



SAMUEL'S TOWER

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SAMAEŁ'S TOWER

BY

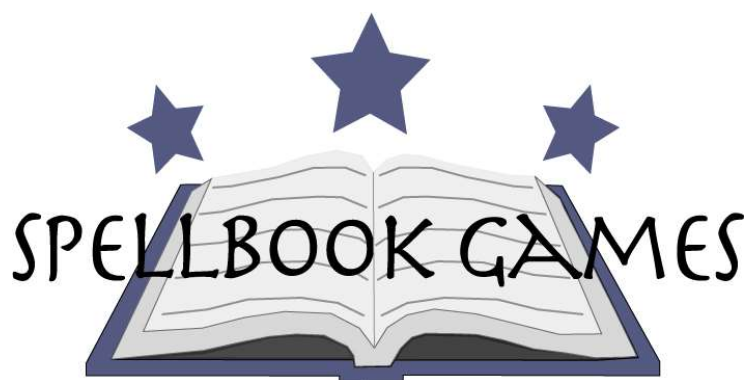
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Introduction

This adventure product describes the base of operations of Samael, the King of Devils, located on the Diabolic Plane, Gehenna. The product is an adventure in the Spellbook Game's Inferno line and describes a specific encounter area located in the southeastern region of the Eighth Circle of Hell, where it overlooks the cliff leading down into the Ninth Circle. The product is primarily intended for use by Games Masters and is not intended for use by Players. This adventure is completely compatible with *Inferno: Journey through Malebolge*, the detailed overview of Gehenna, Plane of Devils, published by Spellbook Games (September 2014), and the *Gazetteer of Hell: Fire and Ice* (Spellbook Games, September 2014). This adventure provides a Games Master a detailed encounter area suitable to challenge high-level Adventurers in their campaign, or as use as a single-play location or tournament challenge. If the adventure is not located in Hell (Malebolge), it could be located in any remote region or other Plane suitable to powerful evil creatures, or could be used as a projection of Hell into the Material Plane.

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

This product is a stand-alone product in that it completely describes the features, surroundings, building elevations, denizens, and treasures of Samael's Tower, and no other game product provides similar information about the Tower. It is not a stand-alone product in that all of the limitations and restrictions that pertain to Gehenna/Hell/Inferno are also intended to pertain to the Tower. More information about these limitations and restrictions are found in Spellbook Game's *Gehenna Primer* and *Inferno: Journey through Malebolge*. *Samael's Tower* also uses monsters, Devils, and creatures described in *Inferno: Bestiary*, Second Edition (Spellbook Games, January 2015), and treasures described in *Inferno: Treasury* (Spellbook Games, September 2014). *Diabolic Denizens* is an abridged version of *Bestiary* limited to the Devils found in Malebolge, available as a free download from DriveThruRPG.com. The text assumes the Games Master has this reference material available to them, or has created their own replacement material as needed. The Games Master may also find additional useful information in the *Gazetteer of Hell: Fire and Ice* (Spellbook Games, 2013). *Codicil of Maladies* may also contain useful information.

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

Gehenna and Inferno are locations for higher-level game play. It is suggested that Adventurers be at least L10 before attempting to visit any part of Hell. Games Masters should generally not allow easy access to Gehenna, nor an easy retreat from it. The suggested prayer and spell restrictions found in *Gehenna Primer* are intended, in part, to prevent an easy retreat once Malebolge has been entered. Adventurers entering the Gates of Hell should not have a ready-at-hand magical means of escape; it is a place for the slog of a campaign, not the swift in-and-out of a raid. The design in-

tends that any mortal inside Inferno be compelled to walk from the perimeter to Lucifer to make their escape, descending through ten Circles and more than a vertical mile. Each Circle presents a unique environment, one that is often deadly to mortal life.

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

COMMONLY-USED ABBREVIATIONS

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

Samael's Tower as an Adventure on the Eighth Circle of Hell

If the Games Master is using *Samael's Tower* in its intended location, it is found on the border between the Eighth and Ninth Circles of Hell, at the edge and top of the 1500 FT cliff that separates the two Circles. Malebolge is found in the center of Gehenna, the Plane of Devils, located in the First Celestial Sphere, accessible from the Material Plane through the Ethereal Plane. An overview map of the major continent in Gehenna is found on page 2.












Malebolge/Inferno is a great pit, centered on the Arch Fiend, Lucifer, who is permanently trapped at its bottom. The pit is about 360 miles in diameter and just over a mile deep at its deepest point. The pit is divided into ten geographical zones, called 'Circles,' numbered zero through nine, which occupy six elevations. The first elevation is 2000 FT below the main part of Gehenna. A cross-sectional diagram of Malebolge/Inferno is found on page 2, showing the vertical depth of each elevation and their horizontal size. Each Circle is its own physical environment, with unique Devils and punishments. Information about the organization and unique properties of the Eighth and Ninth Circles of Hell starts on page 3, providing the context and environment for Samael's Tower. Generic guidance that applies to all of the Circles of Hell can be found in *Gehenna Primer*.

Should Adventurers complete their exploration of the Tower, or retreat from it, they will have to escape Inferno, traveling through the Ninth Circle to the escape path down Lucifer's great body. Additional information about the Eighth and Ninth Circles and the escape path back to the Material Plan are found in *Inferno: Journey through Malebolge*.

The map depicts the world of Malbolge, centered on the Inferno Malbolge. The central area is a circular region with concentric rings, labeled "Inferno Malbolge". Surrounding this central area are various geographical features:

- North:** Ombro Desert, Region of Gentucca, River Lethe, River Belaquaca, Mt. Shtero, Ring, Mt. Valder.
- East:** Malphinne Plains, River Sorletto, Elzaine Gcidel, Assatu.
- South:** Lemkinne Plains, Wailing Mountains, Forest of Pazzazu, The Forsaken Hills, Mt. Lamashitu.
- West:** Warmingaral, Orobis Marsh, Penitus Moors, The Eternal Star, Apophis Mountains, Gaojo Labolas.

The map also shows several rivers (River Lethe, River Belaquaca, River Sorletto, River Mantas) and mountains (Mt. Shtero, Mt. Valder, Mt. Lamashitu). A compass rose is located in the bottom right corner.

- | | |
|-------------------------------------------------------------------------------------|---------------|
|  | Mountains |
|  | Hills |
|  | Forest |
|  | Glacier / Ice |
|  | Sea |
|  | Volcano |
|  | Desert |
|  | Marshland |
|  | River |
|  | Road |
|  | City |

2

EIGHTH CIRCLE OF HELL

Eighth Circle of Hell:

Width 7 miles

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

This Circle lies at the bottom of a 1500 FT high cliff, below the Seventh Circle, curved outward and back under to making climbing impossible. The inner border is a 1200 FT vertical cliff above the Ninth Circle. Mortals reach the Eighth Circle after transport by Geryon or by finding and climbing down one of the four spiral stairs located the four compass points. See the diagram on page 4.

The Circle is essentially flat and is covered by a dark grey rock with the look and feel of asphalt except for the many raised ridges that run in straight lines along radii. Each ridge is 20 FT above the ground by 30 FT wide at the top and paved with silver bricks; arched bridges cross each Pit, 50 FT above grade at their center; a particular bridge is damaged or missing (unavailable) on 1d20 rolls GTET 17. The ridges are spaced so their outer ends are 5 miles apart. Guard stations are found on every ridge three-quarters mile from their outer end, two miles from the end, and three-and-a-half miles from the end; each station is commanded by a **Daityas**, with five **Type 8A Devils**, two **Type 8B Devils**, and two **Type 8C Devils** (a station has a three-story circular signal tower, two common rooms, and three cells). Ten concentric circular pits (trenches) are dug into the Circle, the first (outermost) being a quarter-mile from the outer cliff with succeeding (inward) pit spaced six-tenths of a mile apart, with a half-mile separating the last pit from the inner cliff. Trenches are three hundred FT across by 150 FT deep. *Journey through Malebolge* describes a small dungeon located in each trench, each dungeon guarding an artifact that relates to the sin punished in that trench.

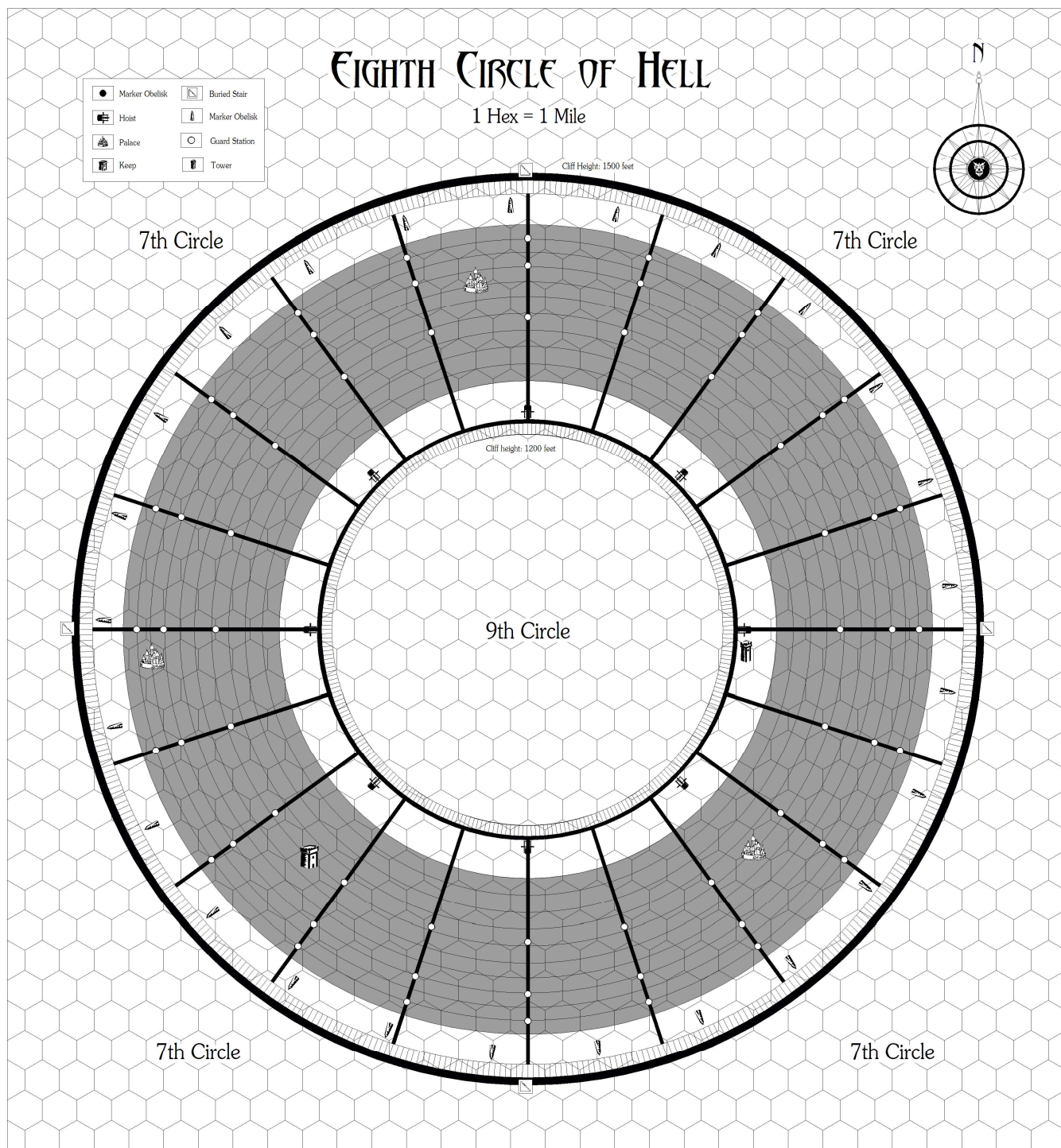
Directional Obelisks are located one hundred yards inward from the outer perimeter, four miles apart; each one is of black stone 10 FT tall. Each Obelisk has arrows facing north (clockwise) and south (counterclockwise) that identify the Diabolic Princes and Dukes of this circle (Zimidar, Samael, Adramelech, and Focalor; the order of the names depends on obelisk location).

Eight gigantic (Nephilim-sized) hoists are installed along the inner border. If mortals can convince the giants to operate the hoists, they can be used to travel to the Ninth Circle below. If Adventurers cannot convince the **Nephilim** to help them, they will have devise their own path to the bottom (e.g. climb). There are no other physical means to go from the cliff's top to the bottom.

Weather and Physical Effects

Dark roiling clouds hang over the Circle with black streamers hanging down toward the ground like tentacles. Flashes of red light light up the sky every 10 to 15 minutes. Mists and smoke and vapors of many colors drift up out of the pits. A dank cold wind blows out of the center of Inferno, often 30 miles/hour gusting to 45 miles/hour. The average temperature on the Circle is 45 degrees.

EIGHTH CIRCLE OF HELL



Adventurers experience intense cramps from the foul stench of decay and sewage that permeates this Circle (save on a 1d20 roll GTET [32-Stamina], cumulative -1 modifier for every hour of exposure). An affected person cannot perform spells and prayers, performs direct combat at -4 TH, and performs other physical tasks with a -50% penalty.

Trenches

One. Jets of fire randomly occur along the walls and floor; a mortal is attacked by fire every 1d8 minutes, avoid 1d20 rolls GTET [33-Agility]; affected persons suffer hp3d6 damage. Mortals are

attacked by 1d20 **Type 8A Devils** on 1d20 rolls GTET 14.

