The stacks together contain 2400 volumes and have 1100 scrolls. If Adventurers randomly take books from the stack the book is enchanted on 1d20 rolls of 20; determine the result using 1d20: (1) *Annal of Cures*, (2) *Annal of Identification*, (3) *Babel Tome*, (4) *Tome of Geas Breaking*, (5) *Codicil of Language* [specify language], (6) *Codicil of Magus Power*, (7) Cure Tome, (8) *Codicil of Religious Transformation*, (9) *Codicil of Physical Transformation* [permanent shape change], (10) *Geas Tome*, (11) *Handbook of Life's Experiences*, (12) *Annal of Skill*, (13) *Codicil of Experience Reduction*, (14) *Mind Numbing Tome*, (15) *Tome of Amnesia*, (16) *Manual of Youth*, (17) *Codicil of Age*, (18) *Tome of the Numbered Years*, (19) *Pelk's Bestiary* [Material Plane], (20) *Manual of Martial Experience*. The subject of ordinary books is determined using 1d12: (1) Language dictionaries, (2)[specific] Language grammar, (3) Language entomology, (4) Language history, variations, dialects, or archaic forms, (5) Scientific Literature [mechanics, light, sound, or astronomy], (6) generalized Trade and Craft manuals, (7) Manuals for the construction of a specific complex object [e.g. ballista, catapult, water clock, printing press, loom, etc.], (8) Herbals [collections of drawings of edible, poisonous, medicinal, or otherwise useful plants from various world regions], (9) Codices of funeral rites, (10) Manuals of embalming, (11) Architecture Manuals for the construction of specific buildings [e.g. static bridge, drawbridge, stone tower, mine tunnel, grain silo, dock and pier complex, drydock, dam, river lock, etc.], (12) Manuals for the mining and smelting of ores. The language of ordinary books taken from the stack is determined using 1d12: (1) Common, (2) Infernal Cant, (3) Dwarvish, (4) Gnomish, (5) Elvish, (6) Giantish, (7) Cercopes, (8) Religious Dialect, (9) Trade Cant, (10) Thief's Cant, (11-12) foreign language. Ordinary books are 1d20*1d12*50+150 years old, and are valued at (1d12*150)+1d100+1d20 GP.



If any glass light globe is broken it releases *poisonous gasses* (save 1d20 rolls GTET [29-Stamina] checked every 30 seconds of exposure; affected persons reduce their Agility and Will each by 2 points for 2*(26-Stamina) hours. Breaking three lights also creates an explosive (4d10) atmosphere, the explosion occurs on 1d20 rolls GTET 16 checked ever subsequent round.

61. **Rough Privy**. The room is entered from the East Hallway through an unlocked wood door in the east wall. The floors and walls are of rough stone. Small lit bronze lanterns hang from the ceiling by bronze chains in each of the three wood stalls (each with solid wood doors and pit-toilets) and in the common area. A beige marble font against the east wall bubbles up clean water into a round bowl. A wood rack next to the font has four cakes of good quality soap, a wash cloth, and two hand towels. A 20 GP oval silver mirror (aura of enchantment) hangs on the east wall over the font; if the mirror is *invoked* the image of a **Zoybim** appears in the mirror and talks to the invoker...continued next page

PALACE SECOND FLOOR

61. R**ough Privy, continued**...the *image* tries to be helpful but the answer to every question is wrong in some important detail. The room is not occupied.

62. **Empty Parlor**. The room is entered from the East Hallway through a locked metal door (-8 open lock) in the east wall, with an unlocked wooden door to the Spare Bedroom in the south wall. The floor is covered by dark wood, the walls are light blue wallpaper, the ceiling covered by bronze plates. The room is furnished with an oval blue rug, a short sofa, padded recliner, carved rocking chair, two carved wood straight chairs, wood footrest padded with blue leather, small round circular table, and square coffee table. An oil painting of an old-looking female Elf hangs on the north wall and a 2000 GP tapestry depicting a fight between a Fire Giant and a Green Dragon hangs from a silver rod on the south wall. A 120 GP silver vase holding four yellow roses sits on the circular table with a 210 GP silver candlestick with an unlit yellow candle, and a small 30 GP silver hand bell. A glass aquarium with four goldfish is on the coffee table. The room is unoccupied.

63. **Spare Bedroom**. The room is entered from the Empty Parlor through an unlocked wooden door in the north wall. The floor is covered by dark wood planks. The room is furnished with a four-post bed, carved wood end table, upright wood armoire (gold keyhole, unlocked), an unlocked wood chest, and full-length silver mirror set in a rose frame (aura of enchantment). Three oil portraits of middle-aged bearded men hang on the west wall; the center picture casts one *Death Ray*/day (range 20 FT, save 1d20 GTET [28-Stamina]). The armoire is empty, while the chest contains three folded wool blankets, two linen sheets, and two pillows. On the table is an unlit bronze lantern and a flint&steel. A loose floorboard along the east wall conceals a silver-and-turquoise Ring which identifies as a *Ring of Protection* but is actually a *Ring of Shapechanging* (*cursed*, permanently *transform* into a **HD2 Giant Skunk**). A good person sleeping in the bed is *suffocated* by the pillow two hours after falling asleep (avoid on 1d20 rolls GTET [26-Strength], must fight off the pillow in each of their initial six attempts or they are successfully smothered. The room is unoccupied.

64. **Urkellion's Parlor**. The room is entered from the East Hallway through a locked metal door (-10 open lock) in the north wall, with a sturdy door (brass keyhole, unlocked, -12 open lock) to Urkellion's Bedroom in the west wall. The floor and walls are covered in maple planks, and the ceiling is painted dark green. The room is furnished with three stuffed chairs, two straight wood chairs, a round mahogany table, a square end table, with a 744 GP black stone statue of an Ettin (aura of evil) in the northwest corner. A 700 GP tapestry depicting two Ettin fighting over a long-haired, brunette, Human women cowering in a small cave hangs from a silver rod across the south wall. Two portraits of elvish girls (children) hang on the east wall in 328 GP gold frames. On the round table are three pewter tankards, two pewter plates and tableware, a pewter pitcher of apple juice, a 80 GP silver bowl holding fresh oranges, a pewter candle stick with three lit white candles, a bronze baby rattle, two cloth rags, and an open vial of machine oil. On the small table are two thin leather-bound books of devotions to Lucifer (aura of evil), a 680 GP platinum vase holding fresh jasmine, and a silver-bladed *Dirk +2* (glows with green light when good persons are within 50 FT). When the room is entered, ***Urkellion*** sits on one straight chair, sharpening his *Rapier +3* (+1 TD, Plate Mail Ripper, rust armor 3/day) with a file, whetstone, and rag, with a pewter tankard of mead on the floor beside him. Urkellion has rigged a *poison gas smoke bomb* (unconscious Dwarf/Gnome 100 minutes, fatal Human/Elf, save 1d20 GTET [32-Stamina] checked every 30 seconds of exposure) under the dark green chair with a pull cord, and sets it off if his health is reduced to hp10. When this room is entered, ***Tallestia*** is putting ***Larragar*** to bed in his cradle in the Bedroom; she hears anything happening in this room on 1d20 rolls GTET 7 and arms herself. Urkellion retreats to the Bedroom if he can, and attempts to stay between intruders and the bedroom door; he does nothing to alert intruders that his wife is in the next room.

65. **Urkellion's Bedroom**. The room is entered from Urkellion's Parlor through an unlocked wood door (brass keyhole, -12 open lock) in the east wall. Bronze lanterns shaped like lily flowers are attached to frog-likes on the north and south walls by curved bronze brackets shaped like long curved tongues (only the north lantern is lit). The room is furnished with a four-post bed with thick red curtains and quilt of red-and-white diamonds, an upright hickory wood armoire (gold keyhole, found open), two wood chests each with adamantine keyholes (locked; -8 open lock), a baby's cradle with foot peddle rocker, a leather suitcase sitting next to the cradle, a black rocking chair with black leather seat, a pine blanket rack, an oak bed table, and a brass chamber pot. An oval silver mirror hangs on the south side of the east wall, a painting of stacks of gold coins on a table hangs on the north side of the east wall, and a small 1404 GP gold figurine of a dancing girl set on a polished adamantine base sits on a small wall shelf next to the bed on the west wall. On the bed table are a 725 GP silver incense burner with a half-stick burning inside, two baby bottles filled with milk, a pair of knit baby booties, and a pot of ointment for diaper rash. When the Parlor is entered, ***Tallestia*** is putting ***Larragar*** to bed in his cradle; she notices anything happening in the Parlor on 1d20 rolls GTET 7 and arms herself.

The armoire contains a selection of men's and women's underclothes, men's shirts, vests, men's trousers, long tunics, woman's blouses, an embroidered woman's vest, dresses, skirts, woman's tunics, traveler's capes, leather belts, leather gloves, embroidered sashes, men's caps, pairs of men's leather shoes, a pair of men's boots, and three pairs of woman's shoes. Hanging on the rack are two pairs of trousers, a woman's blue dress, men's and woman's nightshirts, and two wool blankets...continued next page

PALACE SECOND FLOOR

65. **Urkellion's Bedroom, continued**...The first chest (Urkellion's) is *enchanted to appear empty* (*illusion*, disbelieve 1d20 GTET [40-Will-Level]). It contains a cloth bag holding 426 GP coins and 42 platinum pieces, a padded Hood and Shirt, chain mail Neck Guard, a closed-face Helm (*AC+10, Breathes in Vacuum and Poisonous Fumes*), scale mail Arm Covers (*AC+4*), scale mail Leggings, leather-and-scale Gloves (*AC+6, Shocking Gloves*), steel Foot Covers, a small round steel Shield (*AC+10, Reflects Fire and Electricity spells*), Dwarven-made steel Plate Mail (*AC+20, of Etherealness*) [armor total AC90], four *1d10 Cure Wound Potions*, two 2d8 Cure Wounds Potions (as labeled in Common, the second potion is actually *of Stoning*), a *Potion of Invisibility*, two *Potions of Night Vision*, a *Potion of Speed*, an *Axe of Piercing +4*, a *Human Scourge Dirk +2*, a Short Bow, a quiver of twenty Hunting Arrows, and a quiver of ten War Arrows, a *Backbiting Arrow*, three *Arrow of Paralysis*, four *Arrows of Shapeshifting* (Giant Toads), and six smoke arrows. Under the chest is a loose floor board, under which is hidden a 300 GP platinum scroll case. The case has a *poison needle trap* in the top, any person unscrewing the top is stung (save 1d20 GTET [30-Agility], save versus 1d100 hours blindness 1d20 GTET [28-Stamina]); the case holds a map of the Treasure Tunnel and a spell which causes the elevator to drop to the Treasury Level if recited while standing in the elevator at the Prison Level.

    The second chest (Tallestia's) contains a chain mail Neck Guard, chain mail Hood (*AC+4*), padded Shirt and Mittens, Elven-made studded leather Armor (*AC+12*), steel Backplate (*AC+4*), chain mail Arm Covers, a pair of steel Gauntlets (*AC+8*), a pair of studded leather Foot Guards, a small wood-and-leather Shield (*AC+8*) [total AC62 when armored], a *Flail +2* (*of Paralysis*), a *Head-Cleaving Scimitar +2* (cleaves on natural roll GTET 10, avoid 1d20 GTET [28-Agility]), three silver-bladed Dirks, a steel scabbard with poison reservoir, six vials of *Unholy Water*, two smoke Bombs, four 2d6 explosive Grenades, five *1d10 Cure Wounds Potions*, a 2d8 Cure Wounds Potion, a *Potion of Ogre's Strength* (Strength 24), a *Potion of Shape Shifting* (**Fire Giant**), a *Physic of Armorskin AC+10*, and a *Physic of Blindness*.

    Under the bed is a wood jewelry chest; inscribed on the inside lid on the mirror is a *Symbol of Blindness* (range 5 FT, 3d100 minutes, avoid viewing 1d20 roll GTET [44-Will-Level], save 1d20 GTET [32-Stamina]). The chest contains a leather bag holding 16 platinum pieces, four pair of 1200 GP gold earrings, six 620 GP gold chains, a 1438 GP platinum-and-topaz brooch, a 1143 GP gold-and-ruby brooch, three plain 250 GP silver rings, a 696 GP gold-bloodstone Ring, nine 300 GP gold bracelets, a platinum *Amulet of Reincarnation*, a *Chain of Paranoia*, a silver *Pendant of Discord*, an ivory *Talisman of Tirelessness*, and two Diabolic Passes for the Circle on which the Palace is located.

    The leather suitcase holds a variety of baby clothes, fourteen diapers, a brass *Ever-full Flask* (milk), four empty baby bottles, several baby toys, a pot of 49 GP skin lotion, and two pots of diaper rash ointment.

    Behind the silver mirror is a narrow medicine chest with ten vials of belladonna, five vials of nightshade, four vials of a *poison lethal* to Elves (save 1d20 GTET [28-Stamina]), two vials of a *poison lethal* to Dwarves (save 1d20 GTET [30-Stamina]), a vial of mercury, two vials of ground bone, and four vials of arsenic powder (*lethal* in 1d12*10 seconds, save 1d20 GTET [32-Stamina]).

    Tallestia (and Urkellion, if present) berserks (+3 TH, +1 TD, -2 defense) for the initial 10 rounds

66. **Southeast Parlor**. The room is entered from the East Hallway through a locked metal door (-10 open lock) in the south wall with a sturdy door (brass keyhole, open, -10 open lock) to the Southeast Bedroom in the east wall. An *invisible* string (-16 to find, avoid 1d20 GTET [35-Agility] if undetected, GTET [26-Agility] when detected) is stretched across the door to the Bedroom, 4 inches off the floor, attached to a 90 GP silver bell; when the bell rings, a **Sergeant** and 1d6 **Troopers** arrive to investigate in 1d10*15 seconds on 1d20 rolls GTET 14. The flooring is brown ceramic tile with dark brown grout, the walls are covered by light yellow wallpaper adorned with hyacinth and foxglove flowers, and the ceiling is covered by pine slats. A circular gold chandelier hangs from the center of the ceiling by a thick gold chain, the chandelier has four unlit gold lanterns shaped like four-horned rams spaced around its rim. A portrait of a middle-aged male Human barbarian wearing skins and carrying a massive club hangs on the north end of the west wall, a portrait (aura of enchantment) of an elderly male Yeti wearing a gold pendant shaped like a starburst over an upright triangle hangs on the south wall. The room is furnished with a small black cloth sofa, an ochre-colored stuffed recliner, two straight wood chairs, a carved end table with black marble top, a square game table with a chess board made of white and green pieces of jade inlaid into the top, three hassocks, a 9 FT long dark wood cabinet set on six clawed feet with two 20 inch doors on either end (leaving a 2.3 FT gap in the center), with a dark red stone statue in the southeast corner depicting a four-armed Devil pouring water simultaneously from large jars in all four arms into four buckets (the liquid is *Unholy Water*). A Wizard's scroll is behind the Yeti portrait (-6 to find; 4x *1d12 Freeze Rays*). The room is unoccupied..

    On the end table are an unlit *Cold Dark Candle* in a 45 GP silver candle holder, a pair of 20-power *Magnifying Spectacles* (*cursed*, the wearer cannot see objects beyond 8 FT away), two sealed decks of ordinary cards, a 182 GP glass ashtray with cold ashes in it, and a 12 SP popular book of fiction (4 years old, in a foreign language). In the game table are a set of red and blue ivory chessmen shaped like Devils with turquoise eyes (piece 350 GP, set 11,200 GP; aura of enchantment, the set plays itself with skill equal to an above-average player).

    On the cabinet top are a 50 GP lace tablecloth, a 6 inch 2315 GP diameter crystal ball tinted with pink (aura of enchantment but no evident properties) set into a 1205 GP gold holder made up of three standing elephants, three 200 GP gold hourglasses ...continued next page

66. **Southeast Parlor, continued**....(one measures 5 minutes, one 30 minutes, the other 60 minutes), a 475 GP empty gold bowl, and a bronze incense burner shaped like a grinning pot-bellied monkey (aura of enchantment and evil; *cursed*; when incense is burned and a prayer not offered to Lucifer it summons one HD10 **Fire Elemental**/round for 1d12 rounds). In the cabinet are a wood box holding a thousand gaming chips, a Dwarven-made portable roulette wheel (rigged so the operator can cheat), a wood rack holding four 125 GP ivory pipes, two sealed tins of 50 GP very good quality pipeweed, a leather pouch holding a pipe cleaning kit, two blank parchment journals, six 25 GP silver tankards, a 14 inch diameter dart target with wood stand, a set of six 25 GP adamantine-tipped gaming darts, and a leather *Bag of Thief Grabbing*.

    If a neutral/evil person touches the pendant in the Yeti picture they feel the tingling of magic, and the depicted pendant (***Pendant of Barrissnows***) appears floating in front of them for 30 seconds and then disappears again if not taken; each person has one chance to obtain the pendant. If a good person touches either painting, or the paintings are damaged or defaced in any way, a chemical firebomb concealed (-15 to find, -10 disarm trap) in the cabinet center explodes, causing an immediate hp2d8 to all in the room, catching the furniture afire and filling the room with *poisonous smoke* (*unconscious* 1d100 minutes {save 1d20 GTET [28-Stamina]} checked per round exposure; apply a cumulative -1 penalty per round; an unconscious person suffers hp1d4 fire damage/round and dies after a number of rounds equal to their Stamina statistic {save 1d20 GTET [31-Stamina] checked per subsequent round}). The blast also *confuses* each Adventurer for a number of rounds given by (24 - Wisdom statistic; save 1d20 GTET [28-Will]). Fifteen rounds after the fire begins a **Sergeant** with four **Troopers** arrives to put out the fire.

    If the ceiling is closely examined (-14 to find) a loose slat is discovered. Hidden above the slat are a leather bag holding twenty-four 600 GP pink pearls, a silver-diamond *Ring of Cold Protection*, a *Potion of Protection against Cold*, a *Potion of Shapeshifting* (Yeti), and a *Libram of Languages* (Yeti)..

67. **Southeast Bedroom**. The room is entered from the Southeast Parlor through an unlocked wood door (brass keyhole, open, -10 open lock) in the west wall. An unlit silver lantern shaped like the body of a Lynx hangs from the ceiling by a thick silver chain centered in front of the north wall, and an unlit platinum lantern shaped like a Musk Ox hangs by a silver chain centered in front of the south wall. An oval silver *Magic Mirror* hangs on the north end of the west wall. A 2215 GP tapestry depicting a musher with team of sled dogs being pursed through snow in a thick pine forest by a pack of Arctic Fox hangs from a silver rod on the south wall. The room is furnished with a four-poster bed with thick white coverlet and hung with heavy white curtains, a white wooden end table, an upright white armoire with adamantine lock (found open, -6 open lock), a yellow wood chest with steel lock (found open, -4 open lock) filled with three thick white blankets and bed sheets, a wood rocking chair with a white cloth cushion, a metal frame supporting a foot-powered sewing machine wound with two spools of white thread, two portable white wood trays (empty), a black leather hassock, and an upright two-section wicker screen. An unlit cylindrical iron stove (cold) sits in the southeast corner, next to a copper pail contain charcoal, and an iron poker. A large white bear skin rug is on the floor. An *invisible* string (-16 to find, avoid 1d20 GTET [35-Agility] if undetected, GTET [26-Agility] when detected) is stretched across the door to from the Parlor, 4 inches off the floor, attached to a 90 GP silver bell on the west wall; when the bell rings, a **Sergeant** with 1d6 **Troopers** arrives in 1d10*15 seconds on 1d20 rolls GTET 14. A HD9 **Dust Pixie** lives inside the stove chimney, otherwise the room is unoccupied..

    On the end table are an unlit *bronze lamp* in the Arabian style (aura of evil, aura of enchantment), two 4 SP cheap romance novels in a foreign languate, an empty pewter pitcher, and an empty pewter tankard. An empty wine skins hangs from a leather strap around one post of the bed. In the armoire hang a *Cloak of Slime Protection* sized for a Gnome, and a *Cloak of Delusion* (*cursed*, the wearer **believes** they are wearing a *Cloak of Invulnerability*). Determine the result of lighting the lamp using 1d6: (1-2) activates a *2d10 Fire Trap* spell in the room, (3-4) the closest four Adventurers each gain a *2d8 Fireball* spell [limit 1/person, if not used in 24 hours the spell is lost], (5-6) *summons* two HD 10 **Efreet** who attack the Adventurers.

    Persons looking in the *Magic Mirror* control and dominate the mirror if their Intelligence plus Will statistics are GTET 37, are *dominated* by the Mirror if those statistics combine to LTET 26; in between the Adventurer is dominated on 1d100 rolls 01-25 on, dominates on rolls 75-100, and there is no effect on rolls 26-74. A mortal dominating the mirror scrys as many rooms on the above-ground floors and on the Prison Level as they have points of Will (visual and audio), has one question about Inferno truthfully answered, and can *summon one item* from anywhere in the Palace (does not apply to artifact-class objects). A mortal dominated by the mirror takes on ***Immallio's*** personality. Once Immallio dominates a mortal he is only displaced by a *Dispel Magical Influences* spell, *Break Geas* spell or enchanted item, *Banish Spell* prayer performed by a Priest GTET L14 or Crusader GTET L16, a ritual of banishment, or the mortal's natural personality reasserts itself (1d20 roll GTET [47-Will-Intelligence] checked every 4 hours while awake, apply a roll +1 modifier at 8 hours, +2 modifier at 12 hours, +3 modifier at 16 hours, etc.); if Immallio retains control for *48 hours the domination is permanent*. An Adventurer breaking the mirror suffers hp1d12 damage from broken shards exploding outward, plus for 7 years on any roll requiring luck they apply a ±5 modifier in the direction most unfavorable to the mortal..

PALACE SECOND FLOOR



68. **Roricrans Parlor**. ***Mistress Roricrans***, Palace Historian, is found here on 1d20 rolls GTET 14 otherwise she is in her Office. The room is entered from the East Hallway through a locked metal door (-12 open lock) in the west wall, with an unlocked wood door (bronze keyhole, found open, -10 open lock) to Roricran's Bedroom in the east wall. The floor is oak and hickory parquet, the walls are covered by red satin wallpaper, and the ceiling is whitewashed and painted with a mural showing Lucifer leaning out of clouds to touch and animate a Type XA Devil. A lit gold lantern shaped like an ugly dwarf with amber eyes is attached to the south wall by a gold rod (while the lamp is lit, any *Invisibility* spells in the room *are negated*). The room is furnished with yellow cloth sofa with brown stripes flanked at both ends by heavy carved wood end tables, a mahogany divan, two leather padded recliners (one dyed blue, the other tan), two natural leather hassocks, an octagonal table with four straight chairs, an upright cabinet with steel keyhole (found locked, -4 open lock) with etched and frosted glass panels on the front doors (aura of enchantment), a latched wood chest in the northwest corner, a 10 FT tall gold standing harp without strings sitting by a cushioned stool, and a wood artist's easel supporting a canvas depicting a Tangle Tree in a leafy forest. Two light-colored wood shelves attached to the east wall (one over the other) hold elaborate models of sailing ships (the upper has the aura of enchantment).

    Hidden (-7 to find) in the sofa is a leather bag holding 118 GP in coins, a pair of grey leather *Gloves of Chaining*, and a *Pearl of Infrared Vision* (all unknown to Roricrans). On the end tables are two 100 GP silver candlesticks with unlit blue taper candles, a painted wooden piece depicting a young (older teenager) Medusa [Roricran's niece, Rittria], a leather packet of letters written to Roricrans in Infernal Cant from Bettibeth [a close female friend], a glass vial holding ten waterproof matches, a 827 GP crystal bowl holding thirty pieces of sour candy, and a trashy "adult" novel written in a foreign Human language. On the octagonal table are a pewter place setting, a 622 GP silver tankard inlaid with ivory, a brass *Shrieking Whistle*, a deck of ordinary marked cards, a leather scroll case containing fourteen parchments on which Roricrans has written notes in Infernal Cant regarding Halphull (a previous Principal Occupant), two quill pens, a sealed clay flask labeled in Common '*Fire Suppressant*,' and a scrap of paper with three cryptogram puzzles (she likes puzzles).

    The 6 FT 8 inch cabinet holds forty very rare historical books written in Human foreign languages; all books are of the first edition (a book is the only excitant copy on 1d12 rolls GTET 11), (1d20*100)+500 years old, valued at (age in years)*2d12*1d4 GP. A small wooden stud on the front left corner of the cabinet top hidden (-12 to find) by a carved facing disables an *enchanted trap* when depressed, and a wooden stud opposite on the cabinet bottom enables the trap when pressed upward (the trap found engaged). When Adventurers reaches into the cabinet to withdraw a book, a dark black force field forms along the plane of the cabinet front, holding the persons hand(s) fast at the wrist so they cannot move either inward or out; a Wizard GTET L16 is required to Disperse the magic or a Priest GTET L18 to Banish the spell (Crusaders cannot affect it). The affected person's hand(s) become numb after a number of minutes equal to one-half their Stamina statistic and after an additional 1d20*15 seconds the hands take damage at hp3/minute; after suffering hp10 the hands become ruined and arthritic, unable to effectively hold weapons or execute any other activity requiring a steady or firm grip.

    The latched chest is filled with one hundred thirty historical scrolls all in Infernal Cant, each is (1d20*50)+200 years old, valued at (age)*4d12 GP. When the chest is opened a chemical contained in a bladder concealed in the top sprays onto the scrolls causing an intense, hot, fire which completely burns the scrolls within 30 seconds. The chest has a half-inch diameter hole in the center of the top filled by a cork on which is drawn a flame symbol (-6 to find); if the contents of the flask labeled '*Fire Suppressant*' is poured into the hole, the chemical is neutralized and dissipates in air without effect..

    The enchanted ship model is invoked to become a two-mast schooner merchant vessel, 20 tons capacity, 85 FT long by 23 FT across, with two decks below. However, regardless of how sailors line, patch, secure, waterproof, or tar the hull, the vessel always sinks 2d100 hours out of port, returning to its model size 10 days later, then washing ashore again with the tides.

PALACE SECOND AND THIRD FLOORS

69. **Roricran's Bedroom**. The room is entered from Roricran's Parlor through an unlocked wood door (bronze keyhole, open, -10 open lock) in the west wall. The floor is covered with thick blue Keldish carpet, the walls are painted tan, and the ceiling is covered by slats of pine. A 920 GP landscape painting of the Sixth Circle hangs on the north wall along with a full-length silver mirror; an 1115 GP painting of a Type 7C Devil fighting against three Manticore hangs on the south wall. A lit ordinary bronze hurricane-style lantern is fixed to the west wall on the north side of the door. The room is furnished with a four-poster bed with dark green cover and curtains, thick white oval rug, an end table, an upright rosewood armoire with adamantine lock (found locked, -8 open lock), a straight chair with green velvet cushion, hassock, three tall bronze candlesticks each with green candles (one lit), carved kneeler with blue leather cushion (aura of evil), and two stout oak chests (one with steel key lock at -6 open lock, one with only a simple steel latch). A 20 inch square oil painting of a Medusa is propped up on the bed, covered by a sheet; when the sheet is removed, all persons directly looking at the painting are *transformed to stone* (range 10 FT, avoid viewing 1d20 roll GTET [46-Will-Level], save 1d20 roll GTET [33-Stamina]).

    The armoire contains a variety of woman's underclothes, sun dresses, linen blouses, wool short-sleeve shirts, pairs of black pants, knee-length skirts, scarves, bonnets, a straw hat, two pairs of white silk gloves, a pair of gardening gloves, ornate sashes, a knitted shawl, satin vests, a linen vest, three girdles (one has the aura of enchantment but no properties), a thick wool robe, two fine capes with 20 GP gold clasps, a winter traveling cloak, a parasol, a wide umbrella, two pair of high boots, pairs of black and brown leather shoes, and a pair of sandals (*Water Walking*). A secret (-14 to find, -6 open lock) compartment in the bottom of the armoire conceals a *Wand of Reincarnation* (9x), a set of *Levith's Lockpicks*, and a *Fool's Deck of Cards*.

    The locked chest contains two *1d12 Cure Wounds Potions*, a *2d8 Cure Wounds Potion*, two *Poison Antidotes*, three pots of *Salve of Stoning Reversal*, three *Disease Antidotes*, three flasks of oil, four flasks of pure alcohol, two draughts of hangover remedy, a *draught restoring Wizard's power* (restore all free casts of Basic category spells), two draughts of *Night Sight*, a small alembic, an alcohol burner, a hand crank centrifuge, two glass distilling columns, a 2539 GP 9 inch diameter *Crystal Ball* (*scrys* within a 200 FT radius), two pairs of tinted goggles, and a leather pouch holding three small bar magnets. The latched chest contains two dark green blankets, a wool tartan wrap, three bed sheets, a down pillow, four thick blue towels, a pair of leather slippers, and three night dresses.

Third Floor (see map on page 43)

70. **Central Hallway**. The hall is entered from the Second Floor using stairs on the north wall near the center; a 10 FT by 10 FT section centered in the hallway ceiling is outlined in red metal, marking the location of a **gravity trap**. Two unlocked wood doors on the north wall lead to the Concert Hall, and a locked metal door (-14 open lock) in the south wall neat the west end leads to the Apartment; two adamantine doors (latched, requires total Strength GTET 23 to open) lead to the Audience Hall. The hallway is guarded by four **Officers**, one of which is always at the east end and one at the west end. When the gravity trap is armed, persons stepping underneath the marked section of hallway ceiling experience a strong gravity oriented upward, pushing them toward the ceiling, which pivots to reveal a vertical shaft 30 FT high whose ceiling is covered in 1 FT adamantine spikes; an Adventurer hits the spiked roof at the same speed as if they fell downward a distance of 40 FT onto a bed of spikes (same damage); an Adventurer avoids the gravity pull on 1d20 rolls GTET [30-Agility]. A vertical brass lever on the north wall at the east end (initially in the down, or disarmed, position) *controls the ceiling trap*. A vertical brass lever on the south wall at the west end (initially in the up, or locked, position) controls rotation of the **statue** in the Rotating Statue West area. The hallway guards support the guards at Rotating Statue West and Rotating Lucifer as needed, but are not supported by them.

71. **Rotating Statue West**. The area is entered from the Central Hallway from the east, with a locked metal door in the north wall (-16 open lock) leading to Coin Cases, two locked metal doors (-7 open lock) in the west wall lead to Tapestries and Carpets, a locked metal door (-10 open lock) in the west end of the south wall leads Toy Story, and a locked metal door (-10 open lock) in the east end of the south wall leads to the Weapons Display. A circular red stone dais 10 FT in diameter by 20 inches high is in the center of the room, supporting a 17 FT tall granite **statue of a Type XE Devil**, with 6300 GP ruby eyes, wings covered in beaten gold leaf, 4820 GP solid ivory horns, and a 10,450 GP gold belt inlaid with amethysts. Two **Officers** are stationed in the area, they are supported by guards in the Central Hallway but do not support the hallway (they activate the statue if given the opportunity). Seven HD3 **Stinger Birds** perch on the statue's shoulders. The statue's eyes and horns have auras of evil and enchantment, and are *cursed* so that a person possessing any of these for GTET 8 hours permanently grows thick hair which after 24 hours makes them appear to be a wolf-man/woman; a *Banish Curse* performed by a Priest GTET L15 or Crusader GTET L18 is required to break the curse. When the brass lever on the west end of the hallway is moved downward, the statue rotates at 2 revolutions/round and on each rotation creates a heat beam from the eyes in the direction of each quadrant causing hp1d20 fire damage (along with burning any readily flammable clothing). An Adventurer occupying a quadrant avoids the beam on 1d20 rolls GTET [28-Agility]; if there are more than one potential target in a quadrant randomly determine the affected person...continued next page

PALACE THIRD FLOOR

71. **Rotating Statue West, continued**...The heat beam is disabled by locking the statue's position (e.g. returning the lever to the up position), or causing the statue hp30 damage (treat as AC50), or causing hp12 damage specifically to the statue's head.

72. **Rotating Lucifer**. The area is entered from the Central Hallway from the west side at the northwest corner, with 16 FT tall double adamantine doors leading to the Audience Hall in the north side, a locked metal door (-12 open lock) to the Musician's Practice Room on west end of the south wall, and two unlocked wood doors leading into the maze in the east wall. A metal plate on the eastern end of the south wall covers a locked metal door (-14 open lock) leading to the Occupant's Crown Room. The ceiling is painted light tan and has a mural depicting Lucifer creating Malebolge by parting the ground of Gehenna under fiery skies.

    The adamantine doors are each divided into quadrants, the upper left quadrant depicts Samael with fists of Lightning Bolts, the upper right depicts the Principal Occupant standing on the body of a winged and fanged humanoid lizard-monster, the lower right depicts an Officer with a flail, and the lower left depicts a two-headed Medusa. The doors are latched but not locked (requires total Strength GTET 40 to open). The metal plate in front of the door to the Occupant's Crown Room lifts straight up to reveal the door (Strength GTET 20 to lift). The plate is latched at the floor, with a wire looped through the latch connected to a bank of Leyden jars (-6 disarm trap). The person cutting this wire suffers hp2d8 electric shock damage. The plate weighs 260 pounds, the latch appears to catch to it is broken and doesn't lock in the upright position (falls 1d20*5 seconds after being lifted up, potentially trapping the Adventurers inside the Crown Room).

    A circular green stone dais 10 FT in diameter by 20 inches high occupies the center of the area, supports an 18 FT tall, three-headed, polished onyx statue of Lucifer (auras of evil and enchantment), with six 5650 GP emerald eyes, wings covered in beaten gold leaf, six 15,820 GP horns of rare narwhale ivory, and ninety 750 GP polished kraken shell teeth, the statue holds a 12 FT leather Flail in each hand (AC30, hp16, Strength GTET 22 to wield). The statue slowly rotates at 1 revolution every 10 minutes. The *eyes are cursed* so that the possessor attacks at -2 TH and all opponents attack them at +1 TH. The *horns are cursed* so that all spells of silence and invisibility cast on the possessor are ineffective, their Agility statistic is reduced to 7, and their apparent weight increases by 1 pound per hour to a maximum of 100 pounds apiece. The *teeth are cursed* so the possessor's teeth rot, with one tooth permanently falling out every subsequent 24 hours (other persons find them repulsive after 6 teeth are gone; the nutritive value of any food they eat is reduced by an effective 5% per day; reduce their Strength statistic 1 point after every 48 hours {limit 6 points}). Any person wearing dentures created with these teeth are unable to speak the truth, or speak to perform a spell or prayer intended for a good purpose. Each of these curses is broken by a *Banish Curse* prayed by a good Priest GTET L16 or a Crusader GTET l20. The statue attacks as a **Warrior L12** (AC75, hp100,) when a good person is within range of either flail (hp1d10 damage, damages an ear drum [deafens] on a natural rolls GTET 18 {save hearing on 1d20 rolls GTET [27-Stamina]}, *paralyzes* for 1d20 rounds on a natural roll of 19 {save 1d20 GTET [30-Stamina]}, and puts out one eye on a 1d20 natural roll of 20 {avoid 1d20 roll GTET [31-Agility]}.

    Two **Officers** are stationed in the area, these Devils are supported by those in the Central Hallway but do not support the hallway. If fighting here ***Ulmpla*** is sent to observe after 45 seconds combat round and [only] if the Devils appear to be winning ***Chynica*** joins from the Musician's Practice Room after 100 seconds..

73. **Apartment Parlor**. The room entered from the Central Hallway through a locked metal door (-14 open lock) in the north wall with a latched wood door in the east wall leading to Monnine's Bedroom. Two iron-barred windows with dark red curtains overlooks the outer Courtyard. The floor is oak, hickory, cherry, and walnut parquet, the walls are covered by black wall paper with a pattern of gold diamonds, and the ceiling is painted beige with a mural depicting satyrs and fauns chasing and ravishing nymphs in a glade next a mountain stream. Two gold lanterns shaped like horned satyr faces are attached to the south wall by hollow gold brackets shaped like circular goat's horns. If the brackets are removed from the wall, all persons are exposed to spores from the mold growing inside causing pink eye after 1d6 hours {save 1d20 GTET [33-Stamina]}, then after 1d12 hours temporary blindness lasting 1d12 days {save 1d20 GTET [31-Stamina]}. A painting of a seaside waterfall hangs on the west wall (aura of enchantment); if the painting is ripped or slashed, the waterfall gushes water into the room at a rate of 2 inches water/15 seconds for 3d20 minutes. The room is furnished with a circular black rug, sofa, a divan, two padded recliner chairs, two straight chairs padded with blue leather, a fine carved oval table, and two leather hassocks. A wooden wall shelf is attached to east wall. A cylindrical iron stove with flat top is in the northeast corner. A 6 FT aquamarine statue of a naked sea nymph standing on a sea shell is in the southeast corner (5900 GP pearl eyes; the shell is filled with *Unholy Water*). ***Monnine*** is in this room on 1d20 rolls GTET 11, at Monnine's Bedroom on rolls 04-10, and in #75 on rolls 01-03; if fighting occurs here Monnine's maid ***Anadu*** enters from Monnine's Bedroom after 3 minutes. **Monnine** can summon three **Officers** and three **Sergeants** if she is attacked.

    On the oval table are an antique 1394 GP ivory backgammon, four 18 GP silver coasters, two 202 GP crystal goblets, a 753 GP unlit gold lantern, and a 334 GP silver bowl holding twelve golden pears (the fourth is *poisonous* to Gnomes, the seventh is *poisonous* to Dwarves, death in 1d12 rounds, save 1d20 GTET [28-Stamina]). On the wall shelf are a 825 GP 328 year old Violin in a black leather case with its bow, a leather case with nine 100 GP musical scores, a 3200 GP windup metronome of platinum-teak-ivory-amethyst, five 408 GP silver goblets (the third one has the aura of evil and enchantment,...continued next page

PALACE THIRD FLOOR

74. **Monnine's Bedroom**. The room is entered from the Apartment Parlor through a latched wood door in the west wall, and a latched wood door leading to Anadu's Room in the east wall. The floor is covered with dark brown shag carpet, the walls are paneled in cherry wood, and the ceiling is covered in beaten gold, with a perpetually rotating fan in the ceiling center. Two windows swathed in dark red curtains look out over the outer Courtyard. The room is furnished with a large four-post bed draped in thick green curtains, an end table, a wood clothes rack, a mahogany chest with silver keyhole (-8 open lock), an oak chest with gold keyhole (-10 open lock), an upright oak barrel with a wood plug in its top, two tall bronze candlesticks with lit white candles, and a rocker with cushioned seat. All of the furniture is sized for a person 10 FT tall. ***Monnine's*** maid, ***Anadu***, is here on 1d20 rolls GTET 13, otherwise she is in Anadu's Room; she joins Monnine in the Parlor 3 minutes after fighting starts there.

    On a wood stand is ***Guencat***, a HD3 **Giant Owl**. On the end table are an unlit *silver lantern* (aura of enchantment; when rubbed it *summons* an HD12 **Efreet** of the most powerful sort that appears behind the person with the lamp, attacking them with first blow), two leather devotion books to Lucifer, a 1100 GP crystal flask filled with water, a pewter vase with several **Anger Flowers**, and a small rectangular oil picture of a long-haired Cloud Giant child. On the clothes rack are two green blankets, a red dress, a *Poncho of Protection* (*AC+10, reflects Fire and Electricity spells, absorbs Devotion-category prayers*, and completely protects against the venomous stingers and bites of giant insects). The barrel is full of high-quality *giant's mead* (one drink causes immediate *drunkenness* lasting 1d12 hours, save 1d20 GTET [31-Stamina] checked per cup).

