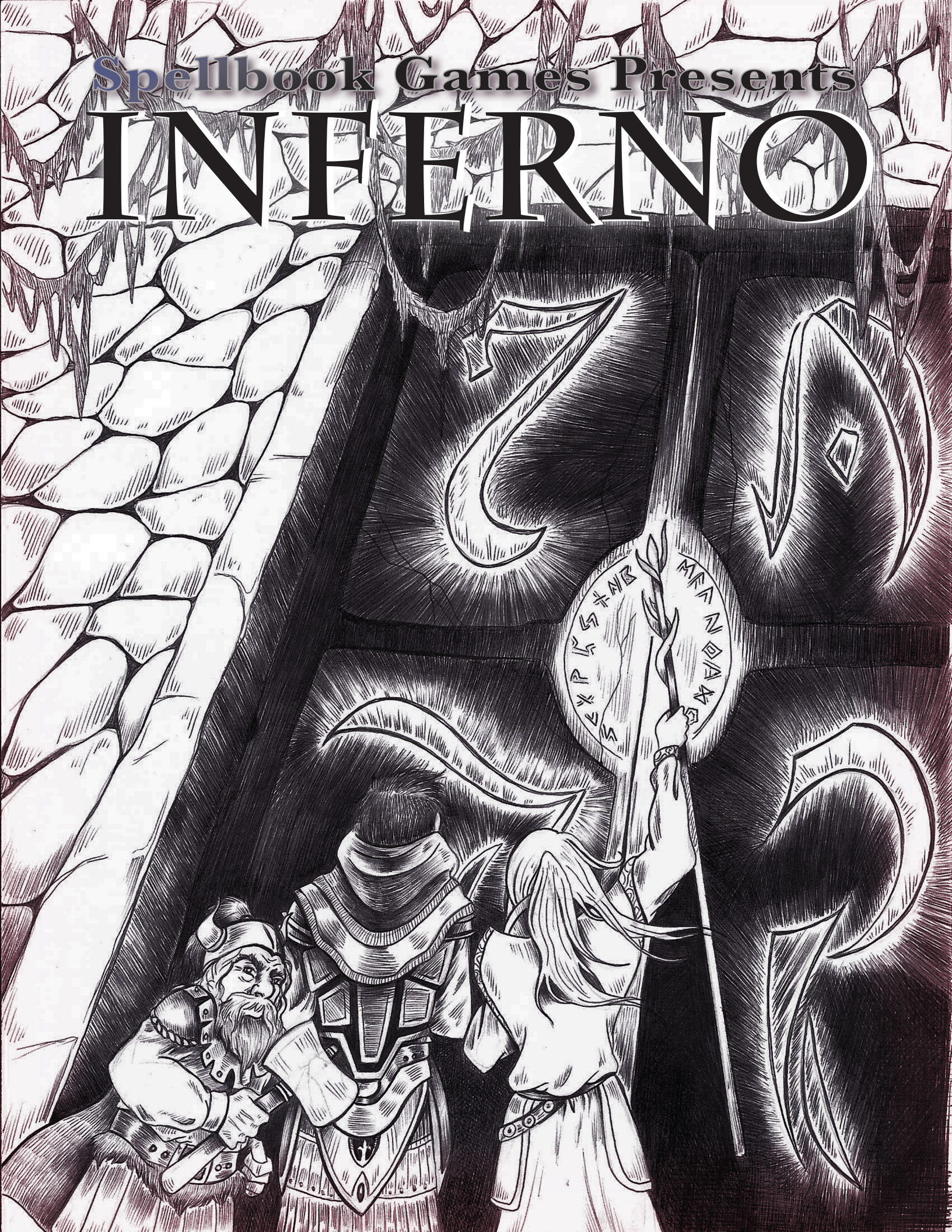


Spellbook Games Presents

INFERNO



Writing

Paul Elkmann / Geoffrey O'Dale

Layout

Eric Elkmann

Art

Clarissa Filice

Jesús García López

Boglárka Gleichauf

Andreas Claren

Eric Elkmann

Produced by



In cooperation with the Judges Guild and Bob Bledsaw II

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FOREWORD BY THE AUTHOR

This is the complete text of the 1980 Judge's Guild module, "Inferno," originally written for TSR's Advanced Dungeons and Dragons™. Inferno hasn't been available to the public since about 1982. My original intention had been to only correct a limited number of grammatical and spelling mistakes in the original text, but I ended up also correcting organizational problems, and clarifying text that was incomplete or difficult to interpret. Although this version of the module does not read line-for-line the same as the 1980 text, its essence remains – every encounter, every treasure and artifact, and every monster is identical to how it was presented in the original. No location or statistic was changed. A player familiar with the original module should be unable to detect any differences in play between the original module and this one.

Although this original version of Inferno is incomplete, only taking Adventurers to the inner rim of the Fourth Circle, it remains a significant challenge for players of the classic game. I hope the module continues to give both Judges and Players memorable in-game moments.

INFERNO

While following an ancient, decrepit road, full of holes and unsupported stone slabs, the companions see a pine forest ahead and a line of thunder clouds that seems to be blowing towards them. The companions are now on the Material Plane, preferably in one of the most desolate wilderness regions one can find. A good way to get them there may be to plant rumors of an abandoned Dwarven gold mine, or an evil temple at the far end of the road which has been looting the area for centuries and has now been deserted due to the actions of the deity which the temple served. Small flocks of crows fly about but otherwise the land is unnaturally silent. A few vultures may be seen circling over the forest.

When the companions reach the edge of the wood, the road enters it and curves sharply to the left. By this time there is a dark cloud ceiling hanging over everything and the threat of heavy sleet and cold rain hangs visibly on the trees; creatures without infravision require torches to continue at more than half pace. Wild creatures are heard moving about in the forest near the roads (Elves and Druids will have the distinct impression of being tracked by the animals). Occasionally bright pairs of eyes are seen in the underbrush and animal screams are often heard. Horses must be led to advance and all non-warhorses have a 25% chance of bolting and running back up the trail. It takes six hours of marching to pass through the pine forest. One peculiar feature of the road is that every mile or so, clumps of bright gold and silver flowers are seen, and the plants are glowing. If a plant is picked, the glow will continue for up to an hour and droplets of a thick, reddish liquid will be found oozing from the stem. Druids suffer a gradual slide towards evil with each flower picked which they knowingly allow – it takes 30 flowers to turn a Druid to Evil. Flowers will grow in clumps of 3-12.

At the end of the march through the pines, the companions come to a solid and sheer cliff (100 yards high and 30 yards thick). The road goes into a small clearing in the trees and then goes through a gap which has a shape similar to an Arch – an archway of the scale of Titans. **THIS IS A PLANAR PORTAL AND EVERYTHING ON THE FAR SIDE OF THIS CLIFF IS PART OF THE PLANE OF HELL!** Horses will not enter this arch under any circumstances or compulsion!! Through the gap another small clearing is seen among the trees, then another forest. In the far distance a huge mountain dominates a bleak and foreign landscape. A mist hangs about everything on the far side of the arch, and everything takes on a fuzzy image and drifts in and out of clear focus.

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

As the companions go through the archway, behind themselves they see neither the cliff, nor road, nor clearing – they are in the center of a seemingly endless wood with only a little dirt track winding into the trees from the other side of the small clearing. The Mountain still looms ahead of them.

In the center of the clearing is a small stone slab on which rests a weathered obelisk. The side facing the companions is engraved in the Elven Runes: 'Wood of Errors'. Taking the direction of the Mount to be north, the west side of the monument has the word 'Fear' written on it, the north side bears the word 'Despair' and the east has engraved 'Deception' on its side. On top of the obelisk is mounted a human skull (hp5, AC5) with red, glowing eyes. After 20 melee rounds the Skull speaks in Common: 'Go fools, and seek the Mount where metal flows like ale. Bliss, contentment and peace belong to those who dwell there and wealth beyond the dreams of Dwarven Houses entire. Yon track doth lead up the far hill and the travel is lighter than you think.' If directly asked what to do, the head also speaks this message.

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

After 4 hours of walking the companions come to the mountain's base and clearly see the upper slopes are covered by fruit orchards, gardens, sparkling pools of water, fountains and parks. It is obvious that no evil or discomfort may ascend this bill. If the Judge includes wilderness encounter checks, 3 checks are suggested before encountering the cliff and arch, and 2 checks after leaving the clearing in the direction of the mountain.

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

While the companions attempt to ascend the mountain first the Great Leopard, then the Great She-Wolf, and lastly the Great Lion, attack the companions. As they fight, they cry out in a loud voice in the Common language: "Go back, Go back! It is not appointed that you reach yon place by such a direct path. Go seek another!!" All of these three monsters fight to turn the companions from the Mount, and to incapacitate the companions as a whole, and this may mean having to kill individuals who do not desist in trying to pass them by. They are meant to ward (or herd) the players towards the actual start of Inferno, not be its first fatal test. If the companions heed the monster's warning and retreat from them, the monsters do not press the attack.

If the three Great Monsters are faced and killed, the companions have 3-6 encounters with higher order undead (Wraiths, Ghosts, Vampires, Specters, Banshees, Mummys, etc.) while they strive to ascend the Mountain. If they are successful in passing the Undead, they encounter 1-4 Angels outside the Gates to Heaven (at the top of the Mountain; the name of the Mountain is MOUNT PURGATORIO). These Angel's are Guards for the Seven Heavens and they kill any mortal attempting to enter - they first inquire whether the transgressors will leave quietly and without a fight, and if the companions persist the Angels destroy (NO RESURRECTION) the intruding mortals. From 2-20 other angels can be summoned as needed. Angels do not pursue retreating characters.

The Angel's gender can be randomly determined. If any mortal gets past the Angels, the Gods deal with the persons by affixing them as monsters in the Inferno to torment the dead and hunt down further parties of the living. They will most probably be put in the Seventh or Eighth Circles of Hell.

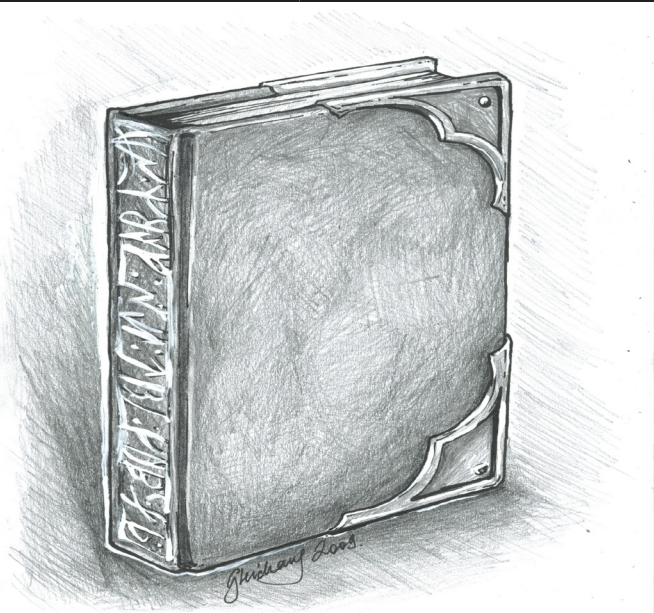
Before the companions ascend the Mountain towards heaven, they first come to a muddy foot-path which leads off to the left. This path presents a foul appearance and seems to be forgotten. The path is made up of gravel, mud, and clay, broken stone slabs and trampled grasses. Along its side, occasionally crossing over it, runs a black-colored stream of water. A few hundred yards from the main road the path can be seen to run into a valley with steep sides with the floor of the valley soon descending out of sight. The vale is littered with boulders, bleached white shapes (bones?) and various colored vapors rise from vents in its sides. A fog with evil odors hangs near the entrance to the area. A Ranger or Druid deduces that foot-prints for more people than armies contain have passed through here going towards the noxious valley beyond. No green plants grow along the parts of the valley which are visible.

At the junction of the two paths is another obelisk. This monument has green fungus along two sides of it and it quivers if prodded. There are various gouges made in the crumbling stone: for instance, part of the pointed capstone is missing. On the north side of the obelisk is written 'Paradisio' and on the west side 'Hades Infernalli'. (NOTE: The muddy path leads to the Gates of Inferno and the actual start of the adventure. Players are intended to be guided here by the 3 Great Monsters and the Angels).


From the moment the companions begin this path, certain spells function in unexpected manners, as detailed below. Magic-using creatures are to be informed (privately) that the arcane powers (their power source!) feel 'eclipsed' and diluted as they step onto the path of Hell. Magic-Users whose CON is 6 or less, have a $(100 - [10 * CON])\%$ chance of fainting for 10 to 60 minutes.



DIVINE SPELL CHANGES

Clerical Spells		Druidical Spells	
SPELL	EFFECT	SPELL	EFFECT
Augury	Ineffective	Animal Summoning	Ineffective
Commune	Ineffective	Call Woodland Being	Ineffective
Create Food & Water	No Nutritive Value	Chariot Of Sustarre	Goes Directly To The Nearest Archdevil/Duke
Detect Lie	Ineffective	Control Temperature	Causes Immediate Area To 120°F For Duration
Dispel Evil	Ineffective	Pass Without A Trace	Path Glows For 1-3 Turns Behind The Caster
Exorcise	Ineffective		
Find The Path	Leads Directly To The Nearest Archdevil/ Duke, Attracts 6-18 Devils		
Holy Word	Attracts 6-18 Devils; No Damage Suffered By The Devils		
Know Alignment	Good Appears Evil, Evil Appears Neutral, Neutral Appears Good		
Light	Produces a Bright Flare or Alternatively Forms a Column of Light Which Hovers Over the Cleric		
Protection From Evil	Ineffective		
Sanctuary	+2 Devil Saving Throw		

ARCANE SPELL CHANGES

Magic-User Spells		Illusionist Spells	
SPELL	EFFECT	SPELL	EFFECT
Conjure Elemental	20% Chance/Round Elemental Turns On The Caster	Change Self	Does Not Allow Caster To Assume Devil-Shapes
Contact Other Planes	Ineffective	Deafness	Also Affects Caster
Dimension Door	Goes To The Nearest Palace Of An Archdevil/ Duke	Vision	Ineffective
ESP	Thoughts Of Caster Are Broadcast To Nearest Devil		
Find Familiar	A Quasit appears		
Ice Storm	Functions Only In Circles Where Ice Devils Are Found		
Limited Wish	Must Be Of Small Effect, Does Not Allow Leaving Inferno		
Monster Summoning	Summons 1-3 Devils < HD8; 30% Greater Devil Breaks Control		
Polymorph Self/Others	Does Not Change Into Devil-Shape		
Rope Trick	Goes To Asmodeus' Palace		
Spiritwrack	50% Chance of Spell Rebound		
Teleport	Teleported To The Seat Of Minos		
Time Stop	Ineffective		
Wish (Full)	Will Not Transport Out of Inferno		

The black stream which crosses and parallels the road to Inferno is named Phthora (Greek, “ceasing-to-be”). The path to the Gates of Hell takes 36 turns; every 5th turn each mortal experiences a compulsion to reach down and drink from the stream on a (100- 4xCON)% roll. No reasonable precaution prevents this, for an intelligent being will (80%) be able to get around virtually all precautions, especially if the rest of the group doesn’t know that the urge has struck. Drinking from the stream has one effect – the drinker forgets their mortal life on Earth and believes they are one of the damned souls on the way to the Inferno to be judged. They ‘know’ this their purpose, knows what is ahead and calmly accepts what will happen since the victim considers it to be “Divine Justice” and cannot be dissuaded from the marching forward. The affected mortal casts away all arms, armor and baggage (they are unnecessary to the dead, maybe the victim thinks they died in battle). The victim sees and notices their other companions members around them but has little interest in their companions, being quite surprised when the companions try to talk them out of going to Inferno (at least if they want the affected person to take that heavy armor along); they naturally assume that their companions are also souls of evil disposition also going to their proper places and if they want to carry those extra worldly goods, which are heavy, they can do so for now is the last chance of enjoying oneself for the rest of Eternity. A Remove Curse spell, Dispel Magic, Prayer, Exorcise, Dispel Evil or Heal spell negates the effects of the water. Vials of Holy Water which are poured into the stream will negate its magic for a 1 turn period per vial. (Exorcise, Dispel Evil spells will work in this limited capacity if applied before entering the Gates).

After a few hundred yards, the sides of the valley become nearly vertical and rise up to 50 yards in height. The cliffs are nearly smooth (a Thief has a +30% chance of falling while attempting to scale them).

Eventually the crevasse ends, and the path enters a circular aperture 6 yards in diameter and the tunnel dives down through a rock at a steep angle. The tunnel walls are covered by the prayers and confessions of many heinous crimes, written by those souls who did not take advantage of the stream to erase their memories and now realize what their lives had led them to. Many are obscene and untranslatable.

A “Distance Distortion” spell is laid on the tunnel so no estimation of its actual length, etc. can be made; the companions are in the tunnel 2d20 turns. The spell, “Vertigo,” has also been laid there so that living creatures must save versus magic or fall to the ground so disorientated that they are unable to move – this lasts up to 1 hour per spell, any person who misses their saving roll three times must be carried down the tunnel for they are unable to move themselves, and a system shock roll must be made or the spell effects immediately kill them in the tunnel. Illumination is provided by clumps of grotesque fungi in the shapes of dismembered human limbs growing along the sides of the passage: they glow red, blue and green, alternating along the path.

There is a 10% base chance per turn traveling in the tunnel of being overtaken. If from the rear (50%) , it will be a company of 10-100 evil souls and they seem like a rush of very strong wind, accompanied by loud, evil cackling and a stench like decomposed dung. Souls will merely move past the companions unless a soul is Bound or otherwise magically held; souls can do no damage. If approached from the front (50%), the companions meet one of the following (1d8): (1) 2d4 Barbed Devils, (2) 2d4 Bone Devils, (3) 3d4 Erinyes, (4) 1d6 Horned Devils, (5) 1D6 Ice Devils, (6) An Undead riding a Nightmare, (7) A Pit Fiend, (8) An Archdevil.

Unless the companions do something to attract Infernal attention, such as their Clerics chanting prayers, openly wearing powerful religious symbols/Artifacts, or carrying a Devil's Head (no longer attached to the Devil), the outgoing Devil's in the tunnel tend to ignore them. Archdevils naturally require abasement but if the mortals are polite and get quickly out of the way, the Devils leave them in peace. **THIS APPLIES TO THE TUNNEL ONLY!**

At the end of the tunnel, a ruddy red light is seen and the companions emerge onto a broad plain, with a dull gray, featureless, surface. The sky vaguely glows in a blood-reddish fashion but no sun/moon or stars are seen, only red clouds. The air is hot (100°F) and still (stifling), no winds or drafts are present. On the horizon at a distance 1 miles in either direction (left or right) are high basalt cliffs which are rocky, sheer, with tall spires of rock towering high above their tops. Special Huge Gargoyles (AC 2, 6d10, require a silver or magical weapon to hit) sit upon the spires; from 1-8 attack a climbing mortal on every climb attempted. The cliffs are 60 yards high – an experienced mountain climber with a DEX of at least 16 is required to ascend safely. Inexperienced climbers or lower-DEX persons save from falling on rolls greater than (100-6xDEX)%; being under attack or under missile fire halves a character's chances of making it up the cliff. Falls are made from heights which are multiples of 3 yards starting at 6 yards. Falling damage (on the ground/stone shelf) is 1d6 per every 3 yards fallen, up to a maximum of 20d6.

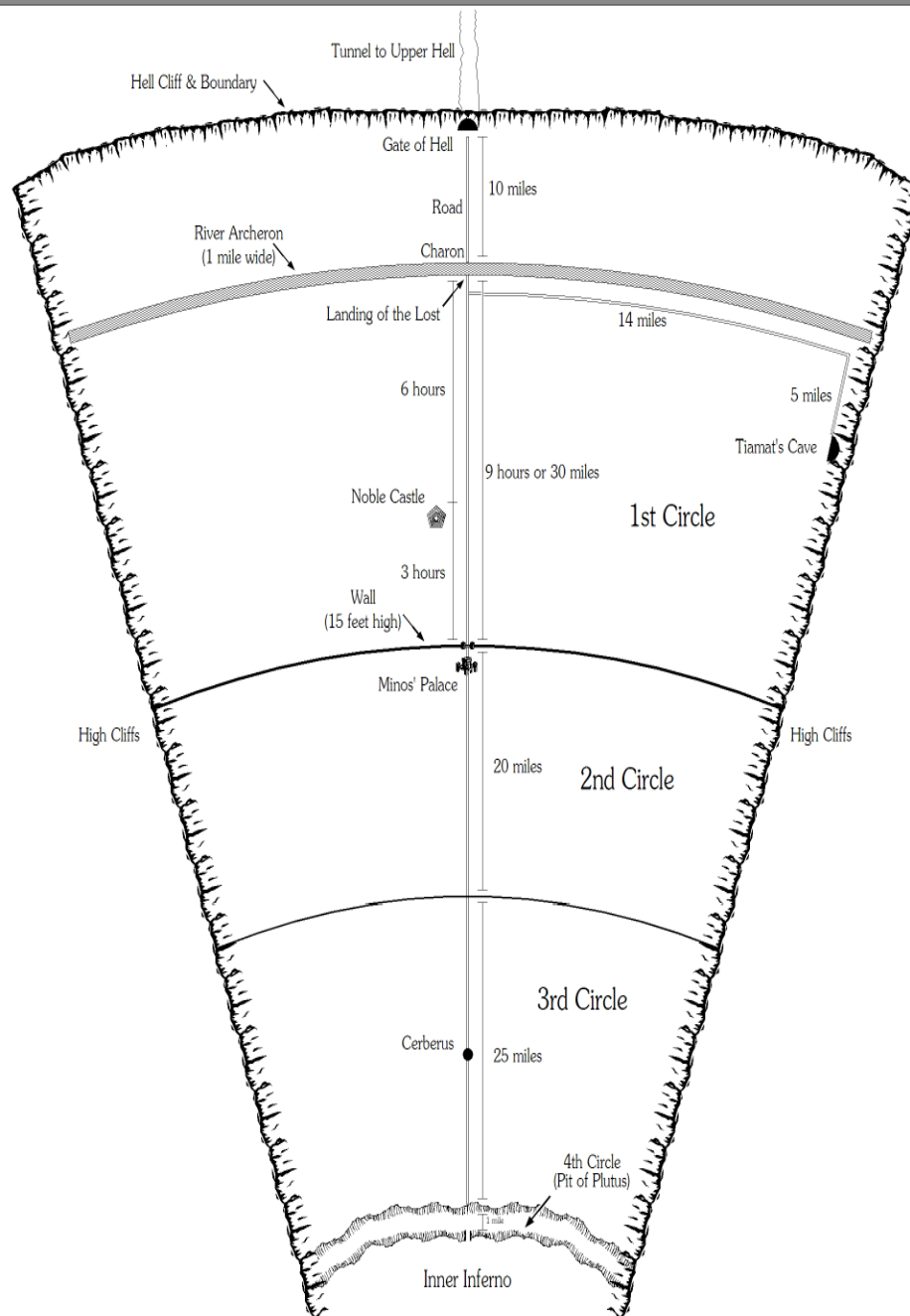
Directly in front of the tunnel, at a distance of about 100 yards are two massive blocks of black stone, completely featureless, supporting a metal archway. The whole gives an impression of permanence and strength.