Two. A noxious mix of sewage, offal, and other liquid filth fills the Pit to a height of 7 FT, and clouds of buzzing insects (**Flesh Flies, Poison Gnats, Giant Mosquitos**) swarm above the liquid. Mortals swimming across the filth contract 1d3 disease each from the contact (save 1d20 GTET [30-Stamina]). Determine diseases from 1d12: (1) Dengue Fever, (2) Tuberculosis, (3) Diphtheria, (4) Tetanus, (5) Malaria, (6) Elephantitis, (7) Yellow Fever, (8) Dysentery, (9) Smallpox, (10) Typhoid Fever, (11) Tapeworms, (12) Bubonic Plague; see *Codicil of Maladies* for details.

EIGHTH AND NINTH CIRCLES OF HELL

Pit Two, continued. An encounter occurs to mortals swimming the muck on 1d20 rolls GTET 15, checked twice; determine the creature using 1d4: (1) **Mud Snakes**, (2) **Giant Slugs**, (3) **Giant Leeches**, (4) **Type 8A Devils**. Mortals flying above the muck are attacked by **Type 8A Devils** on 1d20 rolls GTET 13.

Three. Adventurers are knocked from their feet by a quake/tremor every 1d10 minutes (save 1d20 roll GTET [30-Agility]). Persons fall if climbing when a tremor occurs (save 1d20 GTET [32-Agility]). Mortals attract 1d3 balls of fire every 1d20 rounds unless succeeding on 1d20 rolls GTET [30-Will], checked every five minutes; a ball of fire does hp1d4 damage every five minutes (avoid 1d20 roll GTET [30-Will], save versus fire on 1d20 rolls GTET [30-Stamina]). Mortals are attacked by 1d12 **Type 8A Devils** on 1d20 rolls GTET 16, checked every ten minutes.

Four. Mortals are attacked by **1d20 Type 8B Devils** on 1d20 rolls GTET 14, checked every ten minutes. Mortals are attacked by **Thorn Vines** on 1d20 rolls GTET 15, checked every five minutes. **Biting Flies** are annoying but not damaging.

Five. The trench is filled with hot bubbling tar and pitch to a depth of 15 FT; thick smelly smoke collects above the tar (1d20 minutes unconscious, save 1d20 roll GTET [32-Stamina]). Adventurers swimming the Pit suffer hp1/round damage if not protected against heat. Adventurers swimming the Pit are attacked by 1d10 **Pitch Devils** on 1d20 rolls GTET 15, checked every five minutes, and by 1d8 **Scorpion Crabs** on rolls GTET 12, checked every three minutes. Adventurers flying above the pitch are attacked by either **Pitch Devils** or **Type 8B Devils** on 1d20 rolls GTET 14, checked every five minutes.

Six. Mortals look at the gilded coats every 1d20 rounds (avoid looking S34Will); the glowing light blinds a mortal for 2d20 minutes (save 1d20 roll GTET [32-Stamina]). Adventurers in the Pit are attacked by 1d12 **Type 8B Devils** on 1d20 rolls GTET 13, checked every five minutes.

Seven. Mortals in the Pit are attacked by **poisonous serpent** on 1d20 rolls GTET 12, checked every ten minutes; the specific serpent is determined from 1d12: (1) 1d3 **Ancient Lizards**, (2) 1d4 **Giant Boa Constrictors**, (3) 1d3 **Spitting Cobra**, (4) 1d6 **Giant Coral Snakes**, (5) 1d4 **Gila Monsters**, (6) 1d6 **Komodo Dragons**, (7) 1d6 **Great Monitor Lizards**, (8) 1d6 **Giant Rattlesnakes**, (9) 1d3 **Three-Headed Hydra**, (10) 1d2 **Wyverns**, (11) **Green Dragon** [without wings], (12) wingless **Red Dragon**. Mortals are attacked by 1d12 **Type 8C Devils** on 1d20 rolls GTET 15, checked every ten minutes.

Eight. Mortals in the Pit are attacked by 1d8 flame-wrapped **Manes** on 1d20 rolls GTET 08, checked every five minutes. Mortals are attacked by 1d12 **Type 8C Devils** on 1d20 rolls GTET 14, checked every ten minutes.

Nine. Mortals in the Pit are attacked by 1d20 **Giant Nirds** on 1d20 rolls GTET 8, checked every five minutes; the type of bird encountered is determined from 1d12: (1) 1d3 **Giant Vultures**, (2) 1d2 **Warbler Birds**, (3) 1d3 **Giant Ravens**, (4) 1d6 **Giant**

Owls, (5) 1d3 **Ghost Owls**, (6) 1d6 **Great Magpies**, (7) 1d3 **Giant Hawks**, (8) 1d2 **Greater Firebirds**, (9) 1d4 **Giant Falcons**, (10) 1d10 **Giant Crows**, (11) 1d4 **Stinger Birds**, (12) 1d6 **Club-Tailed Birds**. Mortals are attacked by 1d12 **Type 8C Devils** on 1d20 rolls GTET 14, checked every ten minutes.

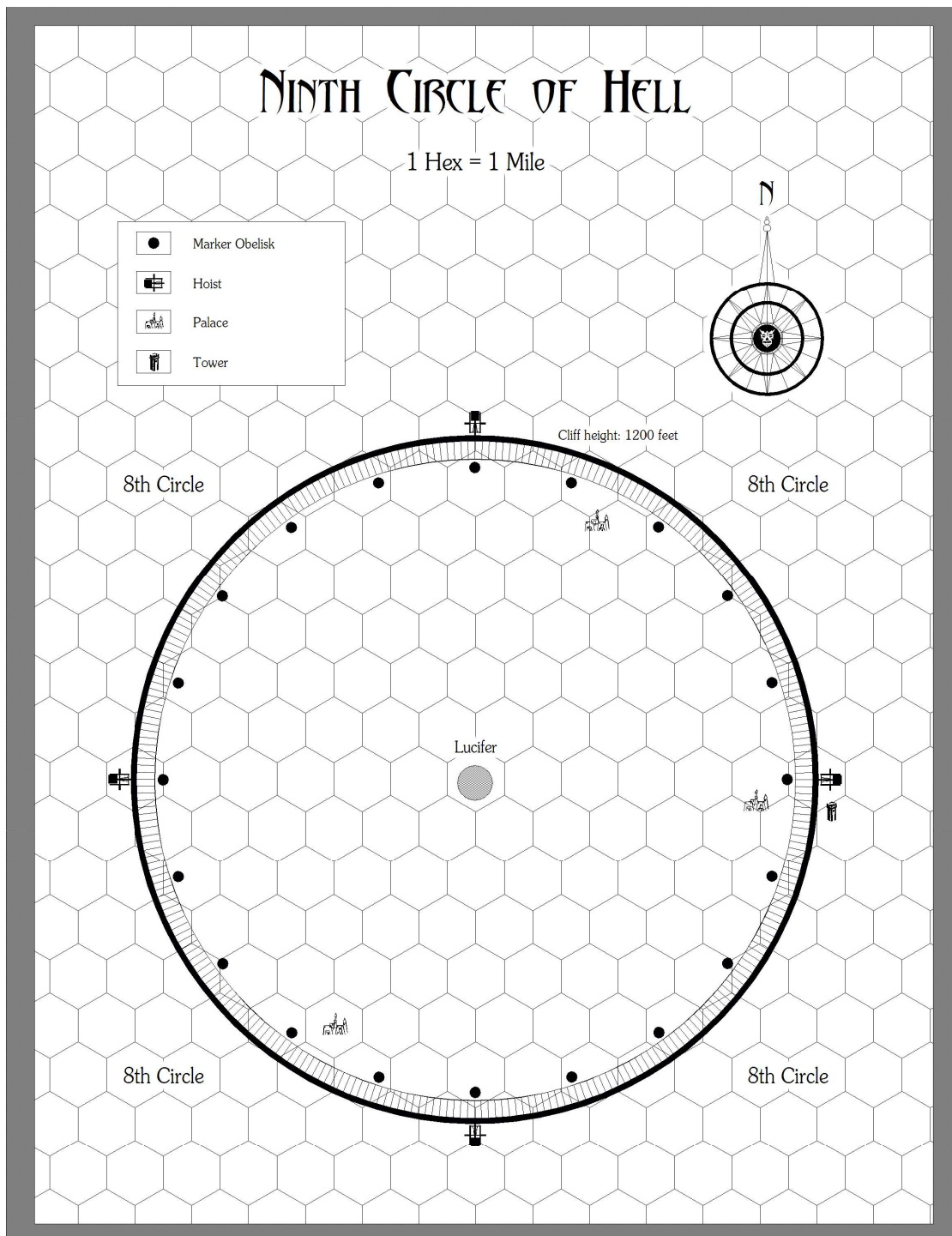
Ten. This Pit is in weak twilight making it difficult to see. Mortals in the Pit develop permanent boils and disfiguring skin diseases within 1d100 minutes (save 1d20 roll GTET [35-Stamina]). Mortals are affected by the gloom and torpor (weakness and lack of energy, save 1d20 roll GTET [33-Will], checked every fifteen minutes; affected persons scratch themselves bloody – hp1 damage every 15 minutes). Mortals are attacked by **1d20 Type 8C Devils** on 1d20 rolls GTET 14, checked every ten minutes.

Ninth Circle of Hell:

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

The Ninth Circle is located at the bottom of a 1200 FT cliff in the lowest section of Inferno, nearly a mile below the outer rim. It is the only Circle that is actually circular. The surface is the perpetually frozen swamp Cocytus, fed by the springs and waterfalls of tears whose outfall is on the cliff above. Cocytus is an extremely smooth and slippery mass of ice, one half-mile thick, which cannot be broken, chipped, chopped, melted, or otherwise damaged by any power or device possessed by mortals. See the diagram on page 6.

White stone directional Obelisks are found two hundred 50 FT inward from the outer border, spaced at 2 mile intervals around the perimeter; each Obelisk is 10 FT tall. The outer face of each one is inscribed with arrows pointing north (clockwise) and south (counterclockwise). The arrows point to the nearest Diabolic Prince, or Duke (Asmodia, Azazel, Sitri).



Lucifer

The Arch-Fiend of Hell is frozen into the ice at the geometric center of Malebolge and Gehenna. He is a roughly humanoid figure whose overall height is 750 FT, 350 FT confined in and below the ice, 400 FT in the air above. He is 82 FT thick at floor level and 100 FT thick above and below. The ice holds and confines him like a tightened belt from which he cannot escape. He has three arms like black dragon's claws, each 40 FT long with 3 FT talons. His three are like those of red, blue, and black bats, each 80 FT by 55 FT tall, one on his left shoulder, one on his right shoulder, and the third along his spine (the wings beat continually, creating the infernal winds); the sound of the wings cracking against the air is deafening close to his body. Lucifer has three human-like heads,

each 32 FT high by 22 FT wide, with eight large curved horns, three blazing red eyes, sagging jowls, massive ordinary teeth like sharpened sword and ten upper lip fangs hanging down to his chin. Each mouth chews one of the worst betrayers of history like gristle. Below the ice are scaled legs each 230 FT long ending in massive cloven hooves 20 FT in diameter. His purple reptilian tail has three forks, each of which has three forks and each of those forks again by three, ending in twenty-seven curved scorpion's stingers (the tail is firmly frozen into the ice). He is covered in pink and purple scales the size of large pointed shields, with black and red oozing sores the size of a man's head. Hairs up to 6 FT long grow through the hard scales. Lucifer shakes and twitches, and his muscles clench. Each head cries out with an inarticulate pain with every bite on his body.

NINTH CIRCLE OF HELL, SAMAEI

Lucifer, continued...as his wing muscles strain to lift him out of the ice. He cannot be injured by any power possessed by mortals.

Weather and Mental Effects

A thick roiling soup of dark black cloud hangs low over the center of the Circle, and ominous rumbling peals of thunder echo in the icy well, sometimes loudly enough that normal speech is impossible. The air temperature is a constant 15°. Strong icy winds blow outward from the Circle's center in all directions, driven by Lucifer's beating wings (average speed of 50 miles/hour gusting to 80 miles/hour. Mortals become numb in (¾*Stamina statistic) minutes (save 1d20 roll GTET [32-Stamina], checked every minute), after being numbed they suffer hypothermia in after another (½*Stamina statistic*10 minutes), save 1d20 roll GTET [30-Stamina], checked every minute) if they are not protected from the intense cold (see *Codicil of Maladies*).

The inner half of the Circle has thick white fogs which limit vision to 12 FT and muffle sounds (hearing is reduced to one-quarter range). The fogs are more numerous and thicker closer to Lucifer until the 100 FT area immediately around his body is nearly impenetrable. Within 3 miles of Lucifer check for fog after every 400 FT; thick fogs occurs on 1d20 rolls GTET 11, persisting for 1d20*100 FT.

Mortals are affected by strong nausea because the entire Circle has an incredible stench emanating from the ice, with strong smells of waste and decay mixed with rotting sewage and garbage and the heavy scent of skunk musk (save 1d20 rolls GTET [34-Stamina], checked every 15 minutes, see *Codicil of Maladies*). Each mortal contracts a wasting fever (save 1d20 roll GTET [32-Stamina], checked hourly, Stamina and Strength statistics are each reduced 1 point every four hours and persist or 3d20 hours, every third day thereafter victim regains a point to both statistics on [30-Stamina]; points not regained on three consecutive attempts they are permanently lost); if either statistic is reduce to zero the affected persons dies).