    When the mahogany chest is opened a 21 FT tall armoire appears; the doors are latched and require total Strength statistic GTET 25 to open. The armoire contains a selection of female underclothes, sequined gowns, embroidered blouses, silk vests, knee-length skirts, a bonnet, linen day dresses, a pair of white silk elbow length gloves, wool tunics, two pairs of pants, pairs of leather shoes, two pair of high boots, a pair of slippers, nightclothes, a heavy winter cloak, knit shawls, and leather belts [all sized for a giant-sized person]. When the oak chest is opened a 12 FT tall armoire appears; the doors are latched and require total Strength statistic GTET 20 to open. The armoire contains a selection of woman's underclothes, night shirts, a thick robe, hooded cloaks, an embroidered cape, sequined gowns, linen shirts, two leather shirts, blouses, two linen vests and two leather ones, seven ankle-length dresses, leather pants, a pair of red leather shoes, a pair of black leather shoes, a pair of brown leather boots, a pair of sandals, two pair of leather gloves, and two straw hats [all sized for a giant-sized person]. A hidden (-12 to find) compartment concealed in the top (20 FT high) of the mahogany armoire contains three pair of 1420 GP crystal earrings, pairs of gold earrings valued at 2300 GP and 2153 GP, seven 960 GP gold chains, a 4890 GP platinum-ruby chain, five 580 GP gold brooches, four 180 GP silver rings, and two gold rings valued at 3206 GP (with opals, onyx, and amethyst) and 5320 GP (with diamonds, rubies, and bloodstones). A hidden (-9 to find, -10 open lock) compartment concealed in the floor of the oak armoire contains a black ivory *Amulet of Hate*, a gold *Amulet of Sacrifice*, a gold *Chain of Blindness*, a platinum *Chain of Insanity*, a leather-topaz *Choker of Strangulation*, a bronze *Flatterer's Chain*, a silver-emerald-onyx *Necklace of Slavery*, and a platinum *Traitor's Charm*.

75. **Anadu's Room**. The room is entered from Monnine's Bedroom through a latched wood door in the west wall. The room is furnished with a heavy hammock strung between iron rings on the south side of the room (with two heavy black wool blankets), a heavy black wood chest, a wood stool, a rough wood table, an empty wood bucket, and a bronze chamber pot. On the table are a large wood mug with warm beer, a pewter plate, a large wood bowl with cold soup, a large set of pewter tableware, a piece of wood holding a lit white wax candle, a small iron war hammer, a brass bell, and worn old blackened human skull. The chest is latched but unlocked; it contains a selection of wool woman's underclothes, six linen dresses, four blouses, two long skirts, nine woolen smocks, three brown woolen tunics, a leather shirt, two pairs of large leather pants, and a dark blue winter cloak.

76. **Concert Hall**. The room is entered from the Central Hallway through two carved gilded wooden doors. The flooring is hardwood hickory, the walls are faced with green and white marble, and the ceiling is covered by dark blue ceramic tiles. The east end of the room has a 40 inches two-step stage with a curved front, 10 FT deep at the center. Six unlit 100 GP gold lanterns shaped like flying swans hang from the ceiling by thick silver chains. Two tapestries depicting flying red and blue dragons hang from gold rods on the west wall (1300 GP red, 1610 GP blue). An oil portrait of Lucifer set in a platinum frame hangs on the south wall between the doors (auras of enchantment and evil); if the painting is damaged, slashed, or desecrated the room is immediately enveloped by an *3d10 Conflagration*; behind the portrait is a hidden panel (-9 to find) behind which is a found a silver wand in a red satin bag inside a teak wood case. The silver wand is used to release the Fire Giant, Cyclops, Medusae, and Minotaur, or other creatures in the extra-dimensional picture frames located along the Second Floor hallway (#35), and can be used to involuntarily draw other creatures into vacant frame(s) at that location.

    The seating area is set in nine rows of twelve gold chairs with red velvet cushions, with aisles on the north, the south, and in the center. Five gold chairs with blue velvet cushions are on the stage are, with nine gold music stands (all empty), a stand with a 280 GP silver saxophone, a large bass with bow, a set of snare drums with sticks, two guitars (one 925 years old, value 9363 GP, owned by the master Stalisius Eborow), a banjo, and two trumpets.

PALACE THIRD FLOOR

76. **Concert Hall, continued**...One minute after Adventurers enter a band of six **Type XC Devils** appear on the stage, takes up their instruments, and begin to play. At the same time a shimmering light blue *force curtain* appears along the front of the stage which reflects missile weapons, absorbs Basic Magic spells and Devotions prayers, and inflicts hp1d10 electrical damage on persons strong enough to push through it (Strength GTET 18 required); the curtain drops when either *Disperse Magic* is cast by a Wizard GTET L13, *Magic Grenade* is cast, or when the Banish Spell prayer is performed by a Priest GTET L16 (not be Crusaders). Listeners are driven into a *berserk fury* by the music, compelled to attack the nearest person to them (save 1d20 roll GTET [44-Will-Level] checked every 30 seconds). Deaf persons (due to physical ear protection, disease, age, or the effects of spells or prayers) are unaffected by the music.

77. **Audience Hall**. The room is entered from the Plaza through a double set of adamantine doors (latched, requires total Strength GTET 23 to open) in the south wall. A secret door (-12 to find, -12 open lock, opening the door requires a total Strength GTET 28) in the east wall leads to the Upper Hidden Corridor and the elevator. The flooring is a pale pink marble with streaks of red, the walls are wallpapered in a deep blue color with silver bovine skulls, and the ceiling is covered by slats of cedar. Ten gold Spears with silver heads are attached to the walls 20 FT from the floor on the west and east sides, a silk pentagonal pendant, depicting the Principal Occupant's color and heraldic arms hangs from each spear (after good persons have been in the room 5 minutes, the spears *animate*, *fly*, *turn invisible* before attacking each good person, divide spears to attack equally, Warrior L9, AC40, hp20, Piercing 1d12, critical limb damage on natural rolls GTET 18, unaffected by spells of holding, electricity, or cold). A stone chair sized for a person 16 FT tall is centered against the rear (north) wall, with images of human skulls, ram's horns, and intertwined winged snakes on its sides, and a purple silk canopy (aura of evil). Six rows of gold chairs with purple suede cushions face the larger chair; the first (north-most) row has seven chairs sized for a person 8 FT tall, the second row has ten chairs sized for a person 7 FT tall, and all other rows have twelve chairs sized for tall humans. After a Spear has received sufficient damage to immobilize it, it is +3 TH with ten charges each, *Invisibility* and *Fly.*

    The **Principal Occupant** is immediately aware when someone sits on his (stone) chair if they are in Gehenna. Any person sitting on the chair becomes permanently evil in alignment (save 1d20 roll GTET [34-Will]), their Will and Intelligence scores are permanently reduced to 7 (save 1d20 roll GTET [32-Will]); if the mortal resists the attack against their mind they are engulfed in a *3d8 Flame Strike*. A group of an **Officer**, three **Sergeants**, two **Type XE Devils**, and a **Zoybim** enter the room through the south doors 2 minutes after the chair is occupied.

    If the **Principal Occupant** is present the room is also occupied by two **Diabolic Generals**, six **Officers**, four **Type XD Devils**, two **Type XB Devils**, three **Zoybim**, two **Common Devils**, a **Harpy of Hell**, and two **Minotaur of Hell**. If the Principal Occupant is not present the room is occupied by three **Officers** each armed with silver-tipped *Spears +3* (*+1 TD, Human slayer* humans on natural rolls of 20 {save 1d20 GTET [33-Will]}, *Chain Mail Ripper*) and silver-headed *War Hammers +1* (*+2 TD, Elf slayer* on natural rolls of 20 {save 1d20 GTET [35-Will]}, Spell Hammer: *Disintegrate* {5/day, 250 pounds inanimate material}).

78. **Upper Hidden Corridor**. The corridor is entered on the west end through a secret door in the Concert Hall (-12 to find, -12 open lock, opening the door requires a total Strength GTET 28), and from the east through double mesh doors (which move vertically) preventing falls into the elevator shaft when the elevator car is not there. A hidden door (-6 to find, -8 open lock) in the south wall, leads to Elemental Chandelier in the maze. The floor and walls are rough stone, and the ceiling is covered by pine slats. Three 200 GP gold lanterns depicting diving eagles hang from the ceiling by thick bronze chains, each eagle has a glowing glass ball in each talon. A 3-inch diameter blue pushbutton surrounded by a 6 inch square gold plate is on the north wall in the northeast corner, 4 FT off the floor (summons the elevator). The hallway is occupied by 1d6 **Ordinary Devils** on 1d20 rolls GTET 15.

    Unless there is a reason the elevator has moved since Adventurers entered the Palace, it remains on the First Floor and so a descending vertical shaft is visible through the mesh doors. If the elevator is on another floor when Adventurers enter this hallway, it moves to the Third Floor on 1d20 rolls GTET 17, occupied by two **Officers**, two **Troopers**, and a **Type XE Devil**.

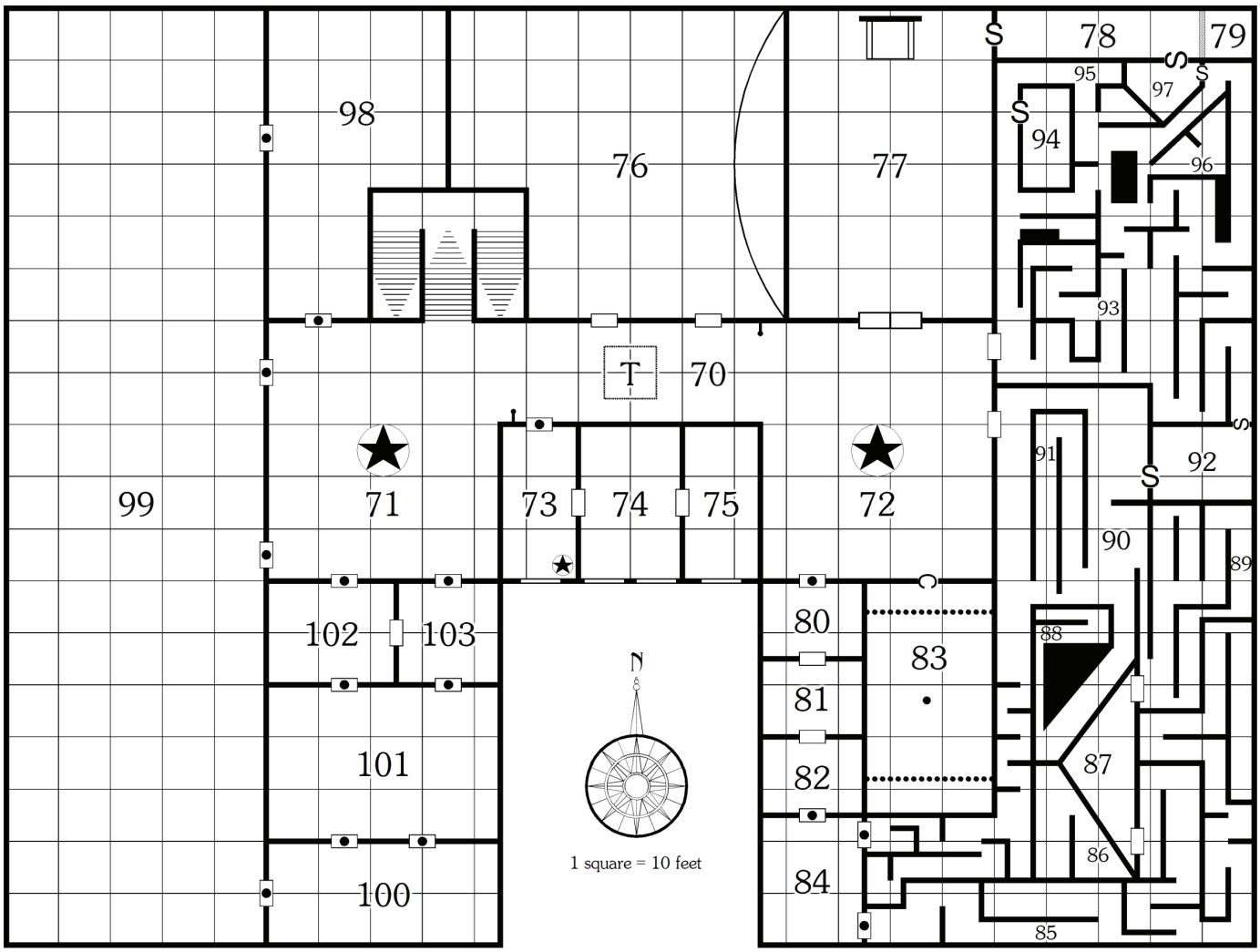
    Two pine slats in the ceiling next to the western-most lamp are loose and bend inward (-15 to find). Concealed inside is a 5 GP brass scroll case holding a spell scroll which causes the elevator to drop to the Treasury Level when the spell is recited when the elevator is at the Prison Level. The scroll is concealed by a hard parchment disk on which is scribed a *Symbol of Stunning* (range 4 FT, persists, 1d100 minutes, save 1d20 GTET [32-Stamina]).

79. **Third Floor Elevator**. The room entered on the west side from the Upper Hidden Corridor through double sliding metal mesh doors (which open vertically). On the north wall are 3 inch diameter black metal push buttons labeled (from top to bottom) "3," "2," "1," and "Prison." Underneath the black buttons is a red button. When a black button is pushed in (selected) and the red button simultaneously pushed the elevator moves up or down at 8 FT/second. When engaged, the elevator breaks down at a point intermediate between floors on 1d12 rolls of 12. If Adventurers summon the elevator on 1d20 rolls GTET 16 it is occupied by two **Type XD Devils**, a **Type XA Devil**, 1d3 **Common Devils,** and a **Zoybim**.

PALACE THIRD FLOOR

80. **Musician's Practice Room**. The room is entered from Rotating Lucifer through a locked adamantine metal door (-12 open lock) with a sturdy wooden door to the Small Practice Room in the south wall. The floor is stained oak parquet flooring, the walls are red wallpaper embossed with dark green images of musical instruments, the ceiling is covered in silver tiles embossed with images of musical notes (2d100 tiles can be removed, each valued at 15 GP). Oil paintings of mature Human men wearing musician's robes hang on the west wall are, one holds a conductor's baton, the other holds a guitar. An oil painting of a young Elvish women in a blue dress holding flute hangs on the east wall and one of a veiled Medusa sitting next to a Grand Harp. Lit gold lanterns shaped like drums engraved with nightingales hang by good chains in the northeast and southwest corners each by three gold chains (aura of enchantment); each hit against a lantern spills hot oil and a fire starts on 1d20 rolls GTET (19-{cumulative number of occurrences}) checked/hit. Rubbing a lantern *summons* 1d3 HD3 **Nightingales**. The room is furnished with an antique black wood desk with leather padded office chair, a large blue wood chest with a silver keyhole is under a thick green wool blanket (locked, -5 open lock), a large red wood chest with a silver keyhole (locked, -6 open lock), two straight chairs, two padded wood footrests, three large cloth stuffed pillows, a barrel of ale with a fitted wood top and a tin dipper hanging on the side, an old wood music stand, a thick vertical wooden post with five horizontal crossbars (for a familiar), and a tall slender bongo drum. Two stained old oval brown rugs are on the floor. Wood shelves are attached to the north wall, 7 FT off the floor. ***Chynica Loreanaad*** is found sitting on a chair with a guitar, unless warned of the Adventurer's approach by ***Ulmpla***, in which case she holds a silver-bladed *Scimitar +2 (+2 TD, Frost Blade*, *cleaves limbs* on natural rolls of 20 on 1d20, consecrated to Belephentor) at the ready and is supported by four **Type XA Devils**. If fighting occurs outside in Rotating Lucifer ***Ulmpla*** is sent to observe after 45 seconds and only if the Devils appear to be winning ***Chynica*** joins the fight herself after 100 seconds...comtinued next page

Palace Third Floor



PALACE THIRD FLOOR



80. **Musician's Practice Room, continued**....On the desk are thirty sheets of parchment with notes about love songs written in illegible Infernal Cant, an oversize pewter tankard of ale, two quill pens, a well of black ink, and a pewter platter with a greasy giant turkey leg on it. In the desk are found twelve blank parchment sheets, two empty leather scroll cases, six pieces of red wax, a 94 GP silver cylinder with a seal shaped like a guitar, a *Manual of Skills* imparting a journeyman's skill with Harps, three leather hymnals to Belephentor written in Djinn, an *Annal of Identification* (limited to enchanted musical instruments), a leather pouch holding 335 GP in coins, a silver *Ring of Discord*, two vials of *Unholy Water*, a curved ivory hilt Dirk, two smoke grenades, a *Spell Marble* holding *Zone of Darkness*, a *Potion of Displacement*, and a *Potion of Mental Clarity*.

    An original guitar score by the Iberian master, Cervauntess of Mourrick is on the music stand (1448 years old, 9523 GP). Seventy-eight parchment scrolls of bawdy love songs are on the wall shelves (in Human foreign languages; each 5d100+300 years old, valued 10*1d100 GP).

    Inside the blue chest are a selection of woman's undergarments appropriate to a Djinn, low-cut short-sleeve blouses, long-sleeve silk shirts, two turban wraps, satin vests, silk scarves, three handkerchiefs, colored cummerbunds, a 460 GP ornate gem-studded sash (of the Royal Order of the Garnet), two towels, a wool robe, a pair of white silk gloves, two pairs of black leather gloves, and two leather belts. A rosewood box lined in satin holds two pairs of diamond earrings (1120 GP, 1305 GP), a 1329 GP pair of pearl earrings, a 822 GP pair of gold-peridot earrings (*of Telepathy*), a 2753 GP platinum-aquamarine circlet, four 725 GP gold chains, a 5984 GP platinum chain with a garnet talisman, two plain silver rings (one has aura of evil, 310 GP, 440 GP), a 200 GP plain gold ring, a 900 GP gold-citrine ring, a 3108 GP gold-jasper-bloodstone ring, five 2500 GP gold-pearl-sapphire bracelets, and a platinum-agate brooch (*of Mental Resolve*); the inside cover of the rosewood box is lined with a scrap of red silk concealing a *Symbol of Blindness* (1d100 hours, range 5 FT, avoid viewing 1d20 roll GTET [45-Will-Level], save 1d20 GTET [30-Stamina]).

    The red chest has a false wood bottom (-10 to find, -6 open lock, -8 disarm trap) concealing an elastic bladder of highly corrosive phosgene gas with an adamantine clamping mechanism; the false bottom sits on springs so that when weight is removed from the chest and the bottom rises, the clamp opens. All persons in the room suffer hp1d6 damage, are temporarily blinded 1d12 hours (save 1d20 roll GTET [30-Stamina] checked every 30 seconds of exposure, on saving rolls of 01 blindness persists 1d12 weeks), and have their Stamina reduced 1d4 points (from lung damage) for 1d20 days (save 1d20 roll GTET [28-Stamina] checked every 30 seconds exposure). Inside the chest are twenty thick leather-bound books: one is a *Codicil of Language* (Human foreign language), one a *Geas Tome* (mission to kill every inept or poor-quality musician they come across playing in public), one a *Language Tome* which <u>both</u> confers expert knowledge of Infernal Cant <u>and</u> erases knowledge of all other languages, one a *Gut Tome* (causes the reader to immediately gain 80 pounds around their waistline), a *Tome of the Moment* (causes the reader a complete loss of long term memory so that anything more than 15 minutes old is forgotten), a *Codicil of Psionic Transformation* which confers the ability to call flames (8/day) which always burn the caller's companions, and a *Codicil of Transformation* (HD3 **Winged Monkey**). The chest also contains thirteen compendiums of music written in Human foreign languages (1d12*100+500 years old, valued at 1d12*100 GP).

81. **Small Practice Room**. The room is entered from the Musician's Practice Room through a wooden door in the north wall, with a wooden door to the Music Repository in the south wall. The floor is rough stone, the walls are covered by hickory panels, and the ceiling is covered in thick cork. A lit bronze lantern is attached to the west wall by a bronze rod, with a similar unlit lantern attached to the east wall. The room is furnished with a rough wood table, three steel music stands, three straight chairs, an upright harpsichord with plain wooden bench, an upright 4 FT bronze Harp on a padded stool, and a copper spittoon. On the north wall is a wooden rack holding two guitars, a banjo, a violin, a fiddle, four violin bows, five 6 GP ivory guitar picks, two conductor batons, and a 42 GP silver harmonica. On the table are a pewter pitcher of water, three pewter tankards, six untitled sheets of music, a leather pouch of chew-weed, a tambourine, a shake-stick, and a worn old traveler's harp of carved ironwood with adamantine strings, (aura of enchantment; a figure of a rearing lion is embossed on the underside of its base). One of the conductor batons has the aura of enchantment; when tapped three times against any wall, the door of a steel wall safe (-5 open lock) appears in the center of the wall [only 1 safe is in the room]. Three **Ordinary Devils** are practicing in this room on 1d20 rolls GTET 14; these Devils ignore the interrupting Adventurers if left undisturbed, and do not raise an alarm...continued next page

PALACE THIRD FLOOR

81. **Small Practice Room, continued**...The safe contains a leather pouch holding forty-three 1000 GP rubies, a leather bag holding 173 GP in coins, twenty-seven platinum pieces, and a leather satchel holding enough Curse Root, Trance Gourd, Shandymiss, and Hallowfar Root to counteract 22 days of the Inferno food binding effect along with a scroll describing the associated cleansing ritual, a large 2 GP silver key, and two pots of an enchanted hand lotion which protects the fingers of a musician from cuts, bruises, or blisters from instrument strings.

    When the harp is plucked or played by a person with no musical skill, they are *compelled* (resist on 1d20 rolls GTET [33-Will]) *to continue playing* until they drop of fatigue; a player is fatigued after (½*Stamina statistic) hours; compulsive playing results in hp1d8 damage to the hands with their Agility statistic reduced 1d4+1 points for 1d100+1d20 days. All persons hearing the harp compulsively played are *compelled to dance* (resist 1d20 rolls GTET [31-Will] checked every minute of song) until they drop of fatigue. When the harp is played by a person having some musical skill it's song imparts *Heroism* (4/day, 15 minutes) to the player's companions within 100 FT while it is continuously played while reducing the opponent's morale (-2 TH) and causes spell and prayer-using opponents to become confused (save 1d20 GTET [40-Will-HD/Level] checked every minute of playing). Playing this harp in location #83 causes the **Guardian Lion** to immediately go to sleep.

82. **Music Repository**. The room is entered from the Small Practice Room through a sturdy wood door in the north wall and from the Southwest Maze Room through a locked metal door (-8 open lock). The floor and walls are rough stone, and the ceiling is covered with pine planks. An unlit 550 GP gold lantern in the shape of three frogs with emerald eyes (each emerald 260 GP) sitting on a lily pad hangs from the ceiling center by a thick gold chain. The southernmost 10 FT of the east wall is thinner than most wall construction and can be broken down by hp30 points of damage. A Dwarf notices the construction on 1d20 rolls GTET [30-Intelligence], apply a +2 roll modifier if they have a journeyman's skill as a Builder or Miner, and +4 if a master's skill. Adventurers of other races with mining or building experience notice the wall on 1d20 rolls of 20 if they have a journeyman's skill and rolls GTET 18 if they are a master. Four 7 FT high fine carved cherry wood cabinets are against the west and east walls with two identical cabinets against the south wall. Each cabinet has a platinum keyhole (locked, -7 open lock, the key ring is in ***Chynica's*** pocket); each cabinet has four hundred twenty pigeon-holes (30 rows of 14), 4d100 are filled by scrolls of music (2d20*50+200 years, value (age)*1d8*5 GP, 1d12 rolls GTET 9 song lyrics otherwise musical scores; language is determined using 1d20: (1-9) Common, (10-13) Infernal Cant, (14) Gnomish, (15-17) Elvish, (18) Dwarvish, (19) Centaur, (20) foreign Human language. The room is enchanted so that open flames are extinguished in 1d12 seconds. A rope hammock is rolled up on the floor in the northeast corner.

83. **Occupant's Crown Room**. The room is entered from Rotating Lucifer through a locked metal door (-14 open lock) concealed behind a metal plate (lifted vertically). No lanterns, lamps, torches, or lights are present. The floor and walls are made of rough stone, and the ceiling is covered in mirror tile. A lowered adamantine portcullis blocks access to the rest of the room 6 FT inside; a second lowered adamantine portcullis is 32 FT further into the room. A 4 FT high cylindrical black metal column 18 inches in diameter is centered between the two portcullises and a gold-collared male HD 18 **Guardian Lion** paces in the area. A thick fog blocks any view of objects beyond the rear portcullis, the fog is impervious to ordinary sight, Infrared vision, Ultraviolet vision, low light vision, *true sight*, *vision* spells, ethereal vision, *crystal balls* or *scrying*, or any other means to view beyond the portcullis. A vertical bronze lever set into a bronze wall panel is on the east wall between the door and the front portcullis, found in the down (lowered) position; the lever has an end knob engraved with a lion's head. Raising the bronze lever raises the front portcullis. The west and east walls are enchanted so that the Lion (and any) walk normally on the wall. Four **Officers** enter the room 4 minutes after the front portcullis is raised. The room is enchanted so that spells and prayers of flying and levitation do not function.

    The column is featureless if given only a cursory examination. If the cylindrical column is examined closely, a thin indentation goes completely around the column 10 inches below its flat top (making a shallow cut-out ring). If the Lion's collar is put into indentation, the column turns from black to white, lowers itself into the floor, then after 20 seconds the rear portcullis slowly lifts at 2 FT/ minute. The fog which then flows into the central part of the room has a damp, slimy, smell along with a revolting touch which makes the skin crawl and feel crusty; the fog dissipates after 2d20 minutes. Each mortal's entire skin hardens after Stamina*10 seconds so they are unable to move (save 1d20 GTET [24-Stamina] checked every minute of exposure), after an additional Stamina*15 seconds they suffocate from hardened lungs (save 1d20 GTET [26-Stamina] checked every minute of continued exposure). The remaining fog in the rearmost room section (south) reduces visibility to 5 FT (8 FT using Ultraviolet vision). Thirteen flat ledges each 3 FT long by 30 inches wide found on each of the east, south, and west walls (three sets of thirteen to be climbed separately) in the southernmost part of the room. The first ledge is 4 FT off the floor, the second 2 FT higher and 4 FT away, the third 3 FT higher and 5 FT away, forcing a climber to jump from one to the next in a diagonal pattern spread across the face of the wall until the last ledge is 4 FT from the ceiling. The uppermost three ledges in each series are covered in oil (reduces Agility by 2 points) and the last ledge is frictionless (reduces Agility by 4 point). An Adventurer successfully jumps from one ledge to the next on 1d20 rolls GTET [28-Agility]; apply a -2 penalty to rolls on the eighth to thirteenth ledge due to the jumping distances; an Adventurer with a journeyman's or higher skill at climbing or mountaineering applies a +3 bonus. The walls in this area prevent or resist the insertion of spikes or climbing pitons....continued next page

PALACE THIRD FLOOR

83. **Occupant's Crown Room, continued**...Each ledge safely supports 150 pounds; if more weight is applied the ledge breaks on 1d20 rolls LTET (weight-150)/10. A recess covered by a solid glass cover (requires a blunt weapon to break, inflicting hp20) is above each top ledge, they hold the ***Occupant's Sash*** (east wall), ***Occupant's Scepter*** (south wall), and ***Occupant's Crown*** (west wall).

    The southernmost 10 FT of the west wall is thinner than most wall construction and can be broken down by hp30 points of damage. A Dwarf notices the construction on 1d20 rolls GTET [30-Intelligence], apply a +2 roll modifier if they have a journeyman's skill as a Builder or Miner, and +4 if a master's skill. Adventurers of other races with mining or building experience notice the wall on 1d20 rolls of 20 if they have a journeyman's skill and rolls GTET 18 if they are a master.

Third Floor Maze

Locations #84 through #97 are locations within, or accessed from, a maze area. Unless otherwise noted, all passages in the maze are 5 FT wide by 10 FT tall, the floor and walls made of undressed stone, with ironwood plank ceilings. The ironwood is treated so it does not burn, and is sufficiently tough to prevent the insertion of most spikes, pitons, screws, or other supports. Unless specified there are no light sources in the maze.

84. **Southwest Maze Room**. This 20 FT tall room entered from the Music Repository through a locked metal door (-8 open lock) and from the maze through two locked (-8 open lock) metal doors on the east wall. The room is furnished with a rough rectangular wood table, an ornate carved chair on the south end, two chairs each on the west and east sides of the table, and a carved chain at the north end. On the table in front of all each chairs are plates, flatware, and napkins, all gold (100 GP/set) on the north and west sides, and silver (60 GP/set) on the east and south sides. A pewter goblet at the north side place setting is shaped in an ugly gargoyle head (auras of evil and enchantment; the true form of this goblet is the ***Principal Occupant's Talisman***), a pewter goblet at the south setting is shaped like in a hag's head (auras of evil and enchantment), while all other place are set with silver goblets. Also on the table are a 250 GP silver pitcher filled with *Unholy Water*, a 250 GP silver pitcher filled with *Undead Restoration Fluid*, a 570 GP gold candlestick with lit blue taper candle, and a 335 GP gold dish filled with a purple powder that causes blinding tears for 1d12 rounds (save 1d20 rolls GTET [27-Stamina]). The room is occupied by two HD12 **Cadaver Warriors**, which ignore the Adventurers unless they disturb the place settings on the table.

85. **Spear Trap**. Invisible tripwires are located 4 inches off the floor at both the east and west ends of this section. Tripping or breaking either wire activates a mechanical timer (the time "ticks" can be heard) which releases forty spears from the ceiling in the center 15 FT section after 10 seconds (15 spears per 5 FT square section). The spears are propelled downward by powerful springs. Each person in the affected area receives 4d4 damage to the head and shoulders (avoid on 1d20 rolls GTET [32-Agility], a saving roll of 01 indicates critical head damage (double damage) as determined by using 1d12: (1) ear damage makes deaf for 1d20 days, (2-3) eye damage makes blind for 1d20 days, (4-6) concussion causes 1d20 days confusion and inability to perform magic or prayers, (7-9) broken nose and teeth, (10) broken jaw, (11) 1d20 hours unconsciousness, (12) immediate death.

86. **South Teleportation**. A 12 inch white circle is painted on the floor (aura of enchantment). Adventurers stepping on the white circle are immediately transported to North Teleportation.

87. **Soda Fountain**. The floor is covered in a spongy elastic green material. A 40 inch tall triangular base opaque glass pyramid with its cut off is in the room's center, leaving a 5 inch flat area at the top. A 16 inch image of a goblet is etched into each pyramid face and outlined in gold. An opaque glass pyramid with a triangular base is attached to the ceiling and oriented so its tip is centered above the flat area on the floor pyramid, with a gap of about 11 inches between them (careful examination of the point reveals a drop of clear liquid there). If a goblet is placed on the flat surface on top of the floor pyramid the ceiling pyramid dispenses a liquid into it, depending on the goblet's material: adamantine – *Banish Disease Draught*, platinum – *2d8 Cure Wounds Potion*, gold – *1d10 Cure Wounds Potion*, silver - *Physic of Blindness Reversal*, copper - *Poison Antidote Cordial*, pewter - *Cordial of Drunkenness*, tin – *Banish Fear*, wood – 1d20 days *Stasis Potion*; the liquid is not provided when cups, tankards, steins, canteens, or other beverage containers are placed on the floor pyramid. While a typical goblet (a goblet is typical on 1d12 rolls GTET 5) holds between three-quarters and one-and-a-quarter cup, 2 cups of liquid is dispensed into the goblet. Should the room floor become wet at any time within 20 seconds the floor: (1) releases sweet pungent fumes which cause 1d100 minutes *sleep* within 1d12 seconds {save 1d20 rolls GTET [26-Stamina]}, (2) the surface becomes tacky and sticky for 1d100 minutes requiring Strength GTET 14 to pull one's feet up from the floor {first step trip/fall unless succeeding on 1d20 rolls GTET [28-Agility]} and slowing movement to one-third, (3) after 2d100 seconds the floor releases a mist of strong acid which dissolves leather Armor in 10 minutes, metal Armor and Weapons in 20 minutes, and does hp1d6/15 seconds to unprotected skin. During any one hour period the ceiling pyramid dispenses a total of 12 volumes of liquid.



PALACE THIRD FLOOR

88. **Death Trap**. A *Symbol of Death* is inscribed on the south wall which radiates an aura which causes mortals to want to look at it (avoid viewing on 1d20 rolls GTET [47-Will-Level], 4d12 mental damage unless succeeding on a 1d20 roll GTET [28-Will], success reduces damage to 1d12.

89. **Fiery Gargoyles**. A stone gargoyle's face with green glowing eyes and a round open stone mouth (aura of enchantment) is mounted on the north and south end walls 3 FT from the floor. Many horizontal adamantine knife blades are fixed in the west and east walls leaving a 25 inch gap. Fifteen seconds after the view between the gargoyle faces is blocked (about 4 FT off the floor) the south gargoyle spits a *1d8 Fireball* followed 15 seconds later by a *1d10 Fireball* from the north gargoyle; the gargoyles continue to alternate spitting *Fireballs* every subsequent 15 seconds as long as the passage remains blocked. Adventurers wearing metal armor pushing through the narrow section suffer hp1d3 knife damage, those with leather armor suffer hp1d6, and those without armor suffer hp1d10 damage. Adventurers successfully dodge a *Fireball* by dropping to the floor (success on 1d20 rolls GTET [25-Agility].

90. **Swinging Axe and Hot Water**. A red-stone fireplace is built into the east wall with a white wood mantel above it, a small oil painting depicting a blue two-story cottage hangs over the mantel. A fire burns in the fireplace, with a large copper pot of bubbling water hanging over the fire from an iron hook. As Adventurers approach this area they hear a steady rhythmic "swoosh" sound, from a hp1d10 steel double bladed War Axe attached to an iron bar which swings west-to-east from the ceiling as a pendulum in the south side of the area (avoid on 1d20 rolls GTET [27-Agility]).

    A small black rubber siphon line runs from the copper pot up into the ceiling of the fire compartment (requires careful examination, -14 to find). When Adventurers approach the fireplace they step on a hidden (-10 to find, avoid 1d20 GTET [33-Agility] not detected, GTET [24-Agility] detected) pressure plate directly in front of the firebox, releasing a stream of scalding water from a pinpoint hose hidden (-12 to find) among the picture's detail; a person standing in front of the picture is *scalded* for hp1d12 damage (avoid 1d20 roll GTET [30-Agility], those in chain or plate Mail with closed Helms are splashed by the hot water but not injured, those wearing less protective armor are affected as the water hits their face/neck region and runs down under their armor).

91. **Spikes and Ladders**. The north-south section of floor is densely covered by 14 inch tall metal spikes honed to a fine point, some obviously coated with a variety of colored liquids or gels. Ten horizontal metal bars across the passage forms a ladder over the spikes with each bar about 3 FT behind and 2 FT above the previous so the center bar is 12 FT above the spikes. The top three rungs are coated with *Oil of Slipperiness*. Adventurers succeed in climbing the ladder on 1d20 rolls GTET [25-Agility] checked per metal bar climbed; apply a -1 penalty for every 25 pounds of weight carried; apply an additional -3 penalty for the slippery ladder rungs at the top.

92. **Hydra in the Dark**. The 20 FT tall room is entered on the north and west sides through hidden (-12 to find, -6 open lock) 3 FT high doors situated 12 FT off the floor; iron ladders are located inside the room. The room is enchanted with a perpetual *Zone of Darkness* which prevents ordinary and enchanted/blessed light sources. It is occupied by a HD9 **Six-Headed Nemian Hydra** (heads regenerate hp3/round unless cauterized).

93. **Vampiric Statue**. A 16 FT black stone statue of a vampire stands on a circular base (auras of evil and enchantment). As found, the statue has its arms stretched out blocking the passage. Eighteen inch diameter steel handwheels are located on the north and south walls, turning either handwheel clockwise or counterclockwise turns the statue the same direction, providing the wielder has Strength GTET 19; releasing the handwheel causes the statue to snap back to its original blocking position. Adventurers can pass through the area by standing on the statue base while a handwheel is turned to rotate them to the other side. On every third passage the statue *attempts to bite the neck* of the person standing in front of it (avoid on 1d20 rolls GTET [30-Agility]). A successful bite causes hp1d4 damage, infects the victim with the *disease Vampiricism* (save 1d20 roll GTET [31-Stamina]), and infuses the victim with a drug causing temporary weakness (save 1d20 GTET [32-Stamina], reduce Stamina and Strength statistics each 1d4 points lasting 1d100 hours, beginning 1d20 minutes after being bitten).

94. **Having a Gas**. This rectangular area is entered from the maze through an arched opening in the west wall; close examination (-12 to find) of the door frame reveals a three-quarter inch wide strip of lead running across the top of the arch. Rectangular red cloths hang from golden rods on the north and south ends of the area. A red pushbutton set in a brass ring is behind each cloth. Pressure plates on the floor at both ends (-10 to find, -12 disarm trap, 75 pounds to trip, avoid 1d20 rolls GTET [30-Agility] undetected, GTET [24-Agility] detected) release a 500 pound lead door which drops to block the arch. Adventurers within 6 FT of the arch escape before it closes on 1d20 rolls GTET [28-Agility]. Ten seconds after the door drops, yellow chlorine gas is released into the top of the area from vents hidden in the ceiling, reaching *poisonous concentration* after 90 seconds and remaining lethal for 30 minutes before dissipating; the poison kills any mortal after Stamina*10 seconds (save 1d20 GTET [32-Stamina] checked every 15 seconds of exposure). If both red pushbuttons are pressed simultaneously and held for 15 seconds the gas is terminated and the door opens and resets.

95. **North Teleportation**. A white 12 inch diameter circle is painted on the floor. An *illusion* (disbelieve 1d20 roll GTET [30-Will] makes it appear a gold-diamond ring is wedged into a crack in the east wall. Adventurers stepping on the white circle are immediately transported to South Teleportation.

PALACE THIRD FLOOR

96. **Loud Trumpets**. An unlocked and empty bronze chest is in the southeast corner. The ceiling in the square area beyond is covered by the fluted ends of 122 bronze trumpet horns each 16 inches long. Opening the chest releases a small spring stud (-10 to find, -15 disarm trap) that activates a 20 second timer; the timer causes the horns to blow for 2 minutes. All persons in the area suffer 1d4 damage, are *stunned* 1d20 minutes (save 1d20 GTET [28-Stamina] checked every 15 seconds), and are *deafened* 3*(50-Stamina) minutes (save 1d20 GTET [32-Stamina] checked every 30 seconds).

97. **Elemental Chandelier**. A hidden door (-12 to find, -10 open lock) in the north wall leads to the Upper Hidden Corridor. A large four-tiered circular wrought-iron chandelier hangs from the room center supporting seventy white taper candles (each candle *appears* to be lit but is actually a HD3 **Kindling Elemental**).