To the left side of the road is an obelisk standing at the head of a massive grave pile (4 yards long) made of newly-turned earth; blood continually seeps from the grave. The obelisk carries the words, in Dwarf Runes, 'Valara' on the near face and 'The First Dead' on the opposite face. It is said that any person or Deity who can command Valara to rise from her grave obtain three prophecies about the Upper World which always comes true. Valara is surly, haughty and difficult to handle: she always speaks in plain language which is clear and concise; Valara enjoys telling of doom, particularly of a personal nature.

Affixed to the rusted iron arch is a plaque upon which is inscribed the following message: "THROUGH ME IS THE WAY INTO THE DOLEFUL CITY. THROUGH ME THE WAY AMONG THE PEOPLES LOST. BEFORE ME WERE NO THINGS CREATED, BUT ETERNAL, AND ETERNAL I ENDURE. LEAVE ALL HOPE, YE THAT ENTER" (Dante, Canto III, Inferno).

Running perpendicular from the Gate stones is a red line, 6 inches thick, running in both directions away from the Gate and perpendicular to the road. If any mortal steps toward the line, a Magic Mouth appears in the air beneath the Arch and says in Common: "STAND CLEAR THE BOUNDARY OF LUCIFER'S DOMAIN. CROSS IT NOT, LEST YE BECOME AS DUST AND ASH ONCE MORE!" If any living creature crosses the line there is a bright red flash (save vs. blinding for 1-10 rounds) and they are disintegrated (no save possible) leaving a small pile of ashes and twisted armor (alternately, a 20d10 FLAME STRIKE could come out of the cloud with a saving throw permitting 3/4 damage).

THE INFERNO



An Overview
(Cutout Section)
of the first four
Circles of Hell

The map is not to scale



CIRCLE ZERO, AND LIMBO

On the plain beyond, dark colored mists and vapors are seen, and beyond that a wide, brown stain. A continuous rumbling of thunder is heard at the Gates. Once inside the Gates, the companions are inside Inferno proper. A curious thing happens – the character's auras manifest in a colored glow which surrounds the player in question. The aura is color-coded by ethical alignment:

GOOD = YELLOW,

EVIL = RED,

NEUTRAL = GREEN,

Paladins and Priests of Good Deities = WHITE,

Secret Order Witches and Anti-Clerics = BLUE.

While devils will attack and kill any living being (mortal or quasi-mortal) caught inside the Gates, they tend to attack mortals in order of their descending goodness. If forced to negotiate, a Devil will talk first to Paladins or others good mortals, knowing that non-evils are most likely to hold to bargains thus struck. The colors assigned characters may not have anything to do with their stated alignment, but should instead reflect the Judge's estimation of how the player runs the character - many stated Neutral-Goods actually act Lawful-Good and many neutrals are in fact extremely evil in their in-game actions. Also, in the course of play, their auras may shift in color, reflecting their actions; tinges of the other alignment colors may creep into one's basic aura, altering its appearance. Lawful-Good persons who do not act lawfully with Devils, and do not show mercy, restraint, etc., as they should show normal monsters, do not remain Good, and their aura ought to change accordingly.

The plain on the other side of the Gates is more than 10 miles wide and ends at the river Acheron. Running across the plain in bands of 10-100 are Lemures and these are pursued by swarms of angry Wasps and Hornets. One group in four will be accompanied by Giant Wasps. Lemures mindlessly attack any living creatures they see, but persons openly wearing good talismans or other religious symbols will be avoided. On this Circle, Lemures turn from Clerics as do Zombies. For encounters along the road, use the following 1d6 table:

- (1) 3d4 Skeletons, AC 4, +1 Weapons,
- (2) 1d6 Hell Hounds,
- (3) 1d6 Giant Wasps,
- (4) 3d4 Zombies, AC 6, Spears,
- (5) 1d4+1 Ghouls,
- (6) 1d4 Wights

[All Undead encountered inside of the Inferno will have a +2 on their roll versus Clerics to be turned].

The Road runs straight to the foot of an ancient wharf that sticks out into the muddy, brown waters of Acheron. Green Slime grows along the stone supports and great rusted rings hang neglected on rotten support timbers. It looks as if a huge, fleet once moored here and is now gone and forgotten. A single tattered standard hangs at the top of a tall Cross, showing the symbol ----- (the Norse Rune of Possession) in black upon a red field. An empty cross and X-frame for crucifixion stand nearby.



While the companions marching across the Circle to Acheron, four checks should be made, each with a 20% probability of an encounter. If the check comes up positive, the entire region suffers a double-strength Earthquake spell. Use the normal table (from the Players Handbook™, TSR) for the chance of a player falling into the pits, holes, and crevasses created during the upheaval. At the same time, the Circle experiences a violent windstorm (10% chance of being blown 3-18 yards with 1-8 points of damage + stun) and lightning smites the entire surface area (3% chance per character of being hit by a bolt for 10D8 of damage).

The River Acheron is nearly 1 mile in width and is a uniform brown/disquieting color; it is sluggish and has various oils, blood, and solid bits of material in it (not excrement); the river looks like it flooded a town, and tree branches, building parts and bones form most of the debris, along with the skeletons of all the victims of drowning in the world. The river has a revolting odor like many tons of rotting fish. Water-Breathing Magic does not work in Acheron, although such things as Sweetwater Potions and Rings of Free Action do.

Mortals must cross the river via the Boat or Ferry piloted by the Devil, Charon (Greek, Karon). He appears one full turn after the companions reach the landing. Charon is the doorman to Inferno and ferries all souls across Acheron. Charon appears as a bent old man who is lame in one leg and has white hair of shoulder length which is tangled together; he carries in his hand a massive oar.

THE GREAT OAR OF CHARON

Charon's boat is propelled by a single wooden Oar, held by the Archdevil. It is 12 foot long, has a black gem embedded in the grip, and requires a STR of 17 to lift. It strikes for 6-24 points of damage per turn and adjusts for AC as does a club. It may also, (1) shrink to 5 inches [Charon will usually wear it on a charm around his neck if not on his boat], (2) stuns for 1-12 melee rounds [requires roll greater than 3*CON%], (3) the touch of the black gem causes disease, no save, and the wielder designates which disease, (4) if attached to any boat, of any size, it allows one man to row it at up to 6 mph under any conditions, (5) possession increases the user's AC and Saving Throws by 3, (6) drains one Life Energy Level if it strikes on a natural roll of 20.



CHARON'S BOAT

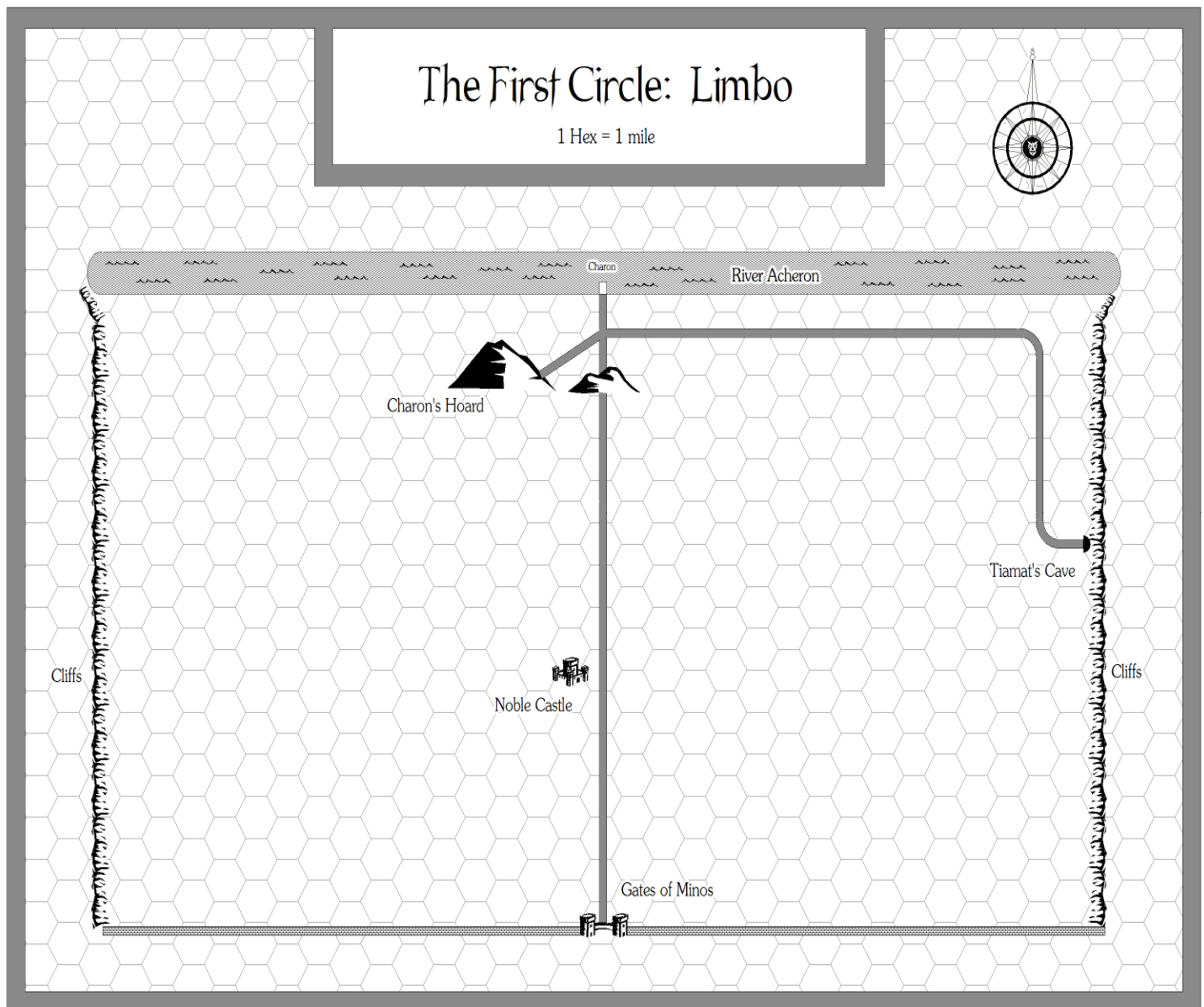
On occasion Charon may cause a duplicate of his Boat to appear in the material world for up to 200 days. When he does so, it has the following properties: (1) sails between Planes once/day, (2) moves 300 miles per day, in any direction, without being rowed, (3) it will never sink or be holed or burned, (4) it, and its occupants, are invisible to flying creatures in the air, (5) it's mooring rope acts as a 300 foot Rope of Entanglement, (6) in a compartment underneath the Tiller's seat is always found a Rod - the Rod has one of the following powers, determined from 1d6, (a) 25 charges of 8d10 Cold Ray, (b) 25 charges of Web, (c) 25 Healing Rays [actually inflicts 1-8 points on user's own companions], (d) 25 charges of Cause Serious Wounds [30% chance of effecting user], (e) 25 charges of Demon Protection (NOT Devils!), (f) 25 charges of Continual Darkness (casts an Evil aura). Any rod transmutes 1000 CP to 1000 PP once per week when used by evil persons. Charon's Boat holds up to 30 men or 8 men and their Horses. Animals, including Familiars, will need to be blindfolded while in the Boat or they panic and jump overboard. Paladins must have a Remove Curse read over them and 3 Bless Spells performed within 3 days after touching it or they suffer massive sores along their hands (2 points of damage per day of not being cured and loss of 1d4 points DEX) and after 1 month they lose their holy status as Paladin. Rangers and Clerics need one each Prayer and Bless spell within a week of using the boat; if not, Rangers become normal fighters and Clerics become of evil alignment.

As Charon will not willingly bring the living across Acheron, some care must be taken by the companions, lest he attempt to use his Oar to knock the characters in the water. The dead are customarily buried with a single Silver Piece in their mouths, and this is Charon's fee for passage. Charon will allow any mortal to enter his Boat who places a silver coin in his mouth and keeps it there the whole time (10% chance of death by suffocation if DEX is eight or lower). Charon attempts to kill all members of the company following any attempt to bind him or to force him to give passage, he summons Type 1 Devils as necessary.

Besides, his Great Oar, Charon keeps one other item of interest on his boat, in a small hole in the tiller-seat is a glass vial (dimension of 6 inches in height and 1 inch radius). Inside the glass (which appears to be solid) are 2 gems cut into a circular fashion: these gemstones are ozmadine (approx 1/22 kilos, value 15,000 GP) and between them a cold blue fire burns. The arrangement is constantly shifting around and occasionally a glimpse can be caught of a bright red point, like an eyeball, which is spinning in the center of the crystal. This is Charon's Amulet. Possession of it allows the companions to command Charon to ferry them across; then once on the other side, the mortals must either return the Amulet or break it. If they break it, it causes Charon to dissolve into a red pool of sticky liquid and remain in that state for 100 years, or until Asmodeus wishes him back into shape.

The possession of Charon's Amulet allows the wielder to, (1) Be immune to all Devil attacks except an Archdevil's, (2) cast 3 Fire Rays per day at 10d10 damage, (3) see as having X-Ray vision, (4) cast 5 Improved Sleep spells per week - up to 20 levels are effected, (5) there is a 2% cumulative chance per use of 1-4 above, that the user will turn into a Horned Devil.

LIMBO



NOTE: The breaking of an Archdevil's Talisman inside of the Inferno will instantly make all of the other Archdevils aware of powerful intruders and steps will correspondingly be taken to beef up security and to capture said impudent mortals. Needless to say, Paladins may not use these items, nor can any other highly GOOD types, without being turned Neutral in alignment. The Talismans of Archdevils also have the effects mentioned on pg. 20 of the Monster Manual (TSR).

Each mortal attempting to cross the River Acheron by Water Walking or Flying is attacked by 2d6 Harpies (each AC0, +2 voice effectiveness, +3 Swords/+3 damage. 20% of their blades have one of the following poisons per 1d6, (1) Slow by 25% per hit, (2) Slow by 50% per hit, (3) Sleep for 1-8 days, (4) Paralysis; +1 save allowed, (5) Blur vision - -3 on attacks requiring vision, per hit, (6) Spasmodic; go into a fit for 3-12 rounds). Some Harpies remain in reserve and one acts as an observer to report back to their superiors.

Swimming the River Acheron also does not offer safe passage. There are many schools of vicious fish in Acheron and from 2-12 encounters are met while swimming, as determined from 1d8:

- (1) 1-2 Plesiosaurus, AC 5, bite 5-20, 2x flippers 2-12,
- (2) 1-3 Mososaurus, AC 5, bite 4-32, very fast,
- (3) 1-4 Dragon Turtles,
- (4) 2-6 Giant Gar,
- (5) 1-4 Giant Octopi,
- (6) 1-10 Giant Pike,
- (7) 1-8 Sea Snakes,
- (8) 10-100 Piranha.

THE LANDING OF THE LOST FIRST CIRCLE

A single stone pier juts out from the side of a hill, and the entire shoreline is dotted with ridges, caves, fissures and large piles of earth. The banks of Acheron are contained by high stone retaining walls with great hewn timber supports. As the players arrive at the Landing, immediately in front of them there rises a tall hill and a path ascends it. On the far side of the hill is an intersection of roads - to the left is a brick roadway paved in white stone, to the right a yellow stone path, and going forward is a black brick road. An obelisk stands near the road junction; the facing side has the word 'Minos' engraved, on the left side is written 'Tiamat,' on the right is 'Charonara,' and the fourth face is blank. A large black mass, like a sticky black soup (only much thicker) lies around the base of the pillar and tendrils ascend its sides like thin fingers -- a special Black Pudding (damage 6-36/hit; due to exceptional properties given it by Juiblex it can form a snakelike appendage which strikes as a 12 HD monster, this appendage has a range of 18 feet and tries to drag opponents into its body, the appendage is AC 3 and takes 15 hits before being disrupted).

Looking to the right the companions see a steep black stone hill about one-third of a mile away. The hill has a base 1500 feet across, is 600 feet high, and the slope approaches vertical in places. The yellow path leads under a deep red velvet canopy supported by two carved oaken columns which shade a large cave mouth, opening to an oval cave 90 feet deep by 40 feet wide by 25 feet high, guarded by Marhina and four Specters (AC2, HD7+3, touch 1d8); 3-6 additional Specters appear after the fifth round of combat and 3-6 more after the tenth round.

Inside the cave is found Charon's Hoard. A check is made every 40 rounds to see if Charon returns (he appears on the 40/80/120th rounds on rolls less than 15% unless summoned). Checks for Charon's appearance continue to be made while mortals are examining the Hoard - at least one hour of game time is needed to thoroughly examine the entire cave. All of the treasure here lies out in a great heap, for Charon is a very messy housekeeper and is so rarely home...

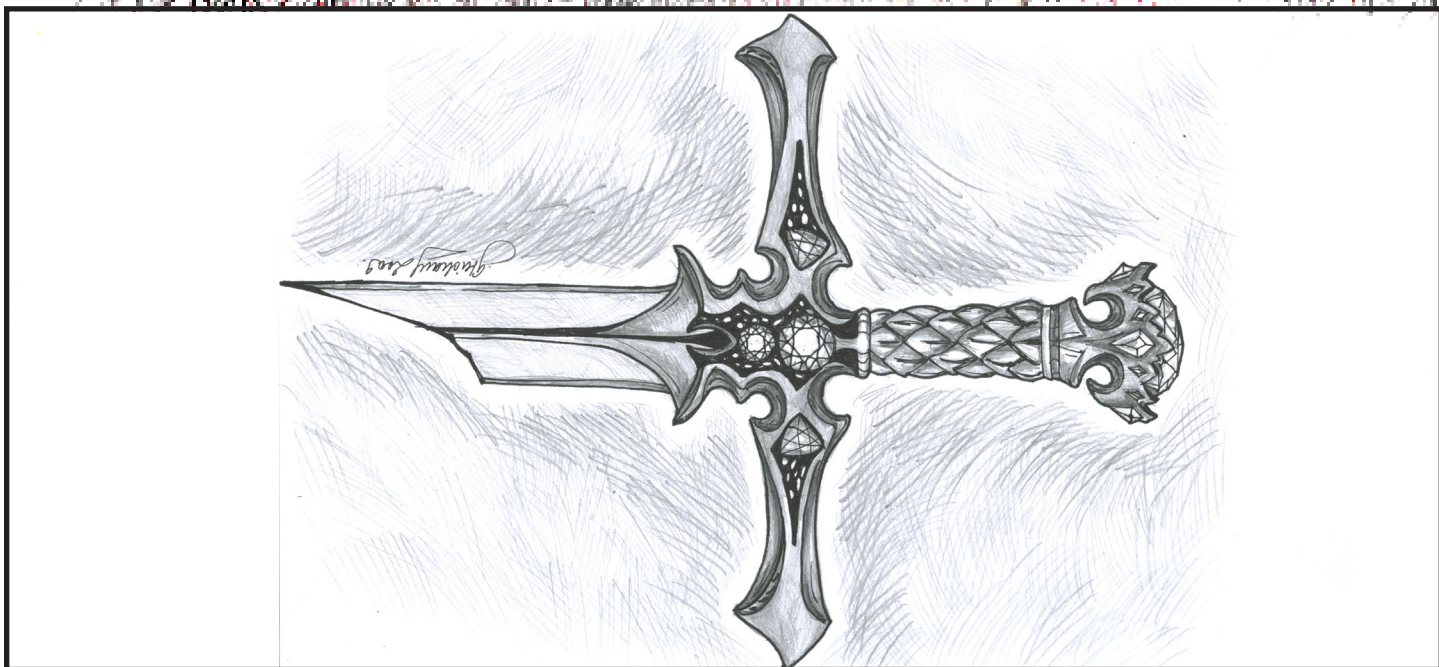
Charon's Hoard consists of 80,000 CP, 3,865,943 SP, 9,000 GP, 12,000 EP, 2,450 PP, 340 gems (each 1d100*1d100 GP) and 104 jewelry pieces (each 1d100*500 GP), a Sword +2 Silvered, Sword -4 Cursed (Quested to Slay Evils and seeks to force wielder into battle), Sword +1, Axe +3/+5 vs. Skeletal Creatures, Dagger - Undead Disruption (as the mace), 6 Arrows +2 of Devil Slaying (+2 save allowed), War Hammer +1, Pendant of Hiding (radiates a Non-Detection spell, silences movement, casts 2 Invisibility per day), Astral Wand (allows the teleportation between any 2 Planes with up to 3 other people, operates once/24 hours, casts 2 Maze spells (no save) per 3 days, allows one Contact Higher Plane per month: MU's only), 2 Elven Cloaks, and the Belt of Rol.

Rol of Valdabrum was a holy-man of Luft (Goddess of the Air, God-Queen). He died naturally and when his tomb was sacked and desecrated 428 years later, the Belt was taken; Charon now has it because it was stolen from the marauding Giants by a Half-Drow Thief and was offered the Archdevil as passage-price across Acheron after the thief was in turn murdered by Doppelgang-ers. The Belt will: cast 3 Fly spells per day (each 6 turns duration), Control Weather once per month, give the wearer control of the winds in his immediate vicinity at all times, protects the wearer from poisonous vapors/gasses/clouds by fashioning small whirlwinds which channel airborne particles away. It allows speech with Silver Dragons and the wearer may, once per year, shape-change into an Ancient Silver Dragon for 12 hours. Neutral/evil persons donning the Belt have a 65% chance of becoming Good, and neutral/chaotic persons have a 30% chance of becoming Lawful after girding on this Belt (with concomitant loss of a Level, no save). The Belt is an ordinary blue leather belt when it is not worn by a person who is Lawful-Good in alignment.