The evil of Lucifer beats at the minds of mortals like waves on the ocean, making it difficult for even the most hardy and strong-willed to approach him. A mortal must succeed on 1d20 rolls GTET [49-Level-Will] to move forward, checked every half-mile (apply a -2 modifier within 3 miles of the center, a -4 modifier within 2 miles, and a -8 modifier within a mile). Persons whose Will is broken (e.g. fail the save) experiences 4d100 minutes of overwhelming panic and blackest despair, is confused and disoriented, cannot perform spells or prayers, and can only fight if directly attacked. Broken-willed characters cannot continue toward the center until they recover from the despair and panic. Broken-willed characters that are restrained and forced toward the center must succeed on a 1d20 roll GTET [32-Will] after every half-mile of travel otherwise become temporarily insane for 1d100 days; the insanity is permanent on rolls of 20 on 1d20.

Samael's Tower

The tower of Samael, King of Devils, is located on the rocky inner edge of the Eighth Circle overlooking Cocytus and the Ninth Circle, in the southeast quadrant from Lucifer the Great. The Ninth Circle Pit is 350 FT inward of the compound walls.

Meeting Samael

When Adventurers meet **Samael**, he is accompanied by six **Keres** and four **Quivaras** (all of maximum hp); they are armed with *Longswords* +4 (unholy, wounding, critical hits on rolls 14-16, *cleaves necks* on rolls GTET 17 versus good {avoid 1d20 GTET [34-Agility]}, *paralyzes* Good {save 1d20 GTET [33-Stamina]}), *Spell Blade*: 10/day – 1d12+2 *Lightning Bolt*). Samael demands that all Adventurers disarm and swear perpetual personal fealty and service to him, with their hands on the *Scepter of Hell*. Those who agree become permanently evil (no save), and become especially devout in their worship of Lucifer. To ensure their loyalty, Samael causes his new servants to become unconscious, erases their prior memories (recovers memories on 1d20 rolls GTET [55-Level-Will], checked every 100 days), then places in their gut an *enchanted seed* which any Greater Devil can cause to explode (ignition range 1500 FT; blast diameter 300 FT, hp12d10 damage). If Samael needs reinforcements he summons 25 **Quivaras**, 10 **Keres**, and 8 **Type 9A Devils**.

If Adventurers actively resist, they must face any Samael's guards. Samael watches but does not participate in this combat, testing his guard's prowess. When LTET 5 guards remain, Samael joins the combat, immobilizing Adventurers using spells, then reducing their health to force their surrender. If Samael is reduced to hp50 he temporarily retreats by walking away through walls. He only fights to kill if he decides the Adventurers have a chance to kill his current physical body. Any captured persons are placed in individual cells on the Jail Elevation and all their gear is placed in the Treasury, room #174.

If Samael's body is killed without finding and destroying his **Talisman**, his body reforms at Minos' palace after 5 days and he is restricted to Inferno for the next 500 years. If the Talisman is destroyed before Samael's form regenerates then Samael is permanently killed. If Samael is killed then **Asmodia** is promoted to Diabolic King (all other Princes also advancing in rank), the Senior Duke is promoted to the most junior Prince position with all other Dukes and Earls advancing in rank, and the senior Diabolic General promoted to the position of most junior Earl. If Samael is only temporarily killed, once he is again incarnated, he sends one **Keres**/person after the mortals that 'killed' him, up to ten times, on the fifth and subsequent attempts, three **Keres** per mortal; if mortals can survive ten diabolic attempts on their lives, he desists in further attacks.

Samael is urbane, witty, and humorous, with a powerful personality. He knows when and how to use the theater of being a king but he is generally unassuming and relatively humble for all of the power he commands. He is deliberate and thoughtful, does not threaten or torture without a purpose, and does not take personal pleasure in causing physical pain.

TOWER GROUNDS

Samael, continued.... He is highly knowledgeable about art, music, philosophy, politics, and the natural sciences, and familiar with the principles of magic and prayer. He is devoted to Lucifer and would free him if he could, knowing that Lucifer would promptly move on to dominate the rest of the universes, leaving Samael's place of power unchanged. Samael strongly believes that without the opportunity that temptation and evil presents, good has no meaning. He is also devoted to the concepts of order, organization, and chain-of-command. He has a strong disdain for Demons and other Outer Plane creatures.

Tower Grounds

On the palace grounds are large greenhouses, a large pond, orchards, and flower beds filled with exotic and dangerous plants, a collection of statues, an outdoor theater, and Samael's Tower. The Tower has nine floors above ground, two elevations below ground. The tower grounds are always bathed in a soft yellow light forming a halo along the top of the wall, the exterior temperature is a constant 72°F, and light and variable winds caress the gardens, with the *illusion* (disbelieve 1d20 rolls GTET [33-Will]) of fresh spring rains. Songbirds of all descriptions flit among the trees, and the foliage is always lush and green. See the diagram on page 9.

Exterior Wall

The tower grounds are enclosed by an imposing 35 FT high wall of red-and-black stones, 4000 FT long by 1500 FT across. The wall is made up of alternating rows of red and black blocks, each block is 18 inches high and 6 FT thick, and topped by numerous 4-inch *poisoned* adamantine spikes; an Adventurer's hands or feet are speared by the spikes unless succeeding on a 1d20 roll GTET [30-Agility], affected persons suffer hp1d6 and 3d100 minutes paralysis (save 1d20 GTET [32-Stamina]). Spikes which impale an intruder come off and remain in the victim's limb. The wall is *enchanted* to resist spikes and climbing equipment (requires adamantine spikes) and is also protected against spells that alter its physical structure or allow mortals to pass through it. The wall is also very smooth with no imperfections, offering few to none hand and footholds, treat the wall as being very difficult to climb. Some sections of wall may have thick **poison ivy** or **poison sumac** thorn vines growing.

A 100 FT wide perimeter outside the wall is planted in alternating 5 FT-wide rows of **Paralysis Flowers** (1d100 minutes, save 1d20 roll GTET [28-Stamina]) and **Sleeping Poppies** (2d100 minutes, save 1d20 roll GTET [44-Level-Stamina]). Three exterior patrols continually circle the walls, each consists of a **Keres**, **Quivaras**, and four **Jinguma**. A particular exterior location is visited by a patrol every 1d4+9 minutes.

Entry Towers

A four-story entry tower is found in the center of each wall with 15 FT tall adamantine gates on the interior and exterior sides; the gates are found open unless there is currently some significant known threat to Samael. See the diagram on page 10.

Ground Floor. The tower's base is 40 FT by 40 FT and constructed of solid stone. An arched passage is 18 FT wide at the base, 20 FT tall at the top of the curve. The rectangular adamantine gates on either end are 15 FT tall. Adamantine bars block the space above the gates and prevent access over the top. A steel portcullis is located at the midpoint (the mechanism is found on the second floor); the portcullis is found raised unless there is some known threat. A steel door (locked, -5 open lock) next to the portcullis opens to a stairway up to the Second Floor. The interior area is at a constant 32°F. Two **Type 9A Devils** stand between each open gate area; a **Quivaras** stands inside by the portcullis. Adventurers holding an Eighth Circle pass is not challenged when they enter the grounds (1d20 roll GTET [60-Level-Intelligence-Will]) unless they are being actively hunted. An Adventurer who does not have a pass allowing them to reach the Tower is immediately arrested.

Second Floor. A single open room, 37 FT by 37 FT, a stair in the center leads down to the Ground Floor. A circular metal stair in the northwest corner leads up to the Third Floor. The room holds the mechanism for raising and lowering the portcullis on the Ground Floor; the top of the portcullis is partially up in the room when the portcullis is raised. The room also contains two 10 FT tables, twenty-two barrels of good-quality cider, five barrels of vinegar, four barrels of flour, and a barrel of rice. The room is occupied by two **Type 8C Devils** and a **Zoybim**. Inside and at the bottom of the barrel of rice is a leather sack holding 124 GP, a 12,430 GP ruby, a 8400 GP sapphire, a *2d8 Healing Potion*, and a platinum-amber *Ring of Invisibility to Undead*. The rice is *poisonous to Dwarfs* (fatal, 1d12 minutes, save 1d20 GTET [34-Stamina]).

Third Floor. A single open room, 37 FT by 37 FT a circular metal stair in the northwest corner leads down to the Second Floor and up to the Fourth Floor. The room is furnished with two rectangular rugs, 12 FT by 18 FT, four 10 FT tables, two 6 FT upright Harps, a harpsichord, three kettle drums, and a xylophone. Adventurers find a band practicing, consisting of a **Keres**, **Type 9B Devil**, **Type 8C Devil**, and two **Type 8A Devils**.

Fourth Floor. A single open room, 37 FT by 37 FT, a circular metal stair in the northwest corner leads down to the Third Floor. A circular stair in the southeast corner leads up to the roof. The room has a weathered wood floor. Metal wall racks mounted on the west wall hold a variety of ordinary Long Swords, Rapiers, Scimitars, Cutlasses, Two-Handed Swords, War Axes (long and short-handled), Heavy and Light Maces (long and short-handled), and Spears. Adventurers find four **Type 8C Devils** sparring in the center with Two-Handed Swords.

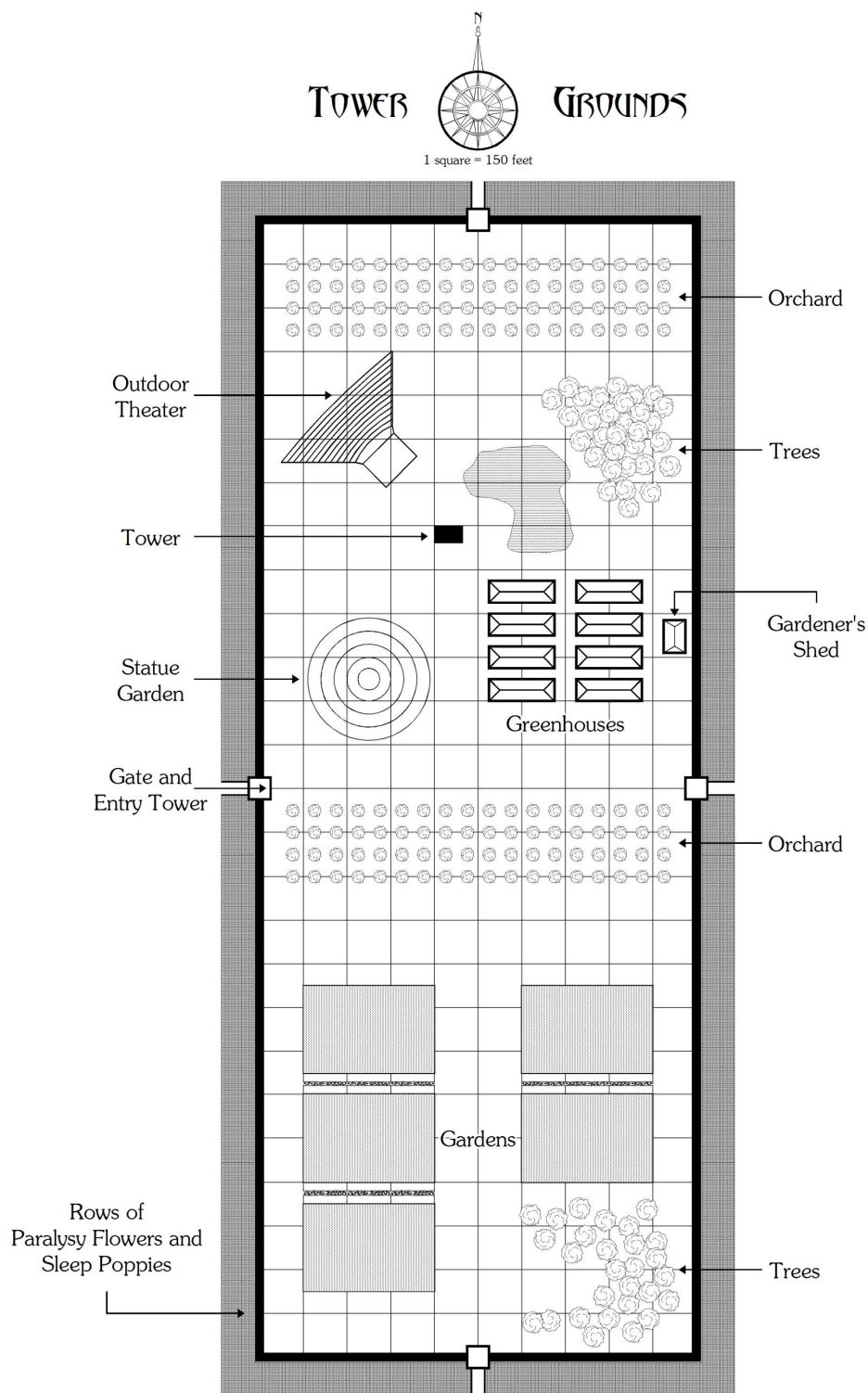
Roof Area. An open area, 37 FT by 37 FT, a wooden shed in the southeast corner covers the top of a circular metal stair that leads down to the Fourth Floor. A 38 FT metal flagpole flies the flag of Samael (black, an impaled head on a white spear) when he is at the Tower, and a green-and-gold flag (white shield with a red horned Devil's face) when he is not. Five **Type 8A Devils** are stationed on each roof, each one armed with a Long Bow and 30 war arrows.