Third Floor Display Areas

Locations #98 through #103 are the Principal Occupant's personal display room for their collections.

98. **Coin Cases**. The room is entered from Rotating Statue West through a locked metal door (-16 open lock) in the south wall, a locked metal door (-12 open lock) in the west wall leads to Tapestries and Carpets. The floor is covered in copper, the west and east walls are covered in silver, the north and south walls are covered in bronze, and the ceiling is covered in gold leaf. Six 800 GP lit gold lanterns shaped like hooded cobras with flame spraying from their mouths are fastened to the west wall, the lanterns have sapphire eyes and black ivory fangs. Four 10 inch smoked glass globes are mounted at the bottom of 12 FT gold poles attached to the ceiling. The room has seven 17 FT long by 10 FT high clear glass display cases, separated by 5 FT. Each case has eighteen rows of twenty extremely rare/unique rare gold, silver, or electrum coins collected from across the Celestial Spheres, each coin is 1d20*25+300 years old and valued at 1d6*1d20*500 GP. The glass cases require hp20 points to break, which also activates an alarm. Twenty seconds after a case is broken the glass globes begin to strobe with a strong pulsating blue light which hurts the eyes, each mortal is blinded 1d100 minutes (save 1d20 GTET [31-Stamina] checked after 10 seconds and every 20 seconds thereafter). Five minutes after a case is broken an **Officer** and six **Troopers** arrives to investigate.

99. **Tapestries and Carpets**. The room is entered from Coin Case through a locked metal door (-12 open lock), from Rotating Statue through two locked metal doors (-7 open lock), and from Gemstone Cases through a locked metal door (-15 open lock). The room has parquet wooden floors, the walls are covered in deep blue wallpaper with a diamond pattern etched in silver, the ceiling is covered in dark red tile with white grout. Three rows of eighteen fine old carpets hang on gold rods suspended from the ceiling by heavy gold chains, with approximately 8 FT between carpets in the same column and 5 FT between carpets in the same row. Four ancient tapestries hang on the south and north walls, fifteen tapestries are attached to the west wall, and ten are attached to the east wall (all hang by gold rods). Each tapestry and carpet has an attached label in Infernal Cant, giving its date, weaver, and place of manufacture. The entire room is suffused by a soft yellow light (equivalent to ten candles). The room is enchanted to extinguish any open flames in 1d12 seconds. Each carpet is 7 FT wide by 8½ FT, 2d20*100+500 years old, valued at (age*10) GP. Each tapestry is 8 FT wide by 16 FT tall, 1d100*25+750 years old, valued at (age*1d6*25) GP. The third/ thirtieth carpets examined are *Flying Carpets*, the fifth/twenty-eight/forty-ninth carpets are *Rugs of Smothering*, the ninth is a *Rug of Hiding*, the fourteenth is a *Harjeen's Carpet*, the nineteenth is a *Floating Carpet* (on water), the twenty-first is a *Bridge Carpet*, and the forty-second is a *Carpet of Betrayal*. When a carpet's weight is released from its support bar, the chains are rapidly pulled up by springs in the ceiling, and the bar hitting the ceiling makes a sound like a loud gong; five minutes later an **Officer**, two **Type XD Devils**, a **Sergeant**, and five **Type XA Devils** enter from the plaza. On 1d12 roll GTET 7 the room is occupied by 1d12 **Ordinary Devils**.

100. **Gemstone Cases**. The room is entered from Tapestries and Carpets through a locked metal door (-15 open lock) in the west wall, and from Baleful Heads through two locked metal doors (-10 open lock) in the north wall. The floor is covered is green marble tile, the walls are paneled in cherry wood, and the ceiling is covered in green ceramic tile. A three-tier crystal chandelier hangs from the center of the ceiling by a thick silver chain; the chandelier has two hundred 50 GP tear-shaped crystals, glowing with a soft blue light; any crystal hit by a weapon shatters in a shower of sparks that do hp1d3 damage to persons within 5 FT. The room contains three 25 FT long by 10 inches wide by 6 FT high rows of glass cases each, with ten rows each of fifty rare, unique and unusual gemstones. Each gem is labeled in Infernal Cant with its name, gem type, finding date, and historical significance (if any). Among the gems are twenty-seven diamonds, sixteen emeralds, twenty-two rubies, eleven sapphires, and nineteen spinel, each valued at 10,000+(2d20*1000)+ (1d10*25) GP. Also in the collection are twenty agates, eight pieces of amber (four with enclosed insects), fourteen amethysts, five aquamarine pieces, thirty-four beryls, ten anisate, fifteen cat's eyes, six pieces of cinnabar, twenty citrines, seventeen garnets, three heliodors, twenty-two pieces of polished jade, eight pieces of jasper, thirteen lapis lazulis, twenty-one moonstones, thirteen bloodstones, twenty-seven pieces of obsidian, ten pieces of onyx, thirty-one opals, twenty-six pearls, nine peridots, five sunstones, eight tiger's eyes, eighteen topaz, and twenty-three zircons (each valued at 8000+ (1d20*500)+(1d12*25) GP). Among the collection are a *Philosopher's Stone* (opal), *Diamond of Time*, two *Fool's Gems* (jasper & citrine), a *Pearl of Infrared Vision*, a *Romance Stone* (ruby), three *Spark Stones* (obsidian), two *Stones of Poison Negation* (moonstones), a *Stone of Prayer Negation* (blue beryl), *Transmutation Stone* (lead ore), *Stone of Water Magic* (pearl), three *Stones of Misdirection* (Lodestone, pyrite), a *Loadstone* (zircon, *cursed*, doubles the weight...continued next page

PALACE THIRD FLOOR

100. Gemstone Cases, continued...of everything the bearer carries), a *Backbiter Stone* (cinnabar, after 1 hour in a backpack transforms into a 3 inch crab-like creature which uses its pincers to cut into the neck or spinal cord to each the soft insides, permanently paralyzing the victim), a *Glowstone* (sunstone, permanently provides yellow light equivalent to five candles), three *Explosive Stones* (onyx, opal, and cat's eye, when carried spontaneously explodes for 1d12 damage on rolls of 99 or 100 on 1d100 checked hourly), and two *Orbs of Location* (jade and anisate). The room is guarded by four **Sergeants**; if fighting occurs 1d12 **Troopers** are summoned as reinforcements, arriving after the tenth round.

101. **Baleful Heads**. The room entered from Gemstone Cases through two locked metal doors (-10 open lock) in the south wall, entered from Toy Story through a locked metal door (-8 open lock) in west end of the north wall, and from Weapons Display through a locked metal door (-10 open lock) in the east end of the north wall. The floor is covered in white marble tile, the walls are covered in cherry wood panels, and the ceiling is painted tan with a mural of devils armed with spears and nets in a jungle, hunting boar and other wild animals. A 7 FT diameter iron circle hangs in the center of the room from 4 iron chains; along the circle are twelve lit yellow candles, with twelve iron heraldic shields between them. The room is furnished with a burnished antique rectangular table, six straight chairs with dragon-hide leather seats, two purple divans, and a two-wheeled silver cart with a 3634 GP crystal decanter of 420 GP brandy, and eight 22 GP crystal shot glasses. Carved wood plaques with mounted animal heads are on the walls: Mountain Antelope, Himalayan Greater Goat, Giant Must Ox, Northern Reindeer, Black Rhino, Wapiti, Forest Yak, White Polar Bear, Giant Boar, Giant Red Fox, Snow Leopard, Nemean Lion, Black Panther, Jaguar, Northern Lynx, Saber Tiger, Giant Warthog, Dire Wolf, Giant Wolverine, and Komodo Dragon. Each head has glowing red eyes with a baleful and malignant stare full of resentment and hatred, making uneasy each viewer. Each plaque is labeled in Infernal Cant with the date the animal was taken and the location. Every head has a 2000 GP black opal in its mouth. If an opal is taken the hand removing it suffers 1d4 damage and is immobilized in the animal's mouth (avoid on 1d20 rolls GTET [28-Agility]. If the gem is successfully removed an incorporeal HD4 **Animal Spirit** of the same animal is *summoned* every minute until either the opal is replaced or hp20 points of damage is done to the head (AC20); if the opal is taken from the room, the spirits track them and continued to appear every 1d6 minutes wherever the Adventurer is (range 10 miles).

102. **Toy Story**. The room is entered from Baleful Heads through a locked metal door (-8 open lock) in the south wall, and from Rotating Statues through a locked metal door (-10 open lock) in the north wall. The flooring is expensive parquet flooring and the ceiling is painted dark blue with a mural of wind-up toys. The walls are lined 10 FT high by glass display cases 10 inches wide with 9 glass shelves. Altogether the room holds one hundred thirty-four finely-made windup toys, including mechanical soldiers, dancers, animals, music boxes, birds, and ships. Each toy is labeled in Infernal Cant with its date and place of manufacture, the Craft Master who made it, and whom the toy was made for. Each toy is 3d100*1d12+325 years old, valued at (age*5) GP. Each case requires hp12 points damage to break. Breaking a case causes an alarm to sound, the alarm is investigated by an **Officer** and **Sergeant** and three **Troopers** after 1d6 minutes.

103. **Weapons Display**. The room is entered from Baleful Heads through a locked metal door (-10 lock) in the south wall, and from Rotating Statues through a locked metal door (-10 open lock) in the north wall. The flooring is dark parquet woods, the walls are covered in mahogany paneling, and the ceiling is tan with a painted mural depicting Dwarves in a magnificent glittering cave at work making weapons at forges, anvils, and grinding stones. Fastened to the west and east walls are silver racks which contain five Short Swords, two Long Swords with basket hilts, three Dirks, two curved Knives, a War Boomerang, nine Throwing Stars, four single-bladed War Axes, eight double-bladed War Axes, four Throwing Hammers, seven long-handled War Hammers, three Heavy Maces, a Spiked Mace, three Javelins, a Flail with adamantine weights, a Morning Star, a mahogany Crossbow inlaid with silver with forty adamantine hunting tips *(+2 TD)*, two Bolt Shooters with fifty adamantine hunting Bolts *(+1 TD)*, two manticore-hide Slings with a pouch of one hundred Ball Shot. Each weapon is 1d10*1d100 +225 years old. Each weapon is tagged with a label in Infernal Cant giving the Craft Master who made it, the date of manufacture, and whom it was made for. The weapons include a *Chain Mail Ripper +3* (Short Sword), *Elven Bane +1* (Short Sword), *Flame Blade +2* (Long Sword), *Spell Blade* (curved Knife, *Zone of Darkness, Silence, Night Vision*, *Spider Climb*, 5/day each), *Paralyzing Throwing Star +1*, *Throwing Star of Transformation* (**Giant Slug**), *Blue Dragon Bane Axe +2* (single-blade Axe), *Goblin Cleaving Axe +2* (double bladed Axe), *Cold Blue Axe +3* (double bladed Axe), *Mace versus Incorporeal Creatures +2*, *Returning Hammer +1/+2 TD (Ogre Slaying*), *Giant Bane Hammer +1* (long handled War Hammer), and a *Mace of Infernal Fury +1/+4 TD*. The weapons *collectively animate* (Warrior L9, AC40, hp18, permanently loses the ability to animate/dance after damaged). An Adventurer is able to grab a weapon on 1d20 rolls GTET [29-Agility] but holds on to it only on 1d20 rolls GTET [30-Strength] checked every round; a weapon held GTET 4 rounds loses its ability to animate/attack. A Wizard detects the area animate spell on 1d20 rolls GTET [45-Will-Level-SPM] and identifies the spell on 1d20 rolls GTET [50-Will-Level-SPM]; the spell is negated by a *Disperse Magic* cast by a Wizard GTET L16 or two such spells cast by Wizards GTET L11, or by a *Banish Spell* prayer performed by a Priest GTET L18 or two such prayers cast by Priests GTET L14 (Crusaders have no effect).

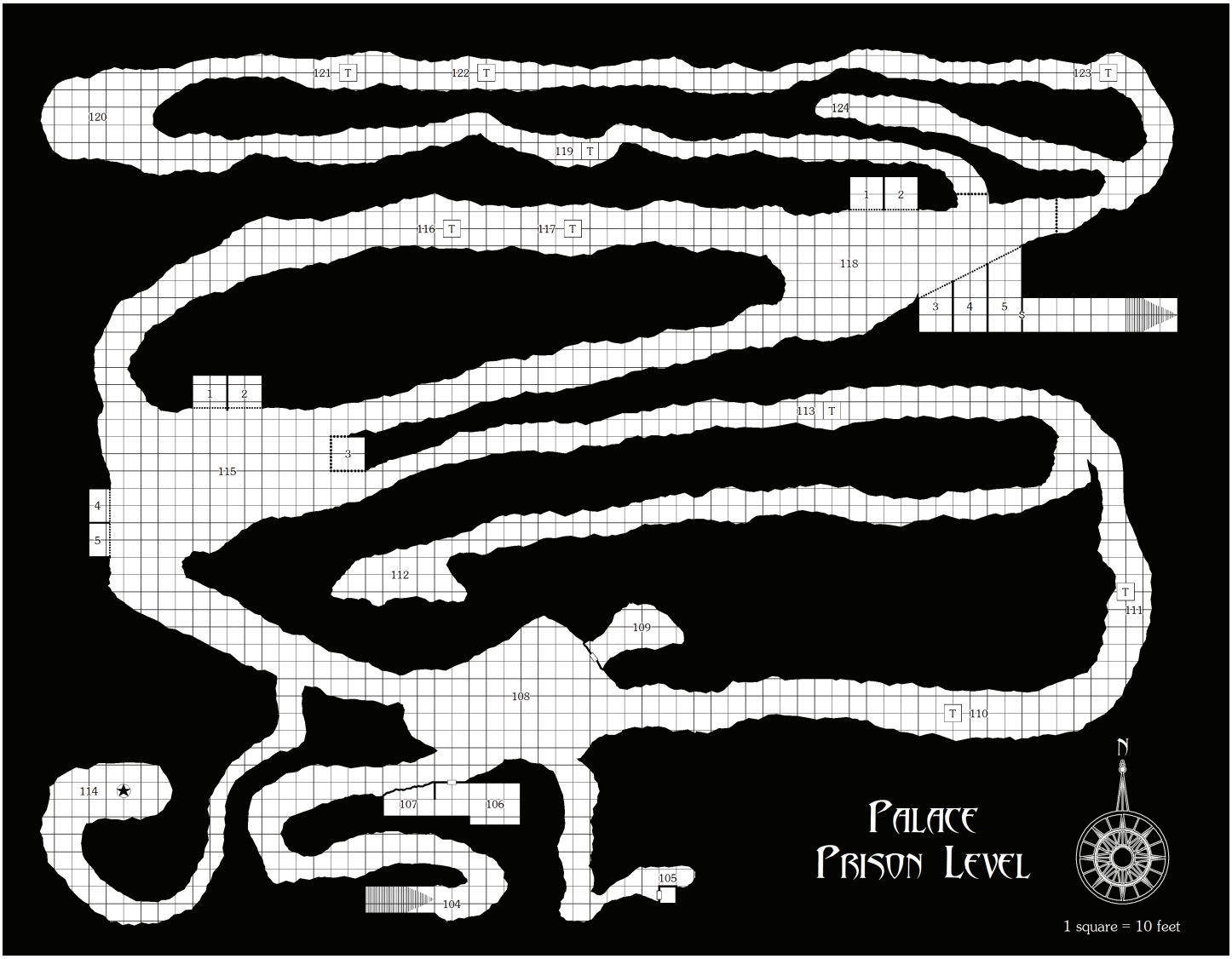
PALACE UNDERGROUND PRISON



104. **Stair Landing**. The lower end of the stairs down from the First Floor. On rolls GTET 14 on 1d20 a group of 1d8 **Ordinary Devils** approaches from the Wardroom.

105. **Elevator Bottom**. The lower end of the elevator shaft connecting the Prison Level to the First, Second, and Third Floors. The shaft is entered on the west side through a double sliding metal mesh door. On the north wall are 3 inch diameter black metal pushbuttons labeled (from top to bottom) “3,” “2,” “1,” and “Prison.” Underneath the black buttons is a red button. When a black button is pushed in (selected) and the red button pushed the elevator moves at 8 FT per second. When engaged, the elevator breaks down at a point intermediate between floors on 1d12 rolls of 01. When the Adventurers stand inside the elevator at this location and *recite the spell* found on the scroll at Urkellion’s Bedroom, the elevator descends to Ultimate Bottom on the Treasury Level and remains there for 10 minutes before returning here.

106. **Prison Kitchen**. The room is entered from a cave passage on the northwest side, with an arched opening to the Stores Cave is in the west wall. The floor is rough stone, the ceiling is rough-cut pine planks. The room contains two copper cauldrons full of hot broth suspended from 6 FT iron tripods...continued next page



PALACE UNDERGROUND PRISON

106. **Prison Kitchen, continued**...over burning charcoal fire pit, a brick firebox with an iron griddle over it, three beehive ovens, an open wooden vat, three open barrels of water, two rough wood tables, two stools, and a heavy wood bench. An iron rack holding several large pots, skillets, pans, Dutch ovens, and numerous implements is attached to south wall. The Kitchen is occupied by a **Type XC Devil** supervising five **Common Devils** mixing bread dough on the table.

107. **Stores Cave**. A rough cave room with a smooth floor, entered from the Prison Kitchen through an arched opening in the east wall. The room contains four barrels of dried beans, two barrels of corn flour, two barrels of onions, a barrel of turnips, a barrel of cabbages, a keg of sugar, three kegs of lard, two kegs of wheat flour, three kegs of salt, five barrels of potatoes, a barrel of carrots, a leather sack with four cheese wheels, three sacks of oats, a barrel of apples, two burlap sacks of rice, four wicket baskets of hard biscuits, four barrels of water, two barrels of vinegar, a barrel of cider, three barrels of beer, a barrel of white wine, and a barrel of mead. Under the fourth barrel of water (must be moved) is a hidden floor compartment (-8 to find, -4 open lock) containing a leather satchel holding enough Curse Root, Trance Gourd, Shandymiss, and Hallowfar Root to counteract 34 days of the Inferno food binding effect, along with a scroll describing the associated cleansing ritual.

108. **Wardroom**. A large cave room with rough floor, with a cave passage to the southeast towards Elevator Bottom, a passage to the southwest towards the Prison Kitchen and Stairs Landing, a passage to the northwest leads toward directly toward Trapped Animals, and a passage to the northeast leads to Trapped Animals by a longer curved route. To the north-northeast a wood door leads to the Watch Officer. The room is furnished with a rough wood table, three wood benches with leather padding, a wood stool, two open barrels of mead with a tin scoop, and a rack holding twelve Spears. A thick wood post is set in the floor on the north side with heavy iron manacles attached by a thick iron chain. On the table are five pewter tankards, three pewter pitchers filled with beer, two curved Dirks, two lit bronze lanterns in the oriental style, three *1d10 Cure Wounds Potions*, two smoke grenades, two 1d10 exploding grenades, and a *Wand of Human Detection*. The room is occupied by two **Sergeants**, four **Troopers**, and two **Type XA Devils**. If fighting occurs, the Devils at Watch Officer enter after 90 seconds.

109. **Watch Officer**. The cave is entered from the Wardroom through an unlocked wooden door. The room has rough dressed stone floors and walls, and a pine plank ceiling. A lit bronze lantern shaped like a bull ram is attached to the east wall by an iron hook. The room is furnished with a battered old desk painted red, a wheeled wood office chair with red cloth cushion, two tall wood candlesticks with lit red taper candles, a scarred wood four-drawer file cabinet, an large unlocked wood chest, a wood rack with three swords (*Scimitar* +2 TD, *Limb Cleaving* {avoid 1d20 GTET [24-Agility]}; silver-bladed Cavalry Sword; *Short Sword +1, Fire Blade*) , a copper spittoon, and a single straight chair. A long Bullwhip hangs from a wood peg in the wall. The room is occupied by an **Officer**, on 1d20 rolls GTET 16 a **Trooper** is also present. If fighting occurs at the Wardroom, the **Officer** (and **Trooper**) join the fighting after 90 seconds.

On the desk are a ledger book in Infernal Cant, two quill pens, inkwells of black and red ink, a set of ten iron cell keys on an iron ring, a lit tapered lantern, a tankard of beer, and a red wood baton. The wood file cabinet is held closed by a vertical iron bar locked at the top; the drawers hold prisoner records, all written in Infernal Cant. The chest contains a thick wool blanket, a weighted steel net, a round bronze shield with razor sharp edges, a flask of *Oil of Slipperiness*, two *1d12+1d6 Cure Wounds Potions*, an *Elixir of Blindness*, a *Cordial of Night Sight*, four flasks of lamp oil, two *Amazing Figurines* (HD3 **Giant Bees**), two round hammers, a steel pry bar, a pair of leather gloves, a 25 FT length of half inch hemp rope, and a bullseye lantern.

110. **Argoo's Cell**. A 15 FT square stone cell, by 20 FT high, set below passage level with a steel door in the passage floor (cell ceiling), held closed by a locked (-8 open lock) steel latch on top. The cell is occupied by ***Argoo***, who has been incarcerated here for 777 days. The cell is furnished with a pile of straw, a wood blanket, a quart tin of water, and a brass chamber pot.



111. **Southeast Floor Cell**. A 15 FT square stone cell, 20 FT high, set below passage level with a steel door in the passage floor (cell ceiling), held closed by a locked (-8 open lock) steel latch on top. The unoccupied cell is furnished with a pile of straw, a wood blanket, a quart tin of water, and a brass chamber pot.

112. **Fungus Cave**. The cave room is reached by a 90 FT sloping passage off the main cave, its floor 35 FT lower than the main Prison Level. The room is wet and humid with a thick mat of rotting vegetation, giving a rich earthy and revolting aroma detectable near the passage mouth (requires 1d20 GTET [22-Stamina] to proceed into the cave room. Multicolored *poisonous* (*paralyzed* 2d20 hours if ingested, save 1d20 GTET [28-Stamina] checked per mushroom, -3 penalty Elves, -1 penalty Humans; causes *death* on a saving roll of 01) mushrooms, fungi, and molds grows over and around the profusion of garbage. Adventurers that push through the garbage encounter fungi on 1d20 rolls GTET 12 determined using 1d6: (1) **Shelf Fungus**, (2) **Stool Fungus**, (3) **White Mold**, (4) **Yellow Mold**, (5) **Toadstools**, (6) **Blue Slime**. Underneath the refuse is a shallow pool of acid secreted by the organic actions of the fungi; Adventurers wading into the refuse splash the acid about for hp2 damage/step. The room is occupied by three HD6 **Ceiling Snakes** which nest in a fissure in the ceiling at the southeast end of the room.

113. **Terynmog's Cell**. A 15 FT square stone cell, 20 FT high, set below passage level with a steel door in the passage floor (cell ceiling), held closed by a locked (-12 open lock) steel latch on top. The cell is occupied by ***Terynmog Daffyd*** (Wizard L11, Earth, Fire), who *appears as a comely Gnomish maiden* because of an *invisible Ring of Shapeshifting*. The cell is furnished with a pile of straw, a wood blanket, a quart tin of water, and a brass chamber pot. Terynmog plays that he is a maiden of no abilities (he is an excellent actor) who was kidnaped, but he takes any good opportunity to betray the Adventurers (helps him with the Diabolic authorities).

114. **King's Tiki**. The cave room is reached from the main Prison Level through a curved and sloped passage, wet and slick with condensation, the passage sides are covered in thick green moss as is the floor. A slithering sound is heard in the passageway. The room floor is 26 FT below the main elevation. A polished lava rock figure 9 FT tall by 50 inches diameter stands in the center of the room lashed to bamboo poles stuck into the moss between two *ever-burning* torches. It has a round belly, short arms and legs, and an oversized head with long nose, long ears, closed eyes, thick lips around a 10 inch circular mouth opening, and a long pointed chin with a beard. Inside his mouth cavity is a rolled palm leaf and at the top of the cavity is a 2 inch metal hand wheel. Writing on the palm is in an unknown language which translates as, "*The plank in my eye becomes the darkness in yours, while the mote leads to the vision of kings.*"

When the handwheel is turned in the counterclockwise direction the figure's eyes slowly open, revealing ivory eyes, the eye on the figure's right with a 1 inch piece of wood sticking out of it, the figure's left eye has a small obsidian fleck in the inside corner. The mortal who removes the piece of wood is struck *blind* (save 1d20 GTET [32-Stamina]) until the wood is replaced. After the fleck is removed, a sharp "click" is heard, allowing the entire head to be tilted back, revealing a twelve-peaked silver crown (***Sight Crown***), on each peak a pearl, and on each pearl painted an eye in gold. One pearl has a small hole on top sized perfectly for the fleck removed from the figure's eye. The crown is activated after the fleck is placed into the pearl.

115. **Trapped Animals**. The cave room is entered at the southwest corner through a short straight passage to the Wardroom, entered on the east through a longer curved passage to the Wardroom, exited on the northwest by a curved cave passage to the northwest side of More Animals, and exit on the northeast by a straight passage to the southwest side of More Animals. Two stone cells with iron bars are on the north side of the room, a stone cell with iron bars is on the east side between the passages, and two more stone cells with iron bars are on the southwest side. The cells have no apparent door. Cage 1 holds two HD4 **Giant Badgers**, Cage 2 holds a HD8 **Grizzly Bear**, Cage 3 holds a HD5 **Bull Boar** and a HD3 **Sow Boar**, Cage 4 holds five HD3 **Rabid Dogs**, and Cage 5 holds a HD7 **Griffin**. Pressure plates at the southwest and southeast passage entrances drop 1100 pound iron portcullis' concealed (-12 to find portcullis, -10 to find pressure plate, -8 disarm trap) in the ceilings; both of the portcullis' drops 1d100+60 seconds after either plate is activated (avoid 1d20 roll GTET [33-Agility] undetected, GTET [27-Agility] detected). Winches with iron chains and locking mechanisms for each portcullis are inside the room, the chains disappear into the ceiling. A metal key ring with five large iron keys hangs on a thick wood peg in the south side wall; the peg is a switch (identify on 1d20 GTET [33-Intelligence]) held down by the weight of the keys (which do not open anything); lifting the keys allows the switch to move, which causes the bars on all cages to simultaneously fall into the floor, releasing the imprisoned animals. The released animals go *berserk*.

The room is furnished with a rough wood table, a single straight chair, two carved wood benches with leather padding, a barrel of beer with a tin dipper, and a wood vat holding a variety of iron chains and manacles. On the table are a candleholder with thee lit white tapers, a black cloth hood, a cold metal brand, four pewter tankards of good quality beer, a wheel of cheese with a Dirk stuck into it, and a scuffed banjo; stuck to the underside of the table (-8 to find) is a black metal key used to raise the portcullis' More Animals. The room is occupied by a **Sergeant**, two **Ordinary Devils**, and two **Type XA Devils**, who also have a small Ballista with twelve 2d8 Bolts.

PALACE UNDERGROUND PRISON

116. **Haghattem's Cell**. A 15 FT square stone cell, 20 FT high, set below passage level with a steel door in the passage floor (cell ceiling), held closed by a locked (-10 open lock) steel latch on top. The cell is occupied by ***Haghattem*** (male **Ogre**), who has been confined here for 63 days for being drunk and taking a swing at an Officer. The cell is furnished with a pile of straw, a wood blanket, a quart tin of water, and a brass chamber pot.

117. **Herowdess' Cell**. A 15 FT square stone cell, 20 FT high, set below passage level with a steel door in the passage floor (cell ceiling), held closed by a locked (-10 open lock) steel latch on top. The cell is occupied by ***Herowdess*** (**Lycanthrope**, Bear), who has been incarcerated for 41 days after having been paralyzed by spider venom. The cell is furnished with a pile of straw, a wood blanket, a quart tin of water, and a brass chamber pot.

118. **More Animals**. The cave room is entered on the southwest side by a strait passage from the northeast side of Trapped Animals, and on the northwest side by a longer curved passage from the northwest side of Trapped Animals, on the east side by a long curved passage to North Guards, and on the north side by a passage to the southeast side of North Guards. Two square stone cells with iron bars are on the north side of the room, three cells are on along the south wall; the cells all have iron bars and no doors. Cell 1 holds three HD7 **Lamia**, Cell 2 holds four HD4 **Widow Spiders**, Cell 3 holds four HD3 **Greater Wolves**, Cell 4 holds three HD5 **Komodo Dragons**, and Cell 5 holds three HD7 **Basilisks**.

    Both passages to North Guards are blocked by a lowered 1850 pound iron portcullis. A 2 FT bronze panel with a key hole is in the west wall at the point between the passages from Trapped Animals; the black metal key found at Trapped Animals causes the north and northeast portcullis' to raise and remain raised when inserted into the key hole and turned in the counterclockwise direction. A 6 FT tall by 5 FT diameter black stone birdbath 14 inches deep is in the room's center, with a small fountain in its center; a 16 inch wood duck replica floats in the birdbath. Four 6575 GP pink pearls are visible at the bottom of the water; the water drains out of the birdbath 2 minutes after the pearls are removed through drain lines that are opened. As long as there is tension on an *invisible string* attached to the duck replica (e.g. it is floating) the iron cage remain in the up position. If the string breaks (duck is plucked from the birdbath) or tension is relaxed (water is drained) then all of the bars immediately drop into the floor, freeing the occupants. The animal are all *berserk*.

    3 FT by 2 FT hidden door (-14 to find, -10 open lock) in the southeast corner of Cell 5 opens to a 6 FT tall passage leading to a rough stone stair which descends to Treasury Steps on the Treasury Level. When the *Chain of Teleportation* worn by ***Chynica*** is invoked the wearer is transported to this cell.

119. **Trapped Trapdoor**. A 44 inches square dark red-orange metal trapdoor is set in a bronze metal frame in the floor, held closed by a steel key-type padlock (-8 open lock) through a metal bar. Adventurers within 8 FT hear an *audible illusion* (disbelieve 1d20 GTET [33-Will]) of a banging on the underside of the metal door accompanied by a muffled male voice saying in Common, "*Help me, help me, let me out*." Underneath the door is actually a 14 FT pit filled to 8 FTwith cold water, with a glowing light mounted on a rotating plate at the bottom. Mortals who open this door experiences a vivid *hallucination* () of a Gnome standing on a pile of platinum coins at the bottom and feel a *compulsion* (resist 1d20 GTET [50-Will-Level]) *to jump in*. An Adventurer who jumps into the pit sinks if their total weight is GTET 150 pounds regardless of their Strength and *drowns* after Stamina*15 seconds.

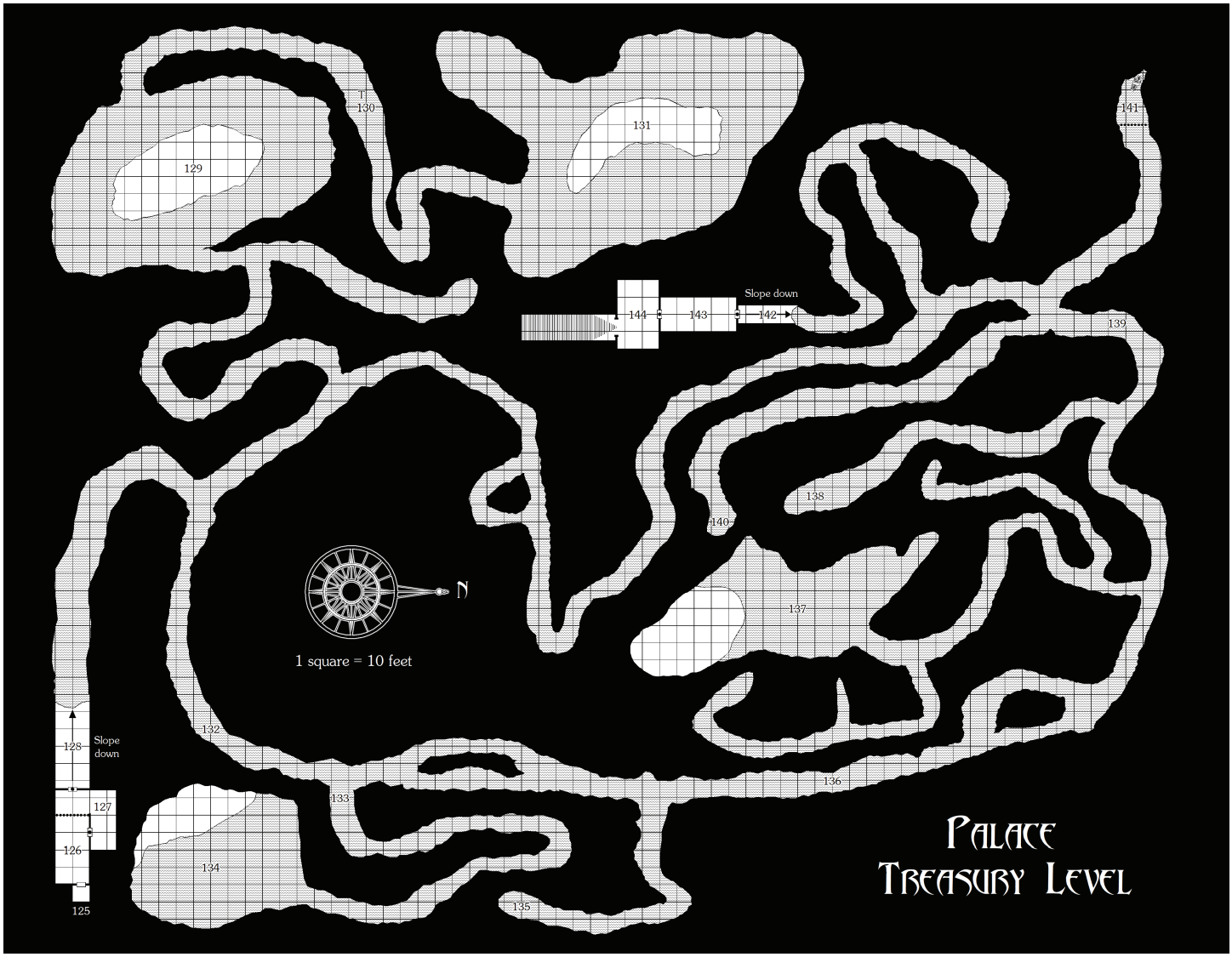
120. **North Guards**. The cave room is entered on the southeast corner through a passage from the north side of More Animals, and entered on the northeast corner through a longer curved passage from the east side of More Animals. The room is furnished with a rough table and two rough wood benches. On the table is a lit bullseye lantern, two smoke grenades, two *1d12+1d6 Cure Wounds Potions*, and two *poisoned* Dirks (*wound bleeding*, +hp2/round for 1d8 rounds per hit, save 1d20 GTET [30-Stamina] checked per hit). The room is occupied by a **Sergeant**, three **Common Devils** each with a Long Bow (twenty *War Arrows +1 TD*) and a Spiked Heavy Mace, three **Type XB Devils** each armed with Scimitars (paralyzed good 1d20 minutes, save 1d20 GTET [27-Stamina] checked per hit) and four Throwing Stars (destroys one eye on 1d20 natural rolls of 20, avoid 1d20 GTET [31-Agility]), and two HD3 **War Dogs**.

121. **Brothers Cell**. A 25 FT square stone cell set into the passage floor with a steel door held closed by a locked steel latch (-12 open lock) on top. The cell is occupied by the Dwarf brothers ***Lysagh***, ***Ithelgant***, and ***Ciormarc***. The cell is furnished with a pile of straw, a wood blanket, a quart tin of water, and a brass chamber pot. These Dwarves have been in the cell for 115 days after surrendering in the southeast side of the Xth Circle, after five other party members had been slaughtered by Devils.

122. **Meliadice's Cell**. A 15 FT square stone cell set into the passage floor held closed by a locked steel latch (-8 open lock) on top. The cell is occupied by ***Meliadice***, daughter of nobleman **Gorthyn Koichin Radalek**. The cell is furnished with a pile of straw, a wood blanket, a quart tin of water, and a brass chamber pot.

123. **Northeast Cell**. A 15 FT square stone cell set below passage level with a steel door in the floor held closed by a locked steel latch (-8 open lock) on top. The unoccupied cell is furnished with a pile of straw, a wood blanket, a quart tin of water, and a brass chamber pot.

PALACE UNDERGROUND PRISON AND TREASURY



124. **Dead End Run**. A rough stone passage rising slightly upward so that its northwest end is 14 FT higher than its southeast end. The ribs, shoulders and head of a skeleton (HD12 **Half Skeleton**) protrude from a rockslide at the northwest end; the rocks bury the rest of the body. A hp10 **Purple Mold** grows on the north wall at the end. A battered metal chest is buried in the rubble (found on 1d20 rolls GTET 17 checked every 1 minute of digging) contains a *Physic of Blindness Removal*, two *1d10 Cure Wounds Potions*, a leather pouch holding 37 platinum pieces and nine 2200 GP diamonds, a Short Cutlass (*cursed*, *Spell Stealing* from the nearest Wizard or Warlock: two spells/day Basic Magic, save 1d20 GTET [40-Will-SPM]), six *Arrows of Self Attacking*, a *25,000 XP Handbook of Life Experiences*, four pouches of *Super Smoking Pipeweed*, a *Zombie Potion*, two iron *Sky Hooks*, and a pair of ivory *Glasses of Cataracts*.

Underground Treasury Level

125. **Ultimate Bottom**. The elevator is entered from the west (Another Portcullis) through two metal mesh doors which raise vertically into the roof. When the elevator is not present the floor, walls, and the apparent roof are bare dressed stone. If the elevator is located on the Prison Level at Elevator Bottom and the scroll obtained at Urkellion's Bedroom is read, the elevator descends to this area (landing on whomever doesn't get out of the way) and remains for 10 minutes before returning to Elevator Bottom. If the elevator is invoked, it is occupied by two **Officers**, two **Sergeants**, and two **Type XD Devils** on 1d20 rolls GTET 14.

126. **Another Portcullis**. The corridor is entered from the east through the elevator doors. A thick iron portcullis at the west end blocks and fills the arch to Playing It Safe; the portcullis is fixed in the arch and cannot be moved, it is enchanted so that it can only be cut by enchanted tools. A locked metal door (-12 open lock) in the northwest corner leads to Playing It Safe.

127. **Playing it Safe**. The room is entered from Another Portcullis through a locked metal door (-12 open lock) in the northeast. A fixed portcullis fills an arch in the southeast wall. A locked metal door (-12 open lock) in the west wall leads to South Splashdown. Two ordinary lit bronze lanterns are attached to the east wall by bronze rods; if examined carefully (-15 to find) the rod supporting the northernmost lamp pulls out, revealing a key hole; picking this lock makes visible an *invisible* panel in the north wall that covers a wall safe (-10 open lock to open the panel, -13 open lock to open the safe); the safe contains eight *Potions of Water Breathing* (45 minutes). The room is furnished with a rough wood table, two rough benches, a straight chair with black cloth cushion. On the table are two curved Dirks with *poisoned* blades (*paralysis* after 1 minute persisting [40-Stamina statistic], save 1d20 GTET [30-Stamina]), a smoke grenade, four vials of *Unholy Water*, two vials of strong acid, three pewter tankards of sour ale, and a loaf of hard bread. The room is occupied by a **Sergeant** with three Type XC **Devils** armed with Short Bows (total of 60 War Arrows), ten Spears, and Cavalry Swords. At least two Devils are always watching the Playing It Safe area through the portcullis. The guards use arrows and spears pushed through the grille to prevent access to the metal door between the hallway and this room.