NOTE: Because Adventures will come across far more treasure than they can carry, the Judge is advised to carefully track, or have players track, their encumbrances and note what is added to and what is dropped from personal inventories; one pound is 16 CP or 20 SP or 31 GP. Apply an attack/defense modifier of -2 to characters carrying two sacks of treasure in addition to their backpack, -4 for three sacks, -7 for four sacks, etc. Persons carrying treasure sacks may be unable to simultaneously also wield a weapon and a shield.

The left road follows the River Acheron for about 14 miles until the river enters a black tunnel through the cliff walls (heavy portcul-lises block movement through the tunnels), then the road turns right and parallels the cliffs another 5 miles until it reaches a gigantic relief sculpture of a dragon's head which extends outward from the cliff face. The road goes right between two fangs supporting the roof of the great gullet and disappears underground. The Head changes colors as the companions watch: from the Black to White to Green to Blue to Red to Black. Every five minutes a stream of fire shoots forward from each stone nostril: 6-36 damage points each nostril, and targeting any mortal within 60 FT on rolls under 40%; the flames shoot harm-lessly overhead if the nostrils are unsuccessful in targeting.

The road drops steeply down into a fantasti-cally-large cavern, 1200 feet long by 58 feet high by 750 feet at its widest point. The lair of Tiamat, the Chromatic Dragon, and her Consorts is inside the cave (the Consorts consist of one old Dragon of the White, Black, Blue, Green and Red colors, all huge in size; the consorts speak and use magic as applicable to their colors). Tiamat is present on rolls less than 95%, and each Consort on rolls less than 93% (at least three Dragons are present at all times). There is a 10% chance of Tiamat being found sleeping, and a 15% chance for each of her consorts.



Tiamat has the following in her Hoard: 161,000 GP, 42,000 EP, 26,000 PP, 82 gems (each valued not less than 5,000 GP and not more than 20,000 GP), 23 pieces of jewelry (each valued not less than 2,000 GP worth and not more than 30,000 GP per piece), potions of: Diminution, ESP, Growth, Fire Giant Control, Invisibility, Longevity, Philter of Persuasiveness, and Super-Heroism; a Ring of +2 Protection, a Rod of Absorption, Bag of Holding, Chime of Opening, Helm of Opposite Alignment, Pearl of Wisdom, Trident of Warning, Shield +1, Sword +1 of Flame Tongues (+2 vs. Regenerating Creature /+3 vs. Cold-Using and Inflammable Creatures/+4 vs. Undead Creatures; EGO 11, INT 13, Empathic communication, Detects Secret Doors and Detects Gems and number/kind), Bow +1, Libram of Gainful Conjunction, Scroll of Protection from Magic, a Druid's scroll (Commune with Nature, Insect Plague, Pass Plant), Magic-User scroll (Statue), Magic-User scroll (Extension I, Feign Death, Monster Summoning III). Also in Tiamat's Hoard is Alculus' Haft, a carved pommel of a dagger with a silver guard and several precious gems set into the pommel.

Alculus' Haft has a blade of mithral which is snapped off at one-third of it's lenght. Although much of the weapon's power was drained when it cut down Eldsxo (one of the Shadow Lord's most potent Undead servants), it still retains some great abilities.

The tip has been lost and now only vague rumors are left to tell of what this weapon can do if it is reformed. The Haft will: heal its wielder hp12 points per day, disintegrate Undead of 10dl0 or less, render the wielder immune to disease, give the wielder a +3 on saving rolls against Magic-User magic, cast 1 Sanctuary spell per day (no saving throw to creatures of less than or equal to 10HD, a -3 to all others).

If the companions choose the black brick road, it continues inwards towards the center of Inferno. The Noble Castle is close to this road, more than 20 miles away, nearly in the center of the Circle. The path is little more than a muddy track going across an ashen plain and there is a good chance that the companions will lose it 1-4 times before sighting the Castle. Heavy clouds lie uneasily overhead and there are frequent cold and driving rains, accompanied by a wailing wind which chills even hardy Dwarves. The entire trek is cold and dreary, and draining to the spirit. After five hours of marching, the companions see ahead of them and to the right of the road, a large white Castle sitting at the center of a broad beam of bright sunlight coming from a break in the clouds. If the companions continue along the road they come to a T intersection two miles ahead, with a white stone road 4 miles long leading towards the Castle; if the Companions move directly towards the Castle over the ashen ground they arrive after an additional hour of marching.

THE NOBLE CASTLE

The Castle is surrounded by gardens, trees and the sounds of birds, animals and music. It also has a deep moat full of clear, sweet water. The castle has seven concentric walls around a central courtyard, each successive wall higher than the one preceding it. A single tower is set upon each wall with a single gate through to the next Wall beyond. At each of the gates is a single Guard – each Guard is a Paladin armed with a Holy Sword (+n, where n refers to the Gate number they guard). Each Guard is of 2n level, having $9*2n$ hp, and AC (4-n), hasted, with damage of $(+n/2)$ per hit.

At every gate mortals are challenged by the Guard and asked by whose name they enter the Castle - they may pass unhindered if they give any name excepting that of a major devil or demon, a Demon Prince, Archdevil, the Shadow Lord, or other infamous evil patron. Giving one of the above names causes the Paladin to attack the one giving such a horrific name, fighting to the death; the Paladin can summon 1d8 additional Paladins of identical strength to aid him (they arrive in 1d6 rounds; usable once).

Once the last Gate is passed, the people inside welcome the companions with feasting, good drink, and healing draughts. The occupants are fair men and women and they keep Grecian dress and decor; they are the just and good peoples from the Days Before the Gods and live in relative Bliss and comfort - however, they are restrained from leaving their Circle or from giving out weapons to travelers. While inside the Castle the companions are safe from attack or detection; mortals are allowed to stay for three days to rest – they may return up to three times each, with at least five days between visits.

The Nobles tell the companions where they are (if they don't already know) and tell them how to get out - travel downward through the remaining eight Circles to the Ice of Lucifer (called Judecca) and climb down his hairy flank to the chambers below, from where they can escape without peril (relative to Inferno at least) back to the Material Plane. While they know a great deal about Inferno in general terms, they have few specifics about the Archdevils, their Talismans or the Holy Artifacts concealed lower in the circles, beyond the knowledge that the Devils keep some holy objects there so they are away from the hands that could use them to challenge diabolic activities on Earth. The Nobles know about the altered effects of spells and the screening effect on communications with the gods. They will, in general, tell the mortals whatever they ask about the physical make-up of Hell, but only in reply to specific questions - they do not volunteer information.

Before leaving, each companion is given their choice of the following: either 2 Potions of Healing (each 2-16 points) or a small gem on a neck-chain – they are told that something beneficial happens when the gem is thrown at an enemy, and no more. A gem has one of the following abilities, as determined from 1d12: (1) disintegrates the nearest 3 Demon/Devil/Undead creatures, (2) devils will FORGET the companions, as in the spell, (3) +5 attack/damage and Haste for the companions, 10 rounds, (4) the mortal becomes invisible to all Devils in the vicinity, (5) the Devil is paralyzed, (6) the Devil is blinded, (7) the Devil is slowed to 1 attack every 3 rounds, (8) a Fireball of 10d10 with no save allowed Evil creatures, (9) death, no save, for the nearest 2 Devils, (10) the mortal has Sanctuary from all Devils present, (11) all Devils attack the mortal @+5 and are Hasted, (12) the throwing mortal is teleported back to the Noble Castle, alone.

The trek from the Castle to Minos' Throne takes 4 hours. Three monster checks are suggested for every hour of travel across the First Circle, with an encounter occurring on 1d6 rolls of 1-2. Determine the encounter using 1d12:

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

THE SECOND CIRCLE, THE THRONE OF MINOS

As the companions approach the Gates of Minos, the air becomes increasingly darker, heavier and the wind begins to howl in strange tones (Druids have a definite impression of winds speaking to each other in some unknowable tongue). The atmosphere gets fiercer and darker until near the Circle border (within 1/3 mile) there is total darkness, and mortals are buffeted in random directions by strong whirlwinds. In the dimness two slightly glowing, phosphorescent, towers loom out of the clouds. They are squat, cold and massive structures with an air of brutishness about them; they have stone battlements with tops open to the elements. Between the towers stretches a thick chain/cable strung at waist height — this chain is coated with powerful glue (any item touched to it becomes fixed to it until alcohol is poured over the captured person/item. Higher up the towers is a buttress which spans the 36 feet between towers and on this sits a massive stone gargoyle — the monster cannot move, attack or speak but it has large, evil, glowing, yellow eyes that quite obviously track incoming strangers. Stretching off in both directions along the Circle's border from the towers is a stone wall, 15 feet in height by 6 feet thick. This wall is not apparently guarded or patrolled, nor are there any structures on top of it or devices against climbing. In fact, the wall offers definite shelter from the biting winds. Because of the darkness, it is easy to get out of sight of the Towers by moving along the wall a few hundred yards before ascending it out of sight of any watchers.

NOTE: The darkness covering this entire Circle is the same as that of the spell— normal vision works to about 3 feet and both infra/ultravision are useless. Continual Light spells negate this blackness to a radius of 10 feet up to 6 turns per spell (also sending up the appropriate flare).

Three hundred feet past the Towers sits the Palace of Minos, where the Archfiend sits in judgment and assigns places in Inferno to dead sinners. The entrance to the Palace is through a long hallway lined with frescoes depicting scales containing souls, balances being held and inspected by Devils, people being tortured and a few portraits of the Archdevils and Dukes. A Barbed or Bone Devil (50%) is concealed among the murals by a Hide spell (on 1 in 10, conforming exactly to a Barbed/Bone Devil in the paintings; a See Invisible spell, True Sight or touching the spot in the mural where the Devil is hiding breaks the spell and returns the Devil to three-dimensional existence. A Devil released this way takes the opportunity to flee and will not seek combat, only attacking a Paladin or Cleric and attacking as berserk (+2 attack/+2 damage, no morale checks). It defends itself if attacked but disengages if possible. If the Devil isn't noticed it simply follows the companions to Minos and reports. If the companions go exploring either Palace wing, it uses ventriloquism to try to guide them back to the Audience Hall; it does not defend any of the other Devils except if mortals enter the room containing Minos' Talisman. The Devil is invisible and hides behind anything it can while in following mode.

As the hallway passes through the Palace, it is lined by a large numbers of stone columns, closely spaced, forming a T intersection. Each stone bears a 6-foot high blazon of the Arms of Minos. Sitting on the other side of the barrier, flanked by grey stone supports extending from floor to ceiling, is Minos. He sits on a wooden throne on a circular dais with three steps, each step carved in mystical runes; the dais is white stone shining with the brightness of sunshine (the only illumination in the chamber). Some of this light bounces around the barrier, causing it to appear as if the red stone were glowing. The courtyard Minos sits is between the wings of his Palace, 200 feet long by 150 feet wide, with a white stone wall across the open end and a large white arch. Next to the archway, stand two Typhonic Spirit guards armed with +3 Spears.

Standing in front of Minos is a line of souls waiting to describe their crimes and life on earth. Standing armed and ready behind him is one each Barbed, Bone, Erinyes, Horned, and Ice Devils, and a Pit Fiend, each waiting to escort souls to their proper resting places – as one teleports away with a soul, another teleports in as a replacement, so there is always one each, of every kind of Devil present.

A curious balance hangs in the air next to Minos' Throne (though it can be moved about by hand) – it is solid mithral with silver cups and a silver pointer, with a scale reading from 2 to 10. Minos usually calls forth a Spirit, listens to its story and pulls it's heart out. When the heart is put on the scale, the pointer value is the Circle to which the soul goes. After each heart is weighed it is given to a large Hound that sits near the dais, who eats it bloodily.

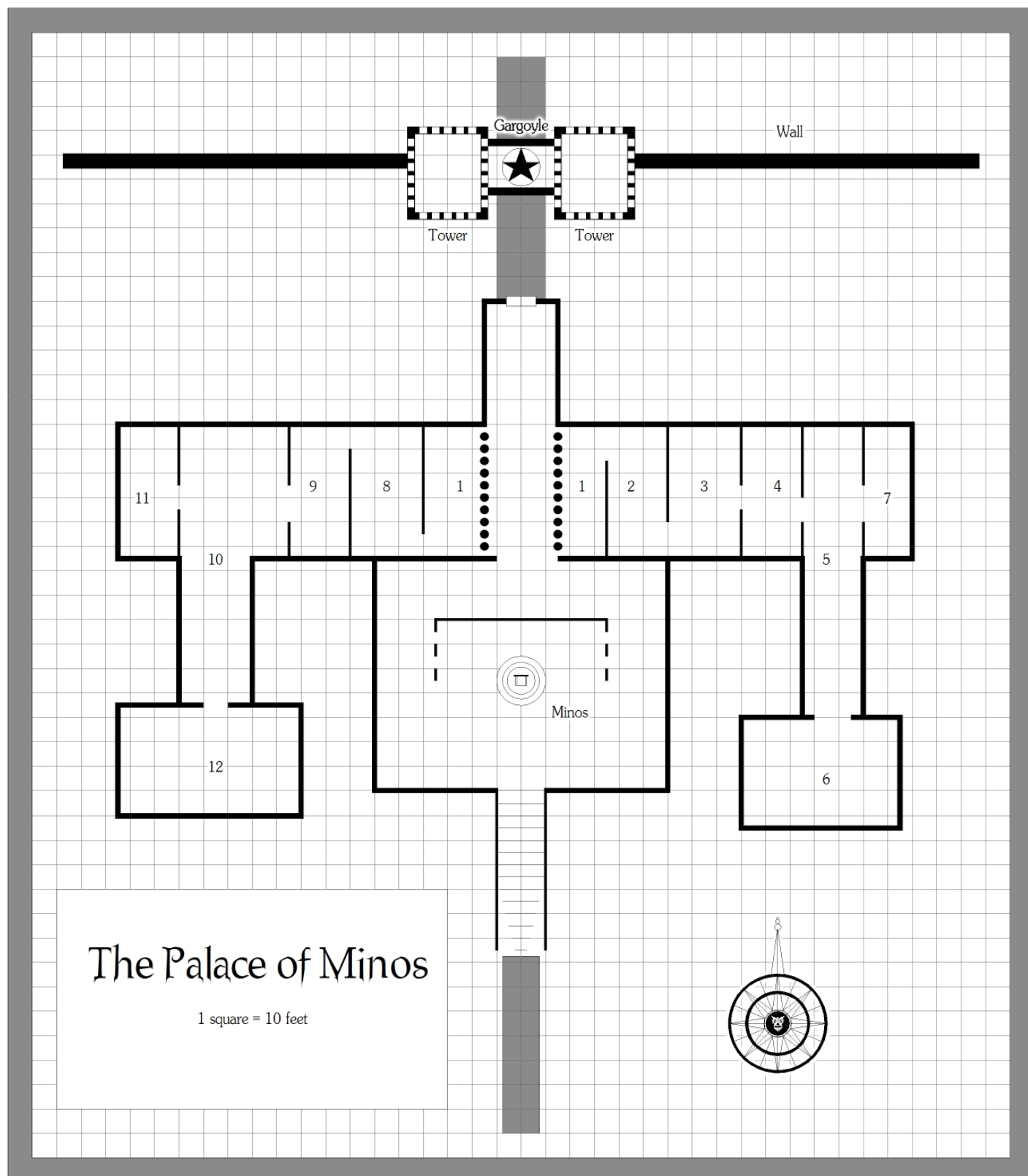
Minos and the other Devils/Servants in the courtyard ignore the presence of the players, unless they try to return into the Palace or go strait out the exit to the road - 1d20 Horned Devils are then summoned to prevent them from leaving. To get Minos' attention the mortals must get in line (with a wait of 10-100 souls) and make a humble request to depart. Minos' initial reaction is given by 1d12:

- (1) Summon such Devils as necessary to kill the mortals
- (2) transform the companions into Higher Undead as his servants
- (3) require the sacrifice of at least one member [Paladins and good Clerics are preferred],
- (4) requires a blood sacrifice of one member (one pint, hp3)
- (5) sends the companions to the torture pens for 50 years
- (6) sends the companions to the torture pens for 100 years
- (7) sends the companions to the torture pens for 200 years
- (8) assigns an evil Quest or Assassination that must be performed
- (9) allows the companions to buy passage with all the magic and money they possess
- (10) allows the mortals to duel with Minos' guards for passage
- (11) allows the companions to pass after they each personally swear allegiance to Minos
- (12) allows the companions to buy passage with the most powerful magic item each one possesses

Apply a -1 roll modifier for each Paladin present, and -1 for every three Rangers/ Priests / Clerics.

Minos never permits free passage out of the Courtyard unless the mortals can obviously force or command him to do so (by Talisman, Spiritwrack spell, etc.)... He is always interested in hearing new and unusual bribe offers and enjoys bantering and arguing with mortals from a position of power.

MINOS' PALACE



- 1) Immediately past the columns are reception areas with tiled floors and rich tapestries. Carved stone brackets support torches and crystals hang from the ceiling and reflect the light in many colors. An Erinyes stands at attention in the silver-gilded doorway and forbids passage to non-Devils.
- 2) Four incorporeal Souls are strapped onto beds of sharp spikes while being tickled on their feet by Harpies with Cockatrice fans (souls cannot become stoned, the fans only retain their Cockatrice powers on this Circle). Four more Harpies fly about and drop filth on their faces. The nails are made of adamantite and rest in holes in an onyx sheet of depth 10 inches, which covers a marble table. The black leather straps form a Black Cloak (casts a Continual Darkness spell to douse lights, allows silent movement, and hides the wearer at night or underground – works only after sundown or after 1 full turn in darkness) if sewn together. There are 400 nails to each bed, each of which is a +2 Dart.
- 3) The wall above each Cauldron and a stream of highly caustic acid (1-10 damage per round) pours from each mouth into the pots. A red-hot disc of solid gold under each Cauldron provides heat. Six Harpies tend the Cauldrons; they are armed with flails tipped with pieces of glass (1d12 damage, +1 attack/damage, targets 3 opponents).
- 4) The floor is made of inlaid wood and the ceiling shows a black sky filled with purple shooting stars, white novas and fiery red comets. Two sets of silver manacles are attached to each end wall, with Braziers burning in the center of each wing. Two ornate carved cabinets hang by silver nooses on the walls, containing silver pins, needles, pincers and tweezers and forceps, scalpels, hammers and clamps of many sizes. The Braziers are studded with small rubies and made of silver, having tops sculpted in the shapes of skulls; two copper brands protrude from each eye socket in the brazier lids. A soul is bound in each manacle and four Erinyes are engaged in flaying them. The instruments found in the cabinets are used for flaying. A black liquid gushes from holes pulled in the fabric of the souls. If necessary, a summoning word known to the Erinyes conjures one Fire Elemental (15D10, AC 0, damage of 3-24) from each Brazier. One of the tortured souls is Myarrathan (STR 18 [54], INT 13, WIS 16, CON 14, DEX 16, CHR 18; Fighter 13th/Cleric 7th, hp97; his Girdle is found in room (6).
- 5) The floor is made of plates of red ruby and white marble, the walls covered in redwood panels each of which bears Minos' Arms. The ceiling curves as in a vaulted Arch and all of the doorways are granite arches. A single nine-tier crystal chandelier hangs in the center of the Hall. A blue tapestry depicting devils kneeling in homage to Minos hangs across the entire far end of the Hall. Three sets of three golden-tipped spears each with bright red feathers hang on opposite sides of the room – as mortals advance down the Hall, each set rises in turn and fights the invaders – the first set is normal hit /+1 damage and fights at 8th level (AC0, hp20/spear), the second +1 hit /+2 damage and fights at 10th level (AC0, hp20/spear); the third set is +3 to hit/+4 to damage and fights hasted at 12th level (AC-2, hp30/spear). There is a 10% chance of any spear snapping in half when struck. The spears are useless outside of the Palace.

6) A black-walled room which absorbs all sounds; a permanent Fear spell (-3 save) is cast. The room has a cold atmosphere to it like the heart of the night. There are two objects in this otherwise bare room -- the first being a cool, clear, cube 3 feet along each face, each face having 1 to 6 indentations (round cylinders) 12 inches deep by 6 inches in diameter (appears exactly like a giant six-sided die). The indentations are coated on the inside with a warm, red substance, rubbery in texture. Inside the cube is a red Girdle with a platinum clasp, surrounded by a glowing nimbus. The red material is fine dyed leather and silk. The cube rests on its '4'-face and its '3'-face is on top. Also in this room is a Crystal Golem.

When a mortal puts their hand into any of the cube's depressions, the red lining flows over the hand and closes off the depression for 2 rounds; it leaves a red welt on the hand when it releases (suffer hp1 damage). A person's hand may be inserted twice into the same depression (taking hp2) then on the third try the lining dissolves the hand (inflicts an additional hp10, the stump is left cauterized with a fresh layer of flesh) and has an additional effect determined by 1d12: (1) lose 2 experience levels, (2) age 30 years, (3) permanent polymorph into Ochre Jelly, (4) permanently rot a hand or foot, (5) lose 1 experience level, (6) permanently become mute [-2 to CHR], (7) reduce all future earnings of experience by two-thirds, (8) STR is permanently reduced to 6, (9) permanently apply a -2 penalty to future saving rolls, (10) permanently increase hp+10, (11) permanently apply a +2 bonus to future saving rolls, (12) gain 1 experience level.

The affected person only feels a peculiar 'warm sensation' and does not know what happened until he has his hand released. A handle is found in the center hole of the '5'-face, pulling the handle opens (splits) the cube and releases the Girdle of Myarrathen. Pulling a similar handle in the central hole of the '3'-face releases the Golem from stasis; the Golems fights all mortals in the room to the death.

