

Region of Gentucca

Gehenna Primer

mborro Desert

River Lathie

River
Belacqua

Mt. Schemo

Gualichu
Ring

Inferno /
Malbolge

Eldame
Gaid

Eldame
Gaid

The Wood of Error

River
Mantua

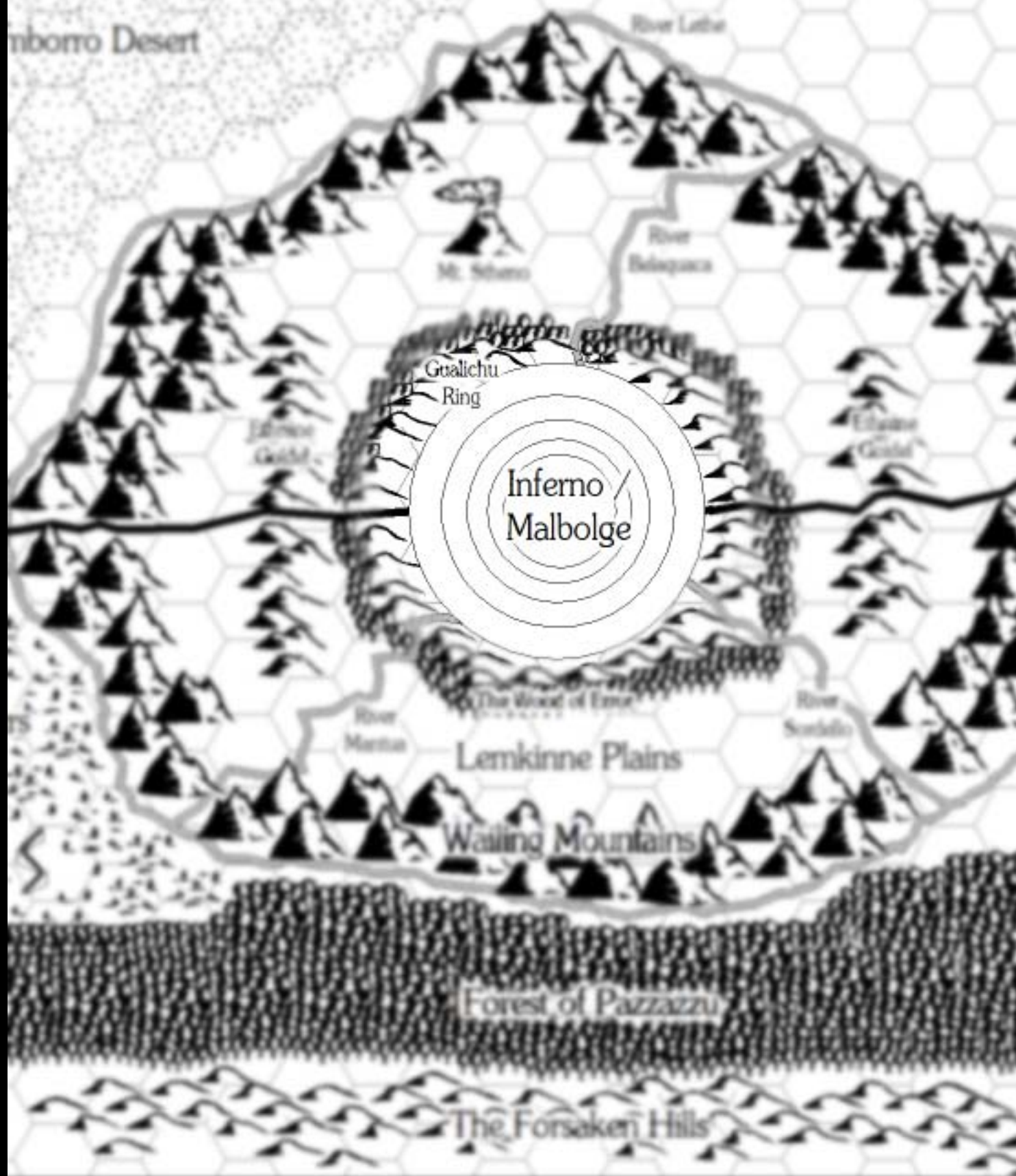
River
Scudallo

Lemkinne Plains

Wailing Mountains

Forest of Pazzazu

The Forsaken Hills



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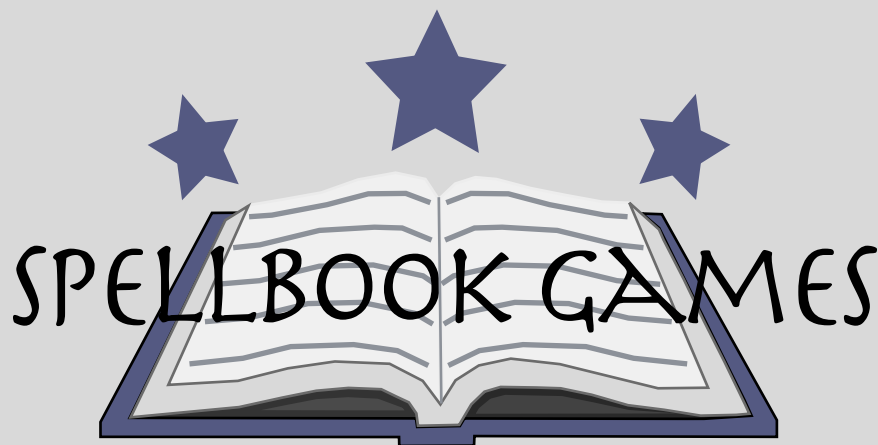
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INTRODUCTION

This guidebook describes essential information that applies to all Spellbook Games' Inferno products. The information is being published separately so that it is not repeated in every product. This guidebook includes the geography of Gehenna, rules pertaining to survival in Hell, and rules about healing and magic.

This product is intended for use by a Games Master as part of a role playing campaign, and contains some of the information necessary to guide a party of Adventurers as they travel through the environs of Hell. This guidebook does not stand alone. It does not describe any specific adventuring sites in Hell. Reference is made throughout, without additional explanation, to monsters, spells, prayers, and enchanted objects described in one or more of Spellbook Game's: Portal to Adventure RPG rules, the Codicil of Maladies, Inferno Bestiary, Inferno: Journey through Malebolge, and Inferno Treasury.

Gehenna and Inferno are locations for higher-level game play. It is suggested that Adventurers be at least L10 before visiting any part of Hell. Games Masters should not allow easy access to Gehenna, nor an easy retreat from it. The suggested prayer and spell restrictions are intended, in part, to prevent an easy retreat. Adventurers entering the Gates of Hell should not have magical means of escape readily available to them. It is