TOWER GROUNDS

Orchards and Gardens

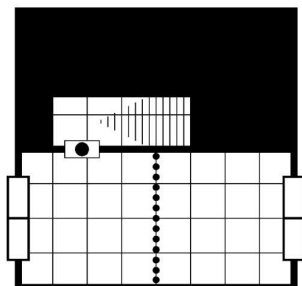
The area inside the walls has lush green grass throughout. Trees (persimmons and pears) grow at the north end of the compound, to the east of the pool (maples, oaks, birch), across the compound just south of the western and eastern entry towers (pomegranates, golden apples, dates and figs), and in the southeast corner (aspens, honeysuckle, willow, hickory). Five garden areas are located in the southern half of the compound, each garden area is 300 FT by 150 FT. The gardens grow a wide variety of beautiful and exotic flowers and plants found across the Celestial Spheres, including enchanted plants such as **Curse Root, Anger Flowers, Flowers of Forgetfulness, Sleeping Poppies, Paralysis Flowers, Giant Fly Traps, Madder Plants, Giant Pitcher Plants, man-eating Flytrap Plants, Nightshade, Poison Ivy and Oak vines, Scorpionweed, Skeletonweed, Spider-flower, Thorn Bushes, Whipping and Constricting Vines, Explosive Pod Plants, and Unicorn Plants.** Every plant and tree has innate fire resistance.

Plants are ornamental, rare, and valuable (1d20*1½ pound at 150 GP/pound) on 1d100 rolls GTET 25; on rolls LTET 24 the plants are dangerous. Four plant beds contain a wide variety of plants useful for medicines and potions: Adventurers can harvest from 2d20 specimens of any medicinal plant or any plant used as a spell component. Determine dangerous plants from 1d12 according to: (1) **Anger Flowers**, (2) **Assassin Vine**, (3) **Burning Cactus**, (4) **Explosive Fungus**, (5) **Ice Plant**, (6) **Paralysis Flowers**, (7) **Poison Ivy**, (8) **Poison Pollen**, (9) **Psychic Mold**, (10) **Sleeping Poppies**, (11) **Spiny Cactus**, (12) **Thorn Vine**. Scattered throughout the gardens are marble birdbaths shaped like curled dragons, half-sized statues of the various kinds of Devils, sundials made of bleached bones, fountains adorned with the faces of cyclops, giants, trolls, and ogres which spout various colored liquids, and black marble benches carved in the shapes of snakes and venomous reptiles. The air is heavily scented with thick perfumes which waft back-and-forth across the area, Adventurers are quickly overwhelmed and numbed by the many aromas. Each garden area is protected by a HD12 **Drake** on 1d10 rolls GTET 4, checked hourly.

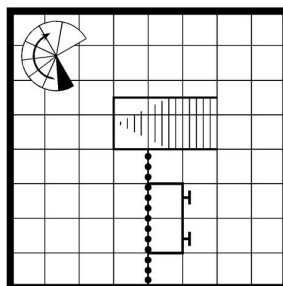


TOWER GROUNDS

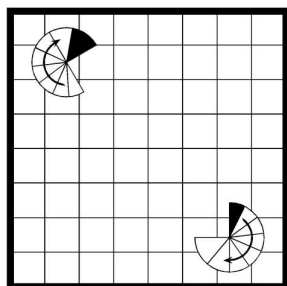
ENTRY TOWERS



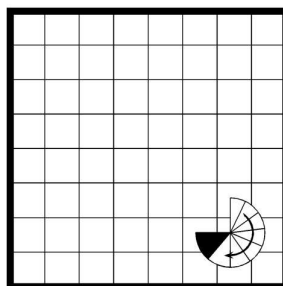
Ground Floor



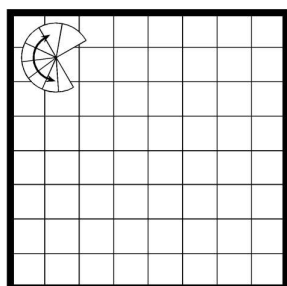
Second Floor



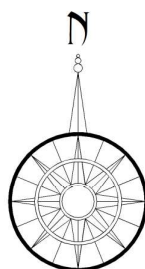
Fourth Floor



Roof



Third Floor



1 square = 5 feet

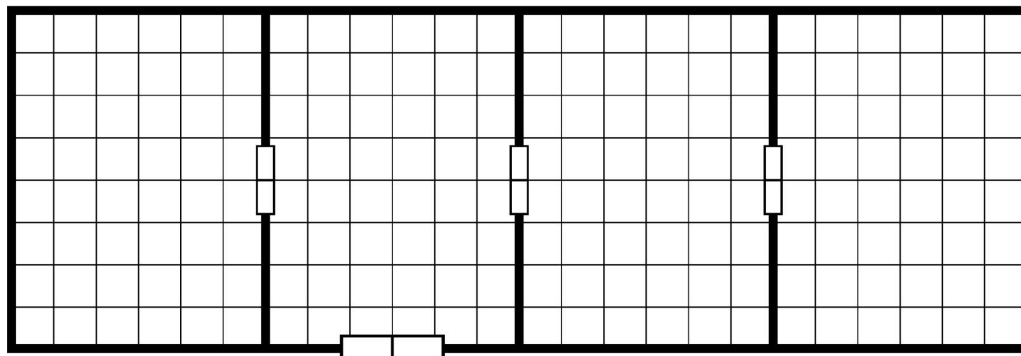
Orchards and Gardens, continued...The areas planted with trees also support thick blackberry bushes, strawberry, boysenberry, and blueberry. Pomegranate trees each have 2d20 ripe fruit; mortals eating pomegranates *regain 1d8 hp* (limit 6 fruit/person/day; rot after 1d6 days). Golden Apple trees have 3d20 ripe fruit; each apple is solid gold (2500 GP). Date and Fig trees each have 5d20 ripe fruit; mortals eating dates or figs experience a *complete loss of their memories* of the preceding 1d20 years (save 1d20 roll GTET [47-Intelligence-Will], persists 30*{pieces of fruit eaten} minutes, checked every fruit consumed). Pear trees each have 2d20 spotless light-green-colored ripe fruit; male mortals are unaffected by pears but female mortals become pregnant after eating the fruit (defeating any physical or enchanted means of preventing pregnancy, save 1d20 roll GTET [28-Stamina], -2 penalty per fruit eaten, checked each fruit consumed).

A small wooden sign written in Common and Infernal Cant in front of the persimmon grove reads, '*Forbidden to Eat.*' Persimmon trees each have 3d20 beautiful fruit. Mortals approaching within LTET 12 FT of a persimmon tree experiences an overpowering urge to eat the fruit (save 1d20 GTET [28-Will]); eating a persimmon causes a *baleful polymorph* (save 1d20 roll GTET [48-Stamina-Will], persists 1d100 hours, apply a -2 penalty per fruit eaten, checked each fruit consumed) into a Type 1+1d6 (1d4 with 1 = A, 2 = B, 3 = C, or 4 = D) Devil.

Thick, 7 FT tall, hedges grow between each flower bed and between the orchards; the hedges are 4 to 5 FT thick. Each hedge conceals an upright steel plate with many adamantine spikes; an Adventurer pushing through a hedge impales themselves on the hidden spikes (1d8 damage, avoid on 1d20 rolls GTET [28-Agility]).

TOWER GROUNDS

THE GARDENER'S SHED



Orchards and Gardens, continued... Various (generally harmless) animals roam about the garden, including peacocks, white and black swans, several breeds of dog, domesticated cats, and domesticated goat and swine. A wide variety of colorful songbirds occupy the gardens and orchards, flitting among the trees and bushes.

Greenhouses and Gardener's Shed

Eight greenhouses are southeast of the Tower, along with the gardener's tool shed. The shed is a wooden building with four interconnected rooms, entered on the south side. The shed contains numerous well-made steel tools useful to a gardener such as tree saws, pry bars, round and square shovels, hand trowels, picks, mattocks, hatchets and full-length single-blade axes, metal wedges, post-hole diggers, hoes, leaf and sand rakes, metal and wood buckets, hard carts, wheelbarrows, pruning shears, mallets, wooden and metal stakes in several sizes, ladders from step stools through large extension ladders, and mowing scythes. Other items include pairs of leather gloves, leather aprons, string and hemp rope, canvas tarps, ceramic pots, bags of potting soil, small jars of seeds, watering cans, and fabric tape measures. Under a pile of stone blocks (-8 to find) is wood sheet covering a *War Axe* +2 (evil, *neck cleaving*, save 1d20 GTET [34-Agility]), a *Javelin* +1 (1d6 cold damage), a pair of weathered knee-length leather *Seven League Boots*, two *Physics of Plant Growth*, a flask of *Plant Withering Drops*, a can of *Frictionless Oil*, a *Sky Hook*, and a *Spade of Great Digging*. One room holds burlap bags of peat, mulch, shredded bark, wood chips, fine gravel, white sand, and three kinds of fertilizer.

Immediately west of the shed are six glass greenhouses each 300 FT long by 150 FT wide by 14 FT tall, with doors on the east and west ends. The buildings each contain four long rows of weathered wooden tables each 5 FT across, some covered by shallow wooden trays filled with soil and holding plant seedlings, others covered by an array of large and small pots with larger blooming plants. Cuttings and juvenile versions of all garden plants are found here, along with giant snapdragon, various pipeweed species, carnivorous plants, thorny vines, **Carriion Flowers**, **Arrow-**

head Plants, **Spiny Cactus**, **Ironweed**, **Trance Gourds**, **Sneezeweed**, **Hemlock**, and **Ice Plants**. The atmosphere in the greenhouses is humid and warm, the building is kept at 88°F.

The Head Groundskeeper is **Grupptvin**, an oversized **Type 6C Devil** (height +9 inches, hp+12, increase AC+10). The shed is also occupied by 1d6 **Ordinary Devils** and 1d3 **Type 6A Devils**. Each Greenhouse is occupied by 1d10 **Common Devils** and 1d3 **Type 6B Devils**.

Pond

An L-shaped pond is north-northeast of the Tower, the north-south leg is 200 FT long and the west-east leg 140 FT long, the whole pond 900 FT across. The pond is lined along its edge 6 FT wide with a sharp coarse black rock, filled with a blue-green water 2 FT deep at its edge, and is 17 FT deep at its center. Two large fountains shaped like hippocampus rear out of the pond and spray water 20 FT into the air. Swimming in the pond are five **Giant Cottonmouth** snakes, fourteen **Giant Leopard Frogs**, five **Giant Snapping Turtles**, two **Giant Crocodiles**, and a **Huge Razorback Turtle** nicknamed '*Old Ferocious*.' The pond also contains 1d8 each **Devil Fish**, **Giant Electric Eel**, **Flame Fish**, **Moray Eels**, **Scorpion Fish**, **Swordtail Fish**, and **Viper Fish**. **Stinging Coral** makes up most of the pond's bottom surface. In its general vicinity are found 1d3 **Venom Serpents**, 1d3 **Hell Salamanders**, two **Siren Salamanders**, and a **Whiptail Lizard**.

Outdoor Theater

A large stage and outdoor seating area is located northwest of the Tower. The stage is 150 FT long by 100 FT deep, 8 FT above floor level, with a 50 FT deep back-stage area. There are twelve rows of seating with a total capacity of about 700, sized for Devils. When Adventurers arrive, a **Type 4C Devil** is on stage reciting poetry (in Infernal Cant) to an audience of 4d20 each **Common Devils**, **Ordinary Devils**, **Zoybim**, **Type 7A Devils**, **Type 7B Devils**, and **Type 7C Devils** (early rounds of the decennial *Weykrimbar Poet's Contest*).

TOWER GROUNDS, THE TOWER

Statue Garden

Five concentric rings of statues on pedestals are located southwest of the Tower; the innermost ring is about 80 FT in diameter, the outermost about 300 FT in diameter. The statues are between 12 FT and 25 FT tall. The inner ring depicts current and past Diabolic Princes. The second ring depicts current and past Diabolic Dukes. The third ring depicts current and past Diabolic Earls and Generals. The fourth and fifth rings depicts a variety of Devil types, along with various powerful evil creatures. Adventurers save versus *stoning* on 1d20 rolls GTET [30-Stamina] when viewing a Medusa statue in the fifth ring. Adventurers save versus *blindness* on 1d20 rolls GTET [28-Stamina] when viewing a Fire Elemental statue in the fourth ring.

The Tower

The Tower has a rectangular base 60 FT across by 100 FT long, entered through double gold doors 8 FT tall centered in the south end. The upper floors appear to be square at 60 FT to the side, although the tower is actually larger on the inside than on the outside. Unless otherwise described, each room in the Tower is 18 FT tall with green marble floors embedded with flecks of gold and red, the walls are polished white marble with stone crown and foot moldings carved with Medusa heads, snakes, Gargoyle faces, and skulls, and ceilings are beaten gold. All tower doors are rectangular, 10 FT tall by 8 FT wide, made of fine cedar and rosewood over an ironwood core, carved with images of Basilisks and Dragons, and gilded in gold leaf. All walls and doors are magically enhanced, do not burn, have the hardness of iron, and require a Strength GTET 32 to break. Doors have adamantite key locks, are found closed and locked, and apply a -10 to open.

Determine **Samael's** initial location using 1d20: (01) Away from Gehenna, (02-04) In Gehenna/away from the Tower, (05-07) On the Tower Grounds (gardens), or (08-20) in the Tower. If **Samael** is in the Tower, determine his initial location from a 4d8 roll according to: (4-5) Lower Throne #2, (6) Shrine #3, (7) Lower Audience Room #12, (8) Council Chamber #17, (9) Master Librarian's Office #27, (10) Private Library Stacks #36, (11) Guest Parlor #71, (12) Mint #78, (13) Office of Chief Minter #83, (14) Inquisition Court Room #97, (15) Office of the Grand Inquisitor #98, (16-17) Office of Efreeti Ambassador **Varsieinni** #99, (18) Office of the Head Clerk #105, (19) Office of the Tower Seneschal #106, (20) Upper Throne Room #115, (21) Upper Private Library #117, (22-23) Upper Audience Room #121, (24) Art Gallery #125, (25) Music Studio #127, (26-27) Inner Office #131, (28) Upper Chapel #135, (29) Chapel Meditation Room #136, (30) Private Dining Room #146, (31) Work Room, or (32) Painting Studio. If he is in Efreeti Ambassador **Varsieinni's** office, the Ambassador and his guards are also present. If Samael is in the Council Chamber (Location #17) all Diabolic Princes, Dukes, and Earls are with him, with their bodyguard's waiting in locations #18 and #19. He is accompanied by Duke **Shuquoz**, **Amminat**, or **Iobonnus** on 1d12 rolls GTET 8.