128. **South Splashdown**. The whole corridor slopes downward towards the west, entered from the east from Playing It Safe through a locked metal door (-12 open lock). The entire west end is filled with cold, dark, green water which drops down into a completely water-filled passage. The area is damp and slimy, with moss on the walls and ceiling, and a horrible rotting, fishy, smell (mortals gag for 1d10*10 seconds, save 1d20 GTET [26-Stamina]).

Underwater Tunnels

Locations #129 through #141 are partially or entirely underwater. The water is a dark green with a limited visibility of 12 FT when a functioning light source is available. The water is a constant 43°F. Adventurers are unaffected by the cold water for a number of minutes equal to their Stamina statistic, and then experience hypothermia (save 1d20 GTET [26-Stamina] checked every 5 minutes of exposure, apply a +1 modifier on the fourth roll, +2 modifier on the eighth roll, +3 modifier on the twelfth roll, etc. An Adventurer affected by hypothermia suffers hp1 damage per minute, and reduces both their effective Strength and Stamina statistics one point every 5 minutes; if either statistic reaches zero the Adventurer becomes unconscious and then dies after a subsequent 1d8*30 seconds. The water is also mildly polluted so that Adventurers become infected with a serious disease (save on 1d20 rolls GTET [28-Stamina] checked every 5 minutes in the water).

The typical passage is roughly rectangular in shape, 12 FT high by 8 FT wide, with irregular rough stone outcropping of coral and sharp rock, with many small holes and crevices. Several inches of heavy sand lay on the floor, a layer of mosses and sea grasses grow along the ceiling, making the passage completely dark with no natural sources of illumination. A slight current in the clockwise direction flows around the ring tunnel. Effective light sources could include specially designed underwater lanterns, phosphorescent sources, chemical lanterns which glow when chemicals are mixed internally, enchanted lights, and spells. Unless described otherwise all passages are completely filled with water and have no air space.

Ordinary metal armor has its effectiveness permanently reduced by AC1 after every 15 minutes of immersion in water. Enchanted or blessed armor has its effectiveness reduced by AC1 after every 30 minutes of immersion. Metal weapons have their effective damage permanently reduced by 1 point after every 15 minutes of immersion, and for enchanted weapons the reduction occurs after 45 minutes' immersion.

129. **Olde Sea Dog**. A flooded oval room entered from the ring passage through a tunnel to the east, a tunnel in the west wall leads to Barrels of Coins. A flat oval island is in the center of the room with 8 FT of air space above it; the air temperature is 52°F. Sixteen old metal sea chests are on the each with a keyhole lock. The locks are deteriorated and no longer function and the chest hinges are rusted. Each chest requires Strength GTET 19 to force open or can be burst apart by blunt weapon damage GTET 12 points. The third, fourth, eighth, eleventh, and fifteenth chests each contain 18,000 SP, and the eleven other chests contain 22,000 CP. The island is occupied by four HD8 **Wraiths** in the form of dogs.

130. **The X Factor**. Two dark green tripwires cross in the tunnel center, forming an X at the indicated location (-12 to find, avoid on 1d20 rolls GTET [36-Agility] if undetected, GTET [30-Agility] if detected). Four hp1d4 *poison*-tipped spears thrust (avoid 1d20 rolls GTET [33-Agility], checked per spear) inward from the corners in an X pattern if a swimmer pushes against the wires, or they are cut and their tension released. The *poison* negates the effect of Water Breathing potions, the effect occurring 1d6 minutes after exposure.

131. **Barrels of Coins**. A large cave room entered on the south side though a passage from Olde Sea Dog. A flat curved island in the cave's center has 8 FT of air space above it; the air temperature is 52°F. Sixteen stout tar-covered wood barrels are on the island, each with a wood lid sealed with a thick coating of wax. The first, fourth, fifth, seventh, tenth, twelfth, thirteenth, sixteenth, seventeenth, and eighteenth barrels each contain 35,000+(1d10*500) GP. The second, third, and ninth barrels contain 41,000 platinum pieces, The sixth, eighth, and fifteenth barrels each contain 33,000+(1d6*1000) electrum pieces, The eleventh and fourteenth barrels contain 40,000+(1d6*1000) adamantine pieces. After five barrels have been opened, two L10 **Poison Octopus** come into the room, attacking the first person(s) back into the water (first blow).

132. **Spider Blockade**. The tunnel is crossed by many thick strands of spider silk spaced such that nothing larger than a Gnome can wriggle through. A layer of algae over the web causes any iron weapons to stick to the webbing instead of cutting it; Strength GTET 16 is required to free a stuck weapon. An Adventurer following a web strand to its base encounters an open claw-type trap (bear trap) on 1d12rolls GTET 5 which snaps closed on their hand (hp1d6 and crippling the hand 1d12 days, avoid 1d20 roll GTET [32-Agilty]; the crippling is for 1d12+6 months on a saving roll of 1). Two HD6 Water Spiders are here on 1d20 rolls GTET 14. The water northeast of the web continually warms and reaches its hottest temperature at Hot Time in the Tunnel.

133. **Hot Time in the Tunnel**. The water begins to warm traveling northeast from Spider Blockade and begins to warm at the north end of the tunnel split located about 120 FT north of this location. Most of water is between 70°F and 80°F but the temperature approaches boiling at this T intersection. The passage for 20 FT along all three branches of the T becomes 7 FT tall by 5 FT wide. Three small vents in the ceiling pass superheated water on 1d20 rolls GTET 9, each venting lasting 15 seconds and the interval between venting being 4 minutes to 8 minutes. Any mortal caught in the super-hot water suffers hp4d12 heat and burn damage.

134. **That Olde Tent**. A rectangular cave room entered from the north, with 14 FT of air space above the water; Adventurers must pass through the scalding water at Hot Time in the Tunnel to reach here and to return. A rock shelf is found on the southwest side, 4 FT above the water. The only object on the shelf is a patched old green canvas tent 8 FT long by 5 FT wide by 7 FT high, whose flaps are tied shut. The first two Adventurers who swim under the shelf run into an invisible trip wire (-18 to find, -14 disarm trap, avoid on 1d20 rolls GTET [35-Agility] if not detected, GTET [30-Agility] if detected); the wire releases an iron cage that traps them inside (avoid 1d20 GTET [32-Agility]).

The tent is a **Warehouse Tent** whose inside dimensions are 40 FT long by 20 FT wide by 15 FT tall, with four sturdy wood 10 FT high by 30 FT long shelves. Six ordinary lit bronze lanterns hang from an iron rod attached to the ridge line by iron hooks (folding the tent without dousing the lanterns causes a fire which destroys the tent and its contents). The tent contains eighty-five red metal coffers each with a gold cover on each corner and a gold keyhole (-12 open lock): three coffers each hold 250 diamonds each 5000 GP; one coffer holds 205 emeralds each 8500 GP; one coffer holds 120 rubies each 11,000 GP mixed with 133 sapphires each 13,500 GP; two coffers hold 400 spinel each 4425 GP; one coffer holds 115 black agates each 2300 GP; one coffer holds 259 blue agates each 1000 GP; four coffers hold 1d100+250 pieces of polished amber each 1800 GP, three coffers hold 2d100+200 amethysts each 800 GP; one coffer holds 208 aquamarine mixed with 188 zircons (all valued 600 GP), four coffers each hold 100 tiger's eyes mixed with 115 topaz pieces (each valued 4000 GP); one coffer holds 312 cinnabar stones each 350 GP; one coffer holds a mixture of 202 citrines, 58 sunstones, and 92 heliodor pieces each 8500 GP; three coffers hold a mixture of 140 garnets each 3000 GP with 180 pieces of polished green jade each 150 GP; three coffers hold 2d100+100 pieces of jasper each 700 GP; two coffers hold mixtures of 120 lapis lazuli, 66 pieces of polished onyx, and 103 peridot (each piece valued 2275 GP; two coffers hold 1d100+200 pink and black pearls each 7250 GP; two coffers hold 1d100+200 white pearls each 10,000 GP; three coffers hold mixtures of 2d100+150 bloodstones each 2000 GP and 1d50+50 moonstones each 1800 GP; five coffers each holding 1200 plain gold rings each 400 GP; two coffers filled with 1800 plain silver rings each 125 GP; two coffers each with 600 plain silver rings each 200 GP; one coffer with 300 plain platinum rings each 1200 GP; six coffers each with 175 gold chains each 2200 GP; four coffers with 1d100+50 silver chains each 750 GP; one coffer with 145 platinum chains each 7500 GP; four coffers containing 2d20+175 copper bracelets inlaid with ivory and gemstones each 2200 GP; one coffer filled with 98 silver armbands each 375 GP; two coffers filled with 250 silver-jade-turquoise belt buckles valued at 350 GP; two coffers filled with 1d100+180 gold belt buckles each 225 GP; one coffer filled with 617 gold buttons each 75 GP, and two coffers each with a mixture of 47 gold circlets each 1500 GP and 19 gold crowns inlaid with ivory-pearl-gems each 20,000 GP. Nineteen coffers are empty. Also on the shelves are 41 large elephant tusks each 12,500 GP, 114 giant boar tusks each 2175 GP, a silver coffer holding seven unicorn horns each 16,000 GP, 17 narwhale horns each 14,500 GP, and 50 racks of antlers each 2500. The chamber is entered by an **Officer** with **Sergeant**, five **Troopers**, and three **Type XB Devils** 8 minutes after Adventurers enter the tent. Fighting here attracts the attention of six HD6 **Giant Electric Eels**. If the tent is not wrapped and maintained in a watertight condition, it completely fills with water on 1d20 rolls GTET 6.

135. **Climb Up and Bite Down**. A side passage south off the ring passage. At the far end is a rock shelf about 4 FT underwater above which is an air space 9 FT long by 5 FT wide by 4 FT high. A rope ladder hangs down out of a 4 FT diameter shaft in the roof; a HD4 **Black Pudding** is in the shaft. The shaft rises 30 FT vertically to an arched horizontal tunnel 8 FT across by 12 FT high and 45 FT long. At the tunnel end the bleached white skull of a giant shark juts out from the wall, a round hole in the wall behind it, the shark's ribs blocking side access to the hole (an Adventurer must reach in up to their shoulder). When a mortal reaches through the shark's mouth into the hole they find a silver key; if they feel (-14 to find) the back of the hole they find a matching keyhole. Turning the key counterclockwise raises the portcullis which bars the entrance to Do Not Open. If any attempt is made to pull the key out through the shark's mouth, the mouth it closes (hp1d8 damage and cleaving the hand, avoid cleave on 1d20 rolls GTET [28-Agility]). The skull can be broken apart with hp28 damage points.

PALACE TREASURY LEVEL

136. **Drowned Pirates**. On the passage bottom three human skeletons are hunched over a seaweed-covered bronze chest. Next to the skeletons are four large clay jugs (aura of evil) each with thick cork stopper marked "XXX." Each skeleton's head glows slightly with yellow-green phosphorescent light. If the stopper is removed from any clay jug a drowned HD8 **Watery Wraith** is released which attacks any mortals present. The bronze chest is not locked but is sufficiently covered in barnacles that a blunt weapon must be applied with Strength GTET 18 to open it. The chest contains three *Potions of Water Breathing* (the last is *poisonous* {fatal} to an Elf, save 1d20 GTET [30-Stamina]), two *Light Sticks*, a rotting leather pouch holding 36 electrum pieces, a rotting leather pouch holding eight 400 GP pink pearls, a brass spectacles frame (two lens are found in the bottom of the chest if carefully searched (-10 to find), replacing the lenses creates *Spectacles of Kent*), and an *Enchanted Figurine* of a Swordfish (requires water GTET 6 FT deep). Inside each skull is a HD2 **Disease Worm** larva which successfully bites any fingers inserted into the cavity on 1d20rolls GTET 17 (hp1d2 damage/wound, *disease* tetanus contracted in 1d100 persisting 1d3*1d100 days, save 1d20 GTET [28-Stamina]).

137. **Cairns on the Dry Shelf**. The chamber is entered from the northeast. A dry rock shelf on the south end has a 10 FT of air space above it, while the north end has a ceiling 20 to 30 FT off the water. The shelf is 2½ FT above the water. A 5 FT diameter water filled tunnel under the shelf leads back 25 FT to the lair of three HD7 **Giant Electric Eel**. Six 7 FT cairns are on the shelf made up of up of polished bowling-ball sized black pumice stones, each topped by a dark blue skull (*aura of evil*); the cairns are held together by thick black mortar (hp22 to break). Inside each cairn is a 30 inch wide copper cylinder 70 inches deep, with a copper top screwed on (with interior gasket) and a raised rectangular piece on the cover (the wrench needed to open the cylinder tops is found at End of the Line).



The first cairn contains a closed-face *Helm of All Breathing AC+12*, a set of *Armor of Spidersilk*, a set of copper *Bracers of Grappling*, a set of leather *Webcasting Bracers*, a pair of studded leather *Gauntlets of Thorns AC+12*, a pair of black leather *Gloves of Curse Handling*, an open-face *Helm of Drunkenness*, a leather *Neck Guard AC+6* (*Never Cleaving*), a silver *Sword Biting Scabbard*, a silver Dirk's Scabbard (*regenerates hp2*/round while worn), a *Scimitar +4* (*Flame Blade*), and a *Cavalry Sword +2* (*Chain Mail Ripper*).

The second cairn contains a *Battle Staff*, an *Axe of Giant Cleaving +2* (+6 wielded by a Dwarf, triple damage to Giants when wielded by a Dwarf, wielder understands/speaks all Giant languages), a quiver of twenty *Arrows of Backstabbing*, a quiver of seven *Arrows of Light Speed* plus an *Arrow of Bow Destruction* plus five *Arrows of Freezing* plus three *Arrow of Slaying* (Green Dragon, Cloud Giant, Medusa, save 1d20 GTET [32-Stamina]), a *Long Bow of Illusionary Arrows*, a *Cold Tipped Javelin*, a silver *Dagger of Piercing +3*, five *Darts of Hornets*, a leather *Endless Bag of Shot*, a *Flier's Bane Sling*, a quiver of twenty *Homing Crossbow Bolts +6*, and a *Silkspinner Whip*.

The third cairn is filled with *sleeping gas* (range 8 FT, effect 1d3 minutes, persists 3d100 minutes, save 1d20 roll GTET [32-Stamina]). It contains a *Getter's Ingredient Pouch*, two *Safe Breathing Masks*, leather *Boots of Stomping*, a *Blanket of Devouring*, a *Cloak of Delusion* (believes self to be a world-famous animal trapper and trainer), a *Cloak of Invisibility*, a *Girdle of Foolish Courage*, *Gloves of Chaining*, a pair of red *Hotfoot Slippers*, a leather *Pouch of Disintegration*, *Sandals of Great Swimming*, blue leather *Shoes of Tracelessness*, and a pair of *Winged Boots* (30 minutes/day).

The fourth cairn holds an adamantine rod with wide circular disks on each end, the top disk held on by a cotter pin. The rod goes through the center of: a bronze *Bracelet of Tirelessness*, a gold-ivory *Amulet of Archmagery*, a silver-turquoise *Amulet of Luck*, a platinum *Amulet of Sacrifice*, a gold *Chain of Animation*, a silver *Chain of Paranoia*, a gold wrist chain with two *Chest Charms* [both empty], a silver *Circlet of Piety*, a gold *Flatterer's Chain*, an ivory *Pendant of Discord*, a gold *Pendant of Hypnosis*, a necklace of amber (*Siren's Necklace*), an ivory *Talisman of Protection AC+10* (-4 penalty on all Will-based resistance, -2 penalty versus poisons and venoms), an adamanatine-bloodstone Ring of Wishes (1 remaining *Alter Realities* spell), a gold-diamond *Ring of Command* (38x), a pewter *Ring of Invisibility to Undead*, a gold *Ring of Disease Immunity*, a gold-sunstone *Ring of Magus Biting*, a platinum-amethyst-topaz *Ring of Many Escapes* (39x), a gold *Ring of Shape Shifting* (**Great Elk**), an adamantine-ruby *Ring of Stasis*, and a silver *Vitality Draining Ring*.

PALACE TREASURY LEVEL

137. **Cairns on the Dry Shelf, continued**...The fifth cairn is filled with a *paralyzing gas* (range 12 FT, effect in 1d6 minutes, persists 3d100 minutes, save 1d20 roll GTET [30-Stamina]). It is lined with a leather sack which holds two *Alertness Tonics*, a *Physic of Armorskin AC+20* and a *Physic of Armorskin AC+40*, a *Tonic of Blindness Reversal*, a *Cowardice Draught* labeled as a Potion of Healing, a pot of *White Dragon Death Balm*, a *Far-Hearing Potion*, two *Far-Seeing Potions*, two *Potions of Flying*, three *Potions of Water Breathing*, a vial of *Holy Water*, an *Insanity Draught*, a *Physic of Levitation*, a *Love Potion*, four *1d10 Cure Wounds Potions*, two *2d8 Cure Wounds Potions*, two pots of *Salve of Stoning Reversal*, a *Physic of Lycanthropy* (Rat), a *Potion of Ogre Strength*, a P*otion of Cloud Giant Strength*, three *Disease Antidotes*, two *Poison Antidotes*, a *Universal Antidote*, a *Physic of Regeneration*, a *Shapechanging Potion* (Dwarf), a *Shapeshifting Potion* (**Pegasus**), two *Sleeping Potions*, and a *Physic of Telepathy*.

When the sixth cairn is opened it releases 2d20 L3 **Fire Flies**.

138. **End of the Line**. The passage ends at an underwater rockfall, with a layer of thick black mud along the bottom. Floating at the top of the passage is a green algae-covered human skeleton with a ruined leather backpack; the skeleton wears a silver-pearl *Ring of Water Breathing* usable only by a Human. Two adamantine rounded shovels are stuck into the bottom, each requiring Strength GTET 18 to remove. Half-buried in the muck at the bottom is a copper chest with keyhole. The lock is broken and jammed; any prying tool forces off the lid which drifts away and lands in the mud top-side up. Inside the chest is a layer of muck in which is embedded *Hagen's Salt Grinder*, *Galed's Drinking Horn*, an ivory *Pipe of Cancer*, *Hallitis' Silver Goblet* (any liquid held for GTET 1 minute turns *poisonous*), a corked platinum *Vessel of Endless Slime*, and a adamantine *Ring of Shape Changing* (65x, **Giant Leech**). If the lid is examined carefully a 14 inch copper tool is found attached to the interior underside by clips (must turn over, -7 to find), the tool has a flat circular tip with a rectangle cut out of its center. The wrench fits over the copper studs on copper cylinders at Cairns on a Dry Shelf, Hanging Cylinder, and Do Not Open.

139. **No More Breathing**. An *enchanted* copper flask firmly attached to the passage wall releases a continuous flow of a liquid which *negates the effect of Potions of Water Breathing*; this liquid can be absorbed through unprotected skin as well as imbibed. The water for 40 FT in the clockwise direction is sufficiently concentrated in the negating liquid to have effect. An exposure of 15 seconds is sufficient to affect a Gnome, 30 seconds affects a Dwarf, one minute affects a Human, and 90 seconds affects an Elf (save 1d20 GTET [34-Stamina]). An Adventurer's water breathing ability ends 1d20*10 seconds after receiving a sufficient exposure. If the copper vessel is capped, corked, or otherwise prevented from releasing the counter-potion, the local concentration falls below the critical level after 5 minutes.

140. **Hanging Cylinder**. An air space 20 FT long by 5 FT high is above the water at the end of the tunnel. Two thick iron hooks are set in the ceiling which support a 70 inch copper cylinder 30 inches in diameter with four rectangular copper handles cast on the outside. A screw-in copper plate is on each end (with interior gasket) and a raised solid rectangular piece of copper to attach the wrench obtained at End of the Line). The cylinder hangs on the hooks 14 inches below the ceiling. With no solid support immediately beneath the cylinder no mortal has sufficient leverage to tread water and lift the cylinder off its hooks. If Adventurers attempt to open either screw-plate, the hook on that end of the cylinder comes loose, dropping that end into the water. A hidden (-8 to find, -5 open lock) 12 inch by 18 inch door in the south wall just above water level opens into a copper-lined rectangular compartment holding six rubbery bladders attached to cylindrical metal rings, three leather straps with fittings at each end which connect with the metal rings on the bladders, and a metal cylinder fixed to the back wall with a conical steel nipple at the top and a horizontal sliding arm at the bottom (like a mechanical bicycle pump). When a bladder cylinder is fitted over the steel nipple, five full pump strokes fills the bladder (the ring acting like a pressure seal when removed from the pump). Each stroke of the pump causes the air space to decrease by 2 inches so that after the last bladder is filled there is no remaining air. When the six filled bladders are attached to the copper cylinder they provide neutral buoyancy; the cylinder is dragged forward at 30 FT/minute by a total Strength GTET 20, or at 15 FT/minute against the current. Without the bladders dragging the cylinder at 5 FT/minute requires total Strength GTET 32, or at 1 FT/minute against the current. Inside one end of the cylinder is a blue-and-green gauze veil (***Salome's Veil,*** *aura of good*), and inside the other end is a pair of white leather gloves with adamantine blades (***Balib's Gloves***).

141. **Do Not Open**. A heavy iron portcullis blocks the way up the passage, which raises when the key Climb Up and Bite Down is turned. At the end of the passage is a horse-like copper statue standing next to a barnacle-encrusted 10 FT sarcophagus, tightly wrapped in three windings of thick iron chain with two iron padlocks. Written in Common on the sarcophagus exterior in red letters are the words, "Holds Dangerous Items." The padlocks are rusted closed but either the padlocks or chain snaps if a pry bar is applied with Strength GTET 24 (they also can be cut). When the cover is opened four HD6 **Water Ghouls** emerge. Inside the sarcophagus is a 90 inch copper cylinder 26 inches in diameter with copper plugs on both ends (with interior gaskets) with raised copper rectangles (opened using the wrench found at End of the Line). When the cylinder ends are opened one end contains a dark blue wool shawl with gold trim (***Mantle of Greatness****, aura of evil*), the other contains a large adamantine spike...continued next page

141. **Do Not Open, continued**...(***Ambeegron's Spike**, aura of evil*). Without floatation aids dragging the cylinder at 5 /minute requires total Strength GTET 32, or at 1 FT/minute against the current. The horse-like statue is a *Mule Golem* which when invoked carries burdens up to 1200 pounds at a steady 4 mile/hour pace in any terrain.

North Dry Rooms

142. **Water Slide**. A section of hallway, the whole sloping downward to the north, entered from Guards North at the south end through a locked metal door (-14 open lock), the entire east end is filled with dark green water which leads down into completely water-filled passages to the north and east. The area is damp and slimy, with moss on the walls and ceiling, and a horrible rotting fishy smell. See the description of entering the water found on page 55 (Underwater Tunnels).

143. **Guards North**. The room is entered from Treasury Steps through a locked metal door (-10 open lock) in the south wall, and from Water Slide through a locked metal door (-14 open lock) in the north wall. An iron ring is suspended from the ceiling in the middle of the room by three iron chains, with ten lit green candles spaced around the rim. A 1000 GP tapestry depicting gangs of Devils digging a large pit in the sand under a fiery sky hangs from an iron rod on the north side of the room. The room is furnished with a rough wood table, two carved benches padded with blue leather, a straight chair, a barrel of clean water, a barrel of ale with tin dipper, and large iron cauldron of bubbling soap. Two iron manacles are attached to the south wall by iron chains. Three Knives are stuck into a wood target on the south wall; a hidden panel (-12 to find, -8 open lock) behind the target conceals six 45 minute *Potions of Water Breathin*g. Seven barbed Spears stand together in a pyramid. On the table are two pewter tankards of ale, a *Fire Stick*, two smoke grenades, a 1d12 explosive grenade, a flask containing *Oil of Slipperiness*, and a Stink Bomb. The room is occupied by a **Sergeant** with four **Type XC Devils**.

144. **Treasury Steps**. The room is entered through an arched opening from cell #5 at More Animals through a passage and stair on the Prison Level; it is also entered from Guards North through a locked metal door (-10 open lock) in the north wall. The stair is faced in worn old wood which does not fit together square, so that each step wobbles and creaks. The bottom stair has a concealed spring-loaded stud underneath which starts a mechanical timer; after 22 seconds the timer releases catches holding a 3200 pound 5 FT by 5 FT by 7 FT block of marble into the ceiling in front of the door to Guards North, causing hp4d8 crushing damage (avoid on 1d20 roll GTET [31-Agility]; the guards in Guards North are alerted when the block falls. Two minutes after the block falls, water floods into the room through the opening in the ceiling at a rate of 4 inches/minute and continues until the room is completely filled. The room begins to drain through the floor at a rate of 1 inch/minute starting 1 hour after it has been filled.

Encounters in the Palace and on the Grounds

Inside the Palace Wall. The specific result is determined using 1d10: (1) a **Sergeant** leading a **Trooper** patrol, (2) a **Dragon** [see below for details], (3) 1d4 **Type XC Devils**, (4) 1d6 **Type XA Devils**, (5)1d3 **Fire Giants**, (6) 1d6 **Ettin**, (7) 1d3 **Cyclops**, (8) 1d6 **Medusa**, (9) 1d6 **Evil Priests** of L(9+1d6), (10) 1d8 **Harpies of Hell**.

Palace Grounds (general). Games Masters should check for encounters after every 10 minutes Adventurers spend wandering through the Palace Grounds. When an encounter is indicated, determine the result using 1d20: (1) 1d10 **Type XA Devils**, (2) 1d10 **Type XB Devils**, (3) 1d10 **Type XC Devils**, (4) 1d8 **Type XD Devils**, (5) 1d4 **Type XE Devils**, (6) **Sergeant** with 1d8 **Troopers** , (7) 1d6 **Sergeants**, (8) **Officer** with 1d4 **Sergeants**, (9) 1d4 **Officers**, (10) 1d20 **Ordinary Devils**, (11) 1d20 **Common Devils**, (12) 1d12 **Zoybim**, (13) 1d6 **Evil Priests** of L(6+1d8), (14) 1d4 **Evil Wizards** of L(9+1d10), (15) 1d6 **Evil Crusaders** of L(5+1d6), (16) 3d20 **Hell Rats**, (17) 1d12 **Medusa**, (18) 1d20 **Minotaurs**, (19) 1d12 **Harpies of Hell**, (20) 1d12 **Hell Hounds**.

Grounds/Orchards. Games Masters should check for an encounter every 100 FT as Adventurers move through the orchard; when encounters occur determine the result using 1d12: (1) 1d4 **Widow Spiders**, (2) a **Recluse Spider**, (3) 1d6 **Poison Spiders**, (4) 1d6 **Phase Spiders**, (5) 1d10 **Jumping Spiders**, (6) 1d6 **Disease Ticks**, (7) 1d4 **Assassin Bugs**, (8) 1d10 **Giant Blood Sucking Bugs**, (9) 1d6 **Gold Beetles**, (10) 1d6 **Fungus Beetles**, (11) 1d4 **Furry Death Beetles**, (12) 1d8 **Metallic Beetles**.

Grounds/Greenhouses. Determine the encounter type using 1d20: (1) **Spiny Cactus**, (2) **Curse Root**, (3) **Forgetfulness Flowers**, (4) **Sleep Poppies**, (5) **Anger Flowers**, (6) **Paralysis Flowers**, (7) **Poison Ivy**, (8) **Scorpion Weed**, (9) **Whipping Vine**, (10) **Toadstools**, (11) **White Fungus**, (12) **Poison Mold**, (13) **Red Slime**, (14) **Trance Gourd**, (15) 1d3 HD2 **Spitting Caterpillars**, (16) 1d3 HD3 **Giant Owls**, (17) 1d8 HD1 **Rabid Giant Rats**, (18) 1d6 HD1 **Giant Fruit Bats**, (19) 1d6 HD3 **Vampire Bats**, (20) 1d3 HD4 **Spectral Bats**.

Falling/Jumping into the Pond (initial). Determine the type of water creature using 1d10: (1) 1d3 **Electric Eels**, (2) 1d4 **Dragonet Fish**, (3) 1d3 **Flame Fish**, (4) 1d3 **Scorpion Fish**, (5) 1d3 **Tiger Fish**, (6) 1d6 **Stinging Manta Rays**, (7) **Giant Octopus**, (8) 1d4 **Hammer Sharks**, (9) 1d3 **Swordfis**h, (10) 1d4 **Viper Fish**.

Swimming in the Pond (continuing). Determine the encountered creature(s) from using, (1) **Giant Clam**, (2) 1d4 **Giant Coldwater Pincer Crabs**, (3) 1d3 **Giant Electric Eel**, (4) 1d4 **Dragonet Fish**, (5) 1d3 **Flame Fish**, (6) 1d4 **Porcupine Fish**, (7) 1d3 **Scorpion Fish**, (8) 1d6 **Snappers**, (9) 1d3 **Tiger Fish**, (10) 1d4 **Giant Jellyfish**, (11) 1d4 **Lionfish**, (12) 1d6 **Stinging Manta Rays**, (13) **Giant Octopus**, (14) 1d4 **Great Pike**, (15) 1d3 **Bull Sharks**, (16) 1d4 **Hammer Sharks**, (17) 1d3 **Spike Fish**, (18) 1d3 **Swordfish**, (19) 1d4 **Viper Fish**, (20) **Dragon** [see below].

ENCOUNTERS AND EFFECTS

Encounters, continued

Encounters in the treasury tunnels. Roll for encounters in the water-filled tunnels every 200 FT of travel including any backtracking or retracing of passages. If an encounter is indicated, determine its type using 1d20: (1) **Barracuda**, (2) **Giant Spider Crabs**, (3) **Giant Electric Eel**, (4) **Spiny Eel**, (5) **Dragonet Fish**, (6) **Flame Fish**, (7) **Scorpion Fish**, (8) **Wolf Fish**, (9) **Razor Grass**, (10) **Electric Jellyfish**, (11) **Giant Poisonous Kelp**, (12) **Lion Fish**, (13) **Stinging Manta Ray**, (14) **Poison Octopus**, (15) **Piranha**, (16) **Spiked Anemones**, (17) a **Seadragon**, (18) **Blue Shark**, (19) **Killer Shark**, (20) **Viper Fish**. When fish are encountered, 1d10 are present.

Diseases and Effects

Trichinosis develops 2d12 hours after ingestion, with headaches, mild fever, chills, coughs, itching skin, fatigue, aching joints, and muscle pain; reduce an affected person's Strength and Stamina statistics by 1 point/day on each of the initial 5 days of infection then 1 point every third additional day for 1d12 days before recovering 1 point every other day; if an Adventurer's effective Stamina becomes LTET 8, they may die from heart failure (save 1d20 GTET [24-Stamina] checked daily until recovery). An untreated trichinosis infection persists 1d100+15 days.

Mortals develop a permanent leprosy 2d20+10 days after ingestion with open skin lesions changing into hard disfiguring nodules; persons who encounter the leper apply a cumulative -1 reaction roll modifier per week infected for the first 12 weeks of infection. The affected person begins to lose arm and leg sensation 1d12+3 months after infection; reduce their Agility statistic 1 effective point after each of the initial 6 months of sensory loss. The affected person begins to lose muscle Strength 1d12+3 months after the beginning of sensory loss; reduce their Strength statistic 1 effective point after each of the initial 8 months of muscular degeneration. If an Adventurer's effective Stamina becomes LTET 7, they may die from heart failure (save 1d20 GTET [22-Stamina], checked at the end of each month).



PALACE DENIZENS, ANDADU TO CHYNICA

ANDADU (Monine's Maid); **Gender/Race**: female Ogre; **CLASS**: Warrior: **LVL** 7 [next 43,020 XP]; **Age**: 62 yrs; **Moral**: Evil; **STATISTICS**: AGIL 12, INT 12, STAM 23, STRNG 24, WILL 12; **hp** 51; **Healing**: 1hp/4 hours; **SPM**+1; **Class Abilities**: fight 3 simultaneous opponents, called critical (3/day, -3 TH), Long Sword +1, +1 TH versus Humanoids; **Racial Abilities**: Low Light Vision, extraordinary hearing, enhanced nose; **Limitations**: cannot swim (fears water); **Languages**: Common, Ogrish, Giantish, Infernal Cant (50%); **Reading**: NO; **Religion**: YES (Lucifer); **Weapon Proficiencies**: Dirk, Long Sword, Club, Spiked Club, Heavy Mace, Staff, Spear, Pole Arm, Ball&Chain, Cudgel, War Hammer, War Axe, Bullwhip; **Bonus**: TH+3 {thrown only} TD+3; **Carry Weight**: 370 LBS, **Lift Weight**: 2100 LBS, **1d20 Negate Surprise**: 9; **1d20 Free Climb**: Easy 3 Moderate 9 Difficult 17 Impossible 28; **Grapple Throw**: 110 FT; 1d20 Grapple: 8-15FT 6, 16-30FT 10, 31-45FT 15, 46FT+ 20; **1d20 Move w/Stealth**: Cover 8, Normal 12, Open 17, Impossible 24; **1d20 Climb w/Stealth**: Cover 12, Normal 17, Open 23, Impossible 30; **1d20 Open Lock**: Simple 12, Moderate 16, Difficult 22, Very Difficult 27; **1d20 Break Lock**: Common 7, Strong 11; **1d20 Search Area**: Simple 8, Moderate 12, Difficult 17, Impossible 22; **1d20 Search Door-Trap**: Simple 9, Moderate 14, Difficult 20, Impossible 27; **1d20 Disarm Trap**: Simple 13, Moderate 19, Difficult 25, Impossible 32; **1d20 Picking Pockets**: 19; **1d20 Appraise Value**: Gems 14, Jewelry 16, Goods 18, Weapons 15; **Listening**: Whisper 100 FT Normal 225 FT Shout 900; **1d20 Listen through Door**: Whisper 13, Normal 8, Shout 3; **Knowledge and Abilities**: Animal Healing (canines), Camp Cooking, Foraging, Lying, Storytelling; **AC/Armor**: 16/none; **Weapons**: *poisoned* Dirk (*paralysis* 1d100 minutes, save 1d20 GTET [26-Stamina]), Heavy Club 1d12, *Nerve Whip +3* (1d10, engages 2 opponents, if hits on GTET 3 more than needed to hit then damage+3, reduce Agility 1 point for 1d8 hours {save 1d20 GTET [28-Stamina]}; on roll 20 unconscious 1d100 minutes {save 1d20 GTET [32-Stamina]}); **Gear**: 2x *Cordial of Health*, smoke bomb, 3x *Unholy Water*, flask *Rust Extract* (permanent armor reduction of AC-25 to non-enchanted armor), flint&steel, *Lock Pick +1*; **Description**; She stands 7 FT 2 IN, wearing a loose leather shirt, black leather belt with belt pouch, leather scabbard and curved belt knife, dark green knee-length skirt, and low black boots; she has a scar on her left temple, a partially-missing right ear, and is missing several teeth; **Found at**: Monnine's Bedroom, #74.

ARGOO; **Gender/Race**: male Cyclops; **CLASS**: Warrior; **LVL** 11 [next 83,477 XP]; **Age**: 219 yrs; **Moral**: Evil; **STATISTICS**: AGIL 20, INT 14, STAM 24, STRNG 22, WILL 14; **hp**82; **Healing**: 1hp/8 hours; **SPM**+3; **Class Abilities**: fight 3 simultaneous opponents, called critical (6/day, -3 TH), Long Sword +1, +1 TH versus Humanoids; **Racial Abilities**: Low Light vision, Ultraviolet Vision, +2 versus poisons, good hearing, berserks; **Limitations**: poor peripheral vision, afraid of heights, -2 penalty versus sleep; **Languages**: Common, Cyclops, Ogrish (30%), Giantish (55%), Infernal Cant (75%); **Reading**: NO; **Religion**: NO; **Weapon Proficiencies**: Dirk, Long Sword, Bastard Sword, Two-Hand Sword, Heavy Mace, Light Mace, Club, Spiked Club, Net, Boomerang, Javelin, Spear; **Bonus**: TH+2, TD+4; **Carry Weight**: 350 LBS; **Lift Weight**: 2300 LBS, **1d20 Negate Surprise**: 7; **1d20 Free Climb**: Easy 0, Moderate 5, Difficult 13, Impossible 20; **1d20 Gear Climb**: Easy -5, Moderate 0, Difficult 8, Impossible 15; **Grapple Throw**: 85 FT; 1d20 Grapple: 8-15FT 2, 16-30FT 6, 31-45FT 12, 46FT+ 19; **1d20 Move w/Stealth**: Cover 3, Normal 8, Open 15, Impossible 22; **1d20 Climb w/Stealth**: Cover 9, Normal 14, Open 20, Impossible 30; **1d20 Open Lock**: Simple 8, Moderate 13, Difficult 19, Very Difficult 25; **1d20 Break Lock**: Common 10, Strong 17; **1d20 Search Area**: Simple 4, Moderate 8, Difficult 13, Impossible 19; **1d20 Search Door-Trap**: Simple 7, Moderate 11, Difficult 19, Impossible 24; **1d20 Disarm Trap**: Simple 10, Moderate 15, Difficult 24, Impossible 30; **1d20 Picking Pockets**: 19; **1d20 Appraise Value**: Armor 14, Gems 16, Jewelry 20, Goods 17, Weapons 12; **Listening**: Whisper 60 FT Normal 150 FT Shout 700; **1d20 Listen through Door**: Whisper 15, Normal 10, Shout 4; **Knowledge and Abilities**: Navigation by Stars, Sailor, Boat Wright, Swimming & Diving, Musician (Drum), Animal Handling (Raptors); **AC/Armor**: 14/None; **Weapons**: None; **Gear**: None; **Description**; He stands 11 FT 7 IN and is dressed in a sleeveless leather vest with long wood pants and sandals, with a turban (700 GP gold-amethyst pin); **Other**: loves dice games, Argoo wants out of the cell but will not cooperate with a mostly good or neutral party beyond this level; **Found at**: a cell, #110.