intended that any mortal venturing inside Inferno be compelled to walk from the outer perimeter inward two hundred miles to Lucifer to make their escape, descending through ten Circles and a vertical mile. Each Circle presents a unique environment, ones that are often deadly to mortal life.

COMMONLY-USED ABBREVIATIONS

Adventurer Class – L# (e.g. Warrior L3)

Armor Class – AC

Feet/Foot (measurement) – FT

Greater than or Equal to – GTET

Less than or Equal to – LTET

Health Points – hp

Hit Die – HD

GENERIC INFORMATION APPLYING TO ALL OF MALEBOLGE/INFERNO

Auras

Within 1 hour of entering Inferno, each mortal develops a [permanent] aura which can be plainly seen in the darkness of Circle Zero but is pale and hard to see in lighted areas. The aura's color varies with each person's ethical alignment: green for good-aligned persons, yellow for neutral-aligned, and red for evil-aligned persons. The brightness of each aura reflects the degree of commitment of each individual; the more faithful the character is to their alignment, the brighter their aura.

Class Abilities

A Crusader's ability to compel truthfulness does not affect Devils of HD GTET 8. A Priest's and Crusader's ability to determine the good or evil alignment of persons or objects always results in an evil determination, even when the person or object has association with good. A Crusader affects the undead as if the Crusader were six levels lower than their actual experience level. A Priest's ability to detect Diabolic creatures (including their distance and effective experience level) is halved (30% chance of false "positives," believing Devils are nearby when they are not. The Undead receive a +3 saving roll bonus against Priests and Crusaders.

Compass

Any compass used inside the pit of Malebolge (Inferno) points directly inward to Lucifer.