Efreeti Ambassador **Varsieinni** is found in his apartment (rooms 99 through 101) on 1d20 rolls GTET 7; in the apartment his location is determined using 1d12: (1-6) Office # 99, (7-8) Parlor #100, or (9-12) Living Area #101. When he is elsewhere deter-

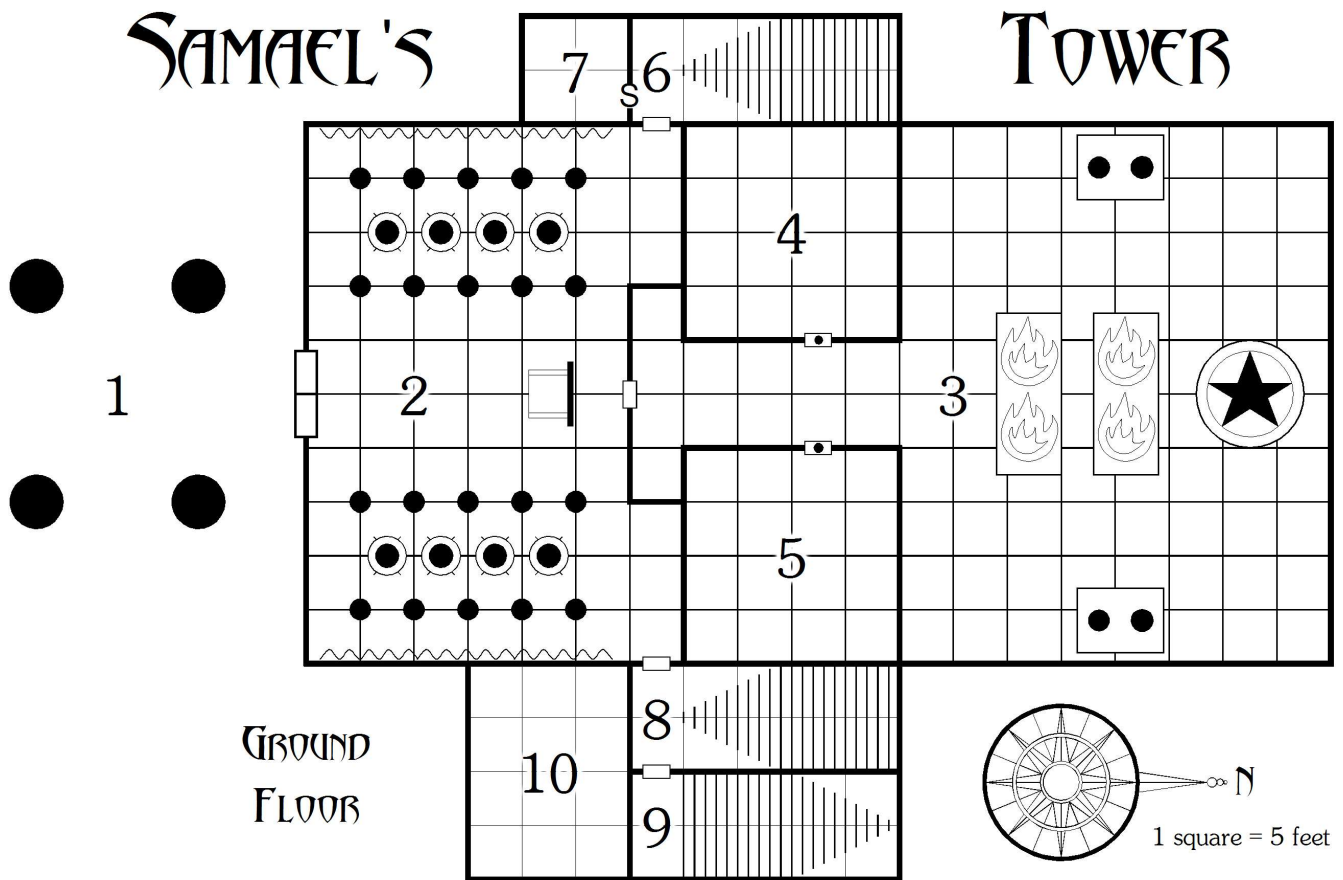
mine his location from 1d100: (01-03) Away from Gehenna, (04-08) Throne Room #2, (09-14) Audience Chamber #12, (15-17) Council Chamber #17, (18-20) Open Area #19, (21-28) Master Librarian Office #27, (29-31) Head Reference Librarian Office #30, (32-50) Library Areas #33, (51-58) Upper Stacks Area #34, (59-60) Private Stacks #36, (61-66) Mint #78, (67-74) Head Clerk's Office #105, (75-80) Upper Throne Room #115, (81-93) Upper Audience Room #121, or (94-100) Samael's Inner Office #131. If Ambassador Varsieinni is at locations 2, 12, 17, 115, 121, or 131, then Samael is also present. Varsieinni is accompanied by six invisible HD10 **Efreet** guards when he is away from his apartment.

Those Tower rooms not described as being occupied have temporary occupants on 1d10 rolls GTET 7 as determined by 1d12: (1) 1d6 evil **Priests** L1d8+7, (2) 1d4 evil **Wizards** L1d8+7 plus one **Warrior** L1d8+6 bodyguard each], (3) 1d6 evil **Crusaders** L1d6+9, (4) 1d3 **Cold Giants**, (5) 1d3 **Fire Giants**, (6) 1d6 **Medusa**, (7) 1d3 **Ogres**, (8) 1d3 **Type 8C Devils**, (9) 1d3 **Type 9C Devils**, (10) 1d6 **Jinguma**, (11) 1d3 **Quivaras**, or (12) 1d3 **Keres**. Determine humanoid race(s) using 1d12: (1-2) Human, (3) Half-Elf, (4) Dwarf, (5) Goblin, (6) Ogre, (7) Cercopes, (8) Coblynau, (9) Medusa, (10) Gnome, (11) Minotaur, or (12) Lycanthrope (Boar).

Mortals found on the First (and higher) Floors are challenged by guards they encounter. On the First through Fifth Floors these guards are typically two **Jinguma**; a plausible story is generally sufficient (succeed on 1d20 rolls GTET [50-Level-Will-Intelligence]) to satisfy guards, with the appropriate pass or other physical proof of authorization demanded on 1d20 rolls GTET 17. On the Sixth Floor the guards are typically a **Keres** with two **Quivaras** and physical proof of authorization will always be demanded.



GROUND FLOOR



Ground Floor

1. **Entry.** The Tower entrance is approached through two parallel rows of twenty black marble columns each 20 FT tall by 6 FT diameter, placed 10 FT apart, each carved in the likeness of a python wrapped around the trunk of a tree. Each stone **python** has two 21,000 GP emerald eyes. The snakes are 35 FT long and can be *animated* by Samael 10 minutes/day (HD11, hp60, AC47, Bite 1d12+1d6, Tail 1d8+2).

The double doors are each 9 FT wide by 12 FT high, with adamantite frames/hinges and gold interiors; each door has two likenesses of Samael, images of a speared balance, and the likenesses of every kind of Devil on its face. The doors are massively heavy, but well-constructed and weighted, found closed but not locked, requiring total Strength GTET 28 to open. Four **Keres** each armed with *Spears* +4 (aura of evil, unholy, flaming, disintegrates good opponents on natural rolls GTET

- 18 {save 1d20 GTET [32-Will]}) stand in front of the doors. Adventurers with passes allowing them in the area are allowed to enter the building unless they are being actively hunted (bluff on 1d20 rolls GTET [48-Level-Intelligence]).

2. **Ground Floor Throne Room.** The 22 FT tall room is dominated by **Samael's Throne**, which is 15 FT high by 9 FT wide and 9 FT deep, constructed entirely of sparkling ruby with gold scroll work, covered by a red-and-blue silk canopy worked with the image of a balance pierced by a spear done in fine gold thread, with a thin red silk seat cushion) on the north end, sitting on a green ozmadine dias topped with a fine red carpet. Ten massive red stone columns each 5 FT thick are found on the north and south sides, carved as Fire Giants holding up the ceiling. Bronze cauldrons each 6 FT wide by 4 FT tall are between each set of four columns, each cauldron holds a dancing blue HD10 **Fire Elementals**.

GROUND FLOOR

2, Ground Floor Throne Room, continued... Only the person occupying the Throne can release the elementals. Huge 40 FT by 20 FT tapestry maps of Gehenna (23,600 GP) and Malebolge (28,350 GP) hang on the west and east walls. A door leading to Lucifer's Altars and the Meditation Room is on the north wall immediately behind the Throne, a door to the West Stairs Up is on the west wall, and a door to East Stairs Up and East Stairs Down is on the east wall. Two **Keres** armed with *Spears* +3 (unholy, flaming) and *Long Swords* +2 (unholy, flaming, neck cleaving on natural rolls GTET 17, avoid on 1d20 rolls GTET [33-Agility]) stand next to **Samael's Throne**, preventing lesser creatures from approaching and also blocking access to the door behind the Throne. Hidden (-12 to find) view slits allow observation from the East and West Guard Rooms.

When **Samael** is present a flickering red *Wall of Force* (no magic zone, reflects missiles) is between the dais and the room; only creatures invited by Samael may pass through the wall. Samael is immediately aware of any good person touching this Throne, regardless of his location (even away from Gehenna).

3. **Lucifer's Altars.** The room is 35 FT tall, entered from the Ground Floor Throne Room through a corridor on the south side. Metal doors to the Evil Sacristy and the Meditation Room are in the corridor (both doors with adamantine key locks, found locked, -8 open lock). Good persons cannot enter the room unless they succeed on a 1d20 roll GTET [30-Will], neutral persons on [28-Will].

A 25 FT adamantine statue of three-headed Lucifer stands on a circular 42 FT wide black stone dais centered in the back wall, the statue has three 12 FT white ivory wings (each 1600 pounds, 30,000 GP), black obsidian claws and fangs (each 8350 GP), large red rubies in each head for eyes (each 43,000 GP), and gold horns and hooves (each 13,500 GP). Lucifer holds a 31 FT gold trident. The statue cannot be moved or pulled down and is impervious to any weapon or individual spell (may be destroyed by a Ritual requiring GTET four Wizards and four Priests, at an average experience level GTET L15). Persons touching the statue permanently become evil worshipers of Lucifer (save 1d20 roll GTET [32-Will]). Six 2d8 Exploding Runes are hidden on the statue; climbers find/trigger a rune on 1d6 rolls GTET 3, checked every round. A mortal attempting to remove a ruby eye, obsidian claws or fangs, or ivory wing, sets off a 8d8 fire damage conflagration surrounding the statue to a radius of 8 FT (avoid on 1d20 rolls GTET [40-Level-Will], half damage on 1d20 rolls GTET [34-Agility]).

Two rectangular pits are front of the statue, each 15 FT by 6 FT across by 20 FT deep, separated by 7 FT; each pit is filled with roaring red-yellow fires whose flames reach 10 FT high. Red marble altars with legs carved in Lucifer's likeness are on the north and south walls, tabletops carved in a curved claw motif, yellow altar cloths,

and three lit 2500 GP gold candles on each table. 8 FT diameter gold disks depicting the speared balance are mounted above each altar. A large red rectangular prayer mat is on the floor in the west-center part of the room.

All persons in the room are mentally dominated and forced to their knees to pray to Lucifer for 15 minutes (save 1d20 roll GTET [20-Will]).

Kashkarzakhk, Deacon of the Shrine (Type 9C Devil shapechanged) to appear as a **Black Annis** is present when Adventurers enter on 1d10 rolls GTET 4, along with **Bechyn** (Subdeacon, **Type 9A Devil**, *shapechanged* to appear as a human woman) and **Plazuman** (Subdeacon, **Type 9A Devil**, *shapechanged* to appear as a human man). When they are not initially present, they all enter from the Ground Floor Throne room after 5 minutes. **Kashkarzakhk** ignores Adventurers who willingly bow before Lucifer and generally act respectful within the temple, them. **Plazuman** and **Bechyn** use their innate devil abilities as necessary when fighting occurs while remaining in human form. **Kashkarzakhk** uses his Staff and Ring as much as possible and immediately retreats if there is a chance to be captured or killed. They summon 1d8 **Keres** and 1d12 **Common Devils** as reinforcements.

4. **Evil Sacristy.** The room is entered from the corridor connecting the Ground Floor Throne Room to Lucifer's Altars, through a metal door (adamantine key lock, found locked, -14 open lock) on the east side. The floor has red octagonal and square tiles with white grout and sandalwood paneling. A 5 FT tall teak wood cabinet is fastened to the north wall 5 FT off the floor, with six doors (each gold key lock, found locked, -8 open lock). The room is furnished with a carved kneeler with blue satin cushions, a sturdy oaken table, a carved teak upright chair with purple cushion, and an upright wooden armoire (gold key lock, found locked, -10 open lock). Lit conical adamantine lanterns with red glass panes are attached by gold brackets to the west and east walls. The room is occupied by two **Quivaras**, two **Type 8C Devils**, and two **Zoybim**; if needed, they summon 1d12 **Type 8A Devils** as reinforcements.