CHYNICA LOREANAAD (Court Minstrel); **Gender/Race**: female Djinn; **CLASS**: Wizard (Air): **LVL** 7 [next 44,205 XP]; **Age**: 412 yrs; **Social**: Professional; **Moral**: Evil; **STATISTICS**: AGIL 20, INT 21, STAM 15, STRNG 14, WILL 16; **hp** 1; **Healing**: 1hp/6 hours; **SPM**+4; **Class Abilities**: Bow+1, Staff+1, detect spells; **Racial Abilities**: Infrared Vision, resists Air Magic Basic 1d20 GTET 5/Lesser GTET 10/Greater GTET 18, see *invisible*, *control winds* 30 FT, Wish (*Altered Realities*, 1 every 10 days), *fly* (2 hour/day); **Limitations**: cannot cast spells carrying GTET 25 pounds iron/steel, very nearsighted, suffers double damage Fire Magic; **Languages**: Common, Djinn, Infernal Cant (read 50%), foreign language (no read), foreign language (40%); **Reading**: YES; **Religion**: YES (Belephentor. Demigod of Dirges and Mourning, Plane of Elemental Air); **Other**: loves spicy food, dislikes Elves; **Special Abilities**: music *charms animals* (range 50 FT, save 1d20 GTET 17), *music controls fire/water/wind* (fails 1d20 GTET 14, 5 minutes, limit 10/day), *Command Voice* (1/day, range 15 FT, save 1d20 GTET [48-Will-Level]), *Enchanted Songs* (*Confusion, Fear, Heroism, Speed, Sleep, Slow*, *Trust*; 5 minutes, limit 10/day all, save1d20 GTET [44-Will-Level]), Enchanted Songs (*Closing, Locking, Passage, Rust, Sticking*, *Trap Fire*, 5 minutes, limit 5/day all); **Weapon Proficiencies**: Knives, Dirk, Scimitar, Light Mace, Staff, Dart, Long Bow, Short Bow, Crossbow, Sling, Boomerang, Spear; **Bonus**: TH+2, TD+0; **Carry Weight**: 180 LBS; **Lift Weight**: 650 LBS, **1d20 Negate Surprise**: 12; **1d20 Detect Active Enchant**: 6 {determine element 8, determine category 11, identify spell 18}; **1d20 Detect Active Prayer**: 14; **1d20 Move w/Stealth**: Cover 7, Normal 11, Open 17, Impossible 23; **1d20 Open Lock**: Simple 6, Moderate 10, Difficult 14, Very Difficult 20; **1d20 Break Lock**: Common 11, Strong 17; **1d20 Search Area**: Simple 2, Moderate 7, Difficult 12, Impossible 20; **1d20 Search Door-Trap**: Simple 4, Moderate 9, Difficult 16, Impossible 23; **1d20 Disarm Trap**: Simple 8, Moderate 13, Difficult 20, Impossible 29; **1d20 Picking Pockets**: 15; **1d20 Appraise Value**: Armor 18, Art 16, Tapestry 20, Gems 14, Jewelry 17, Goods 16, Weapons 19;...continued next page

DENIZENS, CHYNICA TO CLORA

Chynica Loreanaad, continued...1d20 Detect Enchant on Item: 16/**False Positive**: 15; **1d20 Identify Enchant Item**: Alchem 19, Weapon 21, Armor 23, Clothing 18, Jewelry 16, Ring 13, Wand 15, Tool 19, Book 17, Other 19; **Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper 14, Normal 8, Shout 4; **Knowledge and Abilities**: Singing (master), Musician (proficiency any instrument 1d20 GTET 5, master level), Musical Composition, Dance, Wilderness Survival, Edible Plant Recognition, Assayer (journeyman); **Spells**: Basic {free 9} *1d6+4 Attack (Electricity), Audibles, Call Breezes, Detection, Fog Bank, Putrid Scents, Remote Push, See Invisible, 1d8+4 Sound Blast, Speak Languages, 1d4+4 Steam Breath 15 FT, +2 Target Missiles, Telekinesis, Unhearing Ears, Vertigo*; Lesser {free 6} *2d6+4 Attack (Electricity), 1d6+4 Attack (Acid, Cold, Fire), Area Deafen 20x20 FT, Area Silence 20x20 FT, Choke {to unconsciousness}, Control Winds, Disperse Magic, 3d6+4 Hailstorm 20x20 FT, Hold in Place, Invisibility, Levitation, Remove Air 20x20 FT, Summon Air Elemental, Swift Feet*; **AC/Armor**: 20/none; **Weapons**: silver-bladed Dirk, *Wand of 1d12 Magic Arrows* (62x), *Dart of Dwarf Slaying*; **Gear**: *Chain of Teleportation* (sends the wearer to location #118 on the Treasury Level), a platinum-amber *Charm versus the Power Deus*, silver *Talisman of Illusions*, *Cordial of Speed*, *1d8 Cure Wounds Potion*, *2d8 Cure Wounds Potion*, silver *Whistle of Summoning* (six HD3 **Rabid Dogs**, 10 minutes, 3/day); **Description**; She wears a colorful silk blouse over a large bust, a blue turban held together with a 2348 GP gold-topaz pin, 110 GP silver Bracelet, 2745 GP gold-opal ring on left hand, an embroidered red vest (the 4 gold buttons tear off and are *1d8 Exploding Buttons*, 8 FT diameter), 10,683 GP platinum-moonstone necklace, and a dark red skirt bordered with white and green. Chynica wears a pair of 831 GP ivory-polished shell earrings, and a 1082 GP pair of gold spectacles with green lenses, a ring of platinum keys fitting the cabinets at #82 is concealed in an interior vest pocket; **Found at**: Musician's Practice Room, #80.

CIORMARC; **Gender/Race**: male Dwarf; **CLASS**: Warrior: **LVL** 11 [next 97,802 XP]; **Age**: 52 yrs; **Social** Craftsman; **Moral**: Neutral; **STATISTICS**: AGIL 17, INT 18, STAM 20, STRNG 19, WILL 16; **hp**25; **Healing**: 1hp/4 hours; **SPM**+3; **Class Abilities**: fight 3 simultaneous opponents, called critical (12/day, -3 TH), Long Sword +1, +1 TH versus Humanoids; **Racial Abilities**: Infrared vision, Low Light vision, know direction underground, know depth underground, save +2 versus magic, save +1 versus poisons, War Hammer +1, War Axe +1; **Languages**: Common, Dwarvish, Gnomish (80%, read 25%), foreign language (90%, read 50%); **Reading**: YES; **Religion**: YES (Luppano, God Crafts and Making); **Weapon Proficiencies**: Knives, Dirk, Rapier, Cutlass, Short Sword, War Hammer, Club, Light Mace, Heavy Mace, Cudgel, War Axe, Short Bow, Crossbow, Blowgun, Flail, Bullwhip, Spear, Javelin, Caltrops; **Bonus**: TH+1, TD+2; **Carry Weight**: 220 LBS; **Lift Weight**: 750 LBS; **1d20 Negate Surprise**: 5; **1d20 Free Climb**: Easy 3, Moderate 8, Difficult 14, Impossible 20; **1d20 Gear Climb**: Easy -2, Moderate 3, Difficult 9, Impossible 15; **Grapple Throw**: 50 FT; 1d20 Grapple: 8-15FT 8, 16-30FT 12, 31-45FT 16, 46FT+ 20; **1d20 Move w/Stealth**: Cover 3, Normal 7, Open 13, Impossible 20; **1d20 Climb w/Stealth**: Cover 7, Normal 11, Open 17, Impossible 25; **1d20 Open Lock**: Simple 2, Moderate 6, Difficult 11, Very Difficult 17; **1d20 Break Lock**: Common 4, Strong 8; **1d20 Search Area**: Simple 3, Moderate 7, Difficult 12, Impossible 18; **1d20 Search Door-Trap**: Simple 6, Moderate 13, Difficult 18, Impossible 25; **1d20 Disarm Trap**: Simple 9, Moderate 16, Difficult 20, Impossible 28; **1d20 Picking Pockets**: 9; **1d20 Appraise Value**: Armor 8, Art 17, Tapestry 20, Gems 5, Jewelry 8, Goods 14, Weapons 5; **1d20 Detect Enchant on Item**: 16 (weapon-armor only)/**False Positive**: 8; **1d20 Identify Enchant Item**: Weapon 14, Armor 14, Jewelry 17, Ring 16, Tool 20, Other 20; **Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper 17, Normal 14, Shout 10; **Knowledge and Abilities**: Card Playing, Puzzles (+1), Lying, Field First Aid, Hypnotism, Tracking, Evasion (+1), Voice Imitation; **AC/Armor**: 7/none; **Weapons**: none; **Gear**: none; **Description**; He stands 3 FT 11 IN, with a high forehead long ochre hair, pug nose, and an axe tattoo on his right shoulder; he wears a dirty sleeveless white shirt, grey shorts, and sandals; **Other**: he hates giantoid creatures, he loves whiskey, frequently very sarcastic especially towards Lysagh, is suspicious of good Priests; **Found at**: A cell with his brothers Ithelgant and Lysagh, #121.

CLORA NAISHEN (Administrative Assistant); **Gender/Race**: Harpy of Hell; **CLASS**: Warrior; **LVL** 9 [next 57,088 XP]; **Age**: 83 yrs; **Moral**: Evil; **STATISTICS**: AGIL 13, INT 21, STAM 17, STRNG 13, WILL 20; **hp**36; **Healing**: 1hp/4 hours; **SPM**+5; **Class Abilities**: fights 3 simultaneous opponents, call critical (5/day, -3 TH), +1 versus Humanoids; **Racial Abilities**: Infrared vision, fly, save +3 versus poisons/venoms, strong sour body odor; **Languages**: Common, Harpy, Medusa, Infernal Cant, 2x foreign languages; **Reading**: YES; **Religion**: YES (Lucifer); **Attacks**: Punch 1d3 Bite 1d3 Talons 1d6 (airborne); **Special Attacks**: *diseased talons* (effect 1d100 minutes, persists 1d100*1d12 hours, check versus death every 10 hours, save 1d20 GTET [25-Stamina], Dwarf/Gnome +4 save bonus); **Weapon Proficiencies**: Knives, Dirk, Short Sword, Cavalry Sword, Hatchet, Club, Light Mace, Single Blade War Axe, Blowgun, Short Bow, Light Crossbow, Dart, Throwing Star, Throwing Knife, Javelin, Cudgel; **Bonus**: TH+0, TD+0; **Carry Weight**: 130 LBS; **Lift Weight**: 400 LBS, **1d20 Negate Surprise**: 12; **1d20 Move w/Stealth**: Cover 8, Normal 13, Open 19, Impossible 24; **1d20 Open Lock**: Simple 10, Moderate 15, Difficult 20, Very Difficult 25; **1d20 Break Lock**: Common 14, Strong 18; **1d20 Search Area**: Simple 3, Moderate 6, Difficult 11, Impossible 17; **1d20 Search Door-Trap**: Simple 6, Moderate 9, Difficult 15, Impossible 20; **1d20 Disarm Trap**: Simple 9, Moderate 13, Difficult 19, Impossible 25; **1d20 Picking Pockets**: 18; **1d20 Appraise Value**: Art 13, Gems 15, Jewelry 12, Goods 17; **Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper 15, Normal 8, Shout 3; **Knowledge and Abilities**: Bribery, Cursing, Debate, Drama, Haggling, Engineering, Poisoner; **AC/Armor**: none; **Weapons**: Dirk, Short Sword +1 (back scabbard), Blowgun (20x poisoned darts, 1d100 minutes paralysis, save 1d20 GTET [28-Stamina], back scabbard), *Wand of Death Rays* (26x, 50 FT, save 1d20 GTET [33-Will]); **Gear**: wearing: ivory *Charm versus Fire Magic*, *Collar of Unchanging*, gold *Chain of Hypnosis*, platinum *Locket of Mental Resolve* (*Strength Boosting Pill* inside, Strength+5 for 30 minutes), silver *Ring of Summoning* (**Type XC Devil**, limit 5/day) right hand; pocket: platinum *Traitor's Charm*, *Necklace of Slavery*, *Talisman of Illusions*; other: *Magic Handbag* of alligator leather...continued next page

DENIZENS, CLORA TO HAGHATTEM

Clora Naishen...continued, (Magic Bag, holds: *Spectacles of Kent*, *Spectacles of Night Vision*, *Forever Flask of Poisons*, *Dictatum's Pencil*, *Deck of Fortune*, set of *Levith's Lockpicks*, *Alertness Tonic*, *Tonic of Blindness Reversal*, 3x *Poison Antidotes*, vial of *Elven Death Dust*, 2x *1d10 Cure Wounds Potion*, 2x *2d8 Cure Wounds Potion*, 8x *Unholy Water*); **Description**; Stands 5 FT 8 IN, she is dressed in a loose light blue silk shirt sewn with blue sequins, a dark blue leather vest (*Vest of Many Pockets*) with a black leather belt around her middle with belt pouch and eagle-shaped 200 GP gold buckle, and a dark blue wig; **Other**: Fights left-handed (opponents -2 TH); **Found at**: Assistant's Office, #8.

FRONCHAFF (Palace Chef); **Gender/Race**: male Centaur; **CLASS**: Warrior: **LVL** 4 [next 11,549 XP]; **Age**: 112 yrs; **Moral**: Neutral; **STATISTICS**: AGIL 14, INT 20, STAM 22, STRNG 17, WILL 15; **hp**21 **Healing**: 1hp/4 hours; **SPM**+2; **Class Abilities**: call critical (3/day, -3 TH), Long Sword +1, +1 versus Humanoids; **Racial Abilities**: Low Light vision, good distance vision, +4 versus poisons (plant-based), outstanding tracker, Missiles +3 TH; **Limitations**: poor swimmer; **Languages**: Common, Centaur, Minotaur (60%), Lycanthrope (30%), Infernal Cant (reading 50%); **Reading**: YES; **Religion**: YES (Phindari, God of Centaurs); **Attacks**: Punch 1d4 Trample 1d12+1d6; **Weapon Proficiencies**: Knives, Dirks, Short Sword, Scimitar, Rapier, Long Sword, Staff, Bladed Staff, Long Bow, Short Bow, Club, Spiked Club, Bolo, Lariat, Boomerang, Net, Spear, Halberd, Pole Arm, Lance; **Bonus**: TH+0, TD+1; **Carry Weight**: 800 LBS (horse back); **Lift Weight**: 950 LBS, **1d20 Negate Surprise**: 14; **1d20 Move w/Stealth**: Cover 9, Normal 16, Open 20, Impossible 27; **1d20 Open Lock**: Simple 11, Moderate 17, Difficult 22, Very Difficult 28; **1d20 Break Lock**: Common 12, Strong 19; **1d20 Search Area**: Simple 5, Moderate 9, Difficult 14, Impossible 19; **1d20 Search Door-Trap**: Simple 7, Moderate 11, Difficult 17, Impossible 22; **1d20 Disarm Trap**: Simple 9, Moderate 14, Difficult 21, Impossible 26; **1d20 Picking Pockets**: 20; **Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper 16, Normal 11, Shout 5; **Knowledge and Abilities**: Master Chef, Camp Cooking, Drug Preparation, Edible Plant Recognition, Poison Plant Recognition, Foraging, Animal Handling (equine), Butchering, Tracking (master), Singing, Gambling (overconfident); **AC/Armor**: 8/none; **Weapons**: Dirk (*+1 TD*), *Enchanted Cleaver +2* (1d6+2, *bleeder* hp1d3 for 1d10 rounds, returning when thrown, Butcher's skill); **Gear**: *Chef's Codicil* (any known recipe, Camp Cooking as Master, Gourmet Cooking as Journeyman), *Orb of Location*, *Charm versus Air Magic*, *Ring of True Sight*, *Flask of Endless Beer*; **Description**; Stands 8 FT 2 IN, wearing a white chef's cap, a short sleeve white smock, white linen gloves, a white linen cover over his flanks, and a wide black belt with two belt pouches and a belt scabbard for a curved dagger; **Other**: very greedy, somewhat cowardly: only attacks when left no other choice; he negotiates given the opportunity then gives the alarm as soon as possible; **Found at**: the kitchen, #55.

GUENCAT (Monnine's Pet); **Gender/Race**: male Giant Owl; **HD** 4; **Age**: 21 yrs; **STATISTICS**: AGIL 12 (19 airborne), INT 10, STAM 14, STRNG 9, WILL 12; **hp**11; **Healing**: 1hp/10 hours; **Attacks**: Beak 1d4 Talons 1d6 (airborne); **1d20 Negate Surprise**: 16; **Description**; Stands 3 FT 4 IN, green eyes, speckled head, tall ears, light brown feathers, yellow talons, 500 GP gold-jade collar; **Found at**: Monnine's Bedroom, #74.

HAGHATTEM; **Gender/Race**: male Ogre; **CLASS**: Warrior; **LVL** 9 [next 88,514 XP]; **Age**: 68 yrs; **Moral**: Evil; **STATISTICS**: AGIL 16, INT 11, STAM 24, STRNG 27, WILL 12; **hp** 52; **Healing**: 1hp/8 hours; **SPM**+0; **Class Abilities**: fights 3 simultaneous opponents, call critical (6/day, -3 TH), +1 versus Humanoids, Long Sword +1; **Racial Abilities**: Low Light vision; **Limitations**: poor swimmer, fear of heights, fear of Dragons, hates Priests; **Languages**: Common, Ogrish, Giantish (70%), Infernal Cant (20%), Goblin (85%); **Reading**: NO; **Religion**: NO; **Attacks**: Punch 1d8 Bite 1d3; **Special Attack**: Grab & Throw 1d12; **Special Abilities**: immune ordinary cold, save +6 versus magical cold, one-quarter damage cold spells, resists mental domination +7; **Weapon Proficiencies**: Dirk, Long Sword, Club, Spiked Club, Giant's Club, Staff, Spear, Bullwhip, Flail, Heavy Mace, Long War Hammer, Long War Axe, Net, Boulder; **Bonus**: TH+1, TD+4; **Carry Weight**: 600 LBS; **Lift Weight**: 1800 LBS, **1d20 Negate Surprise**: 15; **Grapple Throw**: 120 FT; 1d20 Grapple: 8-15FT 3, 16-30FT 6, 31-45FT 10, 46FT+ 15; **1d20 Move w/Stealth**: Cover 10, Normal 14, Open 19, Impossible 25; **1d20 Open Lock**: Simple 9, Moderate 14, Difficult 20, Very Difficult 27; **1d20 Break Lock**: Common 4, Strong 8; **1d20 Search Area**: Simple 9, Moderate 14, Difficult 18, Impossible 23; **1d20 Search Door-Trap**: Simple 12, Moderate 17, Difficult 21, Impossible 30; **1d20 Disarm Trap**: Simple 14, Moderate 19, Difficult 24, Impossible 32; **1d20 Picking Pockets**: 19; **Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper 18, Normal 13, Shout 9; **Knowledge and Abilities**: Animal Handling (especially lupines), Boxing, Butchering, Weather, Wilderness Survival; **AC/Armor**: 18/none; **Weapons**: none; **Gear**: none; **Description**; Stands 10 FT 2 IN, bald, scars on the neck and left shoulder, eye tattoo on right wrist, dressed in a toga made from ratty animal skins; **Other**: outstanding tracker; **Found at**: a cell, #116.

DENIZENS, HAYWOOD TO IMMALLIO

HAYWOOD VELNER (Gardener); **Gender/Race**: male Cyclops; **CLASS**: Warrior; **LVL** 10 [next 59.078 XP]; **Age**: 114 yrs; **Moral**: Evil; **STATISTICS**: AGIL 19, INT 15, STAM 26, STRNG 20, WILL 15; **hp** 83; **Healing**: 1hp/8 hours; **SPM**+1; **Class Abilities**: fight 3 simultaneous opponents, call critical (7/day, -3 TH), Long Sword +1, +1 versus Humanoids; **Racial Abilities**: Low Light vision; **Limitations**: poor peripheral vision, -4 penalty versus sleep; **Languages**: Common, Cyclopes, Giantish, Infernal Cant (70%), foreign language; **Reading**: YES; **Religion**: YES (Lucifer); **Attacks**: Punch 1d10, Bite 1d6; **Special Abilities**: Resists Earth Magic (immune Basic, resist Lesser on 1d20 rolls GTET 12, resist 1d20 rolls GTET 18); **Weapon Proficiencies**: Dirk, Short Sword, Two-Handed Sword, Club, Spiked Club, Giant's Club, Light Mace, Heavy Mace, Staff, Spear, Long-Handle War Hammer, Throwing Knife, Throwing Axe, Throwing Star, Boulder; **Bonus**: TH+2, TD+3; **Carry Weight**: 650 LBS; **Lift Weight**: 2700 LBS, **1d20 Negate Surprise**: 8; **1d20 Move w/Stealth**: Cover 11 Normal 15 Open 19 Impossible 25; **1d20 Open Lock**: Simple 10 Moderate 15 Difficult 20 Very Difficult 25; **1d20 Break Lock**: Common 6 Strong 9; **1d20 Search Area**: Simple 8 Moderate 12 Difficult 18 Impossible 23; **1d20 Search Door-Trap**: Simple 11 Moderate 16 Difficult 21 Impossible 26; **1d20 Disarm Trap**: Simple 14 Moderate 19 Difficult 24 Impossible 30; **1d20 Picking Pockets**: 24; **1d20 Appraise Value**: Armor 10 Art 14 Tapestry 18 Gems 14 Jewelry 17 Goods 16 Weapons 10; **1d20 Detect Enchant on Item**:16/**False Positive**: 6; **Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper 16 Normal 11 Shout 7; **Knowledge and Abilities**: Herbalist, Poisonous Plant identification, Insect identification, Dowser, Poisoner, Vintner; **AC/Armor**: 10/none; **Weapons**: *Spiked Giant's Club +3* {shed}, 2x *Short Sword +1* (+2 and +2 TD versus good; belt scabbards), *Wall of Plants Wand* (56); **Gear**: silver *Ring of Devil Summoning* (**Type XD Devils**, 104x, 1/minute), platinum *Earring of Telepathy*, *Ring of Poison Immunity*, backpack: *Sweetwater Goblet*, pouch of *Thistle Seed*, a 47 GP carved ram's horn pipe, 7 wraps of good-quality pipeweed leaf, *Mindel's Megaphone*, an onyx-ivory *Idol of Deluge*, a pair of rosewood *Death Beetle Bug Boxes*, a *Spade of Great Digging*, *Mattock of Giants*, 4x *1d10 Cure Wounds Potions*, 2x *Growth Potions*; **Description**; Stands 10 FT 4 IN, wearing his hair long in a ponytail, has large hanging jowls and a light black beard, wears a leather cap, dark brown tunic and brown hooded cloak, a 100 GP gold metal belt, black leather gloves, has a peg-leg below his left knee, with leather sandals; **Other**: Haywood likes Dwarves, he plays the banjo, he is good at card tricks; **Found at**: Gardener's Shed.

HEROWDESS; **Gender/Race**: female Lycanthrope (Bear); **CLASS**: Warrior, **LVL** 9 [next 33,811 XP]; **Age**: 43 yrs; **Social** Craftsman; **Moral**: Good; **STATISTICS**: AGIL 14, INT 16, STAM 26, STRNG 20, WILL 15; **hp**34; **Healing**: 1hp/6 hours; **SPM**+4; **Class Abilities**: fight 3 simultaneous opponents, call critical (8/day, -3 TH), Long Sword +1, +1 versus Humanoids; **Racial Abilities**: Infrared vision, *shapchange* (Bear, 1/day, 30 minutes), +5 versus poisons, +2 versus stoning/paralysis /petrification, +1 versus spells, speak to ursines, immune to bee/wasp venom, high alcohol tolerance; **Limitations**: triple damage from silvered weapons, *involuntary shapechange* on full moon (no save, become mindless), -2 penalty versus prayers, hp1d8 from Holy Water, allergic to herb rosemary; **Languages**: Common, Lycanthrope, foreign language (70%, no read), foreign language (50%, 30% read); **Reading**: YES (Lycanthrope); **Religion**: YES; **Attacks**: Punch 1d4; Bear Bite 1d6, 2x Claws 1d4; **Special Attacks**: bite carries the disease *lycanthropy*; **Weapon Proficiencies**: Dirk, Long Sword, Cutlass, Staff, Light Mace, Heavy Mace, Club, Spiked Club, Long Bow, Morning Star, Flail, Throwing Star; **Bonus**: TH+0, TD+2; **Carry Weight**: 325 LBS; **Lift Weight**: 1000 LBS, **1d20 Negate Surprise**: 6; **1d20 Free Climb**: Easy 6 Moderate 10 Difficult 15 Impossible 20; **1d20 Gear Climb**: Easy 1 Moderate 6 Difficult 10 Impossible 15; **Grapple Throw**: 60 FT; 1d20 Grapple: 8-15FT 4 16-30FT 10 31-45FT 16 46FT+ 22; **1d20 Move w/Stealth**: Cover 4 Normal 9 Open 15 Impossible 22; **1d20 Climb w/Stealth**: Cover 7 Normal 13 Open 19 Impossible 26; **1d20 Open Lock**: Simple 6 Moderate 11 Difficult 16 Very Difficult 21; **1d20 Break Lock**: Common 4 Strong 10; **1d20 Search Area**: Simple 7 Moderate 10 Difficult 14 Impossible 19; **1d20 Search Door-Trap**: Simple 9 Moderate 13 Difficult 19 Impossible 25; **1d20 Disarm Trap**: Simple 11 Moderate 15 Difficult 21 Impossible 28; **1d20 Picking Pockets**: 14; **1d20 Appraise Value**: Armor 11 Art 17 Tapestry 22 Gems 14 Jewelry 18 Goods 18 Weapons 13; **1d20 Detect Enchant on Item**:17/**False Positive**: 7; **1d20 Identify Enchant Item**: Alchem 20 Weapon 14 Armor 15 Clothing 20 Jewelry 17 Ring 16 Wand 22 Tool 19 Book 23 Other 20; **Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper 15 Normal 8 Shout 4; **Knowledge and Abilities**: Calligraphy, Musician (flute, journeyman), Animal Grooming, Horsemanship (expert), Animal Training, Butchering, Small Boats, Singing, Martial Arts (competent), Tracking, Field First Aid; **AC/Armor**: 46 steel/10 silver/none; **Weapons**: None; **Gear**: None; **Description**; Stands 5 FT 11 IN, she has hazel eyes, a slender figure, small bust, wide hips and long legs; she is wearing a knee-length leather dress, leather wraps on her wrist, and piece of rope tied around her long black hair; a bear's head tattoo is on the back of her neck; **Other**: she does not volunteer that she is a Lycanthrope especially to neutral and evil Adventurers, she tends to be calm and deliberative, she enjoys needlepoint; **Found at**: a cell, #117.

IMMALLIO; **Gender/Race**: male Human; **CLASS**: Warlock **LVL** 11 [next 104,328 XP]; **Age**: 48 yrs; **Social:** Professional; **Moral**: Evil; **STATISTICS**: AGIL 13, INT 19, STAM 13, STRNG 12, WILL 18; **hp**17; **Healing**: 1hp/4 hours; **SPM**+3; **Class Abilities**: simultaneous spell and weapon use, save versus magic +1, simultaneously fight 3 opponents, called critical (9/day); **Racial Abilities**: Acrobatics +1, Problem Solving/Puzzles +1, Long Sword/Spear +1, ; **Limitations**: -3 TH if spell & weapon, cannot use spells when carrying GTET 24 pounds iron/steel; **Languages**: Common; **Reading**: YES NO; **Religion**: YES NO; **Attacks**: Punch Bite Claw Stinger Tentacle Trample; **Special Attacks**: ; **Special Abilities**: ; **Weapon Proficiencies**: Dirk, Long Sword, Cutlass, Scimitar, Club, Light Mace, Short Bow, Crossbow, Dart, Blowgun, War Hammer, Spear, Javelin, Throwing Star, Throwing Knife; **Bonus**: TH+0, TD+0; **Carry Weight**: 100 LBS; **Lift Weight**: 800 LBS, **1d20 Negate Surprise**: 5; **1d20 Detect Active Enchant**: 6 (element 14, category 16); **1d20 Detect Active Prayer**: 18; **1d20 Free Climb**: Easy 8 Moderate 12 Difficult 17 Impossible 23;...continued next page

DENIZENS, IMMALLIO TO JURMA

I**mmallio, continued,**...**1d20 Gear Climb**: Easy 3 Moderate 7 Difficult 12 Impossible 18; **Grapple Throw**: 38 FT; 1d20 Grapple: 8-15FT 10 16-30FT 15 31-45FT 20 46FT+ 28; **1d20 Move w/Stealth**: Cover 3 Normal 7 Open 12 Impossible 17; **1d20 Climb w/Stealth**: Cover 7 Normal 11 Open 17 Impossible 23; **1d20 Open Lock**: Simple 7 Moderate 11 Difficult 15 Very Difficult 20; **1d20 Break Lock**: Common 13 Strong 19; **1d20 Search Area**: Simple 3 Moderate 7 Difficult 12 Impossible 17; **1d20 Search Door-Trap**: Simple 6 Moderate 10 Difficult 17 Impossible 22; **1d20 Disarm Trap**: Simple 8 Moderate 13 Difficult 20 Impossible 27; **1d20 Picking Pockets**: 16; **1d20 Appraise Value**: Armor 6 Art 14 Tapestry 18 Gems 11 Jewelry 14 Goods 16 Weapons 8; **1d20 Detect Enchant on Item**: 8/**False Positive**: 14; **1d20 Identify Enchant Item**: Alchem 14 Weapon 10 Armor 12 Clothing 18 Jewelry 14 Ring 13 Wand 15 Tool 19 Book 20 Other 17; **Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper 16 Normal 11 Shout 7; **Knowledge and Abilities**: Musician (expert guitar journeyman banjo and fiddle, competent drums and harp), Singing, Arctic and Wilderness Survival, Myths and Legends and History (scholar), Card Playing (expert), Lying (exceptional); **Spells**: *Bind Breath, Bind Tongue, -3 Bind Weapon, 1d12 FT Displacement, Extinguish, Flame Up, Great Leap, AC+16 Guard Self, Hero's Race, Hold Up, 1d8 Icy Spray, Ignite, Mists of Fate, Object to Hand, Reveal, Spell Shield {all Basic, others save at+8};* **AC/Armor**: 6/none; **Weapons**: none; **Gear**: none; **Description**; Stands 6 FT 1 IN, he has thin sandy hair, dark eyes, a long nose, a long mustache dyed red, and a wide chin, he has a stocky build and a bit of a beer gut, his hands are very dexterous, he wears older wizard's robes which are patched in several places; **Other**: a mean drunk who prefers mead, beer, rum, and rye, cheats at cards and games, chases any skirts he can, has little self-respect and no honor, pinches copper pieces inordinately tightly, and loudly disparages honorable conduct by others, he does not like Dwarves; **Found at**: the *magic mirror*, Southeast Bedroom, #67.

ITHELGANT; **Gender/Race**: male Dwarf; **CLASS**: Priest; **LVL** 10 [next 89,422 XP]; **Age**: 56 yrs; **Social** Peasant; **Moral**: Neutral; **STATISTICS**: AGIL 15, INT 16, STAM 22, STRNG 16, WILL 14; **hp**28; **Healing**: 1hp/6 hours; **SPM**+4; **Class Abilities**: performs prayers; **Racial Abilities**: Infrared vision, Low Light vision, sense of underground direction, sense of underground depth, +1 save versus disease, +1 save versus magic, War Hammer +1, War Axe +1; **Religious Abilities**: forced conversion (save 1d20 GTET [27-Will], 2/day), detect good/evil auras 30 FT; **Special Abilities**: understands ravens and crows; senses dragons and giant lizards at 500 FT, immune to Wyvern venom, suffers one-third damage from dragon breath weapons; **Languages**: Common, Dwarvish, Giantish (90%), Elvish (20%), foreign language (75%); **Reading**: YES (Common 50%, foreign 60%); **Religion**: YES (Odnpay, Dwarven God of Mining); **Weapon Proficiencies**: Knives, Dirk, Light Mace, Heavy Mace, Morning Star, Long Sword, Scimitar, Staff, War Axe, War Hammer, Throwing Star, Spear, Pole Arm; **Bonus**: TH+1, TD+1; **Carry Weight**: 225 LBS; **Lift Weight**: 800 LBS, **1d20 Negate Surprise**: 9; **Lay on Hands:** 4hp at 4/day; **1d20 Bar the Undead**: 5+HD; **Drive Back Undead**: 8+HD; **Destroy Undead**: 11+HD; **1d20 Reincarnation:** 5; **1d20 Raise the Dead**: 8; **1d20 Detect Active Prayer**: 4 (deity 12, category 8, prayer 16); **1d20 Detect Active Spell**: 16; **1d20 Free Climb**: Easy 9 Moderate 13 Difficult 17 Impossible 22; **1d20 Gear Climb**: Easy 4 Moderate 8 Difficult 12 Impossible 17; **Grapple Throw**: 50 FT; 1d20 Grapple: 8-15FT 11 16-30FT 15 31-45FT 19 46FT+ 24; **1d20 Move w/Stealth**: Cover 6 Normal 10 Open 15 Impossible 20; **1d20 Climb w/Stealth**: Cover 9 Normal 13 Open 17 Impossible 24; **1d20 Open Lock**: Simple 9 Moderate 13 Difficult 18 Very Difficult 23; **1d20 Break Lock**: Common 8 Strong 13; **1d20 Search Area**: Simple 7 Moderate 11 Difficult 15 Impossible 20; **1d20 Search Door-Trap**: Simple 9 Moderate 13 Difficult 17 Impossible 22; **1d20 Disarm Trap**: Simple 11 Moderate 15 Difficult 19 Impossible 24; **1d20 Picking Pockets**: 17; **1d20 Appraise Value**: Armor 12 Art 14 Tapestry 16 Gems 13 Jewelry 16 Goods 17 Weapons 14; **1d20 Detect Enchant on Item**: 18/**False Positive**: 8; **1d20 Identify Enchant Item**: Alchem 19 Weapon 16 Armor 15 Clothing 18 Jewelry 16 Ring 14 Wand 20 Tool 17 Book 20 Other 18; **Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper 16 Normal 12 Shout 6; **Prayers**: Devotions {free 14} *AC+18 Armorskin, Bar Creature, Command Animals, Compel Truth, Create Minor Food, 1d6 Cure Light Wounds, Detect Poisons, 1d10+1 God's Missile, God's Sword at 5 rounds, Immunity to Disease, Know Creature, Minor Escape, Minor Prayer, Mute, Reveal Hidden, +4 Sword Blessing*; Mysteries {free 10} *Aura of Calm, Banish Confusion, Banish Disease, Banish Paralysis, Banish Spells, Blind Undead, Detoxify Poisons, AC+30 Divine Armor, 2d12+2 God's Strike {lightning}, 1d10+2 Heal Wounds, Know Enemy, Minor Banish Infernal, Restore Sight*; Majesties {free 8} *+4 Aura of Heroism, Break Curse, Creature's Form, 2d8+4 Cure Serious Wounds, God's Mighty Warrior 2x Warrior L14, Extraordinary Escape, Major Regeneration, 2d8 Mass Heal*; **Knowledge and Abilities**: Religious Ceremonies, Field First Aid, Blacksmith (journeyman), Miner (expert), Barber (expert), Dancing (expert), Haggling (competent); **AC/Armor**: 6/none; **Weapons**: none; **Gear**: none; **Description**; Stands 4 FT 2 IN, he is dressed in a leather breechcloth with wool socks; **Other**: ; **Found at**: in a cell with his brothers Lysagh and Ciomarc, #121.

JURMA GOLDENLOCKS (Personal Secretary); **Gender/Race**: female Fire Giant; **CLASS**: Wizard (Fire): **LVL** 8 [next 70,428 XP]; **Age**: 48 yrs; **Moral**: Evil; **STATISTICS**: AGIL 22, INT 18, STAM 24, STRNG 25, WILL 17; **hp**61; **Healing**: 1hp/4 hours; **SPM**+5; **Racial Abilities**: Immune to normal fire, Infrared vision, immune Basic Fire Magic, resist Lesser Magic (1d20 GTET 8), resist Greater Magic (1d20 GTET 15); **Limitations**: triple damage spells/prayers of cold; **Languages**: Common, Giantish, Infernal Cant, Dwarvish (40%), foreign language (55%); **Reading**: YES (no Dwarvish, foreign); **Religion**: YES (Lucifer); **Attacks**: Punch 1d12, Kick 1d12, Boulder 4d6; **Special Attacks**: *Fireball* (range 40 FT, 2d6, 6/day); **Weapon Proficiencies**: Dirk, Staff, Heavy Mace, Morning Star, Long Bow, Boomerang, Cudgel, Spear, Javelin, Club, Giant's Club, Spiked Club; **Bonus**: TH+3, TD+5; **Carry Weight**: 550 LBS; **Lift Weight**: 3000 LBS, **1d20 Negate Surprise**: 13; **1d20 Detect Active Enchant**: 6; **1d20 Detect Active Prayer**: 16; **1d20 Move w/Stealth**: Cover 10 Normal 14 Open 19 Impossible 24; **1d20 Climb w/Stealth**: Cover 13 Normal 17 Open 21 Impossible 27; **1d20 Open Lock**: Simple 10 Moderate 14 Difficult 18 Very Difficult 23; **1d20 Break Lock**: Common 4 Strong 8; **1d20 Search Area**: Simple 5 Moderate 9 Difficult 13 Impossible 18;...continued next page

DENIZENS, JURMA TO LYSAGH

Jurma Goldenlocks, continued...**1d20 Search Door-Trap**: Simple 7 Moderate 11 Difficult 15 Impossible 20; **1d20 Disarm Trap**: Simple 10 Moderate 14 Difficult 18 Impossible 23; **Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper 17 Normal 13 Shout 8; **Spells**: Basic {free 14} *1d6+4 (Fire), Banish Vapors 25x25 FT, Command Fires, Detection, Extinguish Lights, 1d8+4 Fire Arrow, Flare {blinding}, Illusory Appearances, 1d12 Magic Grenade, +2 Stng Rage, See Invisible, Smokescreen 20x20 FT, Thermal Vision*; Lesser {free 11} *2d6+4 Attack (Fire), 1d6+4 Attack (Acid, Cold, Electricity), Blindness, Darkness Zone 25x25 FT, Daylight 25x25 FT, Disperse Magic, Fire Ring, Invisibility, Mirage, Mesmirize, Shield versus Fire, Vision*; Greater {free 8} *2d6+4 Attack (Acid, Cold, Electricity), All Seeing Eyes, Confusion, Eye on the Wall, Fire Walk, 2d8 Magic Timed Blast, Summon Djinn, X-Ray Sight*; **Knowledge and Abilities**: Copyist (expert), Calligraphy (expert), Mathematics, Haggling (expert), Court Etiquette (expert), Fortune Telling (competent), Heraldry (comptetent), Hypnotism (expert), Law; **AC/Armor**: *Cloak of Missile Protection*; **Weapons**: *Limb Crushing Mace +4*, *Wand of 1d12 Lightning Bolts* (28x), 2x adamantine *Throwing Stars*; **Gear**: *Stone of Good Warning*, platinum-jade *Amulet of Reincarnation*, amber *Charm versus the Power Deux*, copper Bracelet (10x *Charms of Summoning*, each summons one Trooper), pouch flash powder, smoke grenade, 3x flasks oil, 3x *1d10 Cure Wounds Potion*, *2d8 Cure Wounds Potion*, *Ring of Regeneration* (hp4/round), *Ring of Telekinesis*; **Description**; Stands 15 FT 2 IN, Jurma has long golden yellow hair bound into two pigtails and a large bosom. She wears a adamantine chain mail shirt over a long-sleeved gold blouse, a dark brown knee-length skirt, leather hose, and leather shoes; **Found at**: her office, #12.