The Girdle of Myarrathen is a relic of a crusading fighter of 280 years ago, a man who led crusades against the Devils and Demons inhabiting Mediggo, and who closed many of their permanent Gates by hanging Holy Symbols in them, sprinkling them with Holy Water, and surrounding them with repulsive circles. He was eventually killed by Geryon after being poisoned to slow his mind and movements. The Belt was still bound to his spirit when it was brought to Inferno – he is one of the souls being flayed in room 4. The Belt's wearer is immune to life energy draining (Undead attacks), has proficiency with all weapons, gains a +3 attack with swords and knives, gains +4 attack and +6 damage against diabolic creatures with any weapon, detect evils 60 foot radius, has true sight with respect to polymorphed Demons/Devils/Doppelgangers, and allows the wearer to see invisible/ethereal/astral Demons and Devils. Every three days the wearer casts Haste (5 minutes). Once per week, the Girdle will: heals hp20 (one person), disintegrates any Undead up to HD8 or less or Type 4 or below Demon or any lesser Devil. Once per month the wearer casts 1 Geas (save -2, must be a good action). The wearer has their gender reversed on rolls less than the (cumulative number of uses)% when using haste, heal, disintegration, or Geas. The wearer becomes berserk and mindlessly attacks Undead/Demons/Devils unless rolling greater than 75% - if friendly persons attempt to prevent the wearer from attacking infernal creatures they will also be attacked; all damage suffered while berserk is increased by 50%.

7) The room is lead-lined and plated in steel, beneath the walls, floor tiles and ceiling. Behind a tapestry in the hallway is a sturdy mithral (adamantite combination lock mechanism with 4 numbered tumblers). The treasury of Minos holds: 51,879 SP, 36,960 GP, 9431 PP, 245 gems (each 1d100*1d100 GP*1d10), Periapt of Wound Closure, Talisman of Zagy, Flail +1, Boots of Striding and Springing, Ring of Invisibility. The coins are in coffer made of like metal and the gems are in a coffer of marble. Each coffer is sealed in wax and contains a Symbol of Warding – requires the spoken name of Minos to open or four Knock spells each to open. Each coffer lid can be forced with a total STR at least 39 but this sets off a Fireball (damage 4-40, centered on the coffer). The Flail hangs from a hook on the wall above the Boots.

The Ring, Talisman and Periapt are locked in a stone chest, the adamantine keyhole lock is inside the sculpted mouth of a copperhead snake -- if the key is inserted after speaking 'Pass Adams Bane' (in Common) the snake allows the speaker to unlock the chest, otherwise its fangs extend and bite (hp 1-6, save vs. poison – paralyze in 2-10 hours, fever occurs after 12 hours - is fatal on rolls less than (40-CON)%), convulsions occur 16 hours after fever – is fatal on rolls less than (50-CON)%. If the affected person survives the convulsions, the fever breaks after 24 hours and the convulsions pass after 30 hours – the affected person permanently loses hp5 and 1 point CON. Cure Disease spells must be cast no later than the first hour of the fever (the affected person notices the fever in time to seek a cure on rolls less than [6*WIS]%). The snake's head strikes as an 8HD-monster vs. AC 5 without applying a DEX modifier. Thieves have a -15% chance to pick the lock. The key words are inscribed in Infernal Cant on the coffer's underside.

An open stone coffer labeled 'Hel-Cakes' holds 20 large (pancake size) honey cakes, carefully wrapped in a fine gold foil; these are effective in pacifying Cerberus on the Third Circle. Also in the room are 15 copper urns, 12 gold vases, a set of 6 crystal goblets, 4 gilded ceremonial swords, 8 bolts of silk, 16 bowls of platinum and an ozmadine tray (28,400 GP value).

8) The room holds three cedar Racks held together by golden, with silver joints, chains of platinum and a drum covered by leather strips; a soul is stretched out on each Rack to nearly twice their normal height. Next to each Rack is a table with a set of 6 golden maces (+3 to hit while in the Circles and -3 elsewhere) and a set of needles; a brazier full of irons stands nearby. Two Erinyes work each Rack – one works the drum while the other alternately beats the soul with maces or pierces them with white-hot irons (hp 1d4 +7 searing damage).

9) In this room four thick cables made of entwined strands of adamantite hang from massive oaken beams across the room at a 25 foot height. The walls are alabaster with 8 bronze torch brackets each holding ever-flaming torches. The heads of ancient red dragons are mounted on wooden plaques on the short sides of the room - a steady stream of fire reaches out 12 foot from each head and their eyes glare malevolently at the scene below. At the bottom of each cable are 4 foot diameter circular adamantine discs; six souls are attached to each cable to strong spider webs, their feet resting on the discs. Six Erinyes are pushing and swinging the cables, smashing them against each other, and swinging them into the fire. The Erinyes are not permitted to allow mortals to pass; they will try to use the cables as a defense (damage 1d12) before attacking themselves.

10) The Mirrored Hall. There are finely carved wooden panels depicting Devils herding souls across the Astral Plane with pitchforks after they have left their dead bodies. Between the grisly scenes are tall, thin vertical mirrors – these all distort reality in some way as determined by 1d6: (1) gaunt and skeletal body [-4 STR], (2) wrinkled and aged body [-4 CON, -3 STR], (3) added/subtracted limbs, (4) diseased body, (5) gross obesity [-4 DEX, -2 CHR], (6) pale albino body [-5 CHR]. When a person passes in front of a mirror they see themselves reflected in a distorted way – their current body is absorbed by the mirror and permanently replaced with the distorted one if they both fail a saving throw versus magic and roll less than 10% - mutilation/loss of statistics by this process are only cured by a Full Wish, actions of EIR (Goddess of Healing), the actions of a full Priest of Eir, or Cure Disease/Remove Curse performed by a Cleric of at least the 12th level. A programmed illusion of a standing Iron Golem is in front of the space to room (1) – the illusion is programmed to chase mortals around the Hall, without catching up to them; the illusion resets when mortals leave the room.

A thick, rich red carpet runs the entire length of the Hall, there is a high, vaulted ceiling above the room, and a three-tiered crystal Chandelier hangs in the center from gossamer cables. When mortals are in middle part of the Hall a strong windstorm occurs which knocks 1d12 first tier gems on rolls less than 60%, 1d8 second tier gems on rolls less than 40%, and 1d4 third tier gems on rolls less than 20% [roll separately for each tier, three sets of check 3 rounds apart]. First tier gems explode like flash pellets (1d6 rounds blindness), second tier gems explode like large fireworks (1d6 rounds deafness), and third tier gems explode as 2d6+2 Fireballs. Explosions cause 1-6 Ghosts to appear within 6 melee rounds to investigate, always gaining surprise if at least half of the companions are incapacitated.

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

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

Suspended in midair, centered against the back wall of the room, is a metal statue of a short, fat man with a round and balding head, sitting in lotus position, wearing only a pair of sandals and a cloth wrapped around its waist, its eyes are yellow citrine gems. The statue holds in its lap a wooden bowl closed by a well-fitted wooden cover; the cover is engraved with the Arms of Minos and radiates magic. In the bowl is a large Brooch, studded with ivory, ruby and jade, valued at 37,350 GP. The idol delivers an open handed slap to anyone attempting to retrieve the brooch (as Fighter 10th level, 1d10 damage); each arm of the idol is AC-1 and takes 30 hits – both must be disabled before the brooch can be taken. The use of webs, ropes, telekinesis, tongs, and other mechanical or magical means to lift the cover and retrieve the brooch which do not involve actually touching them causes the idol to heat up – 15 seconds after any attempt to grab the Brooch a 1d12 heat ray shoots from the idol's eyes of the idol, another ray occurs every fifth round thereafter. Hits not made to the arms of the idol do not affect its performance, except that hp20 to the head disables the Heat beam.

The brooch acts as a homing device attuned to all Devils – the Judge should double the number of monster checks in Inferno, as long as it is being carried along. Any Devil attack the Brooch's bearer goes berserk on 1d10 rolls of 10, with a +3 attack and damage, gaining an extra set of attacks on every alternate round.

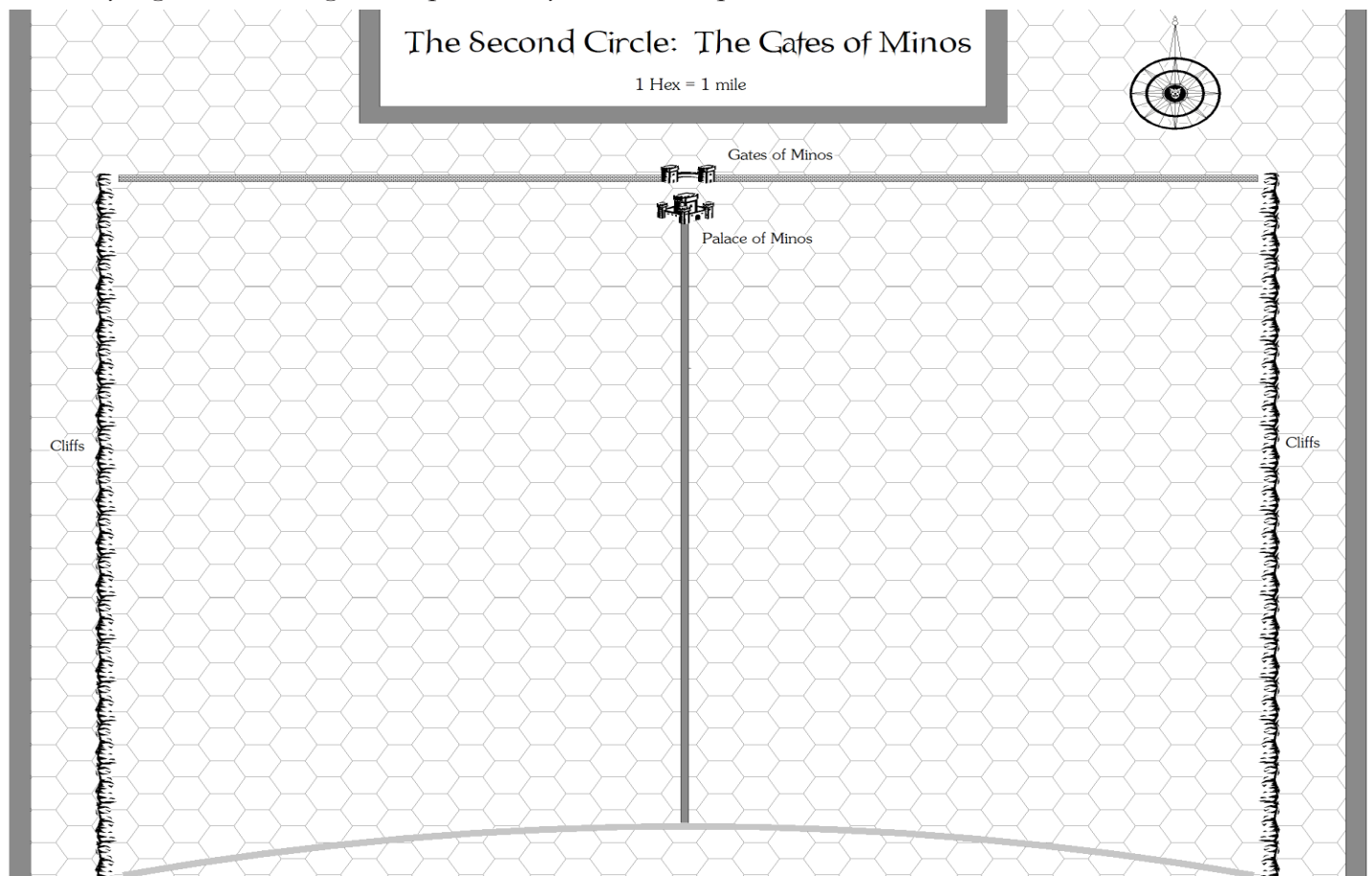
12) The door to this room is 6 feet by 12 feet, made of fine teakwood panels set in brown stained maple, with gold hinges and handle. It has no lock. It opens into a chamber adorned with red satin draperies tied back at the corners, and fine redwood paneling on the walls. Hanging on the walls are sets of two crossed spears and a shield, the shields bearing Minos' Arms. Along the right and left walls are altars of gold and silver – two carved slabs of shining black stone (6 inches thick x 24 inches in breadth x 3 foot high) set 6 foot apart, supporting a 12 foot by 3 foot by 4 inches thick slab of cool, silvery metal on the left, a similar arrangement with a golden table on the right wall. Gold and black and white tiles on the floor form geometric patterns of crossing lines which point toward a low (8 inch) stone platform set directly across from the door; on this platform is a large wooden chair with a high carved back (6 foot) and a red leather pad for back and seats and red padded armrests; nails are platinum and joints have gold rings surrounding them and parts of the chair have copper leaf embossed. Guarding this room are 4 Screaming Souls.

On the empty chair is a purple cushion just large enough to hold a ring (Ring of Wend) – the ring is too large for a normal human or Elven hand and fits closely on a Dwarf's thumb. It has a curious orange metal band with four intertwining snakes sculpted on it; their jaws collectively are holding an egg which is sculpted out of the band also; the 'egg' is white colored and has the rune γ marked on it in black. The ring is curiously warm, though not enough to be uncomfortable to the wearer. The ring does not radiate magic (a Damper spell has been placed on it) and is generally ugly. The Ring of Wend is an artifact of unspeakable evil which dates with certainty to the period of the Shadow Lord's War and is therefore at least 1200 years old, and it possesses strong powers for the cause of evil. While it is worn the wearer has +2 protection and is immune to life energy draining, heals themselves hp12 per day, once per day the wearer – animates 3-12 skeletons for 3 hours, casts hold on 2 persons (no save), casts torture (at 9th level), and casts cause disease; twice a week the wearer casts polymorph (save if 5HD) and spasm (200% effect); can move in fasttime one hour per week; once per casts curse (Class A to D). Possession of the Ring inflames the wearer's greed, making them evil and self-centered. While the owner desires more precious metals/gems and magic items, the main thrust of his ambitions turns toward secular power, desiring servants, bodyguards and idolaters, constantly seeking to bolster his personal influence and control, wasting no opportunity to humble or undermine those who are perceived as opponents or impediments (i.e. cannot be controlled or threatened). Eventually the wearer demands to be worshipped as a divine being and prophet. The owner becomes very suspicious of people whose personal loyalty they question, tending to downgrade the accomplishments and prowess of others. The wearer is hesitant to go into battle, to risk his own life, refusing to go against magic unless it will cost his life to so refuse. The legends record that Wend was Priest Elder in the city Savinhalle in Nurn about 200 years before the Invasion of Jaraldrim (the Giant who destroyed the first mannish Kingdom, the Grand Duchy of Nurn – this war led to the founding of Mediggo by the survivors and refugees). He was a pious man devoted to the service of Erd (God of the Earth). The legends tell of a strange messenger sent by an enemy with a peace-offering which he would show to nobody by Wend – it is whispered that he was tall and black-skinned and those who saw him close-up say that he was more an orc than a man and carried more than touch of troll. Over the next year Wend became more suspicious about his underlings and became more dominating towards everyone else in the city; eventually, after about 3 years, he began to openly display the Ring which now bears his name (other, darker, rumors link its manufacture to Taif, brother of Suoutrom the Shadow Lord, who supposedly was tricked into making it, for Taif is and was the greatest non-divine crafter of magic in the world). Wend began to receive creatures from other Planes. His coffers became filled with treasures of art and craft and deowmer. The common people began to fear him and the King kept agents to watch the Priest's activities. Eventually, Wend's pride became such that he called Erd to contest the power over the lands and rock of Nurn. The Annlass refuse to either comment or describe that contest save to note that that Savinhalle was leveled during its progress; the ring was powerful but naturally not quite equal to that of the High God and Wend met his doom. Legends say that the God then ordered the remaining population to flee the area and opened a chasm in the earth the next day to swallow the remains of the broken city. Even now, no trace can be found of Savenhalle and its exact location cannot be determined; lush grasses grow on the plain over the site of the ancient evil.

On the golden table is a set of golden goblets (8), a golden balance, a set of weights made of green ozmadine stone (worth 15,000 GP per pound) and three golden rings in a golden bowl (Rings of Contrariness, Weakness and Amplification).

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

On the silver table are 8 silver goblets, 4 candelabras with red burning candles, a silver burner with perfume in it and a silver statue of Minos (9 inches tall, 1.5 pounds) which sits on a pedestal (4 inches x 2 inches x 2 inches) of marble which bears his Arms in red. The statue is Minos' Amulet: Possession of the Amulet enables the Bearer to make one command of Minos (he cannot release companions from Inferno) and they are immune from attack by Devils while in the Second Circle. It also gives the user the following powers, which he will become aware of after taking possession: true sight as commanded, three per day – geas (-2 on save if Geas is for a selfish reason); once per day – 2 hold spells; one per week banish creature to another Plane (no save), curse (Clas A to C). When a power is used the user permanently becomes an Erinyes on rolls of on rolls greater than $(100 - [3 * \text{number of powers used}])\%$, the use of a power turns Paladins neutral and Rangers to fighters. Possession of this item requires a Paladin have Bless and Remove Curse performed by a Cleric of 8th or greater level within 2 days or they revert to ordinary fighter – Rangers require only the Bless spell.



SECOND CIRCLE

The entire Second Circle is a place of utter blackness and even the glowing aura of the player's characters is not bright enough to allow them to keep track of one another outside their 5' range of visibility. Normal voice communication is impossible because of the fierce winds. The best chance for mortals to cross this Circle without becoming hopelessly lost is to stay on the road – its strong texture contrasts well with the springy tundra surface of the rest of the plane. Winds of hurricane force continually blow across the hidden plains and change directions randomly. The Circle is 20 miles across - every 2 miles the Judge should check for a hurricane blast that knocks the players off course. The winds blow in a random 1d8 direction. The companions become lost on 1d12 rolls of 1-3. Check for encounters every 1 mile of travel, with an encounter on a 1 of 6, as determined by 1d20:

- (1) 1-6 Erinyes
- (2) 2-40 Lemures
- (3) 1-4 Spectres
- (4) Will O'Wisp
- (5) Groaning Spirit
- (6) 1-4 Invisible Stalkers
- (7) 1-5 Gas Spores
- (8) 1 Djinni
- (9) 10D10 Air Elemental
- (10) 12D10 Air Elemental
- (11) 2 Djinni
- (12) Type 1F Devil
- (13) 1d3 Type 2A Devils
- (14) 1d6 Type 2B Devils
- (15) 1d4 Type 2C Devils
- (16) 1d8 Type 2D Devils
- (17) 1d6 Type 2E Devils
- (18) 1d8 Type 2F Devils
- (19) 1d3 Type 2G Devils
- (20) Type 2H Devil.

THIRD CIRCLE, LAIR OF CERBERUS

Eventually the fierce winds of the Second Circle slow down and die off and inky blackness brightens to a hazy grayness. A rough cobblestone road materializes under the companion's feet, if they are on it. The Third Circle is a cold and wretched swamp with high drifts of snow sitting atop two feet of ground water. The air temperature is just below the freezing point. A heavy, oily substance permeates everything. There is an eternal storm of thick hail, foul water, snow and sleet, and the air is heavy with suspended particles of soot, and has an irritating smell to it. The Circle is 25 miles across and every 3 miles a check should be made for each character to see whether the foul air and water has causes each mortal to collapse. For checking purposes subtract 1 CON point at each check after the first one.

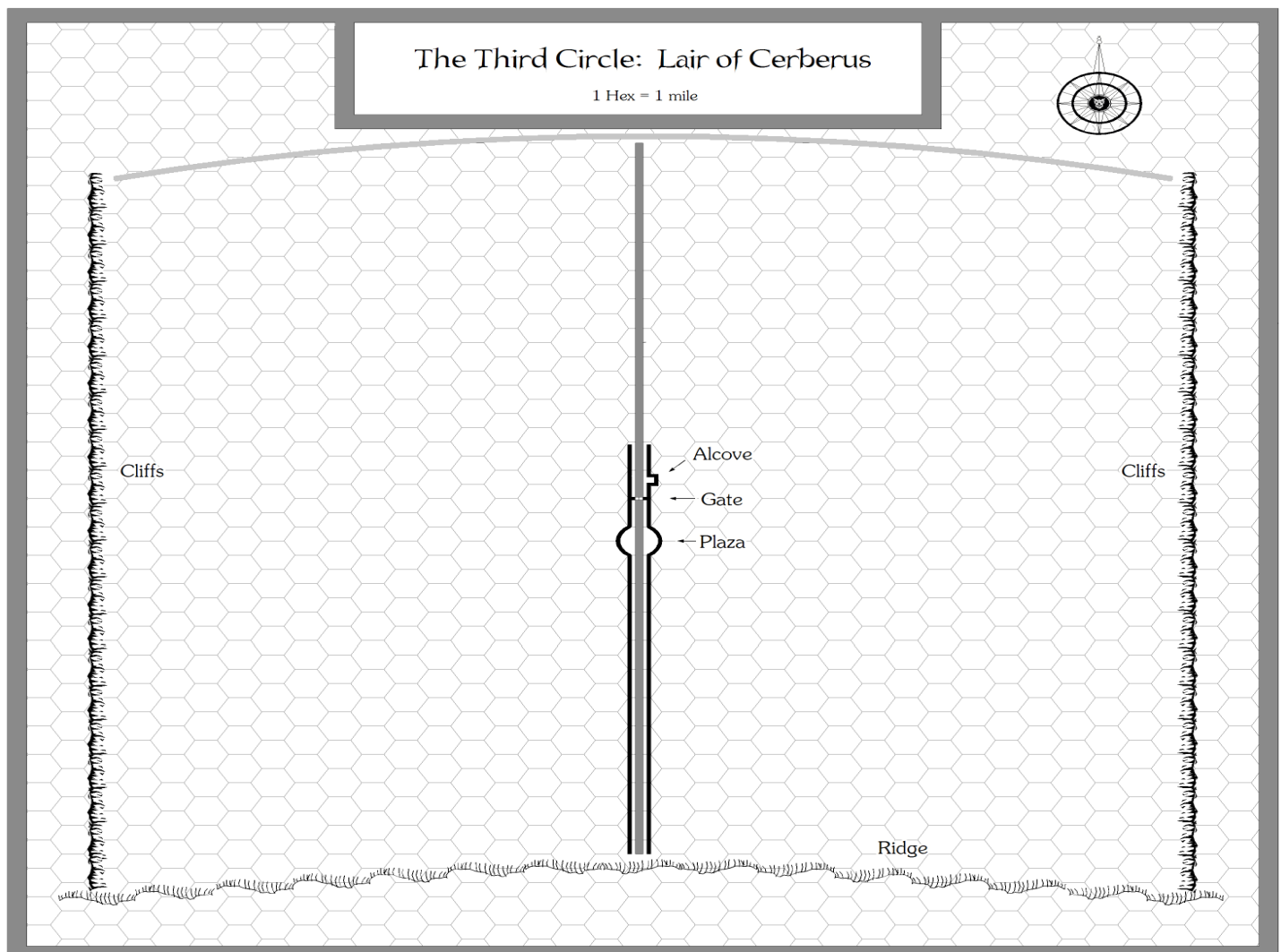
CON	Collapse %	Time of seizure
3-6	1-80	4-80 rounds
6-9	1-70	3-60 rounds
10-13	1-60	2-20 rounds
14-17	1-50	2-12 rounds
18-20	1-40	1-10 rounds

The sinners in this Circle are frozen and locked into the swamp, sitting like dogs and howling; the sound of baying surrounds all travelers on the Circle. The road across this Circle is on a stone dike paved with a crushed white stone, raised 6 feet above the surface, 50 feet across.