The wall cabinet contains ten 4200 GP gold kraters inlaid with black ivory and moonstones, seven 1800 GP gold chalices inlaid with bloodstones, four 900 GP silver cruets inlaid with pearl, two adamantine *Scythes TD+2* with ironwood handles, four 9200 GP gold censers inlaid with platinum-rubies-sapphires, six 300 GP silver patens engraved with the three-headed image of Lucifer, a wooden box of fourteen black taper candles, a *Fire Stick* (lighter), six 500 GP deep gold bowls with rims inlaid with silver-polished amber-jasper, two 1275 GP platinum hand bells with teak handles tipped with a gold button bearing the speared balance symbol, and two 3330 GP ceremonial golden flails each with an ivory handle wrapped in black dragon hide and nine thick gold cables tipped with shards of polished Cat's Eye.

GROUND FLOOR

4, Evil Sacristy, continued...After 1 hour 1d20 minutes an altar dish carried by a good or neutral person transforms into a HD6 **Backpack Monster** which attempts to burrow into the bearer's spine to kill them.

A black leather satchel on top of the cabinets contains six leather bound prayer books in Infernal Cant. A good or neutral person reading the first book is cursed with *Gluttony* (eats at every opportunity, always as much as possible [triple to quadruple normal rations]; requires a 1d20 roll GTET [32-Will] to control, checked every meal). The reader of the second book is cursed with *Pride* (believing themselves the best possible at everything they do, cannot allow anyone to be ahead of them or to gain any award/honor; requires a 1d20 roll GTET [32-Will] to control, checked every at opportunity). The reader of the third book is cursed with *Envy* (needs to have the largest and most valuable share of everything, cannot allow any person to have more/better gear, equipment or riches; requires a 1d20 roll GTET [32-Will] to control, checked at every opportunity). The reader of the fourth book reader is cursed with *Sloth* (becomes uninterested in any project/quest/task/job/exploration, etc.; if left to themselves they will not initiate or lead on anything of substance, they have to be continually prodded to stay awake and alert; requires a 1d20 roll GTET [32-Will] to control, checked at every opportunity). The reader of the fifth book is cursed with *Anger* (cannot cooperate; the afflicted person has a beastly temper and is always argumentative, always shouts, is always ready to fight, and cannot apply reason, discussion, or diplomacy to any situation; requires a 1d20 roll GTET [32-Will] to control, checked at every opportunity). The reader of the sixth book is cursed with *severe memory loss*, so they don't remember things 15 minutes after they happen (requires a 1d20 roll GTET [32-Will] to control). The readers save against the curse(s) on 1d20 rolls GTET [55-Level-Will-Intelligence].

The armoire contains four sets of knee-length long-sleeved grey under-tunics, six black-and-green amice (long linen scarf-like cloth with fringed ends), five red cinctures (rope belt), three black under-girdles with horned faces embroidered in gold, eight copper-colored chasubles (poncho-like garment with hole in the center), two black dalmatics (knee length tunic with baggy sleeve) with gold hems and topaz and jade sewn into the shoulders and collar, two pairs of black leather slippers, a pair of polished black leather shoes, three pairs of red linen gloves, a black three-pointed hat, and four black-and-purple skull caps. Hidden (-10 to find, -8 open lock) in a compartment in the bottom of the armoire are a *Codex of Religious Transformation* (worship of Lucifer), a *Language Libram* (Infernal Cant), a *Tome of the Numbered Years*, and a *Babel Tome*. The liturgical dishes and vestments are used in the temple at Lucifer's Altars; all items have strong auras of evil.

Any vestment(s) worn GTET 10 minutes by a good or neutral person attacks the wearer: the alb's extrude a

contact poison (*paralysis* persists 5d100 minutes, save 1d20 roll GTET [30-Stamina], affected persons cease breathing on save rolls 1-3), the cinctures migrate to the neck and constrict, strangling the wearer after 1d6 rounds (save 1d20 roll GTET [30-Strength]), the chasubles flow over the wearer's head, covering their eyes and ears and mouth (*blind and deaf*; save 1d20 GTET [30-Agility]), the dalmatics shrink and constrict (1d4 damage/round), and the gloves reduce the wearer's effective Agility by 4 points. Treat all of the clothing as *cursed* (initial removal before the attacks occur on a 1d20 roll GTET [28-Agility], thereafter daily removal checks succeeding on 1d20 rolls GTET [33-Will]).

5. **Meditation Room.** The room is entered from the corridor connecting the Ground Floor Throne Room to Lucifer's Altars, through a metal door (adamantine key lock, found locked, -10 open lock) on the west side. A 6 FT diameter glowing gold metal disk engraved with Lucifer's image is attached to the south wall, the room has a thick purple carpet, an 8 FT by 10 FT, 11,230 GP, tapestry depicting Devils bowing to Lucifer is mounted on the east wall on a 6450 GP adamantine rod, a 3 FT tall by 20 inch octagonal column is hollow in the center and filled with *Unholy Water*, and four ornately-carved kneelers are furnished with purple cushions.
6. **West Stairs Up.** Stairs to the north lead up to the First Floor, curving to the right (east). A secret door (-10 to find, -10 open lock) in the southeast corner on the south wall leads to the West Guard Room. Hidden (-8 to find) view slits allow observation of the stair from the West Guard Room.
7. **West Guard Room.** The room is entered from the West Stairs Up through a hidden door on the north wall. Hidden viewports in the walls allow watching the Ground Floor Throne Room and the West Stairs UP. The room is furnished with a rectangular wooden table, three straight wooden chairs, a plain wood bench, and a barrel of ale. On the table are five pewter tankards, a bronze 10-power spyglass, two ordinary dirks, ten silver coins engraved with Lucifer's face (value 1 GP), four pewter plates with the remains of an unknown meat dish, and three loaded six-sided ivory dice. The room is occupied by a **Keres** (leather armor {negates Basic magic, resists Lesser Mage on 1d20 roll GTET 7}, *Petrifying Staff* {27x, save 1d20 GTET [32-Stamina]}, *War Hammer* +3 [Unholy, Bleeding 1d4/round for 1d12 rounds]), a **Quivaras** and three **Type 8C Devils**, each armed with *Scimitars* +2 (Unholy, limb cleaving versus good on rolls GTET 12, save 1d20 GTET [30-Agility]). Also in the room are four crossbows (24x *Bolts* +2, *poisoned* {lethal, save 1d20 GTET [30-Stamina]}), four spears, three leather bolos, and ten 1d12 explosive grenades. The **Keres** can summon a *Wall of Ice* across the top of the West Stairs Up.

GROUND FLOOR, FIRST FLOOR

8. **East Stairs Up.** Stairs lead up to the First Floor, curving left at the top. A sturdy wood door (found locked, -8 open lock) on the east wall in the southeast corner leads to the East Stairs Down. A secret door (-8 to find, -6 open lock) on the south wall leads to the East Guard Room. Hidden (-6 to find) view slits allow observation of the area from the East Guard Room.
9. **East Stairs Down.** The area entered is entered from East Stairs Up through a door (locked, -8 open lock) on the west wall. The stairs lead down to the Underground Guards (#158). Hidden (-6 to find) view slits allow observation of the area from the East Guard Room.
10. **East Guard Room.** The rectangular room is entered from the East Stairs Up through a secret door in the north wall. Hidden (-8 to find) viewports in the walls allow watching the Ground Floor Throne Room, East Stairs Up, and East Stairs Down. The room is furnished with a stout wood table, two tall wood stools, three straight chairs with leather cushions, a long low bench, a barrel supporting a ceramic checkerboard and pieces, and a barrel of ale with tin dipper. Two lit iron lanterns are attached to the west and east walls by iron brackets.

The room is occupied by a **Keres** (leather *Armor AC+24, Rod of Paralysis +1* {23x, 2d12 minutes, save 1d20 GTET [30-Stamina]}, *Scythe +3* [slaying versus good, save 1d20 GTET [48-Level-Will], becomes a Ghoul after death]), a **Quivaras**, and three **Type 8C Devils**, each armed with a *Scimitar +2* (Unholy, *limb cleaving* versus good on rolls GTET 14, save 1d20 GTET [32-Agility]). Also in the room are four crossbows (30x *Bolts +2*, poisoned {lethal, save 1d20 GTET [32-Stamina]}), four spears, three leather bolos, and ten 1d12 explosive grenades. The **Keres** can summon a *Wall of Fire* across the top of the East Stairs Up (15 minutes).

First Floor

See diagram on page 17.

11. **Levitating Floor.** An open area in the center of the floor with large gold double doors to the Lesser Throne Room on the north; similar gold double doors lead to the Diabolic Conference Room on the south. A silver door (locked, -7 open lock) on the north wall leading to Cursed Figurines, and a silver door (locked, -9 open lock) on the north wall leading to Zoybim Alchemy. The open area on the south side allows access to the Waiting Area and the East Waiting Area. Stairs on the west and east sides lead down to Ground Floor and up to the Second Floor. The floor is inlaid with a complex geometric pattern of red, green, gold, white, and tan tiles. A 35 FT diameter circle is inlaid into the floor, consisting of a three inch wide strip of pure gold metal, centered on a 4 FT diameter Seal of Samael, also inlaid in gold. The space above the entire circle is open for a height of 8 stories, each floor having a rectangular cutout with a railed balcony. Persons walking inside the circle feel a throb-

bing or pulsating sensation along with a mild upward tugging; persons jumping up off the floor in the circle are continuously transported upward (*levitated*) at one floor/round until they reach the ceiling area of the Eighth Floor where they hover (cables strung across the top allow persons to pull themselves out of the levitating area and jump down to the floor, 1d20 rolls GTET [25-Agility]); the trip is one-way and mortals cannot stop at an intermediate floor.

GM Note: Adventurers who jump from the railing of any upper floor must succeed on a 1d20 roll GTET [28-Agility] to reach the levitating field, otherwise they immediately fall an appropriate distance to the floor.

The gold doors are each 7 FT wide by 11 FT tall by 2 inches thick (large handles, no latches or locks, requires total Strength GTET 40 to move), inlaid with amber, white and black ivory, pearl, diamonds, jasper, sapphire, turquoise, and bloodstones, with the Seal of Samael in the center of each door in ruby. Two **Keres** guards are always posted in front of the double-doors to #12 and #17, armed with their usual weapons and *Spears +4* (Human Slaying, save 1d20 GTET) [34-Will]. A **Quivaras** guard is posted in front of the silver doors at #13 and #15. The guards prevent entry only to the guarded rooms and do not join in combat elsewhere on the floor.

12. **Lesser Throne Room.** A large rectangular room entered from Levitating Floor through double gold doors each 7 FT wide by 11 FT tall by 2 inches thick, guarded on the outside by two **Keres**. Each door is inlaid with amber, white and black ivory, pearl, diamonds, jasper, sapphire, turquoise, and bloodstones, with the Seal of Samael in the center of each door in ruby, requiring a total Strength GTET 40 to move. The floor is cedar and mahogany parquet flooring, the walls are a flowing vertical cascade of liquid gold drops (but solid and cool to the touch), and the ceiling is gold with a layer of clear multi-faceted crystals which act as thousands of reflective prisms. A large throne (**Samael's Lesser Throne**) is in the center of the north wall situated on a rectangular polished black stone platform 15 FT long by 8 FT wide by 8 inches thick. A circular red rug is in the center of the room, worked with Samael's Seal in gold. Lit gold lanterns are mounted to the wall on gold brackets every 10 FT around the room perimeter. An 8 FT diameter gold disk depicting Lucifer hangs on the west wall. Pictures of each Prince of Hell hang in heavy ornate gold frames along the south wall; each Prince immediately knows when his picture is touched by a mortal. A 50,000 GP *living tapestry map* of Inferno, 12 FT long by 10 FT tall hangs on a 3500 GP gold rod on the east wall. Ten pairs of crossed adamantite flails hang along the north wall, each above a spiked circular shield bearing the heraldic symbol of a Prince of Hell. To the east of the throne is an antique teakwood sideboard holding four 1150 GP crystal decanters containing fine wine and spirits, along with a large pitcher of cold water, and eight 200 GP crystal tumblers (the wine and spirits are poisonous

FIRST FLOOR

12, Lesser Throne Room, continued...{fatal} to good persons, save 1d20 GTET [30-Stamina], +2 Dwarves, +1 Gnomes).