KHREVKO AENRON (Chief Accountant); **HD**: 10;**Gender/Race**: male Centaur; **Age**: 82 yrs; **Moral**: Neutral; **STATISTICS**: AGIL 15, INT 19, STAM 19, STRNG 17, WILL 16; **hp** 55; **Healing**: 1hp/8 hours; **SPM**+1; **Racial Abilities**: Low Light vision, save +2 versus plant based poisons, weather predicting (expert), Bow +2, Lance +1; **Limitations**: ; **Languages**: Common, Centaur, Infernal Cant, Minotaur, foreign language; **Reading**: YES (80% foreign, not Minotaur); **Religion**: NO; **Attacks**: Punch 1d4, Front Kick 1d6, Rear Double Kick 1d12 Trample 2d8; **Weapon Proficiencies**: Knives, Dirk, Short Sword, Long Sword, Short Bow, Long Bow, Crossbow, Staff, Javelin, Spear, Lance, Light Mace, Club; **Bonus**: TH+0, TD+1; **Carry Weight**: 700 LBS (on back); **Lift Weight**: 1000 LBS, **1d20 Negate Surprise**: 16; **Grapple Throw**: 50 FT; 1d20 Grapple: 8-15FT 10 16-30FT 14 31-45FT 18 46FT+ 23; **1d20 Move w/Stealth**: Cover 10 Normal 13 Open 17 Impossible 23; **1d20 Open Lock**: Simple 4 Moderate 8 Difficult 13 Very Difficult 19; **1d20 Break Lock**: Common 8 Strong 13; **1d20 Search Area**: Simple 4 Moderate 8 Difficult 12 Impossible 17; **1d20 Search Door-Trap**: Simple 6 Moderate 11 Difficult 16 Impossible 20; **1d20 Disarm Trap**: Simple 8 Moderate 14 Difficult 19 Impossible 25; **1d20 Picking Pockets**: 16; **1d20 Appraise Value**: Armor 20 Art 12 Tapestry 16 Gems 14 Jewelry 17 Goods 15 Weapons 16; **Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper 16 Normal 11 Shout 6; **Knowledge and Abilities**: Weapon Smith, Fletcher/Bowyer, Business Skills (expert), Herbalist (expert), Poisoner, Tracking, History-Mythology-Legends; **AC/Armor**: 14 torso, 22 body; leather *Helm of All Seeing* (AC10),; **Weapons**: *Short Sword +3* (*Cold Blade, Wizard Bane*), Short Bow, 20x *Arrows +1 TD*, *Magic Missile Volley Ring* (33x); **Gear**: 3x *1d12 Cure Wounds Potions*, a smoke grenade, pair *Gloves of Chaining*, *Stone of Earth Magic*, *Bells of Paralysis*, *Wand of Stinking* (62x), pearl *Necklace of Translation*, gold Amulet of Sacrifice, silver *Night Vision Spectacles*, and a copper Bracelet with *Time Stop Beads* (3x); **Description**; Stands 8 FT 3 IN; Khrevko has long silver-white hair worn in a ponytail with a gold clasp shaped like a butterfly, a long hooked nose, orange eyes, a salt-and-pepper beard, wears a short sleeved dark blue tunic with brown leather belt from which hangs a curve dirk in its scabbard, with gold-shod hooves; **Found at**: office, #22.

LARRAGAR; **Gender/Race**: male Human; **Age**: 29 weeks; **Social** Craftsman; **Moral**: None; **Description**; a chubby infant light brown hair and blue eyes, dressed in a thick diaper and a baby's nightshirt; **Other**: initially sleeping, hungry after 1 hour, the child of Urkellion and Tallestia; **Found at**: a crade in Urkellion's Bedroom, #65.

LYSAGH; **Gender/Race**: male Dwarf; **CLASS**: Rascal; **LVL** 14 [next 118,902 XP]; **Age**: 47 yrs; **Social** Craftsman; **Moral**: Evil; **STATISTICS**: AGIL 20 INT 17 STAM 16 STRNG 14 WILL 14; **hp** 20; **Healing**: 1hp/8 hours; **SPM**+1; **Class Abilities**: Rapier +1, Cutlass, +1, Two Dirk fighting +2, fight 3 simultaneous opponents, called critical (12/day, -3 TH); **Racial Abilities**: War Axe +1, War Hammer +1, save +2 versus magic, Infrared vision, knows direction and depth underground; **Limitations**: not permitted heavy armor (Helms, Breastplate, Backplate, Plate Armor, Large Shields; not permitted long weapons), -2 penalty two handed weapons; **Languages**: Common, Thief's Cant, Dwarvish, Gnomish, Giantish (70%), Draconic (20%), foreign language (50%); **Reading**: YES (no Cant, Giantish, Draconc); **Religion**: NO; **Weapon Proficiencies**: Knives, Dirk, Rapier, Cutlass, Short Sword, Throwing Knife, War Axe, War Hammer, Club, Spiked Club Cudgel, Bullwhip, Short Bow, Crossbow, Blowgun, Brass Knuckles, Short Spear; **Bonus**: TH+2, TD+0; **Carry Weight**: 200 LBS; **Lift Weight**: 500 LBS, **1d20 Negate Surprise**: 4; **1d20 Free Climb**: Easy -4 Moderate 0 Difficult 5 Impossible 11; **1d20 Gear Climb**: Easy -9 Moderate -5 Difficult 0 Impossible 6; **Grapple Throw**: 50 FT; 1d20 Grapple: 8-15FT 5 16-30FT 9 31-45FT 13 46FT+ 17; **1d20 Move w/Stealth**: Cover 2 Normal 6 Open 10 Impossible 15; **1d20 Climb w/Stealth**: Cover 5 Normal 8 Open 13 Impossible 18; **1d20 Open Lock**: Simple -5 Moderate 0 Difficult 5 Very Difficult 11; **1d20 Break Lock**: Common 8 Strong 12; **1d20 Search Area**: Simple -6 Moderate -2 Difficult 2 Impossible 8; **1d20 Search Door-Trap**: Simple -4 Moderate 0 Difficult 6 Impossible 13; **1d20 Disarm Trap**: Simple 0 Moderate 4 Difficult 8 Impossible 13; **1d20 Picking Pockets**: 5; **1d20 Appraise Value**: Armor 8 Art 13 Tapestry 16 Gems 14 Jewelry 17 Goods 17 Weapons 10; **1d20 Identify Item (Enchant known):** Alchem 17 Weapon 12 Armor 13 Clothing 15 Jewelry 14 Ring 19 Wand 20 Tool 15 Book 20 Other 17;...continued next page

DENIZENS, LYSAGH TO MONNINE

Lysagh, continued...**Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper 14 Normal 9 Shout 4; **Knowledge and Abilities**: Climbing (expert), Card Tricks, Acting (expert), Bribery, Disguise (extraordinary), Gambling (above average), Camp Cooking (excellent); **AC/Armor**: 6/none; **Weapons**: None; **Gear**: None; **Description**; Stands 4 FT 5 IN, partially bald with some red hair, brown eyes, pug nose, wide cheeks, two missing teeth, long dark red beard, wide shoulders, slender hands, found wearing a leather short sleeve shirt, green-red-black pattern kilt, leather sandals; **Other**: loves meat, loves mead, thinks he can sing, doesn't like elves; **Found at**: a cell with his brothers Ciomarc and Ithelgant, #121.

MELIADICE; **Gender/Race**: female Human; **CLASS**: Warrior: **LVL** Untrained [next 750 XP]; **Age**: 18 yrs; **Social:** Craftsman; **Moral**: Neutral; **STATISTICS**: AGIL 16 INT 13 STAM 19 STRNG 12 WILL 18; **hp**23; **Healing**: 1hp/6 hours; **SPM**+2; **Racial Abilities**: Acrobatics +1, Puzzles +1, Long Sword +1; **Languages**: Common, Elvish, foreign language (70%), foreign language (60%); **Reading**: YES (foreign 45%, foreign 35%, no Elvish); **Religion**: YES (Anuruck, monotheistic Deity); **Weapon Proficiencies**: Knives, Dirk, Rapier, Club, Short Bow; **Bonus**: TH+1, TD+0; **Carry Weight**: 200 LBS; **Lift Weight**: 550 LBS, **1d20 Negate Surprise**: 20; **1d20 Free Climb**: Easy 12 Moderate 16 Difficult 21 Impossible 27; **1d20 Gear Climb**: Easy 7 Moderate 11 Difficult 16 Impossible 22; **Grapple Throw**: 50 FT; 1d20 Grapple: 8-15FT 11 16-30FT 15 31-45FT 19 46FT+ 24; **1d20 Move w/Stealth**: Cover 10 Normal 14 Open 18 Impossible 23; **1d20 Climb w/Stealth**: Cover 12 Normal 16 Open 20 Impossible 26; **1d20 Open Lock**: Simple 14 Moderate 19 Difficult 25 Very Difficult 31; **1d20 Break Lock**: Common 13 Strong 17; **1d20 Search Area**: Simple 12 Moderate 16 Difficult 20 Impossible 25; **1d20 Search Door-Trap**: Simple 14 Moderate 18 Difficult 23 Impossible 28; **1d20 Disarm Trap**: Simple 16 Moderate 20 Difficult 23 Impossible 30; **1d20 Picking Pockets**: 19; **Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper 17 Normal 13 Shout 7; **Knowledge and Abilities**: Acrobat (expert), Musician (Lyre {expert}, clarinet {student}), Singing (journeyman), Animal Handling {Falcons – expert, hunting dogs – expert, felines}, Dancing {expert}, Horsemanship {outstanding}, Debate {expert}; **AC/Armor**: 4/none; **Weapons**: none; **Gear**: none; **Description**; Stands 5 FT 2 inches, with long braided golden-yellow hair and green eyes, slender with a moderate bust, wearing a mustard-yellow shirt, dark brown skirt, and leather sandals; **Other**: She has been in this cell for 5 weeks and is nearly hysterical. Meliadice does not know that she has been abducted to fulfill a bargain made by her father with the Principal Occupant 21 years ago; **Found at**: cell, #122.

MONNINE (Occupant's Mistress); **Gender/Race**: female **Storm Giant**; **HD** 11; **Class**: Warrior L12, Wizard L10 (Air); **Age**: 44 yrs; **Moral**: Evil; **STATISTICS**: AGIL 19 INT 17 STAM 22 STRNG 26 WILL 18; **hp** 71; **Healing**: 1hp/4 hours; **SPM**+4; **Class Abilities**: +2 TH versus Humanoids, Staff +1, Bow +1, fights 3 simultaneous opponents, call critical (12/day, -3 TH); **Attacks**: Punch 1d12 Bite 1d3 Kick 1d12; **Special Attacks**: 5d6 Boulders/range 50 FT; **Racial Abilities**: Infrared vision, Ultraviolet vision, immune to electricity/lightning, *summon storms* (1/day); **Limitations**: double damage from Fire Magic, cannot cast spells when carrying GTET 50 pounds iron/steel; **Weapon Proficiencies**: Knives, Dirk, Long Sword, Two-Handed Sword, Bastard Sword, Hand-and-Half Sword, Claymore Sword, Club, Spiked Club, Giant's Club, War Axe, Bullwhip, Morning Star, Ball/Chain, Throwing Knife, Throwing Star, Dart; **Bonus**: TH+2, TD+4; **Carry Weight**: 450 LBS; **Lift Weight**: 2300 LBS, **1d20 Negate Surprise**: 5; **1d20 Detect Active Enchant**: 7 {element 1d20 GTET 9, category 1d20 GTET 12, ID spell 1d20 GTET 19}; **1d20 Detect Active Prayer**: 17; **1d20 Move w/Stealth**: Cover 11 Normal 15 Open 19 Impossible 24; **1d20 Open Lock**: Simple 7 Moderate 11 Difficult 15 Very Difficult 20; **1d20 Break Lock**: Common 3 Strong 6; **1d20 Search Area**: Simple -2 Moderate 2 Difficult 7 Impossible 12; **1d20 Search Door-Trap**: Simple 0 Moderate 5 Difficult 11 Impossible 17; **1d20 Disarm Trap**: Simple 2 Moderate 6 Difficult 11 Impossible 16; **1d20 Picking *Pockets***: 20; **1d20 Detect Enchant on Item**: 8/**False Positive**: 15; **1d20 Listen through Door**: Whisper 14 Normal 9 Shout 5; **Spells**: Basic {free 12} *1d6+4 Attack (Electricity), Audibles, Call Breezes, Detection, Fog Bank, Putrid Scents, Remote Push, See Invisible, 1d8+4 Sound Blast, Speak Languages, 1d4+4 Steam Breath 15 FT, +2 Target Missiles, Telekinesis, Unhearing Ears, Vertigo*; Lesser {free 10} *2d6+4 Attack (Electricity), 1d6+4 Attack (Acid, Cold, Fire), Area Deafen 20x20 FT, Area Silence 20x20 FT, Choke {to unconsciousness}, Control Winds, Disperse Magic, 3d6+4 Hailstorm 20x20 FT, Hold in Place, Invisibility, Levitation, Remove Air 20x20 FT, Summon Air Elemental, Swift Feet*; Greater {free 5} *2d6+4 Attack (Acid, Cold, Fire), Banshee's Wail, Ear on the Wall, Flight, Shield of Reflection, Siren's Song {mesmerization}, Teleportation, Wall of Force;* **Knowledge and Abilities**: Acting {expert}, Bribery, Musician {Harp – outstanding, Violin – journeyman}, Singing {outstanding/exceptional}, Music Composition, Haggling {outstanding} Romance {outstanding}, Fortune Telling {Tarot}, Ice Skating {expert}; **AC/Armor**: *Talisman of Protection* (AC+8, immunity to disease and poison),; **Weapons**: 2d8 Giant's Sword; **Gear**: 400 GP silver-turquoise Earrings, 850 GP silver Chain, 1850 GP gold Chain, plain 200 GP gold Ring, *Ring of Spell Storing* (right hand; 4x *Wall of Force*, 8x *1d10 Magic Arrow*, 2x *1d12 Lightning*, 3x *Hold Person*, *Invisibility*, 3x *Remove Air*), platinum *Ring of Size Control* (left hand, usually appears as 10 FT tall), enchanted brass *Whistle of Summoning* (1d3 Officers, 2/day, 15 minutes), 3x 580 GP Bracelets (polished petrified wood), gold *Airjord Armband*, 1060 GP charm Bracelet, *Enchanted Figurine* (HD4 **Giant Wolverine**) is in her vest pocket; gold/silver keys to her chests; **Description**; Stands 17 FT tall with light yellow skin, bronze hair, dark grey eyes, and large bust. She wears a dark blue, long-sleeved, wide collared shirt under a purple embroidered vest, black leather belt with gold-and-amber clasps valued at 429 GP, a blue-and-mauve knee-length skirt, light purple hose with black rings, and black leather shoes; **Other**: she likes Dwarves as pets; **Found at**: her Parlor, Bedroom, Dressing Room, #73, 74, 75.

DENIZENS, NYGEL TO OBBIGAL

NYGEL BLACKHAMMER (Blacksmith, Weaponsmith); **Gender/Race**: male Human; **CLASS**: Warrior: **LVL** 10 [next 94,116 XP]; **Age**: 51 yrs; **Social:** Peasant; **Moral**: Evil; **STATISTICS**: AGIL 14 INT 20 STAM 18 STRNG 21 WILL 15; **hp** 22; **Healing**: 1hp/6 hours; **SPM**+1; **Class Abilities**: fight 3 simultaneous opponents, called critical (10/day, -3 TH); **Racial Abilities**: Acrobatics +1, Puzzles +1, Long Sword +1; **Languages**: Common, Infernal Cant, Trader's Cant (65%), Thief's Cant (40%); **Reading**: YES (Traders 40%, Thief's 20%); **Religion**: YES (Lucifer); **Weapon Proficiencies**: Dirks, Long Sword, Cutlass, Cudgel, Club, Spiked Club, Giant's Club, War Hammer, Javelin, Spear, Bolo, Brass Knuckles, Flail, Short Bow, Staff; **Bonus**: TH+0, TD+3; **Carry Weight**: 300 LBS; **Lift Weight**: 2200 LBS, **1d20 Negate Surprise**: 9; **1d20 Free Climb**: Easy 7 Moderate 11 Difficult 15 Impossible 20; **1d20 Gear Climb**: Easy 2 Moderate 6 Difficult 11 Impossible 16; **Grapple Throw**: 75 FT; 1d20 Grapple: 8-15FT 8 16-30FT 11 31-45FT 15 46FT+ 19; **1d20 Move w/Stealth**: Cover 5 Normal 9 Open 13 Impossible 18; **1d20 Climb w/Stealth**: Cover 8 Normal 12 Open 17 Impossible 23; **1d20 Open Lock**: Simple 7 Moderate 11 Difficult 15 Very Difficult 20; **1d20 Break Lock**: Common 2 Strong 5; **1d20 Search Area**: Simple -3 Moderate 1 Difficult 6 Impossible 11; **1d20 Search Door-Trap**: Simple 0 Moderate 4 Difficult 8 Impossible 13; **1d20 Disarm Trap**: Simple 2 Moderate 6 Difficult 11 Impossible 16; **1d20 Picking Pockets**: 16; **1d20 Appraise Value**: Armor -4 Art 12 Tapestry 17 Gems 6 Jewelry 9 Goods 17 Weapons 0; **Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper 16 Normal 11 Shout 7; **Knowledge and Abilities**: Blacksmith {exceptional}, Weapon Smith {expert}, Armor Smith, Unarmed Combat {exceptional, +4 TH}, Ropes {expert}, Butchering {journeyman}, Small Boats; **AC/Armor**: ; **Weapons**: ; **Gear**: Belt Pouch: *Stone of Poison Negation*, *Pin of Lethe*, ivory *Traitor's Charm*, 45 platinum pieces, a *Firestarter Stick* (73x), pot of *Burn Salve*; **Description**; Nygel is 6 FT 4 IN tall, bald, with a long crooked nose, thick black beard and eyebrows, pointed jaw, with jagged forehead scar, wearing a short sleeve brown tunic over a chain mail shirt (*AC+10, Armor of Fire Protection*), *Acrobat's Wrist Bands*, a *Bracelet of Tirelessness*, an amulet of Lucifer (not enchanted), leather pants, hard leather shoes, double-layer leather apron, knit cap, with worn brown work gloves; **Found at**: the Smithy #44.

OBBIGAL (Seneschal); **Race**: **Type 8C Devil**; **HD:** 10; **Class**: Wizard L8 (Earth); **Age**: 8348 yrs; **Moral**: Evil; **STATISTICS**: AGIL 20 INT 16 STAM 17 STRNG 13 WILL 20; **hp** 70; **Healing**: 1hp/4 hours; **SPM**+5; **Racial Abilities**: ; **Limitations**: ; **Languages**: Common, Infernal Cant, Dwarvish, foreign language; **Reading**: YES; **Religion**: YES (Lucifer); **Attacks**: Punch 1d8 Bite 1d6 (1d8 versus Priests/Crusaders, *fatal nerve venom*, save 1d20 GTET [34-Stamina]) Horn 1d4 {1d8 charging}Claw 2x 1d6 Barbed Foot 2x 1d4; **Special Attacks**: *Bite* (1d6/1d12 against Priests/Crusaders, *paralyzing* nerve venom effect in 1d6*10 seconds, save 1d20 GTET [30-Stamina] with –4 modifier for divine classes, persists 3d20*10 minutes) *toxic spit* (3/day, 30 FT, 1d10, nerve toxin causes *uncontrollable muscle spasms* starting in 1d6*10 seconds for 3d20 minutes, save 1d20 GTET [28-Stamina] – fatal allergy on save roll of 1); **Special Abilities**: *charm animals* (25 FT, snakes and lizards), *detect good* (350 FT), *detect phased creatures* (220 FT), enchanted weapons GTET +3 required to injure, *infrared vision* (500 FT), low-light vision, resists Prayers (1d12 GTET 8), resists Spells (1d12 GTET 10, no resistance against fire magic and suffers double damage), *see invisible* (30 FT), 5/day — *aura of awe*, *disperse magic, invisibility*, 3/day — *cause fear, earthquake*, *shapechange* (500 rounds, manticore or three-headed hydra [non-regenerating]), *summon monster* (150 rounds, **1d12 Rifle Beetles** or 1d8 evil Dervishes [L12 Warriors]), 2/day — *wall of stone,* 1/day — *summon monster* (1d6, **Calygreyhound**, 100 rounds); **Weapon Proficiencies**: Knives, Dirk, Short Sword, Cutlass, Rapier, Staff, Bullwhip, Morning Star, Club, Spiked Club, Giant's Club; **Bonus**: TH+3, TD+0; **Carry Weight**: 175 LBS; **Lift Weight**: 500 LBS, **1d20 Negate Surprise**: 5; **1d20 Detect Active Enchant**: 7 {element 1d20 GTET 9, category 1d20 GTET 12, ID spell 16}; **1d20 Detect Active Prayer**: 17; **1d20 Move w/Stealth**: Cover 4 Normal 8 Open 12 Impossible 17; **1d20 Open Lock**: Simple 7 Moderate 11 Difficult 15 Very Difficult 20; **1d20 Break Lock**: Common 6 Strong 12; **Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper 14 Normal 8 Shout 4; **Spells**: Basic {free 11} *1d6+4 (Acid), 1d4 Acid Slime 1d6 rounds, Bog Down 20x20 FT, Detection, Hole, Open Lock, Remove Paralysis, +1d6+4 AC Rockskin, 1d6 Rotting Hand, Slippery Surfaces 25x25 FT, 1d4+4 Steam Vent {ground}, Temporary Window 3x3 FT, Telekinesis*; Lesser {free 8} *2d6+4 Attack (Acid), 1d6+4 Attack (Cold, Fire, Electricity), hp2d6 Body of Stone, Breathe Poisonous Fumes, Create Feast, Create Quicksand 25x25 FT, Dark Sight, Hold in Place, Paralyzing Hand, +3 Singing Swords, Summon Giant, +2 TD Terra's Wrath*; Greater {free 3}*2d6+4 Attack (Cold, Fire, Electricity), Command Gravity, Gaze of Stone, 4d12 Meteor Cluster 50x50 FT, Permanent Mute, Stone Maw, Summon Earth Elemental, Walk through Solids;* **Knowledge and Abilities**: Leadership {outstanding}, Codes and Ciphers {excellent}, Haggling {outstanding}, Mediation {outstanding}, Organizational Skills {outstanding}, Persuasion {excellent}, Alchemy, Animal Training {reptiles, journeyman}; **AC/Armor**: 50 {requires Weapon+3 or greater to injure}/*Bracers of Web Casting*, white leather *Gloves of Melee +2,* gold *Charm versus Fire Magic*, *Ring of Magic Absorption* (Lesser Magic, 52x); **Weapons**: *1d10 War Club +2* (returning, +1 TD), short-handled *Whip +3* (x2, unholy, undead disrupting, shocking), long gold *Knife +1* (x2, unholy, wounds bleed 1d6 rounds, cold blade); **Gear**: *Stone of Good Warning* (emerald*), Flute of Change*, 2x *1d10 Cure Wounds Potion, 2d8 Cure Wounds Potion, Poison Antidote, Potion of Blindness Reversal, Wall of Fire Oil*; **Description**; A horned and winged composite creature with four tendril legs, a snake=s torso and head, and four arms, 8 FT 3 inches tall, having the head of a pit viper with a single pointed spiral horn protruding from the forehead, the ears of an iguana, thick balls of bone holding glowing white eyes, a long black forked tongue, and four curved silver metal fangs on the upper jaw. It has no neck or shoulders and its torso continues a viper's body. 30 inches from its top are two pair of long muscular arms, on either side of the body, each arm ending in a furry feline's paw with curved claws. Two long thin leather wings are attached between the pairs of arms, the wings being ovals 2 FT across and 5 FT long. The trunk splits into four appendages at the hips, two oriented forward/two oriented back, each ending in a rectangular foot with bony barbs (the front feet move together then the rear feet). A 7 FT viper's tail is attached just above the legs, and splits into two parts, 26 inches from the end. The Type 8C devil wears silver chain mail on their torso, leather bands around the wrists, and a scale mail skirt around the upper legs; **Found at**: office, #19.

DENIZENS, PERENEG TO SELENA

PERENEG (Chief Clerk); **Gender/Race**: male **Greater Ape; CLASS**: Warrior; **LVL** 7 [next 48,923 XP]; **Age**: 44 yrs; **Moral**: Evil; **STATISTICS**: AGIL 15 INT 22 STAM 25 STRNG 27 WILL 14; **hp** 28; **Healing**: 1hp/4 hours; **SPM**+2; **Class Abilities**: Long Sword +1, fight 3 simultaneous opponents, called critical (5/day, -3 TH), +1 versus Humanoids; **Racial Abilities**: extraordinary hearing, excellent jumper, Low Light vision; **Languages**: Common, Infernal Cant, Ape, foreign language; **Reading**: YES; **Religion**: YES (Lucifer); **Attacks**: Punch 1d10 Bite 1d3; **Special Attacks**: 2d8 Throw Opponent {-3 TH}; **Weapon Proficiencies**: Knives, Dirk, Heavy Mace, Club, Spiked Club, Giant's Club, Spear, Net, Ball/Chain, Boulder, Sling; **Bonus**: TH+0, TD+4; **Carry Weight**: 600 LBS; **Lift Weight**: 3300 LBS, **1d20 Negate Surprise**: 12; **1d20 Free Climb**: Easy -10 Moderate -6 Difficult -1 Impossible 5; **Grapple Throw**: 75 FT; 1d20 Grapple: 8-15FT 5 16-30FT 9 31-45FT 13 46FT+ 17; **1d20 Move w/Stealth**: Cover 6 Normal 10 Open 14 Impossible 19; **1d20 Climb w/Stealth**: Cover 8 Normal 12 Open 16 Impossible 22; **1d20 Open Lock**: Simple 10 Moderate 14 Difficult 18 Very Difficult 23; **1d20 Break Lock**: Common 3 Strong 5; **Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper 14 Normal 8 Shout 4; **Knowledge and Abilities**: Cards {good}, Haggling {good}, Influence and Persuasion {outstanding}, Teaching {excellent}, Copyist {excellent}, Heraldry {excellent}, Forgery {good}, Animal Handling {excellent}, Drawing {excellent}; **AC/Armor**: 12/open-face Helm of Iron Will (inlaid ivory-jade), copper Armguards of Defense AC+22, bronze Large Shield (*AC+20, Normal Missile Reflecting*); **Weapons**: *Spiked Giant's Club +2* {behind desk}, silver-bladed Dirk (*Spell Stealing*, absorbs 10 each per spell category per day), *Wand of Goblin Making* (31x), 1d12 explosive grenade, 3x smoke grenades; **Gear**: Ring of Spell Storing (12x *1d12 Lightning Bolts*, 5x *Greater Sleep*, 3x *Blindness*), an *Enchanted Figurine* (HD5 **Giant Wolverine**), 2x *Physics of Armorskin* (AC+20), 2x *1d10 Cure Wounds Potions*, 2x *2d8 Cure Wounds Potions*, *Potion of Invisibility*; **Description**; Stands 8 FT 2 IN, weighs 915 pounds, has dark brown fur with grey on the face and red stripes along his arms, he wears a short sleeve gold chain mail shirt, a leather belt with six hanging pouches, a leather wide-brimmed cap, and 410 GP gold spectacles; **Found at**: office, #20.

MISTRESS RORICRANS (Chief Historian); **Gender/Race**: female Medusa; **CLASS**: Warrior: **LVL** 5 [next 19,011 XP]; **Age**: 38 yrs; **Moral**: Neutral; **STATISTICS**: AGIL 13 INT 19 STAM 13 STRNG 12 WILL 18; **hp** 22; **Healing**: 1hp/4 hours; **SPM**+4; **Class Abilities**: Long Sword +1, called critical (4/day, -3 TH), +1 versus Humanoids; **Racial Abilities**: looking at her face causes *stoning* (veil lifted), immune to *stoning/petrifying*, save +4 versus Earth Magic, Low Light vision; **Languages**: Common, Infernal Cant, Gnomish (40%), foreign language (55%); **Reading**: YES; **Religion**: YES (Set, God Deserts, Chaos, and Evil); **Special Attacks**: stoning gaze (save 1d20 GTET [28-Stamina]); **Weapon Proficiencies**: Knives, Dirk, Scimitar, Rapier, Short Sword, Staff, Sling, Spear, Javelin, Short Bow, Long Bow, Crossbow, War Hammer, Club, Light Mace, Heavy Mace; **Bonus**: TH+0, TD+0; **Carry Weight**: 150 LBS; **Lift Weight**: 500 LBS, **1d20 Negate Surprise**: 15; **1d20 Detect Active Enchant**: 20; **1d20 Detect Active Prayer**: 20; **1d20 Free Climb**: Easy 12 Moderate 16 Difficult 20 Impossible 26; **1d20 Gear Climb**: Easy 7 Moderate 11 Difficult 15 Impossible 21; **Grapple Throw**: 40 FT; 1d20 Grapple: 8-15FT 8 16-30FT 13 31-45FT 18 46FT+ 25; **1d20 Move w/Stealth**: Cover 7 Normal 11 Open 15 Impossible 19; **1d20 Climb w/Stealth**: Cover 10 Normal 14 Open 18 Impossible 24; **1d20 Open Lock**: Simple 12 Moderate 16 Difficult 20 Very Difficult 25; **1d20 Break Lock**: Common 11 Strong 16; **1d20 Search Area**: Simple 6 Moderate 10 Difficult 15 Impossible 20; **1d20 Search Door-Trap**: Simple 8 Moderate 12 Difficult 16 Impossible 23; **1d20 Disarm Trap**: Simple 10 Moderate 14 Difficult 19 Impossible 25; **1d20 Picking Pockets**: 16; **1d20 Detect Enchant on Item**: 18/**False Positive**: 6; **Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper 16 Normal 11 Shout 7; **Knowledge and Abilities**: History {outstanding}, Prose {excellent}, Chess {journeyman}, Small Boats {excellent}, Swimming {good}, Folk Dancing {good}, Animal Healing {bovine/sheep, excellent}, Heraldry {good}, Court Language {good}; **AC/Armor**: ; **Weapons**: Adamantine-tipped Staff (+2 TD), 2x silver-bladed Dirks (*poisoned*, bleed hp3 for 1d6 rounds, save 1d20 GTET [28-Stamina]); **Gear**: gold-amethyst-ivory dangling *Earrings of Mind Reading* (20 FT) , gold-amber *Brooch of Luck* (+3 or +15%, situational), platinum *Ring of Invisibility* (40x), gold *Ring of Speed* (double movement/fighting rate, 15 minutes, 62x), enchanted silver *Whistle of Summoning* (1d10 **Troopers** arrive in 1d8*10 seconds, 1/day), 360 GP plain gold ring, 35 GP silver Armband (left), 175 GP silver Chain, six 70 GP cooper-amethyst Bracelets; **Description**; Roricrans stands 5 FT 7 IN, she wears a light blue cotton short-sleeve shirt under a knee-length toga, blue gauze veil (prevents directly looking at her gaze), blue leather sandals, a 550 GP gold belt with Ram's head clasp, two silver scabbards hold curved Dirks; **Other**: Roricrans is not initially hostile to mortals entering her rooms, speaks if given opportunity, and does not raise an alarm unless attacked; she does not help any mortals and asks for information about them so she can properly write about the incident, including their obituaries. Mistress Roricrans is a member of the Order of the Wild Desert, which has supplied historians to the Principal Occupant for the past 920 years; **Found at**: her Office (#48) or her Parlor (#68).

SELENA BOTHVINE (Assistant Gardener); **Gender/Race**: female Minotaur; **CLASS**: Warrior: **LVL** 5 [next 32,107 XP]; **Age**: 67 yrs; **Moral**: Evil; **STATISTICS**: AGIL 11 INT 14 STAM 20 STRNG 24 WILL 15; **hp** 44; **Healing**: 1hp/4 hours; **SPM**+1; **Class Abilities**: Long Sword +1, +1 versus Humanoids, fight 3 simultaneous opponents; **Racial Abilities**: Low Light vision, enhanced smell ability, excellent hearing, +3 save versus spells, +1 save versus plant-based poisons, suffers one-tenth damage from Earth Magic; **Limitations**: -1 save penalty versus chemical poisons, -2 save penalty versus prayers; **Languages**: Common, Infernal Cant, Minotaur, foreign language (35%); **Reading**: YES; **Religion**: YES (Samael); **Attacks**: Punch 1d4 Bite hp2 Gore 1d10 Trample 1d12; **Weapon Proficiencies**: Knives, Dirk, Long Sword, War Axe, Hatchet, Staff, Bladed Staff, Club, Spiked Club, Spears, Bill Hook, Pole Arm, Halberd, Morning Star, Light Mace, Heavy Mace; **Bonus**: TH-1, TD+5; **Carry Weight**: 550 LBS; **Lift Weight**: 3200 LBS, **1d20 Negate Surprise**: 12; **1d20 Free Climb**: Easy 11 Moderate 15 Difficult 19 Impossible 24;...continued next page

DENIZENS, SELENA TO TERYNMOG

Selena Bothvine, continued...**1d20 Gear Climb**: Easy 6 Moderate 10 Difficult 14 Impossible 19; **Grapple Throw**: 75 FT; 1d20 Grapple: 8-15FT 8 16-30FT 12 31-45FT 16 46FT+ 20; **1d20 Move w/Stealth**: Cover 9 Normal 13 Open 17 Impossible 22; **1d20 Climb w/Stealth**: Cover 12 Normal 16 Open 20 Impossible 26; **1d20 Open Lock**: Simple 8 Moderate 12 Difficult 16 Very Difficult 22; **1d20 Break Lock**: Common 4 Strong 8; **1d20 Search Area**: Simple 3 Moderate 7 Difficult 11 Impossible 16; **1d20 Search Door-Trap**: Simple 6 Moderate 10 Difficult 14 Impossible 19; **1d20 Disarm Trap**: Simple 8 Moderate 12 Difficult 16 Impossible 22; **1d20 Picking Pockets**: 18; **Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper 13 Normal 8 Shout 3; **Knowledge and Abilities**: Comedy (excellent), Drama (good), Haggling (good), Animal Healing (outstanding), Animal Handling (good, equines), Weather Prediction (excellent), Wrestling (good); **AC/Armor**: 10/*Ring of Regeneration* (hp3/round); **Weapons**: *Scimitar +3* (*Dancing, Cold Blade*, *poisoned* {fatal in 1d12*10 seconds, save 1d20 GTET [28-Stamina] per hit}, back sheath), Jagged Belt Knife, *Dwarven Great Mallet*, *Killer Pollen Wand* (38x), *Splinter Staff* (52x), *Ring of 1d12 Lightning Bolts* (26x); **Gear**: *1d10 Cure Wounds Potion, 2d8 Cure Wounds Potion, Invisibility Potion*; **Description**; Selena has thick brown hair, wide ivory horns, bright yellow eyes, long-sleeved dark green blouse, ankle-length blue-and-green skirt, leather sandals, 2 gold neck chains, dark green leather gloves, and a wide straw hat; **Found at**: the Gardener's Shed.

TALLETIA; **Gender/Race**: female Human; **CLASS**: Crusader: **LVL** 9 [next 42,116 XP]; **Age**: 28 yrs; **Social** Peasant; **Moral**: Evil; **STATISTICS**: AGIL 20 INT 21 STAM 17 STRNG 15 WILL 16; **hp** 23; **Healing**: 1hp/6 hours; **SPM**+4; **Class Abilities**: Lay on Hands, Prayers, Rituals, fight 3 simultaneous opponents, called critical (7/day, -3 TH); **Racial Abilities**: Acrobat +1, Puzzle Solving +1, Long Sword +1; **Special Abilities**: compel truth (10 FT, 4/day, save 1d20 GTET [30-Will], determine alignment (10 FT, continuous), berserks against Undead (resist 1d20 GTET [32-Will], +3 TH, +2 TD, -3 TH), Death Curse; **Languages**: Common, Infernal Cant, Elvish (30%), foreign language (60%); **Reading**: YES (Dwarvish 60%); **Religion**: YES (Samael); **Weapon Proficiencies**: Knives, Dirk, Short Sword, Long Sword, Crossbow, Light Mace, Heavy Mace, Club, Morning Star, Spear, Javelin, Bladed Glove, Pole Arm, Halberd, Bolo; **Bonus**: TH+2, TD+0; **Carry Weight**: 250 LBS; **Lift Weight**: 900 LBS, **1d20 Negate Surprise**: 8; **1d20 Detect Active Enchant**: 14; **1d20 Detect Active Prayer**: 11 {category 9, Deity 14, ID prayer 19}; **1d20 Free Climb**: Easy 0 Moderate 4 Difficult 9 Impossible 16; **1d20 Gear Climb**: Easy -5 Moderate -1 Difficult 4 Impossible 11; **Grapple Throw**: 50 FT; 1d20 Grapple: 8-15FT 7 16-30FT 11 31-45FT 15 46FT+ 19; **1d20 Move w/Stealth**: Cover 6 Normal 10 Open 14 Impossible 19; **1d20 Climb w/Stealth**: Cover 9 Normal 13 Open 17 Impossible 23; **1d20 Open Lock**: Simple 13 Moderate 17 Difficult 21 Very Difficult 26; **1d20 Break Lock**: Common 13 Strong 17; **1d20 Search Area**: Simple 3 Moderate 7 Difficult 11 Impossible 16; **1d20 Search Door-Trap**: Simple 5 Moderate 9 Difficult 13 Impossible 18; **1d20 Disarm Trap**: Simple 7 Moderate 11 Difficult 15 Impossible 19; **1d20 Picking Pockets**: 12; **Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper 17 Normal 12 Shout 7; **Prayers**: Devotions {free 11} *Animate Bones, AC+18 Armorskin, -2 Blur Sight, Command Minor Undead, Create Minor Food, 1d6 Cure Wounds, 1d4+2 God's Fist at 6 rounds, 1d10+1 God's Missile, Minor Escape, Minor Prayer, Mute*; Mysteries {free 9}*: Animate Bodies, Banish Paralysis, Banish Spells, Deflect Magic, AC+30 Divine Armor, 2d8+1 God's Fire 10x10 FT, 1d10+2 Cure Wounds, Inflict Panic, Knock Out, Restore Sight*; Majesties {free 5} *Body Restoration, Creature's Form, 2d8+4 Cure Wounds, 4d8+4 God's Brimstone 25x25 FT {fire}, Extraordinary Escape, Kill, Grand Crusade*; **Knowledge and Abilities**: Religious Ceremony (good), Field First Aid (adequate), Herbalist (excellent), Drug Preparation (excellent), Poisonous Plant Identification (excellent), Animal Calls (mimic, outstanding), Tracking (excellent), Wilderness Survival, Musician {Fiddle – excellent, Pipes – good, Guitar), Foraging (excellent); **AC/Armor**: 62/chain mail Neck Guard, chain mail Hood (*AC+4*), padded Shirt and Mittens, Elven-made studded leather Armor (*AC+12*), steel Backplate (*AC+4*), chain mail Arm Covers, pair of steel Gauntlets (*AC+8*), pair of studded leather Foot Guards, small wood-and-leather Shield (*AC+8*); **Weapons**: *Flail +2* (*of Paralysis*, save 1d20 GTET [28-Stamina], 1d100 minutes), a *Head-Cleaving Scimitar +2* (cleaves on natural roll GTET 10, avoid 1d20 GTET [28-Agility]), three silver-bladed Dirks, a steel scabbard with poison reservoir; **Gear**: six vials of *Unholy Water*, two smoke Bombs, four 2d6 explosive Grenades, five *1d10 Cure Wounds Potions*, *2d8 Cure Wounds Potion*, a *Potion of Ogre's Strength* (Strength 24), a *Potion of Shape Shifting* (**Fire Giant**), *Physic of Armorskin AC+10*, *Physic of Blindness*; **Description**; Tallestia has waist-length braided blonde hair, green eyes, small bust, slender hips, uses thick red lipstick and rouge. She is wearing a short-sleeve, low cut, red, knee-length dress, a knit black shawl over her shoulders, black silk gloves, and black slippers, abd wears dangling gold Earrings (of *Invisibility*, 48x), a 3532 GP platinum-gold-amber-pearl Head Band (of *Telepathy*), two 1300 GP thick gold neck Chains (one 800 GP gold Unholy Symbol of Lucifer), wears a gold--diamond pin of galloping horse (of *Mercury*), wears two 850 GP gold-onyx rings on her right hand, and a platinum-amethyst *Ring of Damage Regeneration* (hp3/round) on her left; **Other**: Tallestia is the wife of Urkellion, and mother of Larragar; If fighting occurs in #64, Tallestia dons her armor and joins combat on the ninth round; **Found at**: Bedroom, #65.