After 11 miles of travel, low white stone walls will appear along the road and over the length of a mile grows to a height of 15 feet (thickness 18 inches). The walls are spanned by a wooden roof after 12 miles, and a 12 foot by 20 foot alcove is found. If the companions sleep in the shelter of the alcove and leave less than 3 watchmen, they are attacked by a colony of Frost Spiders living above.

Two hundred yards past the alcove, the companions come to an open iron gate, guarded by two Special Armed Skeletons (HD9 Fighters, hp40, AC-4, 60% magic resistance, immune to Clerics and fire, hasted, swords 1d12) standing next to the closing mechanism. These Skeletons ignore anybody who doesn't attack them. After mortals pass, the Skeletons will close the gates and lock them with a mithral padlock (Thieves pick @ -30%). The Skeletons prevent a retreat; 4 more of them now wait at the alcove. A mile past the gate, the mortals come to a large open plaza with massive columns along the 30 foot walls - the plaza is 250 foot by 300 foot. The road leaves the plaza through an arch, the walls beside the road are only 6 feet and have no roof.

Waiting in the center of the plaza is Cerberus the great Hound of Hell. The only way to pass Cerberus without giving battle is to offer at least 5 Hel-Cakes to the beast: these act as a soporific and cause the monster to sleep 1-12 hours (humans sleep for 4-24 hours per cake ingested starting after 1d8 rounds; the fine texture and sweet smell of the cake causes a mortal to immediately devour it on rolls lower than 30%). Hel-Cake could have been obtained in Minos' treasure room, alternately, a Cleric creates food in the form of Hel-Cake on rolls less than (Level*3)% - must have knowledge of Hel-Cake.



After Adventurer's control Cerberus, put him to sleep, or slay him, they may search for his treasure trove. There are forty 7 foot diameter circular pillars along each side of Cerberus' plaza, the ninth pillar from the northwest corner hides a secret door (-2 to find) on its backside which opens to a ladder descending down into a large vaulted room, 80 ft. across. The room is lit by 25 glowing blue stones mounted on the wall.

The room contains three open barrels (each of 12,000 coins) of copper pieces, ten barrels of silver pieces, twenty-two barrels of gold pieces, a grey stone coffer sealed in wax, six wood chests (not locked), and nine kegs. A brown, black, and green leather tents are set up on one end of the room. Along the right wall are fifteen fine marble statues, each 7 ft. tall and more than 1000 pounds – each statue having been made by an ancient master and valued at more than 20,000 GP. Three of the wood chests contain raw gems, diamonds, emeralds, rubies, jade pieces, opals, black and pink pearls, bloodstones, and amber; each chest holds 1200 gems, each one valued at $1d12*1d8*1000$ GP. One chest holds 900 plain silver rings, 1100 plain gold rings, and 220 gold chains; the silver rings are valued at $(1d6*1000)+2500$ GP, the gold rings at $(1d10*1250)+5000$ GP, and the chains $(1d8*1000)+1500$ GP. One chest holds the following potions: Clairvoyance (2), Diminution, Extra-Healing (2), Fire Resistance (2), Giant Control, Invisibility, Levitation (2), and Polymorph Self. One chest holds an Alchemy Jug, an Amulet of Proof against Detection and Location, two Bags of Holding (both empty), a Bag of Tricks, a Bowl Commanding Water Elementals and a Bowl of Watery Death, a Flask of Curses, a Horn of Valhalla, a Necklace of Adaptation, a Necklace of Missiles, a Phylactery of Monstrous Attention, a Scarab of Protection, a Rope of Climbing, a Ring of Feather Falling, a Ring of Shooting Stars, and a Talisman of Ultimate Evil.

The brown leather tent holds 68 oil paintings, 8 rolled rugs, 12 rolled tapestries, and four silver mirror. The oil paintings are from 30 inches to 60 inches high, all painted by masters, each one valued at $(1d20*1500)+5000$ GP. The rugs are 10 ft. long, each one valued at $(1d8*1000)+1000$ GP; one rug is a Flying Carpet (Prime Material Plane only). The tapestries are 5 to 8 ft. wide by 6 to 10 ft. long, each one valued at $(1d12*500)+3000$ GP. The mirrors are from 30 to 60 inches long, each one valued at $(1d8*1200)+1000$ GP.

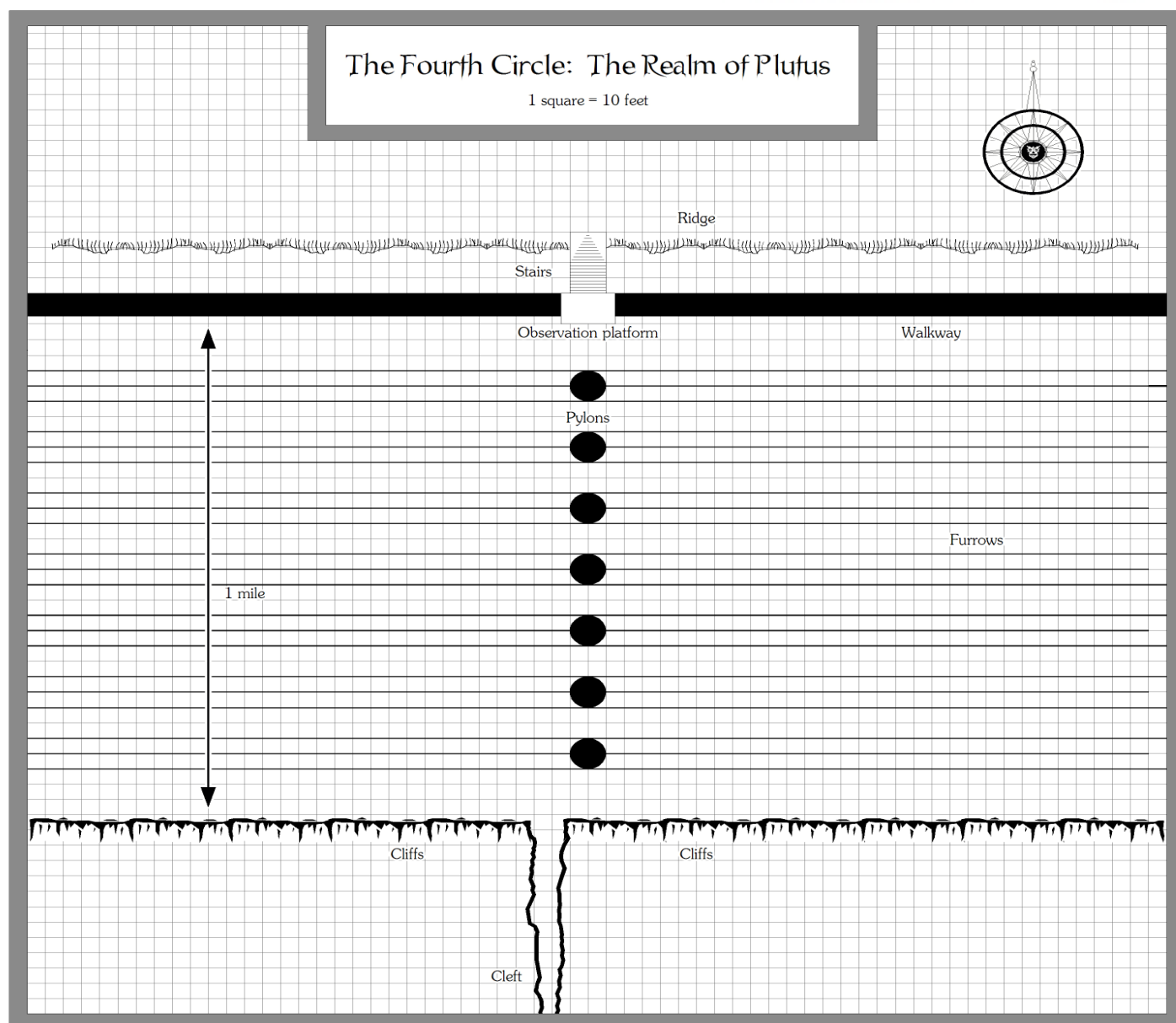
The black leather tent holds a set of Chain Mail +3, Plate Mail +2, Scale Mail +2, a Shield +3, a Shield +4, a Robe of Blending, a Robe of Eyes, a Helm of Telepathy, Gauntlets of Swimming and Climbing, Gauntlets of Fumbling, Boots of Levitation, Boots of Dancing, and Bracers of Defense.

The green leather tent holds a Rod of Cancellation, a Rod of Beguiling, a Staff of Curing, a Staff of the Serpent, a Wand of Fire, a Wand of Magic Missiles, a Sword +1 (Luck Blade), Sword +3, a quiver of twelve Arrows +1, an Axe +2 (Throwing), a Dagger of Venom, a Sling of Seeking +2, two Spears +1, and a Flail +1.

Once the wax seal around the grey coffer is removed, removing the coffer's cover requires a total STR greater than 20. The coffer contains six heart-shaped blue stones, these stones have a good aura and glow slightly (signifying they are active). A person bearing one of these stones has their next hp10 of damage healed (usable every 2 days); if the bearer is good they may call upon an Angel once for one hour, if the bearer is evil they may summon a Pit Fiend instead. A person bearing one of these stones is also immune to fear, charm, suggestion, and confusion spells and effects.

In the last three miles of the Third Circle the temperature slowly rises to normal and the snow disappears; the ground firms up, and the water drains off, leaving a featureless black plain with puddles of standing brackish water dotting the landscape. The eternal snowstorm clears from the sky. As the mortals continue travelling inward, eventually, a long ridge comes into sight, left to right across the visible length of the horizon, as if the entire ground had picked this particular spot to form a gigantic wrinkle, 30 feet high and rising at nearly 60° angle from the plain. Off in the distance, a tall and steep set of black stone stairs ascends this hill. At the top of the steps is a road of stone 15 feet wide, which runs along the brink of a deep pit; near the stairs a small observation platform juts out over the chasm. As mortals climb up the embankment or stairs they meet Duke Plutus on rolls less than 40%.

FOURTH CIRCLE, REALM OF PLUTUS



The pit is 500 feet deep and stretches off in the distance to the right and left, and the opposite wall is so far away it is barely visible; sharp-eyed mortals spot a thin cleft in the opposite wall, off a few hundred yards to the right. Looking down, a row of seven massive poles (60 feet high and 15 feet thick) march across the pit, they are directly below the observation platform. Thousands of thin lines parallel the pit rim, running together and soon lost in the haze which blankets the entire area. An uncountable number of large black dots move along the lines toward the towers from both sides, and multitudes of indistinct shapes swarm around the dots. Vague cries, commands and tormented shrieks drift upward. No easy route of descent is visible – should the companions move along road at the top of the embankment, they reach the high stone walls guarding this segment of Inferno after going 20 miles in either direction; far below is the cavern which admits the tortured souls below to the other sections of Hell; mortals exploring the road meet Duke Plutus after 1d20*(one quarter mile) distance. The stone ridge here is 500 feet high, and 10 - 100 circling Gargoyles discourage climbers (more are summoned as needed); mortals climbing the ridge or repelling down into the Pit within 2 miles of the ridges are attacked by Gargoyle; they are ignored if climbing down into the Pit at other locations. If characters have not already met Duke Plutus, he approaches them while they are preparing to climb down into the Pit on rolls less than 60%.

Plutus is carried in a fabric-shrouded shoulder litter held by four Drones. The litter is preceded and followed by a pair of Erinyes (strongest kind, hp8 per HD) blowing trumpets, and has a 30% chance of having (2 - 6) Elenoin with him (see Gods, Demigods, and Heroes) – Plutus summon 1 - 6 of them whenever he desires. The Drones stop the litter in front of the mortals, and he converses with the companions from inside, without moving if possible. Plutus keeps his Amulet (Plutus' Rod) readily at hand under the cushions in his litter.

Plutus Rod – A solid gold wand, 16 inches in length by 3 inches thick, having an obsidian tip shaped like a spear point, a ruby butt, and along the shaft are inlaid one each pieces of high quality jade, bloodstone, opal, zircon, amber, topaz, and pearl. It is an evil and voracious artifact, fitted well to its owner. Any intelligent creature seeing the Rod in its natural shape desires it to the point of either stealing it, spending all of their wealth to buy it, and/or threatening the owner into giving it away (save vs. magic at -5 versus compulsion). Possession of the Amulet enables the Bearer to make one command of Minos (he cannot release companions from Inferno) and they are immune from attack by lesser Devils while on the Fourth Circle. It confers the following powers to mortals: (1) the bearer is immune from stoning [including salt and gold variations], (2) the rod's touch dispels magical walls, (3) the bearer detects precious metals, gems, jewelry, and treasure at a 1000 foot radius, (4) three times per day allows the bearer to polymorph into a Great Bull for a half hour [bull has golden eyes and horns, AC5, HD5, moves like light house, wand appears as a golden collar, transform to bull restores 30% lost hp, transform bull to man restores 50% lost hp], (5) once per day transmutes 100 pounds of metal to gold, (6) twice in 7 days the rod's touch turns any creature to gold [no save, limit 1500 pounds, stone-to-flesh is ineffective to restore]. The bearer permanently becomes a gold statue after using polymorph, transmutation, and gold touch powers on rolls less than 5%, the chance becoming 10% after 50 cumulative uses and 20% after 75 uses (increase chances 5% every additional 15 power uses). Possession of this item requires a Paladin have Bless and Remove Curse performed by a Cleric of 8th or greater level within 2 days or they revert to ordinary fighter – Rangers require only the Bless spell; these restrictions apply except in cases where the item is possessed less than one hour, Plutus is being commanded by the Paladin /Ranger, and the Rod is immediately destroyed thereafter

While mortals are on the Embankment Road, an encounter check is suggested every mile, with an encounter indicated on 1d12 rolls of 1-3; the specific encounter is determined by 1d6:

- (1) 1-3 Barbed Devils
- (2) 1-3 Wights [AC -1, +1 Evil Sword]
- (3) 1 Bone Devil
- (4) 1-4 Snow Dogs
- (5) one Type 4A Devil
- (6) one Type 4B Devil.

As mortals descend into the enormous chasm, the scene below becomes distinct and separates into more visible fragments. The parallel lines on the bottom surface are large and deep furrows of tightly packed earth in which rest 12 foot diameter boulders of lead; chained to these massive boulders are the dammed souls - fastened in iron chains and collars so that to free themselves they need to cut off their heads! Each furrow is 6 feet wide and 3 feet deep, with approximately 25 feet between them; there doesn't appear to be an end to the channels as seen from ground level. It is the task of the dammed souls to push their boulder along the furrow it sits in, in some cases two or even three souls are working on the same boulder. It can be plainly seen that in many cases two boulders are in the same groove and are moving in the opposite directions: at some point the two stones will be pushed together and they cannot pass (confusion spells ensure that no two souls push in the same direction). If mortals ask Plutus why the souls are condemned to push the boulders he tells them that for a soul to be free of Inferno, they merely must push the boulder one complete circuit along the groove in any one direction. If a soul is succeeding in pushing their boulder, Devils armed with cruel Flails continually flog them until they reverse course!

The tall, wide, poles are set in a line across the Pit, so they intersect at least ten furrows. Plutus binds disobedient devils and souls to those poles to be mashed by boulders, gagged with vinegar-soaked rags and chained with heavy gold manacles and are gagged - a gold-statued person/devil attached to the poles utterly and permanently perish as the statue is reduced to mere precious dust (this dust is mingled with the other gold dust in a hopper kept in his treasure caves, the hopper currently has 100 pounds of gold dust in it).

Because of the broken terrain, twelve encounter checks should be made before the mortals reach the relative safety of the far Pit wall, encounters occur on 1d10 rolls of 1 - 3 as determined by 1d10:

- (1) 2-6 Barbed Devils
- (2) 1-100 unshackled Lemures
- (3) 1-8 Type 4A Devils
- (4) 1-8 Type 4B Devils
- (5) 1-6 Type 4C Devils
- (6) 1-4 Type 4D Devils
- (7) 2-12 Wights
- (8) 1d12 crushing damage from boulder
- (9) 1-3 Nighthags
- (10) 1-6 Doppelgangers

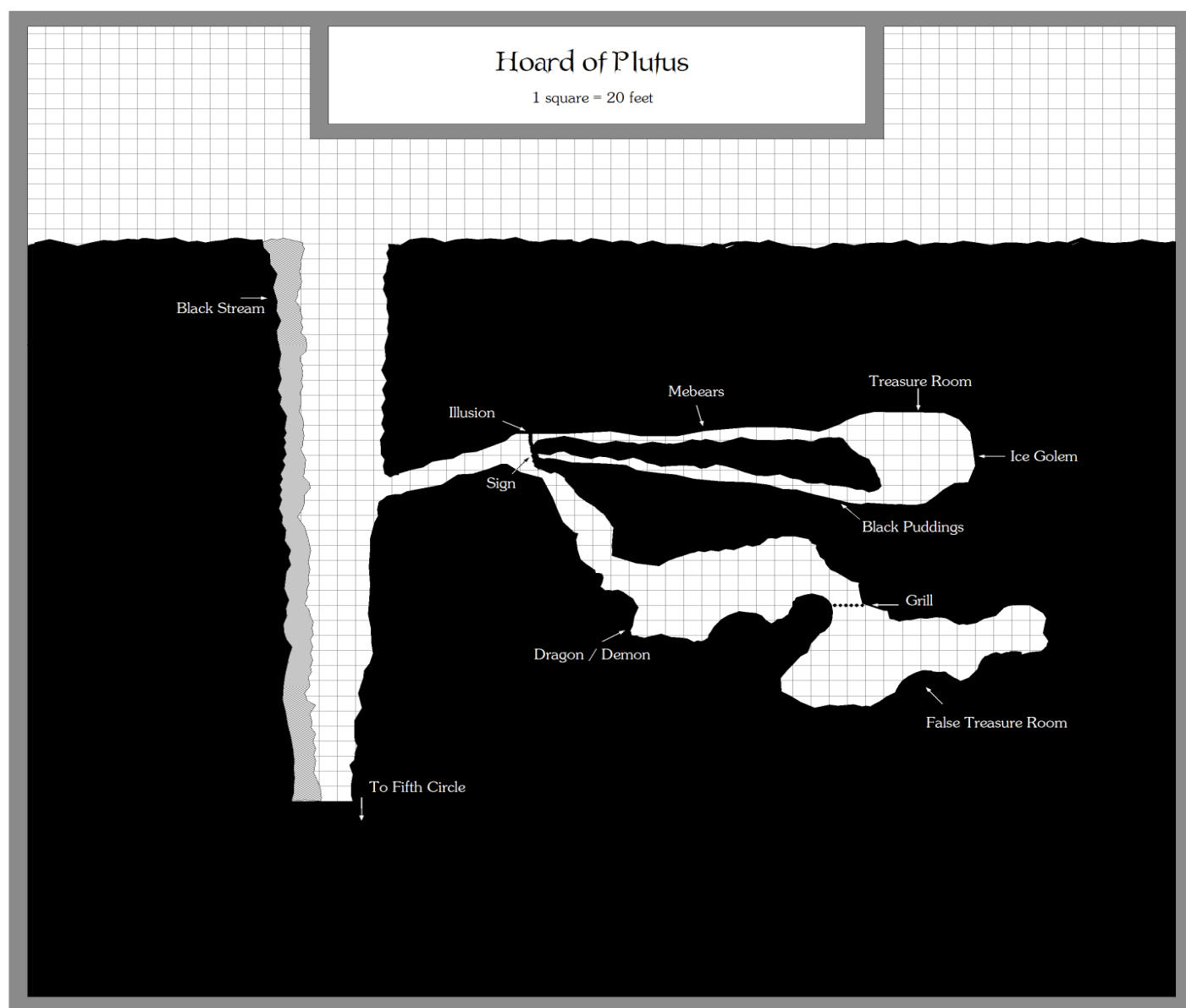
Once the companions reach the far side, roll 3 encounter checks per mile traveled as they search for the cleft allowing access to the Fifth Circle.

If the players cross the Pit directly across from the observation platform they approach a narrow pass in the dull chalklike-granite inner cliff; the cliff walls are 700 feet with two caves near the top that each house groups of 10 - 100 Gargoyles - the Gargoyles attack is the cliff is climbed within a quarter-mile of their lairs. If mortals cross the Pit at any other location, a Gargoyle nest is in the vicinity on rolls less than 40%.

The gap appears is a narrowing notch, 130 feet wide at its mouth, down to a width of only 9 feet by 1000 feet in. A steady stream of cold, black, brackish, liquid which gives off the characteristic smell of SO₂ (rotten eggs) falls from a small cave and ledge some 50 feet up the right face of the cliff which forms the notch; the water pools at the base of the cliff, then works its way from the pool along the right side of the notch - by 250 feet inside the notch the water completely covers the ground, so that to reach the next Circle mortals must walk down the stream, ankle-deep ooze and silt, with freezing water up to their knees.

At a point 300 feet inside, a side branch joins the notch from the left (the notch is 9 feet wide at this location), and two armed Bone Devils (hp8 per HD, 2 Potions of Healing each, +2 Signet Ring of Protection each, one devil is hasted) block the junction. The Bone Devils always accost the group, even when they are greatly outnumbered; they threaten to raise the alarm at the City of Dis (5th/6th circles). If mortals appear indecisive, the Bone Devils attack. The Devils may be bribed, but they do not initiate such a proposition - it is up to mortals players to ask them to make a deal - the normal bribe rates are two valuable pieces of magic per Devil; any attempt to cheat the Devils by mortals results in an attack by 3 - 9 additional very strong Bone Devils in 1 - 3 turns. The Bone Devils will not let any character into their private passage ("Plutus has forbidden it") for any reason, including bribes - that way lies the Treasure Troves of Plutus. If mortals press ahead down the notch, the guarding Devils only actively pursue a battle if they think that they have an actual chance of living through it - if they let the mortals proceed down the notch, they gather an additional 1 - 6 Devils (25% Bone, 75% Barbed) and pursue on rolls less than 20%; the pursuing Devils approach invisibly and attack from behind (because they are not silenced, a Druid/ Ranger/ Bowman has a 40% chance of hearing them approach).