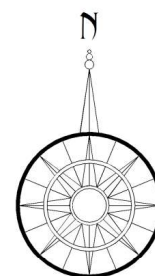
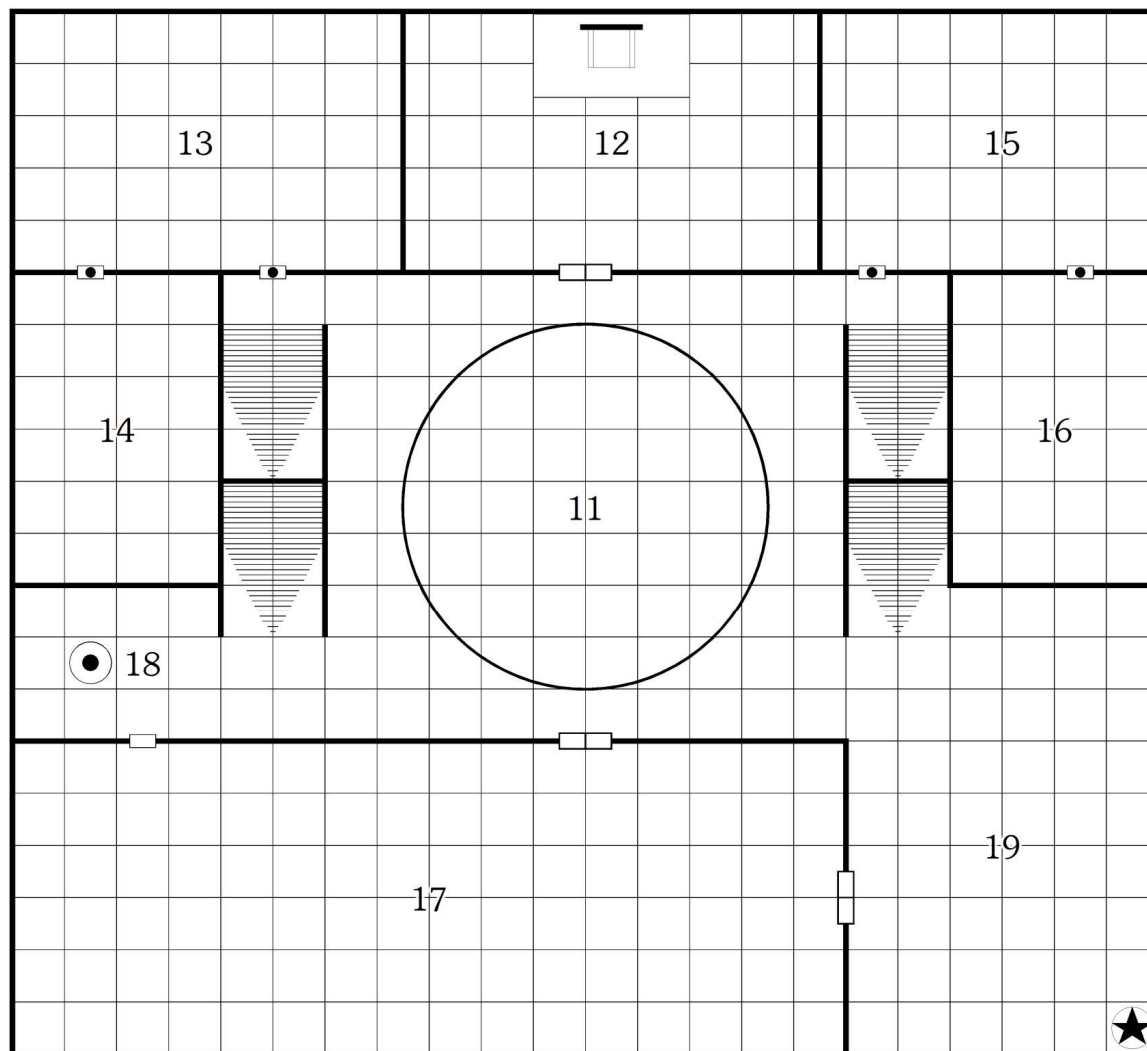
This room is always empty when **Samael** is not present. The **flails** and **shields** hanging on the north wall animate 13. The flails and shields hanging on the north wall animate and attack mortals after they have been in the room 5 minutes, working in teams of two shields and four flails against a single mortal opponent. The shields press forward to impale opponents with their spike and protect the flails; flails fly over the shield tops then duck back behind them for protection. As long as its associated shield is active, opponents cannot strike the flail(s) [e.g. defending].

Determine the response of a Diabolic Prince to having their portrait(s) disturbed using 1d6, dispatch of: (1) 1d6

Jinguma, (2) 1d4 **Quivaras**, (3) 1d3 **Type 8B Devils**, (4) 1d4 **Efreets**, (5) 1d4 **Djinn**, or (6) a **Prince's Simulacrum** plus five **Type X-A Devils** [where 'X' is the highest Circle under their jurisdiction].

Cursed Figurines. The room is entered from the Levitating Floor through a guarded silver door (steel key lock, -7 open lock) on the south wall, with a door (steel key lock, -9 open lock) to Bare Cupboard on the south wall. The room has an oak wood floor and oak strips covering the walls, all held together by pegs rather than nails, and a ceiling covered by thick white cork tiles. Open wooden cabinets with white marble counters line the west, north, and east walls. The room is furnished with eight padded wooden stools, a rosewood lectern, and a chalkboard on a metal easel. Four equally spaced white-light glow sticks sit in gold brackets attached to each wall.

SAMAEL'S TOWER



1 square = 5 feet

FIRST FLOOR

FIRST FLOOR

13, Cursed Figurines, continued... A gold pentagram is permanently inscribed in a circle on the floor, 8 FT across, with (unlit) black candles sitting on each vertice. An 8 FT tall metal statue of a bearded man with its eyes closed stands in the center of the pentagram, rocking slightly from side-to-side and humming to itself (the statue always ignores mortals and poses no threat). Five gold-and-ivory figurines sit on the north bench top; they are figurines of a mule, horse, chicken, swine, and goat, each 5 inches tall by 1 inch thick (valued at 1200 GP each). A *Wand of Earth Parting* (59 charges) is found under the east wall cabinet (success on a 1d20 roll GTET [38-Level-Intelligence]). A plain gold *Ring of Altruism* is found in a small crack in the floorboards.

A mortal touching the mule figure immediately and permanently develops long donkey ears (permanent reaction penalty of -4; save 1d20 roll GTET [27-Will]). The mule transforms (4/day at 10 minutes) into a full-sized mule capable of carrying 1300 pounds; the mule is extraordinarily stubborn and bad tempered and does not want to work, does not go underground, and does not climb stairs. The **Mule** has HD1, hp6, AC15, Bite 1d3, Rear Kick 1d8.

A mortal touching the horse figure immediately and permanently develops hooves (permanent reaction penalty of -2; increases running speed 35%, save 1d20 roll GTET [27-Will]). The horse transforms (4/day at 10 minutes) into a full-sized stallion with saddle and lance, capable of carrying 1700 pounds; the horse is easily spooked (control on 1d20 roll GTET [30-Will]) by monsters, loud sounds, bright lights, and unexpected creatures, dumping its rider unless (avoid on 1d20 roll GTET [26-Agility]). The **Horse** has HD2, hp11, AC17, Bite 1d3, Foreleg Kick 1d4, Rear Kick 1d6.

A mortal touching the chicken figure immediately and permanently develops a coating of white feathers from their neck to the buttocks on the back and on their arms to the wrist (permanent reaction penalty at -5, save on 1d20 roll GTET [29-Will]). The figurine transforms (4/day at 10 minutes) into a 5 FT **Chicken** (HD4, hp28, AC16, Peck 1d10, Foot Talons each 1d6) which attacks the nearest person.

A mortal touching the swine figurine immediately and permanently develops a swine's snout and small curly tail (permanent reaction penalty at -3; reduces the clarity of their speech {an affected Warlock, Wizard, Crusader, or Priest thereafter experiences a 1d8 damage spell misfire on 1d20 rolls GTET 18}, save on 1d20 roll GTET [28-Will]). The figurine transforms into a 4 FT tall **Boar** with long curved tusks (L3, HP30, AC18, Gore 1d10 or 3d8 when charging) which attacks the nearest person.

A mortal touching the goat figurine immediately and permanently develops a pair of curved goat horns on their forehead and a white chin goatee (permanent reaction penalty at -5, save 1d20 roll GTET [30-Will]); a

person who sees the affected person believes them to be half-Devil (save 1d20 roll GTET [45-Level-Will] checked per encounter; apply an additional -6 reaction penalty). The figure transforms into a **Giant Goat** (L5, HP36, AC20, Bite 1d4, Horns 1d12, Foreleg Kick 1d6, Rear Leg Kick 1d8) which attacks the nearest person.

14. **Bare Cupboard.** A rectangular room entered from Cursed Figurines through a heavy wood door (steel key lock, -9 open lock; requires Strength GTET 18 to open) on the north wall. The floor is covered in oaken strips, the walls are covered in (flame resistant) sheets of pine, and the ceiling is covered in white flame resistant tiles. The north, west, south, and the southern half of the west wall are covered by open steel shelving with supports, 4 high, 36 inches deep, but the shelves are empty and bare.

15. **Zoybim Alchemy.** A rectangular room entered from Levitating Floor through a silver door (steel keyhole, locked, -9 open lock) on the south wall, with a wood door (steel keyhole, locked, -10 open lock) to Chemical Locker on the south wall. The floor is covered in diamond-shaped blue tiles with red grout, and the walls and ceiling are covered with 2 FT square white foam panels. Lit iron lamps are attached to the walls by steel brackets spaced every 5 FT around the perimeter. The room is furnished with three long marble-topped work tables, six padded wooden stools, a ceramic barrel of water, and a ceramic barrel filled with white [flame retardant] powder. The work tables are covered by a variety of glass beakers and flasks, crucibles, retorts, distilling columns on gas burners, filters, and cylinders. Five fluids bubble in beakers on metal stands, they are pale yellow, aquamarine, dark green, orange, and clear in color.



FIRST FLOOR

15, Zoybim Alchemy, continued...An elaborate chart with rows and columns is attached to the north wall, a symbol with several numbers in each cell (an Infernal periodic table). The entire east wall from 3 FT to 7 FT off the floor is a huge chalkboard. Hanging from iron hooks on the west wall are four leather aprons, three pairs of elbow-length waterproof gloves, a thick fire-retardant cloak, and five pairs of protective eye goggles. The room is occupied by four **Zoybim** dressed in leather aprons, eye goggles, and leather gloves (knowledge of Alchemy). If the **Zoybim** are threatened or attacked they summon 1d12 **Type 9A Devils** as support (arriving after 1d8 rounds).

The pale yellow liquid is a *Physic of Aging*, the aquamarine liquid is a *Potion of Displacement*, the dark green liquid is an incomplete *Shapechanging Potion* (the imbiber involuntarily changes first into a troll, then after every 5 minutes into an ape, female gnome, an elderly bald male human, giant turtle, and finally a giant toad; save 1d20 roll GTET [32-Stamina] checked per change). The orange liquid is an incomplete *Potion of Ogre's Strength* (if imbibed before boiling GTET 30 minutes the imbiber's effective Strength is reduced to 6 for 1200 rounds). The clear liquid is a *Physic of Lycanthropy* (Rat).

pots each with 2 pounds of quicklime, six clay pots each with 4 pounds of dry plaster, three large mortars with pestles (each sufficient for a quart of powder), and a set of pewter scales.

GM Note: This area contains chemicals and vapors with explosive potential. Any open flame or fire spell causes an additional explosion (15 FT, 5d8 fire damage, half damage on 1d20 rolls GTET [26-Agility]) on 1d10 rolls GTET 4. An explosion in this area sets off a secondary explosion at Zoybim Alchemy on 1d20 rolls GTET 15. Ranged missile combat in this area causes an explosion on natural rolls LTET 4. Melee combat causes an explosion on natural rolls LTET 3.

GM Note: This area contains chemicals with explosive potential. Fire spells cause additional explosions (4d6 fire damage, 20 FT, half damage on 1d20 roll GTET [25-Agility]). Missiles cause an explosion on natural "to hit" rolls LTET 4. Melee combat within 5 FT of the work benches causes an explosion on natural rolls LTET 5. Explosions in this area also cause extensive damage to location #16. The wall between this room and location Lesser Throne Room is sufficiently sturdy and spell protected so that room the Lesser Throne Room is not affected by explosions here.

16. **Chemical Locker.** The room is entered from Zoybim Alchemy through a heavy wood door (steel keyhole, locked, -10 open lock) on the north wall. The floor is covered in oaken strips, the walls are covered in (flame resistant) sheets of pine, and the ceiling is covered in white flame resistant tiles. The north, west, south, and the southern half of the west wall are covered by open steel shelving with supports, 4 high, 36 inches deep. The shelves hold large 3 gallon glass bottles of: vinegar, acetic acid, citric acid, concentrated nitric acid, concentrated ammonia, brine solution (two bottles), pure grain alcohol (six bottles), soap solution (two bottles), rubber sap, viscous oil, light oil, black ink, kerosene, finely-ground charcoal powered, small blue-colored resin beads, distilled water, nitrate powder, ether liquid, blue dye (three bottles), red dye, turpentine (two bottles), and mercury. In addition, there are four 10 pound blocks of colored wax, six empty glass alcohol burners, three burlap sacks of cotton, a burlap sack of raw charcoal, two burlap sacks of diatomaceous earth, a burlap sack holding eight leather aprons and four pairs of leather gloves, six clay

17. **Diabolic Conference Room.** A rectangular room entered from Levitating Floor through double gold doors in the north wall near the east end from the Waiting Area through a single gold door (adamantine keyhole, locked, -10 open lock) on the west end of the north wall, and from the East Waiting Area through double gold doors (each 7 FT wide by 11 FT tall, 2 inches thick, large gold handles, no latch/lock, requires total Strength statistic GTET 32 to move) in the east wall. Each door is guarded on the outside by two **Keres**. Each door is inlaid with amber, white and black ivory, pearl, diamonds, jasper, sapphire, turquoise, and bloodstones, with the Seal of Samael in the center of each door in rubies. The **Keres** at the door leading to #18 are armed with their usual weapons plus a *Spear* +4 (Unholy, *Slaying*, save 1d20 GTET [44-Level-Will]). The floor is tiled with rows of pearl, turquoise, ruby, and sapphire, the walls are tiled in white with tapestries of Lucifer on the west, north, and south walls, and 12. the ceiling is studded with diamonds (the gems cannot be removed). Lit 2000 GP golden lamps in the shapes of Devil's heads hang from the ceiling every 8 FT along the room's perimeter. The room contains a large gold chair in the center of the west end, and ten large (but slightly smaller) gold chairs with thick green satin cushions, arranged in two rows of five chairs, each chair sits on a 5 FT square green stone dais. Next to each chair is a circular 3 FT green stone table on a single green stone pedestal. A plush vibrant red carpet runs down the center of the room from the doors at the east end to the largest gold chair.