Devil's Talismans

Each major devil has a unique and personal talisman. Possession of a talisman gives control over the talisman's owner. Wondrous Object; Attack: horrid touch (1d8, touch, pus and blood-oozing wounds immediately form - 1 point additional damage for 1d12 rounds from each touch [cumulative]); Additional Abilities: talisman has a strong aura of evil, bearer's Intelligence statistic is temporarily increased 3 points apply a +7 bonus to all Will-based saves, no devil below the rank of General attacks the bearer, bearer is immune to the talisman's owner's spells or supernatural abilities, after every 2 hours in possession of a talisman the bearer turns permanently evil (save 1d20 roll GTET [33-Will]); Spells or Spell-Like Abilities: inflict light wounds, putrefy food and drink, summon monster (talisman's owner), telepathy (150 FT), 10/day - aura of awe (100 ft., save 1d20 GTET [32-Will]), cause fear, power word (destroys 1d6 devils of LTET 12 HD, 75 FT), summon monster (1d8 devils of the talisman's Circle, 30 minute), 5/day - hold person, 3/day - greater animate dead (12 HD animated for 5d100 days), bestow curse, contagion, word of command (50 FT, save 1d20 GTET [32-Will]), 1/day - death ward, giant vermin; Appearance: Various; Background: Each talisman is made by the Telchine (devil) craftsman upon their promotion to greater devil status.

Directions

Mortals may ask for directions and other geographical information from denizens they meet in Inferno. Dammed souls may intentionally provide false or misleading information, or speculate about places they have no direction knowledge of. Devils provide only accurate information they are sure of, and do not intentionally lie or mislead; however, they may refuse to provide information or may intentionally provide incomplete [accurate] information.

Dammed souls only have actual knowledge of those parts of the Circle they are directly confined to, or through which they have passed, including geographical features, guards, means of transport, means of passage, and treasure). They have vague and somewhat confused information about the Archeron river landing and the judgment of Minos. Although they always claim extensive knowledge of all Malebolge, they actually have accurate information about other Circles only on 1d20 rolls of 20 on 1d20 (they may provide inaccurate information, speculation, or rumors about areas they have not visited and persons they have not met). Ordinary and Common Devils possess the same level of information as do dammed souls.

Diseases and Effects

The diseases and related effects encountered in Malebolge (Inferno) are describe in Spellbook Games' Codicil of Maladies.

Food and Binding to Inferno

Mortals consuming food or drink native to Gehenna become bound to Gehenna – the effect occurs after consuming a total of two pounds native foodstuffs (meat, plants, roots, etc.), or after one gallon of liquids (including processed products such as beer or wine using native water and/or plant products). The binding effect persists for a cumulative fifty hours for every two pounds/gallon consumed. This effect does not occur with food brought to Gehenna from elsewhere, or with food created through prayer or magic. The binding effect can be counteracted by performing a cleansing ritual which involves inscribing a magic circle, burning candles prepared from the fleshy portions of Curse Root and Trance Gourd and Shandymiss, and preparing and consuming Hallowfar Root.

Plants gathered in Malebolge three-quarters the nutritive value of plants found on the Material Plane; many “native” plants also have at least some poisonous properties. Water from springs and rivers in Malebolge have a characteristic unpleasant sulfurous odor and taste, water sources are free of pollution (disease-causing pathogens) or poisons on 1d20 rolls GTET 14. Creatures in Malebolge may be hunted, dismembered, cooked, and eaten; they all have a strong sour taste to them, and are greasy, stringy and very tough in consistency; the nutritive value of these meats is one-third that of those found on the Material Plane; half of such creatures carry diseases.

Gehenna Climate

Gehenna (outside of Inferno) is perpetually overcast with dark and threatening clouds, and frequent strong storms moving from east to west. The rain is thick and oily, sticking to clothing and gear, eventually causing most material to rot. The air has a faint unpleasant sulfurous odor, with temperatures between 90°F and 95°F. A diffuse light comes through the clouds, never stronger than half-sunlight, and there is no distinct day or night.