THE HOARD OF PLUTUS



If the mortals kill the Bone Devils and continue into the side passage, they find themselves in a narrow crevasse (allowing only single file movement). Sheer walls towering above effectively prevents climbing. After 60 feet they come to what was once a “Y” junction, but the left fork is walled off; the words “Go Back Mortals” are written in fiery red letters (in Common) on the stone immediately in front of them – the wall to the left is an illusion that conceals the path to Plutus’ true treasures (disbelieved on rolls less than 10% per person going in, rolls less than 15% on the return; the wall does not appear solid when viewed using true sight or detect illusion). The fiery sign conceals a one-way secret door (opens outward, -50% to find, -35% to open) which allows direct passage into the true treasure trove; the door is also concealed by a non-detection spell.

FALSE TROVE OF PLUTUS

The right bend widens after 60 feet into an elongated area 65 feet long by 26 feet wide, with a cave at the far end. The cave has a mouth 40 feet wide by 16 feet high, completely blocked by a brass grille; views of the cave beyond are blocked by a piece of a soft, black cloth, which absorbs all light – this cloth curtains off the False Treasure Cave from the outside. A 2 foot diameter brass bell hangs from a bracket on the grille, ringing the bell produces loud reverberations throughout the canyon – after 1d10 rounds six Barbed Devils (each on rolls less than 80% is armed with one special item per 1d8: [1] 20 charge Wand of Cold, [2] 20 charge Wand of Lightning Bolts, [3] 50 charge Wand of Paralysis, [4] +3 Crossbow plus 3d10 bolts +3, [5] +3 Diabolic Sword 1d12, [6] +3 Diabolic Spear 1d10, [7] Rod of Lordly Might, [8] 40 charge Staff of Striking) appear to investigate, along with either Plutus (if alive, on rolls less than 25%) or a Pit Fiend (rolls 26-00%). An ancient White Dragon (hp9 per HD, AC-1, speaks, 4*L1 spells and 2*L2 spells, found polymorphed into the form of a Type 4C Devil, suffers half-damage from fire-based attacks, immune to natural cold or cold magic, when in dragon form uses its breath weapon on 1d12 rolls 1-9) guards the cave entrance. When mortals appear, the Dragon attempts to ring the bell before engaging in combat, after taking any damage the Dragon returns to its native form. The Dragon fights to the death and does not negotiate with mortals. Any mortal who surrenders is chained to a Boulder for 100 years, after which they will be returned to the surface (Prime Material Plane) sans their weapons, armor, magic, or any treasures.

The brass bell rings if: a) intentionally rung by a mortal; b) the grille is lifted by a ‘Bend Bars/Lift Gates’ roll; c) magic is used against it or within a 10 foot radius. This has the same effect as if the Dragon had rung it. A silence or a dispel magic spell cast by a Mage of at least 14th Level is needed to disable the bell. Thieves have a 5% chance of unlocking its triggering mechanism for every level they are above 10th - but if they fail, the bell starts to ring.

The curtain cloth hanging inside the grille has the peculiar property that when it is laid out on the ground, a small stone hearth appears (30 inches across and 3 inches high with a metal shelf); a fire built in this hearth cannot be seen from beyond the cloth’s edge. Also, the cloth keeps itself clean and dry so that it is impervious to rain/snow/mud, etc.

The cave behind the curtain is semicircular in shape, 20 feet deep by 13 feet high. The cave holds nine stone coffers, each 6 feet by 3 feet by 3 feet, without lids; inside each one are 7100 pieces of bronze (each 4 inches radius by 1/8 inch depth) enchanted by illusion to seem like gold. Three more bronze coffers, each of 2 cubic feet volume, are filled with flawed gemstones (3d100+15300 stones, true worth GP). One gem, which looks like it is worth as much as all the rest together (a Dwarf estimates its value at 30,000 GP) is a Scarab of Death, turning into a creature after being placed inside a pouch or backpack that burrow into the victims back and eats out his heart (time: 10 minutes).

A locked metal chest stands apart from the rest of the treasure, amidst pools of dust. It is jet black and has silver trimmings, bolts, handles on each end, and two keyhole locks (Thieves -30% to pick). It is not trapped. Inside the chest are the Ring of Plagues, a Demon Cloak, a Book of Infinite Spells and black leather Boots of Dancing.

Ring of Plagues: A solid, thick Ring of flat black metal, with no essential feature or markings. It is immune to heat and cannot be unmade by any known forge. The wearer is immune to diseases and poisons, their alignment cannot be detected or determined by magical means, but they cannot be healed while the Ring is worn. After one month of use the wearer becomes irredeemably evil (alternatively, save vs. magic once per month @ -4 or turn evil). The Ring allows the wearer to perform word of recall at will (self only), cast one Onus Spell per month, and four Insect Plague spells per year.

The true diabolical nature of this Ring is apparent only when it is on the hands of a Cleric; when donned by clergy the Ring cannot be removed without removing the finger except when a remove curse is cast by a Cleric of the 16th Level or higher (cannot be cast by the affected clergy). In addition to the above abilities, every spell cast by the Cleric becomes its evil reverse (when possible, intentionally reversed or evil spells are not reversed to good effect). When the Ring is dipped into a drink for 30 seconds, the drink becomes a powerful paralyzing agent (save at -4, 1 hour effect). Twice per week the wearer casts torture spell, once per week when the Ring is touched to another ring it causes the second ring to be infected by a disease that is transmitted to its next wearer. Once per month the wearer speaks an unholy word. Three times per year Clerics wearing this Ring may cause an outbreak of: a) Cholera; b) Bubonic; c) Malaria; and d) Typhoid in an area of up to six hexes/130 square miles (death rate of 40 - 80%).

This Ring is not without cost for its properties – when worn by a non-Mage it drains 2000 XP per month for power plus every 200 days it permanently reduces CON by 1 point, b) it drains 2500 XP per month from Mages, Illusionists, Druids, and Rangers, plus permanently reduces CON by 1 point [when CON = 0 the wearer becomes a Wraith, AC1, HD9, having full use of their previous magical abilities and use of the Ring; it feeds off of mortal life energy for power]. When worn by Clerics, the Ring does not take XP for power but once every three months must be touched to a magic item which it permanently drains of magic – failure to do this prevents the Ring from exercising any of its functions except the evil spell transformation effect; if the Ring is not powered for 9 consecutive months, it drains all STR and CON points from the Cleric (see below). While worn by Clerics, the Ring drains 1 point of CON at 9 months, 2 at 18 months, 3 at 27 months, 4 at 36 months, etc. (a Cleric who starts with a CON of 18 is brought to 0 CON in 54 months).

When a Cleric is brought to 0 CON, they become the Clerical equivalent of a Lich: AC -2, gaining hp10+6 points for HD possessed by the Cleric at the time of his demise. The Lich Priest has Clerical Spell ability (reversed effect) of: 5 1st level, 5 2nd level, 4 3rd level, 4 4th level, 3 5th level, 2 6th level, and 1 7th level spell. All spells that previously required a touch for effect now have radius of 20'. In addition, the Undead Cleric gains has magic-user abilities of: 3 1st level, 3 2nd level, and 2 3rd level spells per day. The touch of this Lich Priest drains 1 Life Energy level from the victim on rolls less than 30%, otherwise causes 3 hours paralysis (no saving roll).

Cloak of Demons: A bright red cape of no protective or concealment value; the wearer suffers ½ damage from magical fire (only), magical cold, and electrical attacks. On the Cape's back, a pentagram is inscribed in a circle in fine silver thread. At the throat of the cloak, forming the neck clasp, is a silver brooch worked into the image of Asmodeus. The magic circle contains a Demon (see Demon of the Cloaks), upon which the wearer may call seven times - after the seventh service the wearer must compensate the demon with either 10 pounds of gold, or one quart of fresh (no more than two days old) human blood, else the demon is entitled to claim the wearer's soul. The demon informs the wearer of the conditions the first time it is called upon and if the wearer refuses the offered bargain they must immediately remove the cloak from their possession – the demon naturally does not perform any services if the bargain is refused. The wearer is completely protected from attacks by Demons I - V but conversely, may not attack them while wearing the cape. After the Demon performs its seven tasks and is paid, it remains in the cloak for another seven services if asked on rolls less than 40% (this value decreases by 10% after every subsequent set of seven tasks which are performed). The cloak becomes powerless if the Demon leaves, until another Demon is persuaded or forced to serve.

Book of Infinite Spells: A shabby brown leather book with black cover, inscribed in glowing red infernal runes. When a page in this book is held open by a Mage or Illusionist, the wielder may cast that spell at will, completing the spell in one round. The spells in this book include, animate dead, cause blindness, cause light wounds, chant, flame strike, insect plague, lie, poison food and drink, and quest.

The jet black chest may be picked up and moved, requiring 3 men with a total STR of at least 42. Underneath is a stone lid half the chest's footprint, and beneath this lies a Wand of Lightning Bolts with 43 charges (on rolls less than or equal to 20% the Lightning Bolt turns and strikes the caster or a randomly-determined companion or ally).

TRUE TROVE OF PLUTUS

If illusion detection devices are available, or spells employed, the apparent solid wall across the side passage's left fork is revealed as illusory. Beyond the illusion the passage runs 350 feet at 30 inches wide, then widens to 45 inches and runs another 200 feet. Where the passage widens it is defended by three armored Me-bears in single file.

At the end of the passage is a low semi-circular cave mouth of one yard height. The cave inside is circular with a 30 foot radius and 8 foot height. The chamber is at 25°F and only those temperature-control spells cast by Mages of 12th level or above have effect; no fire-involving spell of any sort operates nor will normal fires burn for longer than 2 rounds (including torches, lanterns, or oil). Halfway across the chamber on the right hand side wall (approximately 90° to the right) a 3 feet by 3 feet square shaft exits the chamber, stretching off into the dark, ending at a one-way secret door into the Y intersection. At the chamber end of the shaft is found a low cart which supports 1000 GP weight. Inside the horizontal shaft are two Black Puddings (8D10, magic immune, cannot be seen by infravision, appear as part of the passage walls in torchlight); one is found at 1/3 the distance to the intersection, the other at 2/3 the distance.

There is a cumulative 10% chance per 5 minutes spent inside the treasure chamber without wearing the proper winter clothing (winter furs are available at the Noble Castle if specifically requested) that each mortal becomes chilled and then numbed, with the same consequences as if numbed by the Golem. There is a separate 10% chance per person of contracting pneumonia within onset 1 - 8 days of exposure (1d6+9 days of illness, after onset has a cumulative 10%/day probability of death [checked once daily] if the affected person does not have complete rest – on days where the affected person only rests the disease is fatal on rolls less than or equal to 20%; permanently subtract 1 CON point for every 3 days without treatment).

Guarding the treasure room is are two Ice Golems. The treasure chamber holds: 19,000 CP, 62,000 EP, 79,000 GP, a gold coffer holding 224 gems, a silver coffer holding 125 pieces of jewelry, two closed cloth sacks, and three wooden chests. Two metal boxes with leather covers sit on a marble table on the far side of the chamber. A large silver and platinum hopper sits on the left side of the cave, the hopper holds 100 pounds of finely ground gold dust; on the floor next to the hopper are ten small leather bags, each one secured by a golden thong and holding five ounces of gold dust.

The gems each are valued at [1d100*1d20*1d6] GP. Notable among the gems are 6: Zircons of 35,100 GP, 4 Black Opals of 42,000 GP, 10 pieces of Amber of 21,500 GP, and 4 Emeralds of 55,000 GP. The jewelry is valued at [1d100*1d100*1d12] GP. Notable among the jewelry are: 6 platinum Pins of 52,000 GP, 2 Locketts of silver, diamonds and platinum at 68,000 GP, 3 Belts studded with corral and bearing a mithral clasp (each worth 46,000 GP), 8 Bracelets of platinum worth 23,500 GP each, 4 Rings of Silver bearing moonstone and rubies (each worth 41,750 GP), and two sets of mithral and emerald Earrings worth 54,500 GP and 60,250 GP.

The wooden chests are all unlocked. The first chest holds a Rod of Absorption, a +2 Holy Sword, a set of +5 Leather Armor (sized for humans and elves), and potions of clairaudeice, treasure finding, extra-healing, and polymorph self. The second chest holds 17 finely-made religious vestments of unknown origin (aura of good, each valued [1d12*100]+1500 GP). The third chest holds 6 finely-made religious vestments of unknown origin (aura of good, each valued [1d20*250]+2500 GP), 2 golden chalices (1642 GP, 2836 GP), 3 incensed candles, a wax sealed small metal tin holding 20 light brown wafers, 2 hand-bells (485 GP, 612 GP), a silver hand-mirror, and a silver incense burner (1085 GP).

The first sack is secured with a manticores-hide leather thong; inside are four metal boxes – the first box holds enough Bitter Root to make 3 neutralize poison potions, the second holds enough cumin seeds to prepare 3 stimulant potions [allows the imbiber to go without sleep/rest up to 72 hours, after which needs 24 hours of uninterrupted sleep or lose one point of CON], the third holds two sprigs of mistletoe cut under the full moon on Midsummer's Eve by a full Druid with a scythe of Gold and allowed to fall into a golden bowl, and the fourth holds enough madweed to prepare a cure rabies potion [its smell is sufficient to make the sufferer quaff it]. Only Druids, Rangers of the 8th Level or higher, a Senior Alchemist or Physician, are able to prepare potions from these herbs; each potion takes a full day to brew. The sack also contains a doctor's kit in a black leather satchel; this kit holds 4 Bandages treated with the fevers (doubles the affected persons healing time, adds +10% to the disease fatality), 6 vials of PH5 acids, 3 triangular and 3 cravat-type bandages, 2 vials of Blade Venom, forceps, 3 sprigs of garlic, 3 rolls of clean gauze, 3 surgeon's needles, 4 razor blades, a vial of salt, 2 scalpels, 3 vials of sugar, 500 feet of suture thread, a well-made snakebite kit, 3 vials of tea leaves, tweezers, and 2 vials of unholy water.

The second sack is secured with a brass chain and padlock. It holds 4 sets of guitar strings, a conductor's wand, 10 scrolls with musical scores (each $[1d20*1d8]+250$ GP), 3 musical Horns made of fine wood and studded with silver bands (831 GP, 1164 GP, 1843 GP), an unstrung Harp in its leather case (667 GP), and a Lute of exquisite craftsmanship in a battered case (3042 GP).

On a marble table on the far side of the chamber, partially cloaked in the black shadows, are two small metal boxes: one being covered by fine worked leather and showing an Arms of red field and crossed silver keys (Horn of Drardethen, aura of good), and the other having Arms of a blue field, crossed silver keys and a gold crown over the keys (Ysic's Lyre, aura of chaos). The Arms bear no resemblance to those of any current Mediggan House or Religion Order. The crossed keys resemble that emblem on certain Cleric Halls but cannot be identified with any particular Hall.

Horn of Drardethen: In the case with the red field is a white ivory horn with silver mouthpiece and silver bands around its rim, having no other ornamentation. The cap-plate is mithral and has a single ruby set at its center. Its leather cover is beat-up and thoroughly used, and has no adornments other than its Arms.

Drardethen was manufactured by the High Mage Ysic, for the Earl of the Pass (now called the Southern Gap) in the years of Nurn's greatest strength. It is neutral with regard to Law/Chaos but only functions for those of the good alignment. While held by a good person the wielder has the skill of playing the Horn. While the Horn is held the wielder is protected from normal missiles (as a shield spell), the wielder uses ventriloquism at will, and they understand/speak to flying creatures. Each of its magical functions is keyed to a particular note and tune, and it can also be played normally without magical effects. Its magical songs include: friends assemble (allies within a half mile hurry toward wielder and are ready for commands and orders, enemies in the same area flee, those personally neutral towards the sounder have a 50% chance of doing either), voice throwing (voice projection up to one mile range), collapse stone (affects stone 25 feet tall by 50 feet wide by 5 feet thick at range one-tenth mile; a volume of wood four times larger is affected, blows down any normal door even when barred and held, cracks city Gates), hurricane winds (in direction of Horn's mouth, 100 mph to one-quarter mile, 50 mph to one-half mile, 25 mph to one mile), and unconsciousness (effect $1d20*[20-CON]*\text{quarter hours}$, range one-third mile, no save, affects allies and enemies; deafens to one-half mile lasting $3d20+70$ hours; when this song is played the wielder experiences heart failure on rolls less than $[100-5*CON]\%$ due to the sudden power drain – apply a -25% roll modifier for every use of this power within the most recent 7 days; every five times this power is used, one point of CON is permanently lost). If the wielder plays and combination of the friends assemble, collapse stone, or hurricane winds songs six or more times during a single day, heart failure occurs following each song on rolls less than or equal to 25%.

A herbal infusion for treating heart failure requires at least three of the herbs, birthwort, goosegrass, foxglove, hawthorn, kelp, or white bryony (each herb is found on rolls less than or equal to 15% when searching a one hex area of wilderness); the infusion must be not more than 8 days old; it takes two hours to brew a two flask infusion. A person affected by heart failure who takes this infusion within 15 minutes of onset lives on rolls less than 92%, however they may suffer a fatal relapse if they do not receive complete bed-rest for 120-(2*CON) hours. Any vigorous work or exercise (for example, combat) during the bed rest period has an 85% chance of causing an immediate heart attack, moderate work or exercise has a 20% chance per hour of causing a heart attack, and light work or exercise has a 10% chance per hour of causing another heart attack.

Ysic's Lyre: Inside the case bearing Arms with a blue field, carefully wrapped and insulated from the elements, is a four string Lyre, one a very deep bass, one a high treble, and two intermediate notes. A gem-shaped bowl is on the Lyre's base. This magical instrument also comes from Ysic (a chaotic Mage who specialized in musical effects) who made it for the Harper to an evil Giant chieftain – rumors say that the poor Harper paid a fortune in gems for the Lyre, then kept paying pieces of his soul to get the ghastly instrument finished.

When the Lyre is found, its strings are lax and in great need of tightening and tuning, requiring at least an hour to perform (a replacement set of strings is found in the case, only one for each string). Harpers or Bards have a 5%/Level chance of properly tuning and/or tightening the strings, as does a trained musician with a specialty in stringed-instruments. Magicians who spend at least one month on research (cost of at least 300 GP per month) have a 3%/Level chance and all others get a one-half%/Level attempt. Failure to properly tune this instrument may breaks from 1 - 3 strings on rolls less than or equal to 12%.

The Lyre is an instrument of extraordinary craftsmanship, although it radiates a lot of magical power; while it is held the wielder has skill with playing the Lyre. Before the Lyre's enchanted properties can be used, it must be tuned, then activated using a spoken key word – the word, 'serve' is written on the left stem in the Fire Giant dialect, but must be said in the Elvish language to be recognized. The Lyre requires the consumption of a gem of minimum value 100 GP every 2 weeks to keep operating, the gem placed in the bowl in the base. The bowl glows with a soft blue color when it requires feeding and only operates as a normal instrument in this state. Placing a gem in the bowl causes a yellow glow for a few moments, then the gem softens and drains away into the center of the bowl. If the gem was of sufficient value, there no glow is left; if not, the blue glow remains. Over-feeding the Lyre gems does not store up power or extend the time between feedings.



Once it is activated, the Lyre's magical effects are controlled by the string combinations that are strummed; however the Lyre does not communicate its abilities and the owner must research its properties or experiment to determine them. The following effects are achieved when the following strings are played in order: (s 1,2) negates fear spells, (s 1,3) knock spell, (s 1,4) dispel magic [as Mage 12th Level], (s 2,3) sanctuary spell of double effectiveness, (s 2,4) confusion spell, (s 3,4) geas spell, (s 1,2,3) sleep spell [one hour, no save if less than hp20, 150 feet], (s 1,3,4) animal friendship spell, (s 2,3,4) slow spell, (s 1,2,3,4) fear spell [150 feet, -5 save]. The following effects can only be used by Bards: (s 1,2,4) earthquake spell, (s 3,1,4) walk on notes [spell creates a musical bridge, black note-forms just larger than a man's foot forms a bridge across the water or air, 500 feet length, supports 600 pounds, does not sway, cannot be damaged by magic/weapons/fire, maintained 20 minutes by continuous playing], (s 2,1,3,4) move earth spell, (s 2, 3,1, 4) plant growth, (s 2,4,1,3) find the path spell, (s 2, 4, 3,1) negates curses on doors, walls, seals, tombs, items [does not prevent spoken curses or cursed scrolls]. If any combination of chords are strummed four times within any 48 hour period, the fourth effect rebounds on the player and their allies, and the affected strings break. After every twentieth cumulative magical tune played, the player becomes insane on rolls less than or equal to $100 - (4 * \text{CON})\%$. This insanity lasts $1d8 * 1d6$ days, takes one of the following forms, and is not detectable as what it is: (01-40) excessive temper and violence directed toward companions and allies, (41-60) extreme racial and/or religious paranoia, (61-84) extreme cowardice and marked indecision under pressure, (85-100) general glibbering idiocy – when their sanity is restored, the affected person has no memory of anything that happened while they were irrational and will need to discover what happened.

Some string chords effect the player and their allies: (s 1,3,2) weakness spell [reduce STR by 1-8 for 8 hours, -3 save], (s 1,4,2) summon enemies [within 1000 feet, all > 4D10], (s 1,4,3) deafness [2-6 hours], (s 2,1,3) Otto's Irresistible Dance spell, (s 2,1,4) mesmerize (friendly/allies, no save, 3d100 minutes), (s 2, 3,1) hold person [friendly/allies only, -2 save, 3d20 minutes], (s 2,4,3) permanent and complete amnesia [no save; all companions/allies forget all past associations, conversations, agreements, treaties, contracts, quarrels and adventures with all other persons present - they face each other as total and complete strangers of unknown alignment and purposes, with probable hostility and suspicion, for none can explain how they came together], (s 3,2,1) turns boots to Boots of Dancing, (s 1,2,4,3) summon Demon [roll 1d4 for Type II/III/IV/V], (s 1,3,2,4) warp metal [affects arms and armor at 25% per piece], (s 1,4,3,2) suggestion [player of the Lyre is a traitor, save -2], (s 3,1,2,4) sustain 6-36 points of damage [50 feet], (s 3,1,4,2) becomes permanently evil [no save], (s 3,2,1,4) Death [no saving throw], (s 3,2,4,1) STR drops permanently to 6, (s 3,4,1,2) affected persons compelled to become pacifists and refuses to carry weapons [save versus magic], (s 3,4,2,1) affected persons compelled to become subservient and humble, seeks a Giant to swear service to [save versus magic].