TERYNMOG DAFFYD; **Gender/Race**: male Gnome; **CLASS**: Wizard (Earth, Fire); **LVL** 11 [next 94,388 XP]; **Age**: 54 yrs; **Social:** Gentry; **Moral**: Evil; **STATISTICS**: AGIL 20 INT 21 STAM 14 STRNG 14 WILL 16; **hp** 17; **Healing**: 1hp/4 hours; **SPM**+4; **Class Abilities**: Staff +1, Bow +1; **Racial Abilities**: ; **Limitations**: cannot cast spells if carrying GTET 25 pounds iron/steel; **Languages**: Common, Gnome, Dwarvish, Goblin (80%), foreign language (40%); **Reading**: YES; **Religion**: YES (Lucifer); **Weapon Proficiencies**: Knives, Dirk, Staff, Bladed Staff, Short Sword, Club, Spiked Club, Light Mace, Cudgel, Bolo, Blowgun, Short Bow, Net; **Bonus**: TH+3, TD+0; **Carry Weight**: 275 LBS; **Lift Weight**: 1000 LBS, **1d20 Negate Surprise**: 9; **1d20 Detect Active Enchant**: 02 (element 8, category 11, ID spell 15); **1d20 Detect Active Prayer**: 16; **1d20 Free Climb**: Easy 4 Moderate 8 Difficult 12 Impossible 17; **1d20 Gear Climb**: Easy -1 Moderate 3 Difficult 7 Impossible 12; **Grapple Throw**: 50 FT; 1d20 Grapple: 8-15FT 8 16-30FT 12 31-45FT 16 46FT+ 22;...continued next page

DENIZENS, TERYNMOG TO THEYSIS

Terynmog Daffyd, continued...**1d20 Move w/Stealth**: Cover 3 Normal 6 Open 10 Impossible 15; **1d20 Climb w/Stealth**: Cover 6 Normal 9 Open 14 Impossible 20; **1d20 Open Lock**: Simple 4 Moderate 8 Difficult 12 Very Difficult 17; **1d20 Break Lock**: Common 11 Strong 16; **1d20 Search Area**: Simple -3 Moderate 1 Difficult 5 Impossible 10; **1d20 Search Door-Trap**: Simple -1 Moderate 5 Difficult 10 Impossible 16; **1d20 Disarm Trap**: Simple 2 Moderate 6 Difficult 10 Impossible 16; **1d20 Picking Pockets**: 6; **1d20 Appraise Value**: Armor 18 Art 15 Tapestry 19 Gems 17 Jewelry 20 Goods 18 Weapons 18; **1d20 Detect Enchant on Item**:14 /**False Positive**: 6; **1d20 Identify Item (Known Enchant)**: Alchem 17 Weapon 18 Armor 20 Clothing 17 Jewelry 15 Ring 14 Wand 13 Tool 19 Book 20 Other 17; **Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper 17 Normal 13 Shout 7; **Spells**: Basic {free 13} *1d6+4 (Acid, Fire), 1d4 Acid Slime 1d6 rounds, Banish Vapors 25x25 FT, Bog Down 20x20 FT, Command Fires, Detection, Extinguish Lights, 1d8+4 Fire Arrow, Flare {blinding}, Hole, Illusory Appearances, 1d12 Magic Grenade, Open Lock, +2 Strength Rage, Remove Paralysis, +1d6+4 AC Rockskin, 1d6 Rotting Hand, See Invisible, Smokescreen 20x20 FT, Slippery Surfaces 25x25 FT, 1d4+4 Steam Vent {ground}, Temporary Window 3x3 FT, Telekinesis, Thermal Vision*; Lesser {free 11} *2d6+4 Attack (Acid, Fire), 1d6+4 Attack (Cold, Electricity), hp2d6 Body of Stone, Blindness, Breathe Poisonous Fumes, Create Feast, Create Quicksand 25x25 FT, Dark Sight, Darkness Zone 25x25 FT, Daylight 25x25 FT, Disperse Magic, Fire Ring, Hold in Place, Invisibility, Mirage, Mesmirize, Paralyzing Hand, Shield versus Fire, +3 Singing Swords, Summon Giant, +2 TD Terra's Wrath, Vision*; Greater {free 7} *2d6+4 Attack (Cold, Electricity), All Seeing Eyes, Blinding Cloud 25x25 FT at 1 hour, Command Gravity, Confusion, Eye on the Wall, 3d8 Fire Hail 25x25 FT, Fire Walk, Gaze of Stone, 4d12 2d8 Magic Timed Blast, Meteor Cluster 50x50 FT, Permanent Mute, Stone Maw, Summon Earth Elemental, Summon Djinn, Walk through Solids, X-Ray Sight*; **Knowledge and Abilities**: Chess (good), Codes/Ciphers (excellent), Logic/Deduction (excellent), Persuasion (outstanding), Fortune Telling (good), Gourmet Cooking (excellent), Court Language (good), Poisoner (good), Swimming; **AC/Armor**: 6/none; **Weapons**: Knife (*paralyzing* poison, +1 TH, +1 TD, paralysis 1d100 minutes after 1d4*15 seconds, save 1d20 GTET [30-Stamina]; hidden under leg bandage); **Gear**: pouch of *Elven Death Dust* (hidden tunic pocket), *Potion of Invisibility* (sealed leather pouch); **Description**; He stands 4 FT 3 IN, with long sandy hair, a round nose, a cheek tattoo of a mattock, blue eyes, a light brown moustache; he is dressed in a burlap sack with a hole in the bottom and rope around his waist, and a dirty bandage over most of his left calf.; **Found at**: a cell, #113.

THEYSIS KUNG (Palace Librarian); **Gender/Race**: male **Lycanthrope** (Rat); **CLASS**: Rascal; **LVL** 10 [next 22,804 XP]; **Age**: 67 yrs; **Moral**: Evil; **STATISTICS**: AGIL 17 INT 19 STAM 15 STRNG 14 WILL 15; **hp** 19; **Healing**: 1hp/4 hours; **SPM**+1; **Class Abilities**: Rapier +1, Saber +1, Two Dirk Fighting, +2, fights 3 simultaneous opponents, called critical (8/day, -3 TH); **Racial Abilities**: Low Light Vision, extraordinary hearing, regenerate hp1/round, *shapchange* (**Giant Rat**, 3/day, 10 minutes), *dominate animals* (rodents, 75 FT, limit 50 HD); **Limitations**: Not permitted breast plate, back plate, plate armor, medium/large shields, long weapons, -2 penalty any two-handed weapons, forced *shapechange* nights of full moon, triple damage from silvered weapons; **Languages**: Common, Infernal Cant, Lycanthope, Centaur (25%), Harpy (55%); **Reading**: YES; **Religion**: YES (Cacua, Elvish Spirit of Death and Decay); **Attacks (G. Rat)**: Bite 1d3; **Special Attacks**: bite carries disease *lycanthropism* (save 1d20 GTET [26-Stamina] checked per bite; **Weapon Proficiencies**: Knives, Dirk, Rapier, Saber, Cavalry Sword, Light Mace, War Hammer, Club, Staff, Blow Gun, Short Bow, Crossbow, Cudgel, Bullwhip, Bolo, Garrote; **Bonus**: TH+1, TD+0; **Carry Weight**: 200 LBS; **Lift Weight**: 850 LBS, **1d20 Negate Surprise**: 3; **1d20 Detect Active Enchant**: 20; **1d20 Detect Active Prayer**: 19; **1d20 Free Climb**: Easy -5 Moderate -1 Difficult 4 Impossible 9; **1d20 Gear Climb**: Easy -10 Moderate -6 Difficult -1 Impossible 4; **Grapple Throw**: 50 FT; 1d20 Grapple: 8-15FT 7 16-30FT 11 31-45FT 15 46FT+ 20; **1d20 Move w/Stealth**: Cover -3 Normal 1 Open 6 Impossible 12; **1d20 Climb w/Stealth**: Cover 1 Normal 5 Open 9 Impossible 15; **1d20 Open Lock**: Simple -10 Moderate -5 Difficult 2 Very Difficult 7; **1d20 Break Lock**: Common 9 Strong 14; **1d20 Search Area**: Simple -10 Moderate -5 Difficult 2 Impossible 8; **1d20 Search Door-Trap**: Simple -7 Moderate -2 Difficult 4 Impossible 9; **1d20 Disarm Trap**: Simple -5 Moderate 1 Difficult 8 Impossible 12; **1d20 Picking Pockets**: 5; **1d20 Appraise Value**: Armor 9 Art 11 Tapestry 13 Gems 8 Jewelry 10 Goods 14 Weapons 13; **1d20 Detect Enchant on Item**: 20/**False Positive**: 6; **1d20 Identify Item (Known Enchant):** Alchem 22 Weapon 16 Armor 14 Clothing 16 Jewelry 17 Ring 14 Wand 19 Tool 16 Book 21 Other 18; **Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper 13 Normal 7 Shout 4; **Knowledge and Abilities**: Disguise (excellent), Lying (good), Flattery (excellent), Drug Preparation (outstanding), Poisoner (excellent), Field First Aid (good), Torture (good), Unarmed Combat (good), Swimming; **AC/Armor**: 80 (iron/steel weapon), 16 (wood, bronze weapons), 6 (silver weapons); **Weapons**: Dirk, Short Sword, Garrote; **Gear**: 4x vials lethal poison (save 1d20 GTET [32-Stamina]), 2x smoke grenades, 2x *1d10 Cure Wounds Potions*, *Potion of Invisibility*, *Spectacles of Kent*, *Elemental Arsenal Ring*, *Ring of 1d12 Lightning* (42x); **Description**; Stands 5 FT 5 IN, with short clipped thick hair, a thin nose, narrow eyes, pointed ears, wearing a light blue tunic, embroidered red vest with a 300 GP silver Brooch, leather pants, a rope belt, high brown boots, two bronze Bracelets, brown beret; **Found at**: Palace Library, #60.

DENIZENS, ULMPLA TO URKELLION

ULMPLA; **Race**: Giant Winged Snake; **CLASS**: Wizard's Familiar (Chynica); **HD** 4; **Age**: 22 yrs; **STATISTICS**: AGIL 10 (ground) 20 (airborne) INT 11 STAM 9 STRNG 7 WILL 6; **hp** 20; **Healing**: 1hp/8 hours; **Racial Abilities**: Infrared vision, suffers one-tenth Air Magic damage, suffers double damage cold magic; **Languages**: Common; **Reading**: NO; **Religion**: NO; **Attacks**: Bite 1d6 Stinger 1d3; **Special Attacks**: sleep poison (stinger, 1d100 minutes, save 1d20 GTET [30-Stamina]); **Special Abilities**: telepath with Chynica to 250 FT, blends into background (1d20 GTET 8, 10 minutes, 5/day), Chynica can 'see' through Ulmpla's senses (200 FT, 5 minutes, 1/day), *teleportation* (100 FT, 1/day); **Lift Weight**: 100 LBS, **1d20 Negate Surprise**: 15; **1d20 Move w/Stealth**: Cover 6 Normal 10 Open 16 Impossible 22; **Description**; 7 FT long gold-scaled snake with orange bands on the neck and purple bands near the tail, rust-colored wings are each 5 FT across, there are 3 pale yellow eyes in the heads, the fangs are purple; **Found at**: the Musician's Practice Room, #80.

URKELLION; **Gender/Race**: male Half-Elf; **CLASS**: Crusader; **LVL** 14 [next 108,938 XP]; **Age**: 104 yrs; **Social:** Gentry; **Moral**: Evil; **STATISTICS**: AGIL 17 INT 15 STAM 19 STRNG 18 WILL 16; **hp** 23; **Healing**: 1hp/6 hours; **SPM**+3; **Class Abilities**: Heavy Mace +1, fights 3 simultaneous opponents, called critical (8/day, -3 TH); **Racial Abilities**: Low Light vision, navigation by stars, +5 bonus versus being lost, outdoor sense of direction; **Languages**: Common, Elvish, Infernal Cant, foreign language, foreign language (40%); **Special Abilities**: *Death Curse*, berserks versus Undead, *forced conversion* to Lucifer worship (touch, 1/day, save 1d20 GTET [36-Will]), determine alignment (15 FT), *detect falsehood* (15 FT) *compels truth* (touch, 3/day, 15 minutes, save 1d20 GTET [30-Will]), *1d8 Wounding Touch* (6/day); **Reading**: YES; **Religion**: YES (Lucifer); **Lay on Hands:** heal hp1d6 at 5/day; **1d20 Bar the Undead**: HD-1; **Drive Back Undead**: 3+HD; **Destroy Undead**: 7+HD; **1d20 Reincarnation:** 2; **1d20 Raise the Dead**: 9; **Weapon Proficiencies**: Dirk, Saber, Cavalry Sword, Rapier, Light Mace, Heavy Mace, War Hammer, Club, Spiked Club, Staff, Bladed Staff, Short Bow, Long Bow, Throwing Knife, Throwing Star, Hatchet, War Axe, Flail, Cudgel, Brass Knuckles; **Bonus**: TH+1, TD+1; **Carry Weight**: 325 LBS; **Lift Weight**: 1200 LBS, **1d20 Negate Surprise**: 2; **1d20 Detect Active Enchant**: 14; **1d20 Detect Active Prayer**: 6 (category 8, Deity 15, ID prayer 17); **1d20 Free Climb**: Easy -3 Moderate 1 Difficult 5 Impossible 10; **1d20 Gear Climb**: Easy -8 Moderate -4 Difficult 0 Impossible 5; **Grapple Throw**: 65 FT; 1d20 Grapple: 8-15FT 6 16-30FT 10 31-45FT 14 46FT+ 19; **1d20 Move w/Stealth**: Cover 2 Normal 6 Open 10 Impossible 15; **1d20 Climb w/Stealth**: Cover 5 Normal 9 Open 13 Impossible 18; **1d20 Open Lock**: Simple 5 Moderate 9 Difficult 13 Very Difficult 18; **1d20 Break Lock**: Common 10 Strong 15; **1d20 Search Area**: Simple -4 Moderate 0 Difficult 5 Impossible 10; **1d20 Search Door-Trap**: Simple -1 Moderate 3 Difficult 8 Impossible 13; **1d20 Disarm Trap**: Simple 1 Moderate 5 Difficult 10 Impossible 16; **1d20 Picking Pockets**: 9; **1d20 Appraise Value**: Armor 8 Art 14 Tapestry 18 Gems 11 Jewelry 13 Goods 15 Weapons 9; **1d20 Detect Enchant on Item**: 16/**False Positive**: 7; **1d20 Identify Item (Enchant Known)**: Alchem 18 Weapon 10 Armor 13 Clothing 18 Jewelry 16 Ring 13 Wand 20 Tool 18 Book 20 Other 17; **Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper 14 Normal 9 Shout 4; **Prayers**: Devotions {free 11} *Animate Bones, AC+18 Armorskin, -2 Blur Sight, Command Minor Undead, Create Minor Food, 1d6 Cure Light Wounds, 1d4+2 God's Fist at 6 rounds, 1d10+1 God's Missile, God's Sword at 5 rounds, Minor Escape, Minor Prayer, Mute, Reveal Hidden, Walk through Fire*; Mysteries {free 8} *Animate Bodies, Banish Paralysis, Banish Spells, Deflect Magic, AC+30 Divine Armor, 2d8+1 God's Fire 10x10 FT, God's Serpent 2xHD5 Venom Snake, 1d10+2 Heal Wounds, Inflict Panic, Knock Out, Restore Sight*; Majesties {free 4} *Body Restoration, Creature's Form, 2d8+4 Cure Serious Wounds, 4d8+4 God's Brimstone 25x25 FT {fire}, 5d12+8 God's Smite {individual}, Extraordinary Escape, Kill, Grand Crusade*; **Knowledge and Abilities**: Religious Ceremony (outstanding), Field First Aid (good), Surgery (good), Alchemy, Public Speaking (excellent), Camp Cooking, Wilderness Survival (excellent), Espionage (excellent), Hypnotism (mediocre), Animal Handling (canine – good, avian – mediocre), Horsemanship (excellent); **AC/Armor**: 8/none as found, chest 90/ padded Hood and Shirt, chain mail Neck Guard, closed-face Helm (*AC+10, Breathes in Vacuum and Poisonous Fumes*), scale mail Arm Covers (*AC+4*), scale mail Leggings, leather-and-scale Gloves (*AC+6, Shocking Gloves*), steel Foot Covers, a small round steel Shield (*AC+10, Reflects Fire and Electricity spells*), Dwarven-made steel Plate Mail (*AC+20, of Etherealness*); **Weapons**: Dagger of Wizard Seeking +2 (1d12+1d6 to Wizards, prevents spells for 1d20 rounds {save 1d20 GTET [47-Will-Level]}); chest: *Axe of Piercing +4*, a *Human Scourge Dirk +2*, a Short Bow, a quiver of twenty Hunting Arrows, and a quiver of ten War Arrows, *Backbiting Arrow*, three *Arrow of Paralysis*, four *Arrows of Shapeshifting* (**Giant Toads**), six smoke arrows; **Gear**: Spectacles of Medusa (pocket), *Ring of Walls of Force* (15x); chest: four *1d10 Cure Wound Potions*, two 2d8 Cure Wounds Potions (as labeled in Common, the second potion is actually *of Stoning*), a *Potion of Invisibility*, two *Potions of Night Vision*, a *Potion of Speed*; **Description**; Urkellion stands 5 FT 6 IN with short black salt/pepper hair, brown eyes, a wide nose in a long narrow face; he has a thick black beard; he wears a long sleeve black shirt under a light blue leather vest, black leather belt with a 120 GP silver-ruby Buckle shaped like turtle, calf-length black cloth pants, and black knee-high boots. He has a leather strap around his neck with a bronze whistle which once per day summons an Air Elemental, a silver chain with silver 420 GP Unholy Symbol of Lucifer; **Other**: Urkellion is the husband of Tallestia and father of Larragar (both found in #65). If fighting occurs in this room, Tallestia joins combat on the ninth combat round wearing her armor and bringing healing potions from the bedroom chests. If fighting occurs in the hallway area, Urkellion moves to #65, dons his armor, and remains there to defend his family; **Found at**: in his parlor, #64.

DENIZENS, YASSADO TO YESHAVA

YASSADO (Chapel Librarian); **Gender/Race**: Zoybim; **CLASS**: Devil; **Moral**: Evil; **STATISTICS**: AGIL 22 INT 27 STAM 13 STRNG 12 WILL 15; **hp** 19; **Healing**: 1hp/4 hours; **SPM**+4; **Racial Abilities**: Stone Wall (10 FT by 8 FT, 2/day), create fog (5 FT visibility, 15 minutes, 5/day), true sight, Infrared vision, Ultraviolet vision, sees through 6 IN wood and 2 IN stone; **Limitations**: suffers 1d10 from Holy Water; **Languages**: Common, Infernal Cant, foreign language (80%), foreign language (55%); **Reading**: YES; **Religion**: YES (Lucifer); **Attacks**: 2x Punch 1d6 Bite hp2, 2x Claw 1d3; **Weapon Proficiencies**: Knives, Dirk, Short Sword, Saber, Scimitar, Javelin, Spear, Short Bow, Light Mace, Throwing Hammer, Throwing Knife, Throwing Star, Blowgun; **Bonus**: TH+3, TD+0; **Lift Weight**: 800 LBS, **1d20 Negate Surprise**: 8; **1d20 Detect Active Enchant**: 11; **1d20 Detect Active Prayer**: 7; **1d20 Move w/Stealth**: Cover 4 Normal 8 Open 12 Impossible 17; **Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper 14 Normal 9 Shout 3; **Knowledge and Abilities**: Research (outstanding), Sage (outstanding), Chess (excellent), Codes/Ciphers (good), Musician (Flute – adequate, Pinafore – good), Astronomy, History (good), Poetry (adequate); **AC/Armor**: 16 (enchanted weapon required to injure); **Weapons**: *Wand of Paralysis* (48x), silver-bladed Dirk +1, *poisoned* Dirk (*petrify*, 1d100 days, save 1d20 GTET [32-Stamina]), *Spectacles of Stoning*; **Gear**: *Ring of Summoning* (HD10 **Water Elemental**, 39x), *Ring of Magic Deflection* (Basic/Lesser, 24x), *Pendant of Hypnosis*; **Description**; Yassado wears a long black robe with many pockets, a black felt beret; **Other**: Yassado is mostly interested in the safety of the scroll collection and does not attack Adventurers that enter unless they appear to threaten the scrolls; he can be helpful to Adventurers with specific questions related to religious practice or history; **Found at**: chapel library, #32.

Yeshava, Female Adult **Dragon**. The Dragon's color depends on the Circle in which the Palace is located: (1) Brown, (2) Mountain, (3) White, (4) Violet, (5) Green, (6) Orange, (7) Fire, (8) Crystal, or (9) Chudo. Found on the grounds or in an underwater cave.

Brown (L5, HP70, AC40, Bite Attack 1d8, Claw Attack 1d6 (2 each), Claw Attack 2d8 (raking from airborne), Tail Attack 1d6, no breath weapon)

Chudo (3 headed, L14, HP140, AC70, Wizard L12 [Fire], Shapechanging, Bite Attack 1d8, Claw Attack 1d6 (2 each), Claw Attack 2d8 (raking from airborne), Tail Attack 1d6, Breath Weapon Attack 4d8 (Fire Jet, 10/day/head). Spells: *Basic, free 15:1d6+4 (Fire), Banish Vapors 25x25 FT, Command Fires, Detection, Extinguish Lights, 1d8+4 Fire Arrow, Flare {blinding}, Illusory Appearances, 1d12 Magic Grenade, +2 Stng Rage, See Invisible, Smokescreen 20x20 FT, Thermal Vision; Lesser free 12: 2d6+4 Attack (Fire), 1d6+4 Attack (Acid, Cold, Electricity), Blindness, Darkness Zone 25x25 FT, Daylight 25x25 FT, Disperse Magic, Fire Ring, Invisibility, Mirage, Mesmirize, Shield versus Fire, Vision; Greater free 8: 2d6+4 Attack (Acid, Cold, Electricity), All Seeing Eyes, Blinding Cloud 25x25 FT at 1 hour, Confusion, Eye on the Wall, 3d8 Fire Hail 25x25 FT, Fire Walk, 2d8 Magic Timed Blast, Summon Djinn, X-Ray Sight*

Crystal (L12, HP115, AC75, Wizard L10 [Earth], Shapechanging, Bite Attack 1d12, Claw Attack 1d8 (2 each), Claw Attack 2d10 (raking from airborne), Tail Attack 1d8, Breath Weapon Attack: Sound Blast - within 10 FT suffers 1d20+1d8 damage plus deafened 1d12 days [permanent unless rolls LTET Stamina statistic] / between 10 and 20 FT 1d12+1d6 damage plus deafened 1d6 days [permanent if 1d20 roll LTET 5] / between 20 and 30 FT suffers 1d8+1d4 damage plus deafened for 1d4 days unless 1d20 roll LTET Stamina). Spells: *Basic free 12: 1d6+4 (Acid), 1d4 Acid Slime 1d6 rounds, Bog Down 20x20 FT, Detection, Hole, Open Lock, Remove Paralysis, +1d6+4 AC Rockskin, 1d6 Rotting Hand, Slippery Surfaces 25x25 FT, 1d4+4 Steam Vent {ground}, Temporary Window 3x3 FT, Telekinesis; Lesser free 10:2d6+4 Attack (Acid), 1d6+4 Attack (Cold, Fire, Electricity), hp2d6 Body of Stone, Breathe Poisonous Fumes, Create Feast, Create Quicksand 25x25 FT, Dark Sight, Hold in Place, Paralyzing Hand, +3 Singing Swords, Summon Giant, +2 TD Terra's Wrath; Greater free 6: 2d6+4 Attack (Cold, Fire, Electricity), Command Gravity, Gaze of Stone, 4d12 Meteor Cluster 50x50 FT, Permanent Mute, Stone Maw, Summon Earth Elemental, Walk through Solids*

Green (L11, HP105, AC50, Wizard L8 [Air], Shapechaning, Bite Attack 1d10, Claw Attack 1d6 (2 each), Claw Attack 2d10 (raking from airborne), Tail Attack 1d6, Breath Weapon Attack 2d8+1d6 [Lightning at range of 25 FT] - Adventurers with immunity to [normal or magical] lightning suffer one-third rolled damage). Spells: *Basic free 12: 1d6+4 Attack (Electricity), Audibles, Call Breezes, Detection, Fog Bank, Putrid Scents, Remote Push, See Invisible, 1d8+4 Sound Blast, Speak Languages, 1d4+4 Steam Breath 15 FT, +2 Target Missiles, Telekinesis, Unhearing Ears, Vertigo; Lesser free 8: 2d6+4 Attack (Electricity), 1d6+4 Attack (Acid, Cold, Fire), Area Deafen 20x20 FT, Area Silence 20x20 FT, Choke {to unconsciousness}, Control Winds, Disperse Magic, 3d6+4 Hailstorm 20x20 FT, Hold in Place, Invisibility, Levitation, Remove Air 20x20 FT, Summon Air Elemental, Swift Feet; Greater free 3: 2d6+4 Attack (Acid, Cold, Fire), Banshee's Wail, Ear on the Wall, Flight, Shield of Reflection, Siren's Song {mesmerization}, Teleportation, Wall of Force*

Mountain Dragon (L10, HP96, AC45, Wizard L6 [Water], Shapechanging, Bite Attack 1d6, Claw Attack 1d6 (2 each), Claw Attack 1d12 (raking from airborne), Tail Attack 1d6, Breath Weapon Attack 3d6 [Cold, with a range of 40 FT]). Spells: *Basic free 8:1d6+4 Attack (Cold), Brain Freeze {anti-Wizard}, Create Water, Detection, Detect Poisons, Protect versus Cold, Purify, 1d4+4 Sleet Storm 30x30 FT for 10 rounds, Summon Haze, Summon Poison Frogs; Lesser free 6: 2d6+4 Attack (Acid, Fire, Electricity), Disperse Magic, 3d6+4 Hail Blast 25x25 FT, Ice Encasement, AC+10 Ice Shield, Siren's Song {mesmerize}, Summon Undine3d12 Waterspout for 5 minutes;*

Yeshava, Female Adult **Dragon, continued..**.

Orange (L10, HP90, AC55, Wizard L9 [Water], Shapechanging, Bite Attack 1d8, Claw Attack 1d6 (2 each), Claw Attack 2d8 (raking from airborne), Tail Attack 1d6, Breath Weapon Attack 3+3d4 [Poison Gas, with an area of effect within a volume of radius 20 FT]). Spells: *Basic free 11:1d6+4 Attack (Cold), Brain Freeze {anti-Wizard}, Create Water, Detection, Detect Poisons, Protect versus Cold, Purify, 1d4+4 Sleet Storm 30x30 FT for 10 rounds, Summon Haze, Summon Poison Frogs; Lesser free 9: 2d6+4 Attack (Acid, Fire, Electricity), Disperse Magic, 3d6+4 Hail Blast 25x25 FT, Ice Encasement, AC+10 Ice Shield, Siren's Song {mesmerize}, Summon Undine3d12 Waterspout for 5 minutes; Greater free 5: 2d6+4 (Acid, Fire, Electricity), 1d12 Blizzard for 10 minutes, Chain Lightning {d20-d12-d10-d8-d6-d4}, 5d8 Hurricane Blast 50x50 FT, Part Water, Summon Water Elemental, Wall of Ice*

Red (L13, HP125, AC55, Wizard L10 [Fire], Shapechanging, Bite Attack 1d12, Claw Attack 1d8 (2 each), Claw Attack 3d8 (raking from airborne), Tail Attack 1d8, Breath Weapon Attack 3d12 (Fire Jet, with a range of 40 FT); Adventurers with immunity to [natural or enchanted] fire suffer half rolled damage from breath). Spells: *Basic free 12:1d6+4 (Fire), Banish Vapors 25x25 FT, Command Fires, Detection, Extinguish Lights, 1d8+4 Fire Arrow, Flare {blinding}, Illusory Appearances, 1d12 Magic Grenade, +2 Stng Rage, See Invisible, Smokescreen 20x20 FT, Thermal Vision; Lesser free 10: 2d6+4 Attack (Fire), 1d6+4 Attack (Acid, Cold, Electricity), Blindness, Darkness Zone 25x25 FT, Daylight 25x25 FT, Disperse Magic, Fire Ring, Invisibility, Mirage, Mesmirize, Shield versus Fire, Vision; Greater 6: 2d6+4 Attack (Acid, Cold, Electricity), All Seeing Eyes, Blinding Cloud 25x25 FT at 1 hour, Confusion, Eye on the Wall, 3d8 Fire Hail 25x25 FT, Fire Walk, 2d8 Magic Timed Blast, Summon Djinn, X-Ray Sight*

Violet (L9, HP88, AC50, Shapechanging, Bite Attack 1d8, Claw Attack 1d6 (2 each), Claw Attack 2d8 (raking from airborne), Tail Attack 1d6, Breath Weapon Attack 1d10 + 1d8 (Poison Liquid, with a range of 25 FT) - Adventurers with poison immunity to poisons suffer one-quarter rolled damage from breath)

White (L7, HP82, AC60, Bite Attack 1d8, Claw Attack 1d4 (2 each), Claw Attack 1d12 (raking from airborne), Tail Attack 1d4, Breath Weapon Attack 1d10 + 1d6 [Cold, with a range of 20 FT])

PALACE BESTIARY

Animal Spirit; **HD**1d6; **STATISTICS** AGIL 15 INTL 7 STAM (na) STNG (na) WILL 11; hp1d20+1d10; **AC**: 25 (requires weapon enchanted GTET +3 to injure); **Attacks**: Per the animal; **Special Attacks**: all *attacks+1d6 cold* (save 1d20 GTET [27-Stamina]), *aura of fear* (affects Will LTET 14, 25 FT, 1d20*10 seconds, save 1d20 GTET [44-Will-Level]), *mournful dirge* (25 FT, one individual, causes collapse and weep 1d12*10 seconds, save 1d20 GTET [28-Will], fatal on save rolls of 1 {save 1d20 GTET [36-Will]}), *paralyzing touch* (Humans and Gnomes, natural rolls GTET 15, save 1d20 GTET [30-Stamina], 1d100 minutes); **Special Abilities**: immune ordinary fire, resists Basic Air/Earth/Fire Magic 1d20 rolls GTET 4, resists Lesser Air/Earth/Fire Magic 1d20 rolls GTET 9, resists Greater Air/Earth/Fire Magic 1d20 rolls GTET 15, resists; **Description**: An incorporeal animal form equal to an individual animal of the largest size with glowing blue eyes and claws or hooves; **Other**: Attacks Wizards, Warlocks, Priests, and Crusaders first.

Black Wyvern; **HD**1d6+3; **STATISTICS** AGIL 13 (ground) 19 (airborne) INTL 8 STAM 20 STNG 17 WILL 12; hp 74; **AC**: 38; **Attacks**: Bite 1d12, 2x Fore Claw 1d6+1 (ground) 2d10 (airborne raking), Tail 1d8; **Special Attacks**: *weakness venom* (tail stinger injects on 1d20 rolls GTET 6, reduces both Stamina and Strength statistic 1 point per hit, persists 2d12 hours, save 1d20 GTET [27-Stamina] per hit, death on saving roll of 1 {save 1d20 GTET [36-Stamina]}; **Description**: A winged reptilian creature from 8 FT to 12 FT long with wings to 8 FT, the head is 7 FT off the ground, the body is jet black with streaks or red or pink on the flanks, the legs are dark grey with black talons, the tail is light grey with streaks of black and a black stinger; **Other**: Attacks persons in armor first.

Cadaver Warrior; **HD**1d8+6; **STATISTICS** AGIL 14 INTL 4 STAM 13 STNG 22 WILL 9; hp 2d20+90; **AC**: 40; **Weapons**: long-handled silver-bladed *Scythe +3* (*cursed*, *neck-cleaving versus good* on 1d20 rolls GTET 12 {avoid 1d20 GTET [34-Agility]}, plate mail cleaver); **Attacks**: Punch Claw Horn/Gore Stinger, Kick Tail Talon; **Special Attacks**: ; **Special Abilities**: immune poison, detects invisible creatures, silver collar absorbs Basic Air/Fire/Water Magic on 1d20 rolls GTET 6, absorbs Lesser Air/Fire/Water Magic on 1d20 rolls GTET 11, absorbs Greater Air/Fire/Water Magic on 1d20 rolls GTET 17; **Gear**: *Ring of Undead Regeneration* (hp4/round); **Prayers**: (free 5/day) *Animate Bones, Command Minor Undead, Minor Escape*; (free 3/day) *Animate Bodies, Deflect Magic, God's Serpent 2xHD5 Venom Snake*; **Description**: A humanoid creature standing 7 FT to 8 FT tall, with sunken cheeks, light white hair, glowing pink eyes, and a short white beard, it is dressed in a burlap hooded cowl with bare feet, wearing a silver collar; **Other**: Southwest Maze Room #84.

BESTIARY, CEILING SNAKE TO GUARDIAN LION

Ceiling Snake; **HD**1d3+6; **STATISTICS** AGIL 15 INTL 8 STAM 12 STNG 9 WILL 9; hp 1d67+15/segment or 1d12+50 whole body (also death after three segments are severed); **AC**: 38 (back, flanks), resists edged weapons (hp1 per attack); **Attacks**: Bite 1d8 Punch Claw Horn/Gore Stinger, Kick Tail Talon; **Special Attacks**: *paralyzing bite* (3d100 minutes, save 1d20 GTET [32-Stamina], death on saving roll of 1 {save 1d20 GTET [30-Stamina]}, *bleeding bite* (beginning with third bite per person, hp1 per wound for 1d12 rounds); **Special Abilities**: achieves surprise (first attack, hp+1d4 TD) when dropping from above on 1d20 rolls GTET 5; remains hidden in a cave environment on 1d20 rolls GTET 4, immune chemical-based poisons, immune Basic Earth Magic, resists Lesser Earth Magic 1d20 rolls GTET 5, resists Greater Earth Magic 1d20 rolls GTET 12, resists Basic Water Magic 1d20 roll GTET 10, resists Lesser Water Magic 1d20 rolls GTET 14, resists Greater Water Magic 1d20 rolls GTET 19, secrete a thin layer of organic adhesive along their undersides which enables them to attach to and move across flat ceilings; **Description**: A horned viper with an elongated nose and small rhino-like horn, colored grey or grey with black flank stripes and large pale yellow eyes; adults measure between 12 FT and 20 FT; females tend to be the larger with four to six barbed spines on the tail.

Dragonet; **HD**1d6 (4); **STATISTICS** AGIL 10 (ground) 20 (airborne) INTL 6 STAM 20 STNG 22 WILL 12; hp 1d20+1d12+30 (50); **AC**: 35; **Attacks**: Bite 1d10, 2x Fore Claws 1d6 (ground) 3d6 (airborne raking) Wing 1d8 (must have room to open on the ground) Tail 1d4 (no breath weapon); **Special Attacks**: knocked to the ground 1d6 rounds by the wing (avoid 1d20 rolls GTET [28-Agility]); **Special Abilities**: Infrared vision, Ultraviolet vision, extraordinary hearing, detects invisible by smell/hearing, immune chemical poisons, immune Basic Earth Magic, immune Warlock spells, save +3 versus Basic Air/Fire/Water Magic; **Description**: Appears as a juvenile dragon in any of the draconic colors, the body 6 FT to 8 FT, an 8 FT tail, the head 7 FT to 9 FT from the ground.

Dust Pixie; **HD**4; **CLASS**: Wizard L5 (Fire); **STATISTICS** AGIL 15 INTL 16 STAM 9 STNG 9 WILL 13; hp9; **AC**: 28; **Moral**: Neutral 40%, Evil 60%; **Languages**: Common, Djinn; **Weapons**: Dirk; **Attacks**: Talon 1d3; **Special Attacks**: *diseased talon* (contract disease 1d20 rolls GTET 14, save 1d20 rolls GTET [28-Stamina]), *sulphurous fumes* (1d12 minutes chocking and gasping, save 1d20 GTET [30-Stamina], 3/day), *flash and burn* (existing fire flashes and explodes, range 50 FT, explosion 10 FT, hp2d8 damage, 1/day), *Summon Dust Clouds* (unlimited, 30 FT); **Special Abilities**: Infrared vision, Ultraviolet vision, immune to ordinary fire, immune Basic Fire Magic, resists Lesser Fire Magic 1d20 rolls GTET 11, resists Greater Fire Magic 1d20 rolls GTET 16, *create illusion* (minor with audible, 10 minutes, 3/day)), *Summon Djinn* (1/month, succeeds 1d20 roll GTET 11), *calls flame* (unlimited), *extinguish fire* (50 FT, 3/day), travels on smoke, *speak through smoke* (Djinn, Dust Pixies, 100 miles); **Spells**: BASIC (free 6): *1d6+4 (Fire), Banish Vapors 25x25 FT, Command Fires, Detection, Extinguish Lights, 1d8+4 Fire Arrow, Flare {blinding}, Illusory Appearances, 1d12 Magic Grenade, +2 Stng Rage, See Invisible, Smokescreen 20x20 FT*; LESSER (free 3): *2d6+4 Attack (Fire), 1d6+4 Attack (Acid, Cold, Electricity), Blindness, Darkness Zone 25x25 FT, Daylight 25x25 FT, Disperse Magic, Fire Ring, Invisibility, Mirage, Mesmerize, Shield versus Fire*; **Description**: A 1 FT black humanoid with glowing red eyes, waist-length red hair, pointed nose, red finger talons; **Other**: Prefers not to fight/kill other Fire Wizards.

Giant Man Eating Plants; **HD**: 5; **STATISTICS** AGIL 9 INTL 5 STAM 9 STNG 7 WILL 8; hp 30 (stalk), hp12 (pod); **AC**: 24 (stalk), 16 (pod); **Attacks**: Bite 1d6; **Special Attacks**: *paralyzing bite* (2d100 minutes, save 1d20 GTET [30-Stamina] per bit); **Special Abilities**: immune to ordinary fire, suffers triple damage from Cold Magic; **Description**: Appears as 1d6 large light green toothed pods edged in dark red with streaks of orange, each pod is 4 FT long by 2 FT wide on a tan-colored fleshy stalk with diagonal streaks of ochre and rust, growing 12 FT tall, each pod hangs on a strong and flexible stem which stretches 10 FT.