A storm check is made every 3 hours, a rainstorm occurring on a 1d20 rolls GTET 14, lasting (1d12*1d100*quarter hours). On rolls GTET 19 the storm is severe and produces both hail and lightning - a character not in sturdy shelter (a tent is not sufficient) suffer hp1d10 damage (avoid on 1d20 rolls GTET [32-Agility]). On open plains a tornado occurs on rolls of 20 (separate die roll after determining severe weather is present); a mortal caught in a tornado suffers 2d10 immediate damage plus an 2d12 damage from flying debris (avoid 1d20 rolls GTET [34- Agility]).

Gehenna Geography

Gehenna is the name of the universe of Devils in Common (Hiltorio in Elvish and Rumval-legga in Dwarvish). Gehenna is one of the three universes in the First Celestial Sphere, closest to the Material Plane. Gehenna is reached from the Material Plan by traveling through the Ethereal Plane. Travel to the outer Celestial Spheres is through the Astral Plane.

Although Gehenna is essentially unlimited in size, the central continent is a thousand miles across (east/west) by twelve-hundred miles (north/south). Gehenna is centered around Lucifer, imprisoned at the geometric center of Malebolge, a circular region 380 miles in diameter. Malebolge is circled by the Gualichu Ring, an area of peaks, crevices, and rocks, three miles wide. Sixty miles to the west are the Ethnine Hills, a region of broken terrain ten miles across and up to eighteen-hundred FT. Fifty miles to the east of Malebolge are the Goidel Hills, a five mile wide region of broken rocks up to a thousand FT tall. Immediately surrounding the entire Gualichu Ring is the Wood of Errors, a 20-mile wide stretch of barren forest, through which flows the stream Phthora. Circling Malebolge at a distance of one hundred eighty miles are the Wailing Mountains, forty miles wide with peaks up to twelve thousand FT. Between the Gualichu and Wailing Mountains are the Lemkinne Plains, rolling flatlands riddled with sulfurous geysers and pools of scalding hot water. Standing alone in the northwest quadrant is the active volcano, Mount Stheno. The black water River Belaquaca flows from the Wailing Mountains to the Gualichu in the north-northeast, the River Mantuan flows in the southwest, and the River Sordello flows in the southeast; all of these rivers end in great waterfalls into Malebolge.

The River Lethe flows out from Lake Reggenaris northeast of the Wailing Mountains, circles the mountains and flows back into the lake over the Falls of Tears. To the west of the Wailing Mountains are the Penitus Moors, stretching ninety miles to the Apophis Mountains, a region of steep volcanoes twenty-five miles wide. On the west side of the Apophis are the Orobas Marshes. East of the Wailing Mountains are the Malphinne Plains, a two-hundred mile wide region of rolling plains with wiry bushes and undrinkable water. A paved road runs from the East Gate of Hell to the city of Assaku, located at the top of the Slaught-er Cliff, overlooking the Speravvi Sea.

Mount Valefar is in the northern Malphinne Plains, and Mount Lamashtu, in the southern plains. North of the Wailing Mountains is the two-hundred-fifty mile wide Omborro Desert, filled with dangerous cacti, which stretches to the ice-covered region of Gentuccu. South of the Wailing Mountains the Forest of Pazzazu stretches one-hundred-fifty miles to the Forsaken Hills.

The cliff that separates Malebolge from Gehenna is 2000 FT high. The road from Glasya-Lebolas winds down the western cliff, the road from Assaku winds down the eastern cliff. Ten narrow, treacherous foot paths also allow movement from Gehenna into the Pit, spaced equally around the perimeter between the roads (five on the north side, five on the south side).

Pithius is Prince of Outer Gehenna, with his subject Earls, Barquel, Lempo, Moray, Naberius, Udu, Vual, and Zagan. The Diabolic Generals of Gehenna are Dyveres, Figharrio, Hellesfant, Jeerzawl, Lyvicki, Nusoru, Phuhoris, and Raktu. Pithius' dedicated troops are Tablasyin, Yiblim, and Werdu. Pithius' crest is a brown field with a tan mountain over a horizontal yellow stripe.

Belial is Prince over the city of Glasya-Labolas, with his subject Earls, Foras and Valae, and his Diabolic Generals, Ghochanni and Balbay. Belial's dedicated troops are Cattalio, Loddochussi, and Fwershahyn. Belial's crest is an orange field with a silver hammer and anvil, over a horizontal green stripe.