The strings are a special alloy of silver, adamantite and copper and must be carefully combined and tempered. Only Dwarven Craft Masters have the proper skills to make new strings, which require at least a month to fabricate – a new string fails to be true and must be reworked on rolls less than or equal to 33%, rework taking an extra week. New strings cost 2000 GP per working week. All Dwarven cities have at least 3 such Masters, Elven cities generally have one, and human cities have a 45% chance of having a resident Master (checked every month).

Mere possession of the Lyre has an unsettling effect on the mind, causing frequent and unexplainable headaches which cannot be cured (2% chance per day of breaking a blood vessel), passing weakness when playing the Lyre and a strong compulsion to be rid of encumbering armor/shields/helms and other heavy gear strapped to the body while playing (save versus magic at -4; an affected person takes 1 - 3 melee rounds to divest themselves of metal armor and other gear, leaving only robes, tunics or leather, then running about randomly 3 - 30 melee rounds playing ballads and singing loudly but with enough sense to use the sanctuary power whenever threatened – otherwise they are only able to play a power song every fourth melee round). Two hands are needed to hold the Lyre and it cannot be used along with a weapon or shield. Bards do not give up this Lyre after gaining possession, certainly not to another musician; they will not even own another musical instrument while possessing this one – the Lyre eats at their minds, more and more, so that eventually they become unwilling to reveal possession of the instrument to strangers, play a concert, or uncover it where others may see it (including in battle!). An affected Bard is openly hostile towards other Bards, and generally of foul temper due to fatigue and worry over the Lyre's safety.

The owner of the Lyre is compelled (save at -8) to have an extreme dislike of Dwarves (except when cooked), will never trust one, will not risk their life for one, will not give or loan any magic to one, and will not heal a Dwarf. They will only loan them money with extraordinary high interest rates. The owner is compelled to betraying Dwarven allies to their enemies, even if it means taking chances with their own alignment. If a Dwarf becomes the owner, they are compelled to become a renegade and become a highly loyal servant of Giant Clan on rolls less than or equal to 70%, checked every 100 days. In any case, a Dwarf-owner seeks power over their fellows, seeking to become a Dwarf-King or Patriarch of a Dwarf Clan or House. They expect to be acknowledged as leader of any allied Dwarves, regardless of their respective social ranks, demanding other Dwarves take all orders from the owner alone.

MODULE CONCLUSION

This ends the first part of Inferno. From this point at the inner rim of the Fourth Circle, mortals must wade down the uncouth, dirty stream of bone chilling black water into the Styx, the Swamp of the Violent and the Wrathful. There they face Phlygas the demon-boatman who comes to ferry them across that tortured marsh to the Gates of the City of Dis, the Sixth Circle. Most likely, Divine Help is required to breach those walls held by Devils and Harpies and enter into the Plains of Burning Tombs, the Wood of Suicides and the Plain of Raining Fires, where Geryon waits at the inner edge to make the descent into Lower Hell. The mortals are still a long way from the center where they can hope to make an exit of this place. Fifty tortuous miles remain to reach Lucifer and the exit.



DEVILIARY AND BESTIARY

Angel, Female, AC-5, 20HD10, hp112, attacks: Staves of the Heavenly Hosts (1d12+2 damage, casts any angelic spell, absorbs 6 spell levels hostile magic/round, once per 3 rounds heals hp20, angel's strike 3-30, age opponent 15 years, regress age 20 years, cause disease [leprosy, boils, poxes, etc.], insect plague, when broken 200d20 damage at radius 100 feet), shatter metal (voice pitch, does not effect mithril or enchanted objects), Harps of the Heavenly Choir (60% chance to be present, determine specific harp effect from 1d4 – (1) hold [HD100] or (2) sleep [HD100] or (3) friends spell [HD100] or (4) heal 10-20 [HD50]; saving throw permitted). Alignment: Law Good. Description: STR 18(70), INT 19, WIS 19, CON 18, DEX 19, CHR 20, dressed in either long white or yellow gowns which cling tightly to their well-shaped bodies. Their voices are more musical and lilting and they will occasionally speak in rhyme. Their hair can be either a shining gold or jet black and is always long, flowing and has scented flowers braided into it. They usually wear sandals. Female angels tend to favor Bards, Harpers, Poets, Sages, and other men of learning. Their tempers wear thin quicker than those of males. Abilities: magic resistance 75%, regenerate hp3/round, ESP (no save), mesmerize (singing, HD80), voice projection to one mile, speak/understand all languages, sees with true sight, sees through lead, exceptional hearing, immune to spells or devices that affect the soul, immune to charm spells, moves between Planes (carries 3 mortals). Spells (unlimited): animate the dead, bless, charm person/monster, command, cure diseases, cure light wounds, curse, earthquake, emotions, flame strike, fly, geas, hold person, knock, know alignment, legend lore, limited wish, protection from evil, quest, remove curse, remove fear, shapechange (humanoid forms), suggestion, teleportation, time stop.



Angel, Male, AC-5, 20HD10, hp112, attacks: +7 Holy Flaming Sword (+5 damage, slices through metal in single stroke except adamantium or mithril, dancing sword, 5/day fire ray – 20 feet range, 6-24 damage), Trumpet of the Lord (60% chance to be present, double strength Horn of Blasting, mesmerize [hd60], paralyze [HD35], fear/panic [HD20]), +5 Javelin of Light (30% chance to be present, glow near evil aura, 6-26 damage versus evil, light spell). Alignment: Law Good. Description: STR 18(70), INT 19, WIS 19, CON 18, DEX 19, CHR 20, Dressed in long flowing white robes girdled in a black, braided cord, wearing sandals and a golden breastplate and helm. Hair is usually golden /blond in color. They speak in deep voices. Abilities: magic resistance 75%, regenerates hp3/round, voice projection to one mile, speak/understand all languages, sees with true sight, sees through lead, exceptional hearing, immune to spells or device that affect the soul, moves between Planes (carries 3 mortals), immune to charm spell. Spells (unlimited): animate the dead, bless, charm person/monster, command, cure diseases, cure light wounds, curse, earthquake, emotions, flame strike, fly, geas, hold person, knock, know alignment, legend lore, limited wish, protection from evil, quest, remove curse, remove fear, shapechange (humanoid only), suggestion, teleportation, time stop.

Cerberus, Great Hound of Hell, AC-5 (underside AC0), 22HD12, hp128 (each head becomes unconscious on hp35), attacks: bite (left/right heads 3-18, middle head 4-24, cannot bite and use spells), claws 2*1-20 (must rear up to use, cannot simultaneously bite). Alignment: Lawful Evil. Description: This great Hound is 12 feet tall at the shoulder and stands nearly 18 feet, he has three bulldog heads (each with adamantite collars) and metal-shod paws. Cerberus has genius intelligence. Abilities: magic resistance 75%, speaks/understands all languages, speaks to all canines, controls all canines (500 foot radius), all saves are rolls greater than or equal to 6 on 1d20, regenerates hp4/round, suffers one-quarter damage from natural fire and half-damage from fire magic and three-quarter damage from electrical magic, is immune to natural cold or cold magic, cannot use invisibility, weapons of +2 or greater enchantment are required to injure (ordinary weapons with silver blade inflict hp1). Spells: (unlimited) animate dead, cause fear, charm person, greater illusion, know alignment, suggestion, summon monsters (killer dogs, 3HD8, bite 1-8, claws 2*1-6), teleportation; left head has unlimited use of first spell Level Mage spells, right head has unlimited use of second spell Level Mage spells, middle head has unlimited use of Mage spells of first, second, and third spell Levels (save versus wands). When found on the Material Plane Cerberus has treasure classes P, R, T, and U.

Charon, Archdevil, Bounder of Hell, AC-5, 25HD10, hp155, attacks: punch 1d12, gaze of weakness (save at -3, reduces STR by 4 points for 20-CON hours, gives -2 attack penalty, give opponents a +2 attack bonus), gaze of submission (save at -5, submit to Charon's orders for 1d12*3 hours), Great Oar. Alignment: Lawful Evil. Description: Appears as a bent old man, lame in one leg, with white shoulder length hair that is tangled together. His forehead is very high and it slopes upward to a high, bald, crown, giving his head the appearance of having a white circlet around it with white fur attached. The most notable feature of Charon's face are the intense eyes set back into his head while glow with a pulsating red color. He never sleeps and doesn't keep a Palace or any servants, his Hoard is kept in a cave on the inner shore of Archeron, guarded by a Devil which only obeys his commands. Charon has a hearty disdain for all living creatures, he is rough, vulgar, and tends to be short tempered -- particularly towards mortals. Abilities: magic resistance 92%, infravision and ultraviolet vision, speaks/understands all humanoid languages, speaks with all aquatic creatures, requires weapons of +3 or more enchantment to injure, silver weapons have one-quarter damage, mortal's gazes are drawn to his eyes (save versus magic). Spells (unlimited, 3/round): animate the dead, charm person, continual light, detect invisible, dispel magic (at 20th Level), fear, geas, know alignment, hold monster, hold person, illusion, invisibility, locate object, produce flame, pyrotechnics, read languages, read magic, shapechange, suggestion, summon monster (1d8 Second Circle Devils), teleportation (no error), wall of fire. Spells (5/day): fulfills another's wish. Spells (1/day): symbol of forgetfulness (save -4, forgets all events of the previous 1d20*10 hours), symbol of pain, symbol of repulsion, unholy word.

Demon of the Cloak, AC-3, 9HD12, hp60, attacks: punch 1-10, whirlwind trample 3-18, cloud of fire engulfment 2-20. Alignment: Chaotic Evil. Description: The natural form of this creature is that of a man's torso supported by a whirlwind. It has a Strength of 18 (60). It prefers to fight as a whirlwind. Abilities: magic resistance 80%, creates as does a Djinn (creations last four times longer), moves silently, speaks/understands Common-Djinn-Efrete-Infernal. Spells: (unlimited) cause fear, charm person, ethereal, greater illusion, invisibility, shapechange (8 foot whirlwind, cloud of fire 8 foot across, humanoids), teleportation, (3/day) any first spell Level, second spell Level, third spell Level, fourth spell Level, and fifth spell Level spells.

Devil, Type 1A, AC4, 3HD10, hp18, attacks: stomp 2*1-10, tail 3-9,. Alignment: Lawful Evil. Description: A mammalian creature which loosely resembles a small Woolly Mammoth with a human head instead of a elephantine one, 7 feet height, it has a long tail with 3 spikes in it; there are 3 eyes on its large head. The dirty, matted fur is brown in color. This devil has genius intelligence. Abilities: magic resistance 10%, infrared vision, sees invisible and ethereal, requires non-magical weapons to damage, multiple images (1-3 identical phantasms). Spells: (unlimited) animate dead, cause fear, charm person, greater illusion, know alignment, suggestion, teleportation.

Devil, Type 1B, AC4, 5HD10, hp28, attacks: bite 1-16, constriction 3-24, tentacles 2x1-2, breath weapon (lightning bolt, 7d6 damage, every tenth round). Alignment: Lawful Evil. Description: A 12 foot long snake-like creature with hard blue scales, a rattlesnake's tail, 3 eyes set into a snake's head, along with 2 foot fangs. It also has 2 tentacles of 4 foot length growing out from its head. It is semi-intelligent. Abilities: magic resistance 20%. Spells: (unlimited) animate dead, cause fear, charm person, greater illusion, know alignment, suggestion, teleportation; the tail rattle also causes fear.

Devil, Type 1C, AC2, 7HD10, hp38, attacks: claws 2*1-8. Alignment: Lawful Evil. Description: A 7 foot tall, gaunt, skeletal, Devil with long, black hair growing from an otherwise polished human skull, with normal flesh hands attached to its bones. It is semi-intelligent. Abilities: magic resistance 30%, always repelled by cruciform holy symbols. Spells: (unlimited) animate dead, cause fear, charm person, greater illusion, know alignment, suggestion, teleportation; (every half hour) summon monster (1-6 giant spiders). There is a 10% chance of class D treasure being found on the Devil.

Devil, Type 1D, AC8, 2HD12, hp16, attacks: bite 1-2, punch 1-4, sleeping touch (1-3 damage, -3 save, lasts 2-40). Alignment: Lawful Evil. Description: A small humanoid, only 3 foot tall, black-skinned, hoofed, having 2 antennae that point towards living beings in its vicinity. It attacks completely mindlessly. It is semi-intelligent. Abilities: magic resistance 15%, requires enchanted weapons to damage. Spells: (unlimited) animate dead, cause fear, charm person, greater illusion, know alignment, suggestion, teleportation. There is a 10% chance of class D treasure being found on the Devil.

Devil, Type 1E, AC6, 6HD10, hp37, attacks: beak 1-8, pincers 2*2-6, hoofs 2*1-6, confusing gaze (-1 save, 1-12 rounds). Alignment: Lawful Evil. Description: This devil is one of the more grotesque beings ever created, an 8' tall birdlike creature with a human head and a beak, it is hoofed, and has pincers attached to tentacles which grow out from under its wings. The main body is scaled and is striped with yellow and green colors. The wings are not nearly large enough to support its large body in flight, but it can run at light horse speed for several hours at a time. It is very intelligent. Abilities: magic resistance 100%, when struck by an enchanted weapon drains +1 on rolls less than or equal to 20% - regenerates hp2. Spells: (unlimited) animate dead, cause fear, charm person, greater illusion, know alignment, suggestion, teleportation. There is a 10% chance of class R treasure being found on the Devil.

Devil, Type 1F, AC0, 6HD12, hp46, attacks: paws 1-10, multi-handed with four swords {+1 rapier [1d6+4 damage, paralysis on natural 20], +2 scimitar [1d8+3 damage, limb cleaved on natural 20], +3 long sword [1d10+2 damage, head cleaved on natural 20], +4 saber [1d12+1 damage, drains experience Level on natural 20]}, poison stinger 1-6 (-2 save, slow, 3-30 rounds, requires system fatal shock roll on third or more hit), stoning face (-1 save, requires helm be opened). Alignment: Lawful Evil. Description: A gigantic humanoid, 19 feet tall, which roams about the plane inflicting pain where it can; this bloodthirsty creature prefers to torture victims rather than to kill them and is insulted should a victim manage to kill itself. It has 3 heads and 3 sets of arms – a human head in the center, a jackal's head on the left and a Medusa's head on the right. The arms controlled by the Medusa and Human heads are normal human hands except for having only 3 fingers; the jackal's arms end in great paws. This Devil has hooved feet and a whip-like tail ending in a stinger. It's skin is pale grey. The Medusa's head wears an visored iron helm thin eye slits, only opening the visor to use its stoning ability (surprise gained on 1-3 of 6). Abilities: magic resistance 50%. Spells: (unlimited) animate dead, cause fear, charm person, greater illusion, know alignment, suggestion, teleportation. There is a 10% chance of class X treasure being found on the Devil.

Devil, Type 2A, AC2, 7HD10, hp41, attacks: punch 6*1-3, spiked clubs (3*1d8), poisoned dirks (3*1d6, poison blinds 1-20 minutes, -3 save). Alignment: Lawful Evil. Description: A gray skinned winged humanoid, 4½ feet tall, having three pairs of arms, each hand with 6 fingers. They are semi-intelligent. Abilities: magic resistance 15%, enchanted weapons are required to injure, phased travel (ethereal). Spells: (unlimited) animate dead, cause fear, charm person, greater illusion, know alignment, suggestion, summon monster (1-6 Great Wolves), teleportation. When found on the Material Plane, this Devil has treasure class C on rolls less than 17%.

Devil, Type 2B, AC5, 1HD12, hp, attacks: jackal bite 1-4, wolf bite 1-6, ram's horns 1-8, paws 2*1-4, pincers 2*1-8, stinger 1-10 (attacks as Fighter L8, poison slows). Alignment: Lawful Evil. Description: A large insect with 2 body segments, four wings, three heads (jackal, wolf, ram), it has fur sets of legs – one with paws, one with pincers. The Devil is 6 feet long and is striped along its second body section. A large stinger protrudes from its rear part. This Devil has high intelligence. Abilities: magic resistance 79%, double damage is delivered by silver weapons. Spells: (unlimited) animate dead, cause fear, charm person, greater illusion, know alignment, suggestion, teleportation; one additional spell per day from first, second, third, fourth, fifth, and sixth spell Levels. When found on the Material Plane, this Devil has treasure class C on rolls less than 17%.

Devil, Type 2C, AC-4, 4HD12, hp28, attacks: bite 4-12 (doubles on rolls 18-20), spikes 6-24. Alignment: Lawful Evil. Description: A 12 foot long winged snake, with 6 wicked spikes and a rattle on it's tail. Three eyes stick out of a dog's head on stalks, and large fangs jut from its jaw. A jeweled adamantine collar acts as a Ring of Normal Missile Protection. It is scaled and spotted blue on purple. This Devil has average human intelligence. Abilities: magic resistance 45%, has infrared vision and ultraviolet vision, edged or piercing weapons do half their rated damage. Spells: (unlimited) animate dead, cause fear, charm person, greater illusion, know alignment, suggestion, teleportation. When found on the Material Plane, this Devil has treasure class B on rolls less than 17%.

Devil, Type 2D, AC-2, 4HD10, hp24, attacks: bite 1-6, kick 2*1-4, rear kick 1-10, trample 4-24 when running. Alignment: Lawful Evil. Description: A low-slung six-legged, mammalian ground creature, 5 feet long, with the head of an ape. It has three eyes and is striped black with grey. This Devil has average human intelligence. Abilities: magic resistance 65%, has infrared vision, sees invisible, phase travel ability (ethereal), permanently hasted. Spells: (unlimited) animate dead, cause fear, charm person, greater illusion, know alignment, suggestion, summon monsters (1-8 Huge Spiders), teleportation. When found on the Material Plane, this Devil has treasure classes O and P on rolls less than 17%.

Devil, Type 2E, AC-2, 5HD12, hp33, attacks: punch 2*2-12, kick 1-10, +4 Evil Club (4-24), stunning gaze (-2 save, 1-20 minutes). Alignment: Lawful Evil. Description: A 9 foot tall, grey-skinned humanoid with 3 eyes and 4 fingers per hand. It has skin like stone and weight to match. This Devil has human average intelligence. Abilities: magic resistance 50%, enchanted weapons do not injure, it is repelled by mirrors. Spells: (unlimited) animate dead, cause fear, charm person, greater illusion, know alignment, suggestion, teleportation. When found on the Material Plane, this Devil has treasure class C on rolls less than 17%.

Devil, Type 2F, AC4, 4HD12, hp30, attacks: bite (drains hp1-8 blood – reduces STR by 1 point, restored after 4 turns rest per point ; transmits rabies – save versus disease -2, 2-16 days incubation, 97% fatal, dies of dehydration after 6-12 days, after death must succeed on two system shock rolls to be resurrected, requires a cure disease not later than 50 hours after disease onset), stinger 1-6. Alignment: Lawful Evil. Description: A 3 foot tall, bird-like, creature with bright yellow scales along its body, and a three-eyed head of a wolf (a whitish foam is around the mouth). It has a short tail with a stinger. This Devil has human average intelligence. Abilities: magic resistance 70%, it knows the relative strengths of mortals and attacks the weakest person present first. Spells: (unlimited) animate dead, cause fear, charm person, greater illusion, know alignment, suggestion, teleportation. When found on the Material Plane, this Devil has treasure classes O, P, and Q, on rolls less than 17%.

Devil, Type 2G, AC4, 4HD12, hp, attacks: bite 1-3, head butt 1-10, talons 1-6, confusing gaze, paralyzing touch (+3 save). Alignment: Lawful Evil. Description: A larger bird, 5 foot tall, with red scales and the head of a goat. Its legs have very sharp talons. This Devil has very high intelligence. Abilities: magic resistance 70%, metal passes through its body – only wooden or stone weapons have effect, this creature attacks persons in metal armor as if they are AC8 (wooden armor acts as AC0). Spells: (unlimited) animate dead, cause fear, charm person, greater illusion, know alignment, suggestion, teleportation. When found on the Material Plane, this Devil has treasure classes B, S, and T, on rolls less than 17%.

Devil, Type 2H, AC-1, 3HD12, hp, attacks: bite 1-4 (transmits smallpox, -2 save), horn 1-8, talons 2*1-6, touch of confusion (+1 save), breath weapon (3/day, dispel magic mist persists 1-10 melee rounds). Alignment: Lawful Evil. Description: A large, 8 foot long, winged snake with the head of a one-eyed horse (horned spike on its forehead), and a long rattle on the tail has a rattle on it. The snake has blue skin and black wings. A set of bird's talons grows from the body, 2 foot' below the head. This Devil has very high intelligence. Abilities: magic resistance 80%, has infrared vision and true sight, sees ethereal and invisible creatures. Spells: (unlimited) animate dead, cause fear, charm person, greater illusion, know alignment, suggestion, teleportation. When found on the Material Plane, this Devil has treasure classes E on rolls less than 17%.

Devil, Type 3A, AC-3, 3HD12, hp21, attacks: bite 1-8 (transmits wasting disease polio, -3 save versus disease), claw 1-4, tentacle 1-4 (as +3 Flail, drains 2 experience Levels). Alignment: Lawful Evil. Description: An eight-legged mammal, 8 feet at the tip of its head, with thick white fur, a bull's head, and a long, smooth tail. It has a single barbed tentacle, 14 feet long. This Devil has genius intelligence. Abilities: magic resistance 25%, its sees invisible, astral, and ethereal creatures. Spells: (unlimited) animate dead, cause fear, charm person, greater illusion, know alignment, suggestion, teleportation. This Devil has treasure classes P and R on rolls less than 31%.