Guardian Lion; **HD**: 18; **STATISTICS** AGIL 19 INTL 15 STAM 23 STNG 20 WILL 17; hp 110; **AC**: 75; **Attacks**: Bite 2d10, 2x Fore Claws 1d12, Rear Kick 1d12, Trample 2d8; **Special Attacks**: *neck snap* (fore claws break an opponent's neck on a natural TH roll of 20, save 1d20 GTET [35-Stamina]), *knock off* (charging lion knocks opponents to the ground 1d6 rounds, avoid 1d20 GTET [28-Agility] {apply +3 TH while on the ground}, *Lion's roar* (*panic* and retreat [30-Will]*30 seconds, save 1d20 GTET [26-Will], 5/day), *stunning roar*; (1d20 sonic damage plus 1d12 minutes *stunned*, 50 FT, save versus stunning 1d20 roll GTET [30-Stamina] – if GTET 5 damage deafened 1d8 hours, GTET 10 deafened 1d20 hours, GTET deafened 3d20 hours, 3/day), *summoning roar* (two female **Nemean Lions**, 15 minutes, 3day); **Special Abilities**: regenerate hp1d6/round, immune plant-based poisons; **Gear**: *jeweled collar* (absorbs Basic Magic & Devotion prayers, resists Lesser Magic & Mysteries prayers on 1d20 rolls GTET 8, absorbs all electricity and lighting, reflects missiles on 1d20 rolls GTET 12); **Description**: A large well-muscled cat with an ochre-colored pelt, large tan head with orange eyes, a long rust-colored man, black claws, and a black tail; the Lion's shoulders are at 6 FT and the head is at 9 FT; it wears a platinum collar with emeralds, rubies, and jade, with a carved ivory clasp; **Other**: Found in the Occupant's Crown Room, #83. *Summoned Nemean Lions* are L10, HP80, AC20, S&A33, Bite 2d8, Fore Claws 1d8 each, Hind Leg Kick 1d10.

BESTIARY, HALF SKELETON TO WATERY WRAITH

Half Skeleton; **HD**: 7; **CLASS**: Warrior L12; **STATISTICS** AGIL 15 INTL 13 STAM 14 STNG 18 WILL 14; hp 40; **AC**: 30 (upper) 80 (lower); **Weapons**: *Scimitar +2* (*cursed, unholy*, mortals killed with this weapon become Half Skeletons 1d20 days after death); **Attacks**: Touch 1d6; **Special Attacks**: *paralyzing touch* (Humans only, on natural 1d20 roll GTET 12, save 1d20 GTET [32-Stamain]), *killing touch* (Gnomes only, on natural 1d20 roll of 20, save 1d20 GTET [35-Stamina]); **Special Abilities**: requires weapons enchanted +3 or higher to injure, immune to Fire Magic, resists Basic Air/Earth/Water/Shaman Magic and Devotion prayers on 1d20 rolls GTET 9, resists Lesser Air/Earth/Water/Shaman Magic and Mystery prayer on 1d20 rolls GTET 14; **Spells**: *Summon Ghoul* (1d8, HD3 **Ghoul**, 15 minutes, 5/day), *3d8 Fireball* (40 FT, 5/day), *Confusion* (affects Priests and Crusaders only, 50 FT, 2d100 minutes, save 1d20 GTET [33-Will]); **Description**: appears as a composite skeleton in which the upper half is a grey bone with lines of green and blue, and the lower half is the ghostly non-corporeal image of skeletal bone with flickering orange eyes.

Kindling Elemental; **HD**: 3; **STATISTICS** AGIL 18 INTL 9 STAM 10 STNG 10 WILL 9; hp 15; **AC**: 30; **Attacks**: Touch 1d6 (fire); **Special Attacks**: *firestorm* (range 50 FT, 12 FT diameter, 1d8+1d6, once/hour, can touch and fire attack in the same combat round); **Special Abilities**: enchanted weapons are required to injure, immune to Fire Magic, suffers double damage from Water Magic and Cold Magic; **Description**: a red flame-colored humanoid figure between 9 and 16 inches tall.

Sentient Portraits; **HD**: (na); **STATISTICS** AGIL (na) INTL 20 STAM (na) STNG (na) WILL 18, SPM 1d10+10; hp 30; **AC**: 14; **Special Attacks**: Death Curse; **Special Abilities**: each portrait is linked to its subject who can take control as desired, deflects ordinary and enchanted missiles, enchanted weapons are required to damage, immune to ordinary fire and water, each portrait is immune to Magic of the element it uses; **Spells**: each portrait knows all spells in it's element; Asmodia (Water), Zimidar (Earth), Amayon (Fire), Paimon (Shaman), Gaap (Air), Shaitan (Shaman), Pithius (Warlock); **Description**: Large oil portraits of the Diabolic Princes, in ornate gold-amber-pearl-onyx frames.

Six-Headed Nemian Hydra; **HD**: 9; **STATISTICS** AGIL 13 INTL 10 STAM 34 STNG 30 WILL 14; hp 110 (body) 20 (head); **AC**: 50 (body) 25 (head); **Attacks**: Bite 2d8+3/head, Claw 1d8, Tail (batter) 1d12, Tail Stinger 1d8; **Special Attacks**: 1d12 Lightning Breath (each head every fifth round); **Special Abilities**: immune to reptile venoms/poisons, suffers one-tenth damage Fire Magic, suffers double damage Cold Magic, senses prey using body heat, body regenerates hp1/round, each head regenerates hp3/round until cauterized; **Description**: A large six-legged reptile, the body is 8 FT to 12 FT long, 6 FT to 8 FT at the shoulders, with six snake-like heads on long flexible necks (15 FT off the floor), with a 15 FT reptilian tail ending in a barbed stinger; its body is covered in green scales with streaks of brown and ochre, the feet are darker green with black claws, the necks are a yellow-green color and the heads yellow with streaks of dark green.

Six-Legged Mules; **HD**: 3; **STATISTICS** AGIL 17 INTL 6 STAM 17 STNG 14 WILL 18; hp 18; **AC**: 10; **Attacks**: Bite 1d6 Foreleg Kick 1d8 Hind Leg Kick 1d12; **Special Abilities**: immune to ordinary fire, immune to Fire Magic; **Description**: A six-legged equine the size of a large stallion, two curved fangs on its upper jaw, a single black horn in its forehead with red hooves, a red goatee, and red tail; **Other**: stubborn with very surly disposition.

Stinger Birds; **HD**: 3-6; **STATISTICS** AGIL 10 (ground) 20 (airborne) INTL 7 STAM 10 STNG 10 WILL 9; hp 16; **AC**: 14; **Attacks**: Beak hp2, Talons 1d8 (airborne raking), Tail Stinger 1d12; **Special Attacks**: *weakness venom* (injected by stinger, reduce effective Strength and Stamina statistics each 2 points/sting, save 1d20 GTET [32-Stamina], persists 3d100 minutes); **Description**: Blue feathered birds standing 30 inches to 40 inches tall with wings each to 4 FT, their beak is orange with a black stripe, the wings has a black whorl pattern on the underside, the stinger is black, their talons are orange and black, a black feather plume is on the back of the head and neck.

Watery Wraith; **HD**: 8; **STATISTICS** AGIL 13 INTL 11 STAM (na) STNG (na) WILL 16; hp 100; **AC**: 30 (weapons both silvered and enchanted GTET +2 are required to damage); **Attacks**: Touch 1d8; **Special Attacks**: *aura of fear* (25 FT, requires 1d20 roll GTET [45-Will-Level] to approach, checked every combat round), *experience transfer* (each touch removes 1d12*1000 XP from the victim, save 1d20 GTET [33-Will], each 1000 XP drain heals the Wraith hp1), *stamina taker* (each touch temporarily reduces the victim's Stamina statistic by 2 points for 1d12 hours, save 1d20 GTET [33-Stamina]); **Special Abilities**: telepathic; **Spells**: *Dominate Person* (3/day), *Horga's Mage Block* (3/day), *Minor Sleep* (3/day), *Gregor's Mage Drain* (1/day), *Hold in Place* (1/day); **Description**: An incorporeal male form standing 5 FT to 6 FT tall, dressed in sailor's clothing, carrying an incorporeal cutlass. **Other**: only found underwater.

BESTIARY, WATER GHOUL ; TREASURY

Water Ghouls; **HD**: 3-8 (6) ; **STATISTICS** AGIL 10 (land) 19 (underwater) INTL 9 STAM 14 STNG 14 WILL 11; hp 28; **AC**: 24; **Weapons**: Small Trident 1d4, Dirk; **Attacks**: Bite 1d3, 2x Talons 1d6; **Special Attacks**: *diseased talons* (save on 1d20 rolls GTET [29-Stamina]), *will taker* (talon hit on natural roll GTET 14 reduces effective Will statistic 1 point for 2d20 hours, save 1d20 GTET [30-Will]); **Special Abilities**: immune to Water Magic, suffers double damage from electricity/ lightning, regenerates hp1/round, immune to non-metal weapons, blunt weapons are at -3 damage penalty; **Spells**: *1d6+4 Cold Attack* (15 FT, 2/day), *Summon Haze* (4/day), *Summon HD5* ***Poison Frogs*** (once/week, 10 minutes); **Description**: A 4 FT 10 IN to 5 FT 3 IN bipedal humanoid with light green skin, webbed hands, dark green scales on their back, dark green fangs, their toes are webbed and are covered in dark green scales.

PALACE TREASURY

Ambeegron's Spike, Enchanted Tool, **Description**: A 28 inch adamantine Spike 4½ inches in diameter, with a platinum tip and a bloodstone embedded halfway along its length, strong aura of evil; **Limitations**: Good persons suffer 2d8 cold damage on touch, wielder is *blind and mute* for 1d6 after using any major power (save 1d20 GTET [34-Will]), wielder *involuntarily changes shape* to a blue-bearded, bald, dwarf (the image of Ambeegron) for 1d12 hours (once/week, permanent on 1d100 roll of 01); **Statistics**: Intelligence 18 Will 22 (mission to wipe out all descendants of the Dwarf Rycorybald, and all of their physical works); **Attack**: acts as a *Dirk +3* (Lycanthrope Bane, Incorporeal Bane, 3d12 TD versus Giants, Dwarf-Slaying {natural rolls GTET 14); **Special Abilities**: *crumble* (6000 pounds of earth/rock/stone structure crumbles when the spike is pounded in, 3/day), *flood* (spike creates a crack 500 yards long in the ground, releases water 1000 FT wide by 40 FT high, once/month), *earthquake* (affects an area 10 miles diameter, collapses ordinary wood buildings, once/month), *dust storm* (area 40 miles diameter for 2d6 days, once/year), *dwelver panic* {Dwarves and Gnomes panic 1d20 minutes on viewing, 25 FT, save 1d20 GTET [30-Will]}), reshape stone (to 6000 pounds, once/week), wielder is immune to Basic Earth Magic, wielder resists Lesser Earth Magic on 1d20 rolls GTET 7, wielder resists Greater Earth Magic on 1d20 rolls GTET 14, detects metal ores/gems at 50 FT (continuously), wielder speaks/understands/reads Dwarvish while holding, Thieves are attracted to the wielder (5 mile radius); **Spells**: *1d12 Cone of Cold* (3/day), *Summon Creature* (burrowing type, 30 minutes, 1/day), *Wall of Stone* (circle 10 FT radius, 6 FT tall, 1/day), *Walk through Wall* (to 20 FT thick, 1/day); **Other**: wielder is *compelled to kill* every dwarf they meet (resist 1d20 roll GTET [46-Will-Level]), wielder becomes an extreme miser {1d20 roll GTET [29-Will] to spend any money} and is paranoid about being stolen from; **Background**: The spike was made 936 years ago in Fharoehold by the evil Dwarf Ambeegron White-Eyes after being insulted by Bazorblad the Rich, Clan Lord of Rycory. The spike was used by Ambeegron's pupil Mirthon the Cripple to destroy much of Rycory Vale; **Value**: 110,500 GP. Found at Do Not Open, #141.

Balib's Gloves, Enchanted clothing (*Cursed* when donned by good or evil: compulsion to attack any person of good or evil they meet {save 1d20 GTET [33-Will] checked per opportunity} with -3 TH penalty and AC-5), **Description**: Appears as a pair of white elbow-length leather gloves with an open palm, sized for a large human, mounting three lines each of 5 hooked adamantine blades. The gloves resize themselves for any wearer up to 12 FT tall; **Limitations**: *wearer compelled* to attack any good/evil person they meet (save 1d20 GTET [27-Will]), wearer permanently grows insectoid compound eyes on 1d100 rolls GTET 97 after using any spell ability or limited power (save 1d20 GTET [33-Stamina], other persons are repulsed (save 1d20 GTET [36-Will]) – after the eyes one insectoid leg is grown, they *permanently transform* into a Scorpion Spider upon growing the eighth leg; **Attacks**: 1d10 Punch, +3 TH when worn by neutral; **Armor**: AC+20 ; **Special Attacks**: *eye break* (permanently blind opponent on nature roll of 20, avoid 1d20 roll GTET [32-Agility]}; **Special Abilities**: wearer handles cursed items without triggering the curse, wearer's Agility+2 and Strength+1, parry ability (opponents attack at -2 penalty), wearer is unaffected by temperatures between 0° and 120°, wearer applies +4 save versus insect venoms; **Spells**: *Web* (5/day), *Reaching Grasp* (12 FT, 2/day), *Summon Creature* (HD2 **Giant Scorpion Spider**, 1/month); **Limited Powers**: *missile save* (bat away a missile that otherwise would hit, 6/day), *door punch* (breaks apart any door in 1 punch (4/day), *spider climb* (15 minutes 3/day), *big knockout* (one creature to 2500 pounds, 2d100 minutes, killed outright if weight LTET 400 pounds on 1d20 roll GTET 14, 1/day): **Background**: The Gloves were made 1573 years ago at the Shillofar Palms Oasis in the Sea of Sand west of Aeldoria by Shiek Muh'Jadin, chief of the Jreabor Scorpion tribe, and they were worn by the Scorpion Shieks for 220 years, including the 20 year campaign by Urvorhinn against Yssian coastal settlements. The Gloves were lost when the tribe was surprised by the largest Desert Worm ever seen and Shiek Illys Nalkbar was swallowed whole in a single bite; **Value**: GP. Found at Hanging Cylinder, #140.

Carpet of Betrayal, Enchanted Object, **Description**: A 12 FT by 18 FT green carpet with a gold border, gold tassels long the short ends, a black geometric pattern woven in the center, gold snakes are woven in each corner; **Special Attacks**: the carpet flies at 200 FT altitude and 25 miles/hour, after 1d12+10 minutes of flight it revolves and turns over, every passenger is thrown off (save 1d20 GTET [35-Agility] to hang on, then save 1d20 GTET [32-Strength] check per minute to hang on); **Background**: ; **Value**: 8244 GP. **Other**: It is identified as (and appears as) a Magic Carpet; weighs 20 pounds when rolled.

PALACE TREASURY

Harjeen's Carpet, Enchanted Object, **Description**: A 12 FT by 18 FT purple carpet with white, yellow, orange geometric designs and a flame symbols on the corners, when it is unrolled a 5 FT diameter stone fire pit appears in the center with a continually burning fire; **Special Abilities**: a person standing on the carpet is immune to Fire Magic; **Spells**: call flame (continuous) while standing on the carpet; **Background**: Woven 926 years ago by the Elvish Master Weaver Ryorias for the Ranger and explorer, Steanallis Troy, for his expeditions into the Heywaller Mountain Range (an unexplorer group of 20,000 FT+ peaks); **Value**: 17,200 GP. **Other**: weighs 20 pounds when rolled.

Mantle of Greatness, Enchanted Clothing (*Cursed*), **Description**: Appears as a dark blue wool shawl with gold trim and 5 gold buttons embossed with lion's heads, sized for a tall man; **Limitations**: believes self to be most important person in the world and requires deference from all (save 1d20 GTET [48-Will-Level] checked when donned; affected persons cannot tolerate having an equal in any situation, expect all to be their servants), beginning in the 13th month all persons react to the bearer at a -4 penalty whenever they are not wearing the Mantle, permanently reduces wearer's physical height ½ inch/ month beginning in the 13th month (limit loss of 20 inches height); **Armor**: AC+20; **Special Attacks**: *aura of awe* (all persons seeing the mantle believe the wearer to be the greatest, most important, person on earth, and are ready to devotedly follow them, range 100 FT, save 1d20 GTET [30-Will] checked every 15 minutes); **Special Abilities**: wearer regenerate hp2/round, has the ability to speak/understand/read fluently in 3 specified foreign languages while worn, apply +2 bonus on checks for Influence/Persuasion/Haggling/Public Speaking, the wearer gains an initial increase of Intelligency+10 and Will+4 but beginning in the twenty-fifth week permanently reduce both statistics 1 point every 15 days until the statistic reach a minimum value of 6 AND all skill bonus become -2 penalties (save 1d20 GTET [33-Will] checked every 15 days); **Spells**: *aura of heroism* (allies +3, 100 FT, 5 minutes 3/day), *levitation* (10 minutes, 1/day), *shapechange* (giant-sized, 1 hour, once/week), *altered realities* ('wish', 1/month, ceases in/after the 13th month); Shaman L8; *Basic, free 10: 1d6+4 Attack (Force), -3 Confuse Weapons, Detection, Dominate Person, Horga's Mage Block, Jaco's Mesmerize, Levitation, Illusion, Mind Speech, Remove Confusion, Minor Sleep, Remove Panic, Waken; Lesser, free 8: 2d6+4 Attack (Force), 1d6+4 Attack (Acid, Cold, Fire, Electricity), Arrow Volley 1d8 at hp1d3, +3 Aura of Heroism, Cloud the Mind, Disperse Magic, Fear the Reaper, Gregor's Mage Drain, Hold in Place, Stun, True Sight; Greater, free 4: 2d6+4 Attack (Acid, Cold, Fire, Electricity), Geas, Minor Time Walk, Spell Permanency*; **Background**: This shawl was created 1743 years ago by the weaver Allitrophius for Nundorius, Grand Heirophant of Bratenbrook, as ransom for his family who had been kidnapped and held in the notorious Salt Dungeons of Nundor. Fully satisfied with the shawl, Nundodrius left the family go, not discovering it's baneful properties until much later; **Value**: 72,800 GP. Found at Do Not Open, #141.

Occupant's Crown, Enchanted Jewelry, **Description**: Appears as a platinum crown with five rounded lobes connected by a pentagram with large diamonds on each vertices, a platinum Hippogriff in its center with a cut moonstone on its back. Around the rim are ten emeralds, ten rubies, eight agates, and eight black opals. The interior is lined with dark green silk on which is sewn the Occupant's personal heraldic arms in silver. The crown weighs 60 pounds; **Limitations**: *alignment change* (good/neutral persons donning the Crown become permanently evil {save 1d20 GTET [36-Will]}), user contracts black leprosy after using a major power (save 1d20 GTET [30-Stamina]), User grows a Devil's body part (horn, wing, talon, fang) after every 10 days actively using the Crown (save 1d20 GTET [33-Stamina], after 20 body parts are grown transforms into an Officer under the Occupant's command; **Special Attacks**: *disintegration gaze* (30 FT, limit 1000 pounds, creatures save 1d20 GTET [30-Stamina], 4/day); **Special Abilities**: An evil person donning the Crown becomes an Evil High Priest (L20) of Lucifer (save 1d20 GTET [48-Will-Level]) in addition to their other Classes, confers authority over all Common/Ordinary/Zoybim Devils, and Type XA through XE Devils (if the Occupant is a Prince than also their Troopers/Sergeants/Officers), acts as a Diabolic Pass to anywhere in Inferno, confers full knowledge of written/spoken Infernal Cant, reflects all Basic Magic and Devotion prayers back to caster, resists all Lesser Magic and Mystery prayers on 1d20 rolls GTET 12, the wearer is immune to gaze attacks and to sound-based attack, the wearer has Infrared vision 150 FT & Ultraviolet vision 100 FT & X-ray vision 50 FT & true sight 25 FT, the wearer can hear any sound within 500 FT (negates silence magic), ; **Armor**: AC+65; **Spells**: *Aura of Heroism L+3* (companions within 100 FT, 10 minutes, 3/day), *Fear the Reaper* (opponents 50 FT, 3/day), *Summon Creature* (1d4 HD 10 Fire Giants, 10 minutes, 2/day), *Summon Creature* (HD10 Common Sphinx, 15 minutes, 1/day); **Prayers**: *Devotion, free 23: Animate Bones, AC+18 Armorskin, -2 Blur Sight, Command Minor Undead, Create Minor Food, 1d6 Cure Light Wounds, 1d4+2 God's Fist at 6 rounds, 1d10+1 God's Missile, God's Sword at 5 rounds, Minor Escape, Minor Prayer, Mute, Reveal Hidden, Walk through Fire; Mystery, free 20: Animate Bodies, Banish Paralysis, Banish Spells, Deflect Magic, AC+30 Divine Armor, 2d8+1 God's Fire 10x10 FT, God's Serpent 2xHD5 Venom Snake, 1d10+2 Heal Wounds, Inflict Panic, Knock Out, Restore Sight; Majesty, free 16: Body Restoration, Creature's Form, 2d8+4 Cure Serious Wounds, 4d8+4 God's Brimstone 25x25 FT {fire}, 5d12+8 God's Smite {individual}, Extraordinary Escape, Kill, Grand Crusade;* **Background**: The Crown was created 13,058 years ago by Samael and a former Principal Occupant working together as a badge of the Occupant's office; **Value**: 190,220 GP. **Other**: The Crown gains two abilities depending on the Circle on which it is found: Circle 9: *2d10 Blizzard* (2/day) plus continuous *protection versus cold*; Circle 8: *Parts Earth* (3/day) plus *cause disease* (50 FT, save 1d20 GTET [32-Stamina]; Circle 7: *fire transport* (2/day, 20 miles) plus *Summon Creature* (HD13 **Fire Elemental**, 10 minutes, 3/day); Circle 6: *forced transformation* (**poisoned tree**, 25 FT, save 1d20 GTET [32-Stamina], 3/day) plus *Summon Creatures* (1d6 **Harpies of Hell**, 30 minutes, 3/day); Circle 5: *control water* (100 FT, 10 minutes, 3/day) plus all water sources within 100 FT become polluted for 1d12 hours; Circle 4: *control gravity* (50 FT, 10 minutes, 3/day) plus *animate body* (12 HD2 **Skeletons**/ HD3 **Zombies** per day);...continued next page

PALACE TREASURY

Occupant's Crown, continued...Circle 3: *dominate creatures* (**canines**, 100 FT, 15 minutes, 3/day) plus *Summon Creatures* (1d8 HD7 **Lycanthropes** {Wolf}, 30 minutes, 2/day); Circle 2: *berserk* (15 minutes, save 1d10 GTET [48-Will-Level], +2 TH but opponents +3 TH, 4/day) plus *strike dumb* (10 persons, 25 FT, 1d100 minutes, save 1d20 GTET [33-Stamina], 4/day); Circle 1: *calls thunderstorm* (1 mile, 30 minutes, 3/day) plus *quadruple sp*eed (self plus 4 companions, 15 minutes, 4/day); Circle 0: *Hold Creature* (25 FT, HD/Level LTET L10, 30 minutes, save 1d20 GTET [32-Will], 5/day) plus *blast of wind* (75 FT, knock all persons to the ground, save 1d20 GTET [46-Strength-Agility], 5/day).

Occupant's Sash, Enchanted Clothing, **Description**: Appears as a deep blue sash with gold borders, a line of emeralds sewn along the inner edge, and a line of zircons sewn along the outer edge. The occupant's personal heraldic arms are sewn into the sash in gold thread. The Sash is sized for a person 12 FT tall but when donned changes to conform to the wearer's body.; **Limitations**: *change alignment* (good/neutral person permanently turns evil when donned, save 1d20 GTET [45-Will-Level]); **Armor**: AC40; **Special Attacks**: whenever the wearer attempts to perform a good deed the Sash wraps around their neck on 1d20 rolls GTET 6 and strangles them (hp1d6 for 1d20 rounds); **Special Abilities**: evil person donning the sash becomes a fervent worshipper of Lucifer (save 1d20 GTET [34-Will]), confers authority over Ordinary/Common/ Zoybim/Types XA and XB Devils (if Occupant is a Prince also over Troopers), the Sash acts as a Diabolic pass to anywhere in Inferno (Devil Officers and lower rank always defer), wearer fluently reads/speaks/writes Infernal Cant, wearer has knowledge of the Palace layout and walks through Palace walls, reflects Basic Magic and Devotion prayers cast by a good opponent, wearer is immune to snake/insect venoms; **Spells**: *Summon Creature* (1d6 **Medusa** Warriors L8, hp32, steel breastplate/backplate, round metal shield, long Scimitar +1 {unholy}); **Prayers**: wearer acts as an evil Priest L6 in addition to any other Class: *Devotion, free 8: Animate Bones, AC+18 Armorskin, -2 Blur Sight, Command Minor Undead, Create Minor Food, 1d6 Cure Light Wounds, 1d4+2 God's Fist at 6 rounds, 1d10+1 God's Missile, God's Sword at 5 rounds, Minor Escape, Minor Prayer, Mute, Reveal Hidden, Walk through Fire; Mystery, free 6: Animate Bodies, Banish Paralysis, Banish Spells, Deflect Magic, AC+30 Divine Armor, 2d8+1 God's Fire 10x10 FT, God's Serpent 2xHD5 Venom Snake, 1d10+2 Heal Wounds, Inflict Panic, Knock Out, Restore Sight*; **Background**: The Sash was created 11,263 years ago by Samael and the Occupant's predecessor working together, as a badge of the Occupant's office; **Value**: 84, 883 GP.

Occupant's Scepter, Enchanted Rod, **Description**: Appears as a gold scepter 40 inches long by 5 inches in diameter with 10 rings of platinum, 20 pieces of polished jade embedded along the shaft, a grip wrapped in leather from manticore hide (the Occupant's personal heraldic arms sewn onto each leather wrapping in gold thread), with a pink crystal glove 6 inches in diameter at the top and a large sapphire on the butt held in a bird's talon; **Limitations**: The Scepter weighs 390 pounds but has an effective weight of 30 pounds when carried by an evil person; **Attacks**: Strike 2d1222); **Special Attacks**: *disintegrates* ({on natural 20 roll no save, Dwarf, Elf, Half-Elf, Gnome, humanoids [kobold, goblin, etc.] disintegrate on rolls GTET 15}, parry: opponents apply a -3 TH penalty; **Special Abilities**: evil persons touching the Scepter become Priests of Lucifer L15 (save 1d20 GTET [36-Will]) in addition to their other Class, *alignment change* (good/neutral becomes permanently evil on touch, save 1d20 GTET [48-Will-Level]), Scepter confers authority over Common/Ordinary/Zoybim/Types XA to XD (if Occupant is a Prince then also Trooper/Sergeants), acts as a Devil's Pass anywhere in Malebolge/Inferno, on the Material Plane it opens an Astral Door to Gehenna (1/day), bearer has full knowledge of written/spoken Infernal Cant, bear has full knowledge of the Palace layout and can walk through Palace walls, absorbs all Basic Magic and Devotion prayers, resists Lesser Magic and Mystery prayers on 1d20 rolls GTET 9, all locks are open (30 FT), all traps are immobilized (30 FT), Scepter attacks bearer if a good deed is done {Warrior 16, AC60, hp40}, additional Power as described below; **Spells**: *Summon Creature* (1d8 **Minotaurs** armed with War Hammers, 15 minutes 3/day), *Summon Creature* (1d6 Type XD Devils, 10 minutes, 1/day), *transform creature/object to gold* (3/day, save 1d20 GTET [32-Stamina]); **Background**: The Scepter was created 14,309 years by Samael and the Principal Occupant working together as a badge of the Occupant's office; **Value**: 140, 583 GP. **Other**: the Scepter gains an ability depending on the Circle on which it is found: Circle 9: *Wall of Ice* (10/day); Circle 8: *pitch encasement* (hp1d6 heat/round, 2d12 rounds, 5/day); Circle 7: *2d12 Fireballs* (5/day); Circle 6: *Magic Arrow* Volley (1d8*1d12 missiles, 30 FT, 5/day); Circle 5: *Summon Creature* (HD10 **Ghost**, 20 minutes, 3/day); Circle 4: *Boulder Toss* (5/day); Circle 3: *1d12+1d6 Freeze Rays* (5/day); Circle 2: *Darkness*/*Silence* (200 FT diameter, 40°, 1 hour, 5/day); Circle 1: *Control Wind* (5/day); Circle 0: *Summon Creatures* (2d100 swarm half HD2 **Giant Wasps**, half HD1 **Giant Locust**, 30 minutes, 5/day).

Occupant's Talisman, Enchanted Object, **Description**: Appears as an old scuffed pewter goblet, 13 inches high with stem 4 inches in diameter, the cup sculpted from a gargoyle's head with the rim its open mouth. Adventurers with true sight see a platinum goblet with pieces of amber around the rim, pearls on the stem, and rubies on the base; **Limitations**: A good/neutral person becomes permanently evil on touch (save 1d20 GTET [34-Will]); **Statistics**: The chalice is a Water Wizard L9, has a gruff and caustic personality, Intelligence 19, Will 17 (reads and speaks all Human languages); **Special Abilities**: an evil person touching the Talisman becomes a Priest L10 worshiping the Occupant in addition to any other Class (save 1d20 GTET [34-Will]), Two special powers (see below), possessor is protected against direct attack from the owner; wielder commands all Devils of the Occupant's Circle, wielder can command one service from the Occupant (release from Inferno not permitted), possessor resists all Basic Magic on 1d20 rolls GTET 9, resists all Lesser Magic on 1d20 rolls GTET 13, wielder is immune to chemical poisons, wielder is viewed as exceptionally handsome/beautiful by all, any liquid poured into the chalice become *fatally poisonous* in 1d12 seconds including to Devils (save 1d20 GTET [38-Stamina]);...continued next page

Occupant's Talisman, continued...Spells: Altered Realities (1/day), *Basic, free 11:1d6+4 Attack (Cold), Brain Freeze {anti-Wizard}, Create Water, Detection, Detect Poisons, Protect versus Cold, Purify, 1d4+4 Sleet Storm 30x30 FT for 10 rounds, Summon Haze, Summon Poison Frogs; Lesser, free 9: 2d6+4 Attack (Acid, Fire, Electricity), Disperse Magic, 3d6+4 Hail Blast 25x25 FT, Ice Encasement, AC+10 Ice Shield, Siren's Song {mesmerize}, Summon Undine3d12 Waterspout for 5 minutes; Greater, free 8: 2d6+4 (Acid, Fire, Electricity), 1d12 Blizzard for 10 minutes, Chain Lightning {d20-d12-d10-d8-d6-d4}, 5d8 Hurricane Blast 50x50 FT, Part Water, Summon Water Elemental, Wall of Ice*; **Background**: The Talisman was made 17,534 years ago by Samael and a former Principal Occupant working together, as a Badge of Office; **Value**: 116,828 GP. The Talisman provides two powers determined by the Circle on which it is found: Circle 9: *Summon Creatures* (HD12 **Cold Elemental**, 20 minutes, 1/day) plus *Ice Circle* (2d8, 10 minutes, 15 FT diameter, 3/day); Circle 8: *Summon Creatures* (HD12 **Earth Elemental** (20 minute, 1/day) plus *Disintegrate* (3/day); Circle 7: *Summon Creatures* (HD8 **Sand Golem**, 20 minutes, 1/day) plus *Fire Attack* (3/day); Circle 6: *Summon Creatures* (1d12 **Harpies of Hell** or 1d10 **Centaurs**, 20 minutes, 3/day) plus *Greater Fog* (30 minutes, 3/day); Circle 5: *Summon Creatures* (1d6 HD6 **Swamp Men**, 30 minutes, 1/day) plus *Cause Swamp Fevers* (save 1d20 GTET [30-Stamina], 3/day); Circle 4: *Summon Creatures* (HD10 **Stone Golem**, 30 minutes, 1/day) plus *Golden Touch*, (gold *transformation*, 25 FT, save 1d20 GTET [30-Stamina], 3/day); Circle 3: *Summon Creatures* (1d8 HD6 **Garm**, 30 minutes, 1/day) plus *1d12 Freeze Ray* (25 FT, 3/day); Circle 2: *Summon Creatures* (HD11 **Obsidian Golem**, 30 minutes, 1/day) plus *Magic Missile Volley* (1d8 missiles each 1d6 damage, 3/day); Circle 1: *Summon Creatures* (HD9 **Air Elemental**, 30 minutes, 1/day) plus *2d8 Hurricane Blast* (30 FT, 3/day); Circle 0: *Summon Creatures* (HD 9 **Water Elemental**, 20 minutes, 1/day) plus *Wall of Air* (3/day). **Other**: the Talisman has a quest to enlarge all lakes, ponds, streams, and other of water.

Pendant of Barissnows, Enchanted Jewelry, **Description**: A gold starburst of 7 inch diameter centered and superimposed over an upright triangle of 11 inch sides, on a thick gold neck chain 40 inches long; **Limitations**: *Cursed*, 1d20 roll GTET [47-Will-Level] to resist immediately donning it; Statistics: Intelligence 17, Will 25 (*dominates wearer*, save 1d20 GTET [52-Will-Level] to resist); **Special Abilities**: 50 FT of the pendant is cooled to 30°F (50 FT), to 40°F between 50 FT and 250 FT, and all temperatures within 20 miles are reduced by 15°F, glaciers within 25 miles grow 25% faster, an avalanche occurs once/day within 25 miles (in winter), causes rain to fall as snow (once/day, including summer), freezes a river/lake with 1 inch ice once/day (including summer), wearer is immune to ordinary or enchanted cold, wearer speaks/understands Yeti, wearer blends into snow on 1d20 rolls GTET 5, wearer moves through snow at the rate of a dry road, wearer leaves no tracks in snow; **Spells**: *Summon Creatures* (1d6 HD9 **Yeti**, 30 minuets), *Chill Area*, *2d8 Small Blizzard, 2d10 Cold Blast, Ice Road, Wall of Ice* [all at 3/day), *Shapechange* (**Yeti**, 6 hours, once/week), *Absorb Magic* (takes all of the daily spell energy of three Water Wizards within 10 miles [no control by the wearer, once per week), suffers four times damage from ordinary fire or Fire Magic; **Background**: This pendant was created by Master Kungzortee 1327 years ago in the Monastery of Barissnows (devoted to Angenyu, half-Yeti Demigod of Snows), deep in the Kushindur Mountains. For 480 years the High Lhama of Barissnows gave the pendant to the highest-performing student monk each Spring to use on their pilgrimage to the Yeti High Temple of "Hhulment in the Snows." It was lost by the student Yu Jolwheh, ambushed by a group of Were-Snow Leopards on his return journey; **Value**: 85, 400 GP. **Other**: imposes a quest to bring permanent winter throughout the world.

Salome's Veil, Enchanted Clothing, **Description**: Appears as a blue-and-green piece of gauze-like cloth, with silver spangles sewn along the edges and pink pearls sewn at each corner, the cloth is 50 inches long by 20 inches wide; **Limitations**: *Cursed* when worn by a male (*forced transform* to 17 year maiden, Agil 10, Intell 8, Will 9), when donned by a neutral/evil female *forced transform* to HD3 **Harpy**, abilities require good female; **Special Abilities**: increases a good woman's physical beauty and increases her Will 5 points; acts as armor AC+30 for a good woman, the wearer can appear as any woman while wearing the veil including voice imitation, Infrared vision, see invisible, *blending in* (blends into background colors on 1d20 rolls GTET 5 for 10 minutes), *invisible and silent movement* (30 minutes, 1/day), wearer has skill at Court-Folk-Bali Dancing at outstanding proficiency; **Prayers**: *3d8 Full Cure* (poison and diseases, 3/day, only heals females), *compel truth* (affects males, 3 questions without later recall, 5/day), *mental influences* (3/day), *regeneration* (3/day), eyes on the wall (2/day), *Summon Warrior* (male, L12, AC50, hp26, Head Cleaving Scimitar, 30 minutes, protects the wearer only); **Background**: Woven 2020 years ago at the Convent Brocliande by the disguised DemiGoddess Ammervia, the Veil was a present to Princess Daerecca of Hareac on her marriage to Lucas Octavian, Legate of Brucella, and passed down among the Princesses of Brucella for the next 610 years until Leora was kidnapped on her twentieth birthday by Absolam, Master Thief (and later Guildsmaster) of Tyey, whom she married 5 years later.; **Value**: GP. Found at Hanging Cylinder, #140.

Shrieking Whistle, Enchanted Instrument, **Description**: A platinum slide whistle 8 inches long with an adamantine slide, flecks of diamond and jet inlaid along the shaft; **Special Attacks**: *forced retreat* (range 100 FT, affected must retreat out of range of the sound of the whistle, save 1d20 GTET [30-Stamina]), *deafness* (25 FT, 1d12 hours, save 1d20 GTET [32-Stamina]), 1d6 damage (if Stamina LTET 13, no save); **Special Abilities**: *drives back incorporeal Undead* to HD10 (100 FT, 1d20 roll GTET 12, 3/day); **Background**: The whistle was constructed by the Elchanim Elves about 900 years ago for the elvish Shaman Faulnoghir; **Value**: 17,583 GP.

Sight Crown, Enchanted Jewelry, **Description**: A twelve-peaked silver crown, on each peak a pearl, and on each pearl painted an eye in gold; **Limitations**: When the crown is donned it permanently fixes itself to the wearer (releases at death); **Special Abilities**: Infrared vision (150 FT), Ultraviolet vision (100 FT), see invisible (75 FT), sees the true location of displaced/phased creatures (50 FT), true sight (30 FT, true creature's form), discerns the true alignment of creatures (10 FT), protects against all blindness, armor Helm AC+15; **Background**: created 682 years ago by the Dwaves of Moergorond for Saint Vailmo of Bearcross, as he was chasing the Fire Wizard, Balamoss; **Value**: 28,848 GP.

Undead Restoration Fluid, Alchemical Concoction, **Description**: a thin pale yellow liquid that resembles lemonade with a lilac aroma; **Limitations**: *poisonous* to Humans, Half-Elves, Elves when imbibed (save 1d20 GTET [32-Stamina]); **Special Abilities**: immediately restores hp2d12 when poured over a corporeal Undead; **Background**: created 925 years ago by the necromance cult, Veil of Black; **Value**: 3200 GP.

NON-PLAYER CHARACTER SPELLS AND PRAYERS

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

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

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

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

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

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

NPC SPELLS AND PRAYERS

WATER WIZARD. *Basic:1d6+4 Attack (Cold), Brain Freeze {anti-Wizard}, Create Water, Detection, Detect Poisons, Protect versus Cold, Purify, 1d4+4 Sleet Storm 30x30 FT for 10 rounds, Summon Haze, Summon Poison Frogs; Lesser: 2d6+4 Attack (Acid, Fire, Electricity), Disperse Magic, 3d6+4 Hail Blast 25x25 FT, Ice Encasement, AC+10 Ice Shield, Siren's Song {mesmerize}, Summon Undine, 3d12 Waterspout for 5 minutes; Greater: 2d6+4 (Acid, Fire, Electricity), 1d12 Blizzard for 10 minutes, Chain Lightning {d20-d12-d10-d8-d6-d4}, 5d8 Hurricane Blast 50x50 FT, Part Water, Summon Water Elemental, Wall of Ice.*

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

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

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



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