Ordoeg is Prince over the city of Assaku, with his subject Earls, Armards and Surgatt, and his Diabolic Generals, Havimiss and Wudellisi. His dedicated troops are Zhajji, Nhorghinno, and Iphinismus. Ordoeg's crest is a blue-green field with a red ship over a horizontal red stripe.

Guides

Games Master's may elect to allow denizens of the Noble Castle act as guides through some or all of Inferno:

Mortals must arrive at the Noble Castle without assistance.

Guides from the Noble Castle are not required to accompany characters to the end of the module; the degree of provided assistance is negotiable with the characters. Denizens of the castle have no vested interest in any quest or actions by mortals and do not volunteer as guides. Adventurers must first request assistance, secure the denizen's agreement, then determine the boundaries of their aid. Several denizens may accompany the party to the inner border of the First Circle but only one Guide is permitted to accompany them beyond the inner border.

Any Guide in Inferno acts only as guide, does not provide direction, and does not provide active aid. They aid mortals in finding the best way to those locations the adventurers decide to visit. The Guide does not influence the locations the characters visit and does not provide opinions on any subject. The Guide may warn Adventurers in a general way about dangerous areas or locations but does not provide specific information about how to defeat

or pass any specific obstacle, trap, or location. The Guide knows the locations of important landmarks, such as the palaces of the Diabolic Princes, and can interpret informational signs and the like. They can answer direct questions about routes to, from, and between specific locations.

The Guide may provide translation services if necessary (assuming that it is reasonable the Guide understands the language[s] in question based on their stated background). The Guide is assumed to understand the spoken Infernal Cant language, but does not read it. The Guide does not act as ambassador or mediator between characters and the Devils and other creatures found in Inferno.

The Guide provides no assistance in combat, remaining in the background and waiting for the conclusion. The Guide may describe major figures but only in vague and general terms, only in advance, and only in response to specific questions. They provide no specific warning about the capabilities or intentions of the Devils or other creatures encountered. During combat the Guide provides no warnings regarding specific actions taken by opponents (for example, when an unseen opponent prepares a missile weapon).

The Guide provides no magic spell capability and cannot provide active healing (e.g. first aid skills) or prayers, even when this is consistent with their background. They do not exercise personal skills to further the character's cause (e.g. a Guide who is expert in picking locks does not open locks for mortals). A Guide may answer specific questions concerning some objects encountered in Inferno when this is consistent with their background; for example, an expert herbalist may answer questions about whether a particular plant unique to Inferno is poisonous or has healing properties, but does not volunteer this information.

Dammed soul is restricted to the Circles on which they are encountered. Any soul pressed into service as a local guide can provide local assistance, and may provide limited active aid (such as warning mortals about hostile actions taken by opponents).

Healing

The laying-on-hands ability of Crusaders and Priests is reduced by hp2 in Malebolge. The ability to heal using first-aid equipment is reduced by hp1. The natural recovery from wounds is reduced by hp2/sleep between Circle Zero and the Fourth Circle, by hp4/sleep between the Fifth and Ninth Circles.

Initial Knowledge and Information

Most persons on the Material Plane have some basic knowledge about Gehenna (Inferno) and Devils, whether or not that knowledge is accurate. This knowledge can be summarized:

Hell is the Outer Plane occupied by the Devils, who are forever fighting the Demons over possession of evil souls. It is an immense pit, 1000 miles across and more than 20 miles deep, set into an infinite cold, grey, and lifeless desert. It is divided into Nine layers or shelves, each one ruled by a powerful aristocratic Prince (Asmodia, Amayon, Shaitan and Pithius), who are in turn all ruled by King Samael. Asmodia is next in line for the Infernal Throne. Each Prince rules over Generals, Earls, and Dukes, each of whom commands

commands a 1200-devil strong Legion of Hell. Each layer is filled with fire and thick black smoke, with pits, rivers, and lakes of lava, and scalding geysers. Long fields of open graves and tombstones fill the black rock spaces between the lava and the geyser-fed lakes. Fierce birds larger than a horse roam the skies, along with hippogriffs, manticore, and wyverns. Some layers are filled with giant snakes and 100 foot worms. Once a living man passes the Gates of Hell, they cannot pass out again by that way. The devils have so warped the Plane with their evil that neither magic nor prayer quite works right there as expected. Eating food and drinking water native to Hell binds a living mortal to Hell. The longer a living person is in Hell the weaker they become, until they die of some foul disease and are raised as a minor devil under the command of the greater devils.