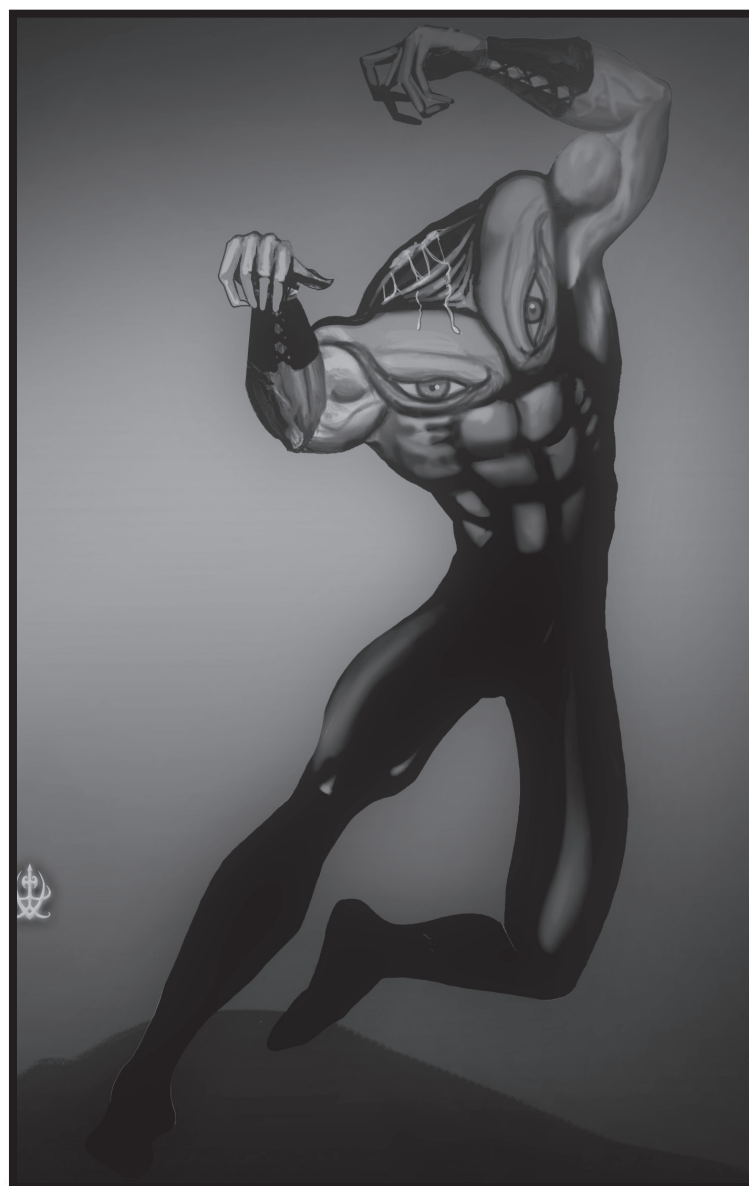
Devil, Type 3B, AC0, 6HD12, hp41, attacks: claws 2*1-12, tail club 3-18, trample 2-24 when running, breath weapon (once/4 rounds, frost 3-36). Alignment: Lawful Evil. Description: An eight-legged, 12 foot long, 5 foot high, reptile covered by green scales, sporting a three-eyed human head, having a tail ending with a massive bone club. Only six of its 8 legs are needed to support its body so it may attack an opponent on each side with its forelegs. This Devil has a high human intelligence. Abilities: magic resistance 80%, has infrared vision and ultraviolet vision, sees invisible creatures, this Devil is normally invisible except when making a melee attack, is immune to normal cold and cold-magic (suffers double damage from normal and enchanted fire). Spells: (unlimited) animate dead, cause fear, charm person, greater illusion, know alignment, suggestion, teleportation. This Devil has treasure classes O, P, and Y on rolls less than 31%.

Devil, Type 3C, AC2, 5HD10, hp30, attacks: beak 1-10, talons 2*1-6, trample 3-18 when running, body heat drain (wraps wings around mortal, drains hp8 body heat/round). Alignment: Lawful Evil. Description: A 7 foot tall, bird-like creature, having blue feathers, and a head resembling that a blue dragon (mutated to have a beak with teeth, and only 1 eye). A set of two talons are mounted on short, stubby arms growing from its shoulders. This Devil is very intelligent. Abilities: magic resistance 60%, has infrared vision, permanently hasted, enchanted weapons have +1 permanently drained on rolls less than 31%. Spells: (unlimited) animate dead, cause fear, charm person, greater illusion, know alignment, suggestion, teleportation. This Devil has treasure classes R and S on rolls less than 31%.

Devil, Type 3D, AC0, 6HD12, hp41, attacks: Punch 2*2-12, Broadsword 2-20, paralyzing touch (1-20 minutes, does not affect Clergy), anti-Cleric touch (disintegrates Clerics less than or equal to L8, causes fear in Clerics L9 and above, -2 save); it attacks at -3 to hit when below hp5. Alignment: Lawful Evil. Description: A tall humanoid with jet black skin, and a thin flexible 3 foot neck equipped with the head of a marine dinosaur. This Devil has high human intelligence. Abilities: magic resistance 50%, weapons enchanted to +2 or greater are required to injure (when at or below hp5 only fire kills this Devil, opponents apply +3 to hit when Devil is below hp5). Spells: (unlimited) animate dead, cause fear, charm person, greater illusion, know alignment, suggestion, teleportation. This Devil has treasure classes A and J on rolls less than 61%.

Devil, Type 3E, 'Snow Dog,' AC-4, 6HD10, hp36, attacks: bite 2-12, claws 2*1-8,. Alignment: Lawful Evil. Description: A larger, more powerful German shepherd with a thick white coat of fur, standing 4 foot at the shoulder and 6 foot at the ears. It wears a leather collar (Ring of All Missile Protection). This Devil has genius intelligence. Abilities: magic resistance 50%, it speaks/understands all humanoid languages, permanently hasted (additional bite on alternate combat rounds), immune to electrical magic and cold magic, requires enchanted weapons with silver blades to injure, has infrared vision, sees invisible creatures, extraordinary scenting ability, moves lightly on snow and does not leave tracks, great friends to White Dragons – a White Dragon (young to adult) is present with any group of eight or more Type 3E's on rolls less than 21%. Spells: (unlimited) animate dead, cause fear, charm person, greater illusion, know alignment, suggestion, teleportation, (2/day) cone of cold, continual darkness, control weather, ice storm, Otiluke's freezing sphere, wall of ice. This Devil has treasure classes S and Z on rolls less than 13%.

Drones, AC3, 4HD10, hp25, attacks: punch 1-10, kick 1-6, long sword 1-12+5 (as Fighters L9). Alignment: Neutral Evil. Description: A mutant variety of human, drones are human-sized and have a heavily muscled upper body. They seem to lack a head, though: 2 eyes, protected by a heavy bone ridge are in the spot that the neck is in a human and the collarbones are thicker and broader and form a perfect platform for burdens. Inset on the top of the shoulders and centered in the body is a sleeve between the two bones and this is where the mouth is located. Drones have little, if any intelligible speech. They are extremely strong, but their handicap of vision cancels any attack bonus. The drones wear breechcloths and have a diamond, jade and ruby-studded sash across their chests and a scabbard hangs from the sash. They have amazing reflexes and muscle coordination (STR 20, DEX 18, CON 18). Abilities: magic resistance 25%, immune to stoning magic, have a +2 save versus magic. Spells: (unlimited) charm person, greater illusion, know alignment. Drones serve Duke Plutus.



Golem, Crystal, AC2, 14HD10, hp70, attacks: punch 3-30,. Alignment: Not Applicable. Description: A transparent humanoid creature standing 7 foot 4 inches tall, in dark areas there is only a 20% chance of it being detected until it moves. It moves 50% faster than a normal unencumbered man. Abilities: magic resistance 100% except (1)suffers hp5 damage and slows 2 rounds from shatter spells, (2) regenerates hp2*(die value) from fireballs or lightning bolts (or other magic that melts glass), (3) suffers only 25% of indicated damage from cold magic; requires blunt (club, hammer, mace, morning star, staff, etc.) enchanted weapons to injure,. Spells: (unlimited) magic missile 1-12 when not in melee. Magicians of the 15th Level may construct Crystal Golems at a cost is 1000 GP per hit point, taking 10 weeks to construct. The following spells must be embedded in the Golem to bring it to life: Magic Missile, Limited Wish, Invisible Stalker, and Anti-Magic Shell. The creatures can obey fairly simple verbal commands and can be triggered by some event.

Golem, Ice, AC-2, 13HD10, hp70, attacks: fists 1-12, Morning Star (4-24 , wraps victim's body on rolls less than 21%, 1d100 location – [1-40] Legs, hp+1-8, 40% chance to crush one leg, [41-70] Torso, hp+1-10, 80% chance 1-6 cracked ribs, 15% collapsed lung, [71-75] Hand, hp+1-4, completely crushed hand, [76-85] Head, hp+1-8, 5% immediate death, 50% unconscious otherwise unable to fight next round – if tries another hp+1-8 and -3 hit penalty for 3 rounds, [86-00] Neck, hp+1-10, immediate death 10%, 11-80% snapped vertebrae and permanent partial paralysis permanently {20% chance of full paralysis below neck - cure paralysis spell ineffective}), Two-Handed Sword (giant-sized, found on the floor, 3-18), breath weapon (every fourth round, limit 6/day, frost cloud 4-24, cone 15 feet by 9 feet). Alignment: Neutral. Description: A 12 foot tall humanoid statue of a made of solid ice. Abilities: immune to magic except magic missiles injure hp3, lightning bolts injure hp4*(die), cone of cold restores 3-18 damage; moves at three-quarters human speed, either normal blunt weapons or enchanted weapons with silver blades are required to injure,. This Golem can be created by Mages of the 14th or higher Level; the materials needed for its construction cost 1300 GP per 1/2 hit point. The following spells must be used to create the Golem: Wall of Ice, Statue, Enchant an Item, Reincarnation, Haste. The resulting creature has limited intelligence and mobility (limited to places where ice is solid) and can respond to some verbal commands from its creator.

Hound, of Minos, AC0, 6HD12, hp42, attacks: bite 3-18, claws 2*1-10. Alignment: Neutral. Description: A black bloodhound, triple the size of an ordinary canine, with bronze claws, and a ruby-speckled adamantite collar. Abilities: magic resistance 30%, permanent haste, detects invisible by scent, extraordinary hearing, sees ethereal creatures, unaffected by displacement or multiple images of opponents. He is fanatically loyal to Minos.

Leopard, Great, AC0, 10HD10, hp78, attacks: bite 2-12, claws 2x1-10 – if hit by both claws, the rear claws (2) also attack at 1d8 damage. Alignment: Law Neutral. Description: This leopard stands about 6' high at the shoulders and 9' at the crown of its head. He is jet black in color with glowing green eyes. Abilities: magic resistance 50%, has true sight, can become ethereal and astral, speaks/understands all human languages, jumps 30 feet per round and bites after landing (no claws).

Lion, Great, AC-3, 16HD10, hp138, attacks: bite 3-30, claws 2x 2-12 – if both front claws hit, both rear claws may attack at 1-10 (claws attack into ethereal and astral Planes for 2-20), one claw gets an additional attack each round because of DEX, repulsion breath weapon (1-10 damage, effects 30 Levels/HD, 6 per day), great roar (3/day, 1d4 effect – (1) fear spell (HD60), (2) hold spell (HD80), (3) sleep spell (HD50), (4) stun spell (HD40); all effects persist 10-40 rounds, all apply -3 save, roar echoes on ethereal and astral Planes). Alignment: Law Good. Description: The Lion stands 7' tall at the head and is large enough to attack up to 3 opponents at once, if it is rearing (one claw, one bite and one claw). It is a perfect specimen for a male of its species and has a body which is in complete proportion on its size. The mane, tail and lower body hair are a rich, deep brown and the pelt is a tawny yellow-golden color. It has black eyes and white teeth and fangs. Abilities: magic resistance 90%, regenerates hp4/round, sees with true sight, sees into the ethereal and astral planes, immune to fire, all saves made on 5 of 1d12, speaks/understands all humanoid languages.

Marhina, Charons' Guard, AC-3, 7HD10, hp42, attacks: incorporeal +3 Flaming Sword (1-12 damage, as Fighter L10), touch attack (variable effect – exceeds minimum to hit by 3 slow [+1 save], exceeds by 6 slow [-4 save], exceeds by 8 chill [hp10 cold, -2 to hit penalty], exceeds by 10 paralysis [-2 save], exceeds by 12 death [+1 save]). Alignment: Neutral Evil. Description: A non-corporeal humanoid, white in his appearance, 6 feet in height. Abilities: magic resistance 40%, speaks/understands all human languages, attacks with haste, sees with true sight, he is immune to non-silvered weapons, holy water damages 2-16, apply a -3 penalty to Cleric turning rolls. Spells: (5/day) dispel magic (as Mage 18th Level), (2/day) reverse magic (returns spell against its caster).

Mebear, AC-4, 6HD12, hp43, attacks: bite 3-9, claws 2*1-10 (+4 damage), knee spikes 2*1-4. Alignment: Neutral Evil. Description: These are specially bred black bears that walk upright, and wear plate mail banded with leather straps across their front side and upper legs, like giant breastplates. The bears also have metal blades attached to their claws and spiked pads across their knees. Abilities: magic resistance 20%, permanently hasted, has infrared vision and sees invisible creatures, +3 attacks due to high DEX.

Minos, Archdevil, Judge of the Damned, AC-4, 27HD12, hp177, attacks: punch 3-18, +5 Staff (2-24, spell storing – casts any two Mage spells per round of first, second, third or fourth spell Level), paralyzing gaze (1-6+10 rounds, -2 save). Alignment: Lawful Evil. Description: Appears as a short and balding man wearing a white toga and golden slippers; his long tail kept curled behind his throne. He is as strong as a Hill Giant. He wears a black Cloak of Blending. He is a Master Sage and Master Alchemist. Abilities: magic resistance 90%, speaks/understands/reads all languages and reads all magic, he has true sight and sees invisible and astral and ethereal creatures. Spells: (unlimited) animate the dead (50 bodies/turn), charm person, dispel magic (as Mage L25), fear, fireball (8d6), geas, greater illusion, haste, hold person (12/round) know alignment, locate object, shapechange, suggestion, summon monster (1-6 Erinyes or 1-4 Barbed Devils), teleportation, wish, (1/day) symbol of stunning, unholy word. Minos has class F and class Z treasure on rolls less than 80%.

Piranha, AC6, 3HD8, hp15, attacks: Bite 2-6 (as HD9 monster). Alignment: Neutral. Description: Small colorful fish up to 22 inches long with a mouth full of long sharp teeth and several oversized fangs. They travel in schools of several hundred individual fish. Abilities: They are attracted by sharp, jerky, movements and attack instantly when blood is present – 1d12*2 fish attack a swimmer every melee round. Any swimmer killed by Piranha cannot be raised from the dead.

Plutus, Duke of Hell, AC-3, 23HD12, hp125, attacks: punch 2-24, kick 1-10, golden shepherd's crook 1-20+4, Plutus' Golden Rod, golden touch (no save, limited to 4/day for living creatures). Alignment: Lawful Evil. Description: Appears as a grossly fat human, mounds and folds of flesh encase his waist, sagging flesh hangs from his neck and face and his legs appear to be swollen. He wears a patch over one eye, is bald and has a perpetual leer on his face. He waddles, rather than walks, and does neither very often. Plutus dresses in a Grecian style, wearing a golden toga held together by straps and belts of thin silver. He has earrings of solid ozmadine and wears a ring of precious stones on each finger (3 - 6 are magical; determine rings randomly). The furnishings of his litter are as lavish as possible, with silks, satins, and plush pillows in evidence. Jeweled and crystal goblets stand in a teakwood coffer. Abilities: magic resistance 75%, creates twice as much as does a Djinn, he travels astrally but can only enter the Prime Material Plan, Hades, and the Abyss without assistance. Spells: (unlimited) animate dead, cause fear, charm person, dispel magic (as Mage Level 19), ESP, ethereal, geas, greater illusion, hold monster, hold person, know alignment, levitate (up to 10 persons to 700 feet), limited wish, locate objects, read languages, read magic, see invisible, shapechange, stone-to-metal, suggestion, summon monsters (1-8 Drones, or 1-10 Type 3F Devils) teleportation, wish. Treasure classes H and Z. Plutus is found in his Treasure Hoards 5%.

Soul, Screaming, AC0, 6HD10, hp32, attacks: negative touch (1-6 chill, drains 1 experience Level, -4 save; on second touch also slow 50%), sleep ray (-2 save). Alignment: Evil. Description: Appear as incorporeal balls of white light, 3 feet across, and they pulsate in brightness. Their only feature is a great mouth in the center of their spherical presence. They float about in apparently random directions, but attempt to interpose themselves between enemies and their treasures. They have animal intelligence and attack until death, but can exhibit cunning and coordination. Abilities: magic resistance 40%, requires normal weapons to injure (also, enchanted with silver blades), immune to electrical magic. Spells: (1/hour) mind scream (for each scream level is $[1d6*2]+4$, stuns persons of level-3, paralyzes level-4 to level-6, kills level-7 or greater, save versus magic, effects last 1-8 minutes, range 100 feet per experience Level).

She-Wolf, Great, AC-1, 12HD10, hp06, attacks: bite 4-16, fore claws 2x1-8, fire breath weapon 5-20 (4 per day). Alignment: Neutral. Description: The She-Wolf is the size of a pony and has the typical temper of her race. The wolf is a mottled gray with a few darker splotches along her hide. Abilities: magic resistance 70%, has true sight, speaks/understands all human languages, determines by cursory inspection the relative strengths/weaknesses of opponents – attacks the strongest first (fights to incapacitate).

Spider, Frost, AC-1, 6HD10, hp34, attacks: bite 1-12 (30% likely to bite at a fire if opponent is nearby – 1-10 damage to spider), breath weapon (2/day, cold mist, 1-8 damage, save versus wands or become numbed). Alignment: Neutral. Description: These are large (6 feet long) white relatives of the Phase Spider, themselves invisible when not moving, they secrete an invisible thread (makes up their basket web nest, the thread is strong enough to hold a fully armored man or dwarf). They only dwell in cold places and have a very acute heat-sensing organ instead of good vision. These spiders have low human intelligence. Abilities: magic resistance 20%, infrared vision, light enough to walk across snow without leaving prints. Spells: (unlimited) animate dead, cause fear, charm person, greater illusion, know alignment, suggestion, teleportation. They always have treasure class I in their lair.

Spirit, Typhonic, AC-2, 8HD12, hp52, attacks: punch 1-4, spear 1d12, all weapons are used at +2 to hit, cloudball missiles (formed from air, 1 every 3 melee rounds, softball sized black cloud, 1d10, range 50 feet, if hit explodes for 3-18 electrical damage). Alignment: Neutral. Description: Translucent humanoids, 7 feet tall, of almost no thickness, a wreath of small black thunderheads circles their heads like an angry crown, dressed in silver tunics and sandals. Creatures of the Elemental Plane of Air who have been compelled to serve the Devils; they are rumored to form part of the hundred-strong Luft's Guard (Goddess of the Air). Abilities: magic resistance 35%, immune to electrical magic and cold magic, is hasted for 20 of every 30 melee rounds, transform to whirlwind at less than hp6 (AC-4, trample 2-12). Spells: (1/day, as Druid L10) call lightning, control weather. They have a 35% chance of having a class B treasure when found away from the Plane of Air.

Wolf, Great, AC3, 5HD12, hp35, attacks: bite 3-18, claws 2*1-8, rear claws 2*1-10 (requires both front claws to hit), trample 3-16 when running. Alignment: Neutral Evil. Description: A timber wolf twice the normal size, with a grey coat, black feet and muzzle, dark grey eyes, and a longer tail; it stands 50 inches at the shoulder. Abilities: magic resistance 20%, on natural 20 roll swallows Halflings or smaller creatures whole; summoned by Type 2A Devils.

SPELLS

Damper Spell, Touch, Range: 1 item, Duration: Until dispelled, Description: This spell suppresses the magic aura surrounding magic items, rendering legend lore and detection spells and/or abilities useless. The item's magical properties may only be determined after having the protection dispelled (does not harm any of the properties of the item) or by historical research, legends, Legend Lore, Sages, tomes and other such normal information channels.

Onus Spell, Touch Range: 1 individual, Duration: Until dispelled. This spell acts as the reverse of an Atonement Spell. This spell overlays the victim's aura and gives off tokens of divine disfavor. The effects are the same as if the victim has committed some great evil or traitorous deeds, when in fact they did not. Members of their religion feel that they had committed some grave offense against Clergy and the Deity, having great disrespect, when this is untrue. The induced evil aura is tangible to religious representatives and to Clerics, Paladins and Rangers. It is 20% probable the affected person's Deity takes indirect actions to punish the victim for misdeeds they did not in fact perform.

Spasm Spell, Range: 5 Foot x caster Level, Duration: 10 rounds x caster Level; Description: This spell sends up to 10 HD/Levels per each 4 levels of caster into an uncontrollable epileptic fit during which they are incapable of movement or attack, drops any held items (check for breakage) and are not be able to spell or concentrate on anything. The victim has a -1 saving roll modifier for every 3 Levels they are lower than the caster.

Torture Spell, Touch, Duration: 1 hour per 3 caster Levels, Description: This spell causes the recipient to feel as if he were being: boiled, stuck with pins, scorched, branded, deprived of all sensation, being packed in ice, slashed, being immersed in acid, etc. No physical damage is actually taken by the victim. The caster completely controls the victim's pain sensations as long as they concentrate on maintaining the pain, and regains control as desired providing the victim has not moved out of range and the spell has not expired. Only one creature is affected per spell; no saving throw permitted. At the end of the spell, the victim must make a system shock roll or permanently lose one point of CON.

'Fastime' is the control of an individual's time flow relative to world-time. A person may choose to go into 2 Time (2T), 4 Time (4T) or 6 Time (6T). 2T is a normal Haste spell. 4T allows movement at four times normal rates, and affected person appears as a blur to stationary observers. In 6T a person moves at six times normal rates and cannot be seen by people in normal time unless the affected person stands still for at least 3 segments. For every hour spent in Fastime, at least 2 hours complete rest must be taken immediately or a system shock roll must be made (or die). For every 24 hours of cumulative Fastime, (4T, 6T), 1 CON point is lost. Hours in Fastime are measured by normal time elapsed.