Devils come in different sizes and shapes but they all are basically humanoid, have horns, wings, and tails, are intelligent, and they all keep their bargains, unlike Demons which have no sense of honor. Devils can lie, but rarely do. They can become invisible, change shape, fly, perform fire magic, and grant wishes. Devils can be summoned in magic circles. Devils can be male or female, and male devils greatly desire human maidens, especially virgins. Samael has a castle at the bottom of the pit called Malebolge, having 10 high red towers, 12 ornate gold arched gates, and a fantastic onion-domed throne hall guarded by 10 giant three-headed dogs.

Note that some common lore is incorrect regarding devils and Inferno; unless they possess some other information source, Adventurers should discover the inconsistencies for themselves. Those who intend to intentionally seek out Inferno may have opportunities to consult with scholars, historians, explorers, diviners, sages, or other persons with more detailed knowledge about Diabolic subjects. Treat scholars with access to rare and unique books, texts, records, and library materials about the Outer Planes as being specialized in that subject. Sages charge 100+2d100 GP per answer given, taking 2d20 hours per question in research time. When asked a question a Sage knows (or offers) an answer on 1d20 rolls GTET 14; the answer is correct answer on rolls GTET 12. When an incorrect answer is indicated the Gamesmaster should provide a plausible response that is wrong in some critical aspect.

Oaths

Because Devils are so completely focused on order, oaths, promises, regulation, and the like, any formal oaths sworn in Inferno are binding in perpetuity outside Inferno. Companions cannot humor a fellow Adventurer by swearing an oath, intending on renouncing it once the affected character regains their senses. Persons who swear an oath which differs from their normal alignment because of the effects of mental illness, compulsion, domination, spell, mesmerization effect, or other means of mental control (including coercion) may not repudiate such oath once their senses are regained; the oath remains binding (treat as a Geas). Once an oath is made, the power of at least an Altered Realities spell is necessary to overcome its binding effects.

Prayers

Crusaders and Priests have less connection with the Divine on Gehenna and Malebolge than they do on the Material Plane. Reduce each character's effective Special Power Modifier by 1 point, 2 points on the Eighth and Ninth Circles. The following prayers do not function:

Commune with Spirits, Major Banish Infernal, Travel to Outer Planes, Walk on Air, Walk on Water

The following prayers function differently than expected:

Animate Bones (double the number created for double duration), Animate Body (affects 5 additional, double duration), Aura of Belief (does not affect Devils HD GTET 7), Aura of Heroism (good persons fail 50%), Bar Creature (Diabolic creatures receive +2 saving roll bonus), Bar Infernals (all Diabolic creatures gain +2 saving roll bonus), Command Undead (affects up to HD6, +25% duration), Commune with Deity (fails 75%), Compel Truth (does not affect Devils GTET HD5), Cure Light Wounds (reduce effect hp1), Cure Serious Wounds (reduce effect by hp5), Divine Armor (reduce protection by AC-8), Extraordinary Escape (fails 25%), God's [type – Devotion] (reduce effect hp1), God's [type – Mystery] (reduce effect hp3), God's [type – Majesty] (reduce effect hp5), Grand Crusade (does not affect Devils HD GTET 5), Heal Wounds (reduce effect by hp3), Know Creature (fails 25%, 50% if Devil GTET HD10), Mass Heal (reduce effect by hp8), Minor Escape (fails 25%), Release Undead (fails 50% if HD GTET 5), Reveal Hidden (fails 25%).

Rest

A Crusader and Priest are less restored in Gehenna and Malebolge than they would be on the Material Plane; they regain (e.g. the number of free casts is immediately reduced) four less Devotion or Mystery-category prayers/day than normal and five less Majesties. A Shaman, Warlock, and Wizard are also less restored than on the Material Plane: they regain four less Basic Magic and Lesser Magic spells/day and five fewer Greater Magic spells.

Spells

Shaman, Warlocks, and Wizards find the nature of magic on Gehenna and Malebolge is different than it is on the Material Plane. Reduce each character's effective Special Power Modifier by 1 point. The following spells do not function:

AIR – Magic Carpet Ride, Magic Gate, Magical Sails, Planar Transport, Teleportation, EARTH – Great Bridge, Magic Bridge, WATER – Ice Bridge, Ride on Water, Walk on Clouds, Water Travel, SHAMAN – Astral Gate

The following spells function differently than expected: Aura of Heroism (good persons not affected 25%), Beacon (fails 50%), Banshee's Wail (does not affect Devils), Blindness (does not affect Devils), Choke (does not affect Devils), Create Feast (20 meals), Detection (fails 50%), Detect Life's Forces (does not reveal Devils), Detect Prying Eyes (fails 25%), Disperse Magic (fails 50%), Displacement (fails 25%), Dominate Person (fails 25%, does not affect Devils HD GTET 10), Flight (speed 5 miles/hour, height 100 FT), Friends (does not affect Devils HD GTET 7), Gaze of Stone (does not affect Devils), Geas (does not affect Devils HD GTET 5), Gregor's Mage Drain (does not affect Devils GTET HD 5), Hide Objects (fails 25%), Identify Magic Effects (fails 50%), Illusory Appearances (affects Devils 25%), Maze Trail (wrong direction 50%), Invisibility (fails 25%), Minor Time Walk (fails 25%), New Realities (fails 25%), Rotting Hand (does not affect Devils), See Enchantments (fails 50%), See Invisible (fails 50%), Send Mage Energy (fails 50%), Summon [type] (fails 25%), Telekinesis (lifts only 10 pounds), True Direction (reverses 50%), Vertigo (does not affect Devils), Wall of [type] (fails 25%),

Air Magic – all ranges and durations are +50, all damage is +1d4, on the First and Second Circles. Earth Magic – all ranges and durations are +50, all damage is +1d4, on the Fourth Circle and Fifth Circle (City of Dis only). Fire Magic – all ranges and durations are +50, all damage is +1d4, on the Seventh and Eighth Circles. Water Magic – all ranges and durations are +50, all damage is +1d4, on the Third Circle, the Fifth Circle (Styx only), at the River of Blood, and on the Ninth Circle. Shaman Magic – all opponents apply a +1 saving roll bonus throughout Malebolge.

Stamina

At the end of every one day period in Gehenna, each mortal reduces their effective Stamina statistic one point (save 1d20 roll GTET [30-Stamina], limited to a total loss of 10 points (a character cannot be brought to less than a Stamina statistic of 8). Their Stamina is restored at one point every three days after returning to the Material Plane.

Travel across Malebolge

A mortal may only travel in Malebolge without an appropriate escort of Devils when they possess the correct Pass. A Pass is typically a colored metal plate, 10 inches by 4 inches, embossed with the Arms of the Devil issuing it, and the Circle number(s) on which it applies. Only the Diabolic King, Diabolic Princes, Diabolic Dukes, and some Diabolic Earls may issue these passes. A mortal can move around freely on the Circle(s) for which they have a pass but cannot go to other Circles. Devils who encounter mortals ask to see their Pass on 1d20 rolls GTET 04, other creatures (Giants, Harpies, Centaurs, etc.) ask on 1d20 rolls GTET 16.

Mortals caught on Circles Zero through Three without a pass are asked to explain themselves; a reasonable explanation coupled with a forceful presentation will usually (1d20 roll GTET [28-Intelligence]) be enough for the Devil(s) to let the mortal(s) go; apply a cumulative -2 roll modifier on inner Circles (e.g. -2 Circle 4, -4 Circle 5, -6 Circle 6, etc.). If Devils do not believe a mortal's story they immediately summon double the number of mortals in Devils to escort them to the nearest Diabolic Earl, Duke, or Prince.

Turning and Destroying Undead

All Undead encountered in Gehenna and Inferno gain a $\square 3$ die roll modifier (in the direction most aiding the Undead) against the turning and dispelling abilities of Priests and Crusaders.