The entire room has a strong aura of evil; good persons cannot enter unless succeeding on a 1d20 roll GTET [32-Will], neutral on [29-Will]. The room has a permanent no-magic field preventing spell casting (cast on 1d20 rolls GTET [52-Level-Will-SPM], affects Wizards and Warlocks), special abilities, and magic imbued into objects. Treat enchanted armor and weapons as ordinary while in this room. Both mortals and Devils are affected. Priests and Crusaders must succeed on a 1d20 roll GTET [44-Level-Will-SPM] to perform prayers in the room.

FIRST FLOOR, SECOND FLOOR

17, Diabolic Conference Room, continued... The room is empty unless **Samael** is present. When **Samael** is present each surviving **Diabolic Prince** is also present on 1d20 rolls GTET 6, checked individually; each **Diabolic Prince** is attended by two **Officer-Level Devils** with maximum health points. **Samael** is attended by three **Keres**, eight **Quivaras**, and twenty **Jinguma**. Any mortal sitting in the largest chair (**Samael**'s seat) is immediately disintegrated by an intense hp5d12 electrical discharge (half damage if save 1d20 GTET [34-Stamina] good, [31-Stamina] neutral, [28-Stamina] evil). Any mortal sitting in any of the other ten seats (a Prince's seat) is immediately transported to the Throne in that Prince's personal audience room (resist on 1d20 rolls GTET [54-Level-Will]).

18. **Waiting Area.** A rectangular open area entered from Levitating Floor through the open east side, with a gold door (adamantine keyhole, -10 open lock) on the south wall leading to the Diabolic Conference Room. The area has a blue vaulted ceiling with white tines leading to a large crystal chandelier in the center of the area 15 FT off the floor. The floor is made of polished emerald tiles with turquoise colored grout, and the walls are lined with small tan tiles, with a large mosaic of **Samael** fighting with demons centered in the west wall. Lit gold lanterns shaped like horned dogs are mounted to the south, west, and north walls by gold brackets. A green marble fountain of *Unholy Water* is in the center of the area, fashioned in the shape of three rearing stags with ivory antlers. A single **Keres** armed with their usual weapons plus a *Spear +4* (Unholy, *Slaying*, save 1d20 GTET [48-Level-Will]) stands outside the door leading to the Diabolic Conference Room; it ignores mortals as long as they do not attempt to enter the door.

When **Samael** is not present this area is occupied on 1d20 rolls GTET 15 as determined by 1d4 according to: (1) 1d6 **Ordinary Devils**, (2) 1d6 **Jinguma**, (3) 1d6 **Quivaras**, (4) 1d3 **Keres**. When **Samael** is in the Diabolic Conference Room this area is always occupied by three **Keres**, three **Quivaras**, 1d8 **Type 1D Devils**, 1d8 **Type 2D Devils**, and 1d6 **Type 3C Devils**.

19. **East Waiting Area.** A rectangular open area entered from Levitating Floor through the open northwest side, with gold double doors (each 7 FT wide by 11 FT, large gold handles, no latch/lock, requires total Strength GTET 32 to move) leading to the Diabolic Conference Room on the west wall. Each door is inlaid with amber, white and black ivory, pearl, diamonds, jasper, sapphire, turquoise, and bloodstones, with the Seal of **Samael** in the center of each door in rubies (the gems cannot be removed). The area has a vaulted white ceiling with eight black ebony ribs leading to a large shining crystal chandelier hanging 15 FT off the floor in the center of the area directly over a tile mosaic of **Samael**'s Seal. The walls are tiled with small pieces of ruby, with a large circular fresco of **Lucifer** and **Samael** on the east wall. Lit golden lanterns shaped as horned owls are attached to

the north, east, south, and west walls by gold brackets. Three large 3640 GP circular red rugs, each 12 FT and across woven with **Samael**'s Seal are on the white marble floor. The area is furnished with three gilded wooden divans, a fine rosewood coffee table with a wax-sealed blue marble urn on it, a large oval decorative mirror in a gold frame hanging on the south wall, three 5 FT empty silver urns in front of the north wall, and a life-sized bronze statue of a Type 9C Devil with 5220 GP emerald eyes standing in the southeast corner. Two **Keres** armed with their usual weapons plus *Spears +4* (Unholy, *Slaying*, save 1d20 roll GTET [48-Level-Will]) stand in front of the double gold doors; they ignore mortals as long as they do not attempt to open the doors. If the blue marble urn is opened HD10 male and female **Efreet** immediately materialize.

When **Samael** is not in the Diabolic Conference Room the area is occupied on 1d20 rolls GTET 13 as determined by 1d6: (1) 1d6 **Jinguma**, (2) 1d6 **Quivaras**, (3) 1d3 **Keres**, (4) 1d6 **Type 8C Devils**, (5) 1d6 **Type 9A Devils**, (6) 1d12 **Common Devils**. When **Samael** is in the Diabolic Conference Room the area is always occupied by four **Jinguma**, two **Quivaras**, two **Keres**, 1d6 **Type 4E Devils**, 1d6 **Type 5E Devils**, 1d6 **Type 6E Devils**, 1d4 **Type 7E Devils**, and 1d3 **Type 8D Devils**.

GM Note: If **Samael** is in the Diabolic Conference Room, these Devils and those at the Waiting Room are part of the entourage brought along by the various Princes meeting with him in the Conference Room.

Second Floor

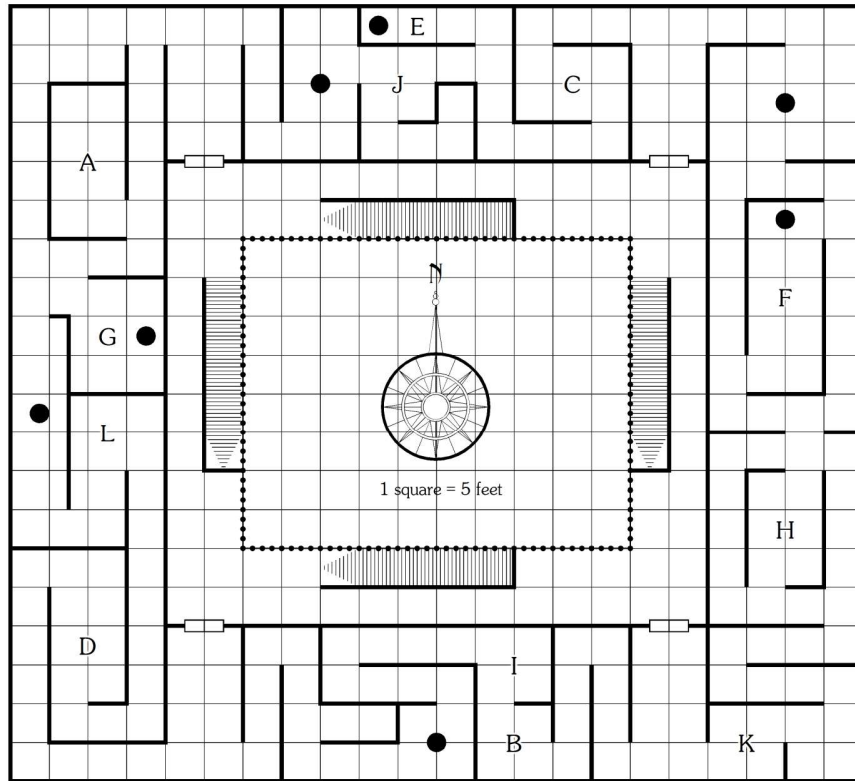
The overall dimensions of the Second Floor are 110 FT west-to-east and 90 FT north-to-south, with a central opening 50 FT west-to-east by 40 FT north-to-south in its center. See diagram on page 21.

20. **Inner Balcony.** An open balcony area 10 FT wide, surrounding the open center shaft of the building, with an ornately carved wood railing around the inner side. Stairs on the north and south sides lead up to the Third Floor. Stairs on the west and east sides lead down to the First Floor. Two doors are on the north wall in the northwest and northeast corners, and two doors are on the south wall in the southwest and southeast corners, all of the doors lead to the Surrounding Maze. Each door is a metal frame on which are mounted full sized mirrors, the doors swing open at a touch, having neither latches or locks. Two pairs of **Jinguma** guards are in this area, challenging any mortals but not impeding entry through the mirrored doors.

SECOND FLOOR

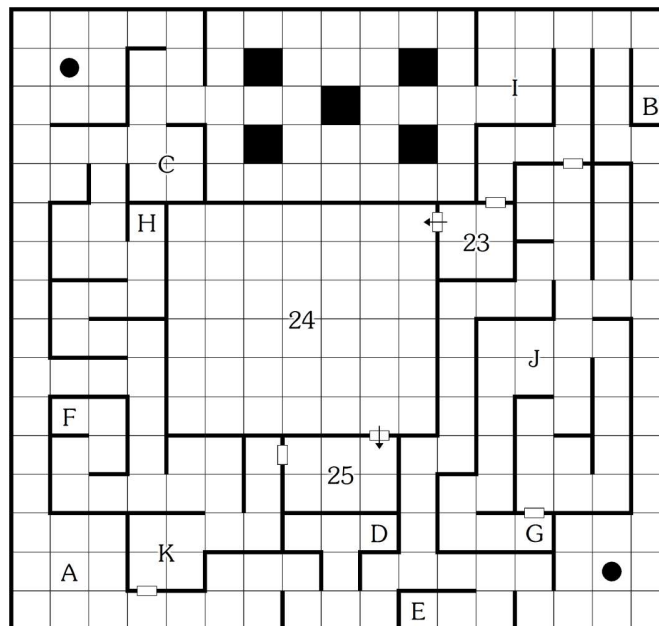
SAMAEL'S TOWER

21



SECOND FLOOR

22



EXTRADIMENSIONAL AREA

SECOND FLOOR

21. **Surrounding Maze.** A maze in the form of a rectangular toroid, all areas are 18 FT tall, entered from the Inner Balcony through any of the mirrored doors. The floor and ceiling are made of polished white diamond-shaped tiles which echo and reflect all sound (triples distances to hear any sounds). All vertical surfaces in the maze are floor-to-ceiling polished mirrors, each 5-FT panel bearing the crest of Samael in gold at the top. Some locations have mirrored columns in them. The mirror reflections are described by 1d100 according to: (01-76) accurately reflect what is in front of them, (77-98) shows exaggerations and distortions like in a carnival mirror, (99-100) acts as a soundless window into a strange Plane filled with six-legged intelligent reptilian creatures. The mirrors change state every 1d10+15 minutes. A mortal becomes lost in the maze unless succeeding on a 1d20 roll GTET [32-Will] checked every 10 minutes. When mortals attempt to mark mirrors with ink, paint, chalk, etc. an **Invisible Servant** cleans and removes the marks after 1d6+10 minutes; marks on the floor or ceiling are not removed. Two areas in the maze transport Adventurers to the Maze Out of Time (a second maze area) that exists in its own reality (see below).

The mirrors are indestructible except when they view the reptilian universe. Any attempt to damage a mirror results in the offending individual experiencing seven years' bad luck (no save allowed; -3 combat penalty, +1 combat bonus for all opponents, -2 penalty on saving rolls). If more than one mirror is attacked the bad luck is cumulative and adds to any previous karma (also applies to the mirrors in the Maze Out of Time). A mirror looking into the reptilian world can be broken on 1d20 rolls GTET [34-Strength], creating an opening into that universe persisting 30 minutes. The environmental conditions in this world include: twice the gravity of the Material Plane, an atmosphere with half normal oxygen, plants and animals that cannot be digested by Humans, Elves, or Gnomes (save on 1d20 rolls GTET [33-Stamina], checked each individual food); neither magic or prayers functions on this Plane [all enchanted objects revert to ordinary status while on this Plane].

GM Note: This is an exception to the general rule in Inferno prohibiting exit through magical means. It is not expected that mortals will willingly choose this exit because of the extreme and toxic environmental conditions on this Plane.

Two **Ordinary Devils** and a **Jinguma** respond 1d10 minutes after a mirror is broken, repairing the mirror in 2d10 minutes (they ignore any mortals present). Mortals see adversaries reflected in mirrors before they encounter them and so are not surprised, but because of the many reflections may not be able to determine the direction from which the adversaries are approaching (succeed on 1d20 rolls GTET [26-Intelligence]).

The maze has several areas of interest, and special mirrors as described below:

- 21A This area conceals (-9 to find, avoid 1d20 GTET [38-Agility] if not known, [32-Agility] if known) a portal that immediately transports persons walking over it to the Maze Out of Time (#22). Half of the persons transported arrive at location (A) in #22, and half arrive at location (B).
- 21B This area conceals (-9 to find, avoid 1d20 GTET [38-Agility] if not known, [32-Agility] if known) a portal that immediately transports persons walking over it to the Maze Out of Time (#22). Half of the persons transported arrive at location (A) in #22, and half arrive at location (B).
- 21C This area receives persons transported from the Maze Out of Time (#22).
- 21D This area receives persons transported from the Maze Out of Time (#22).

GM Note: A mortal is assumed to look directly into a mirror (more than a glance) unless succeeding on a 1d20 roll GTET [30-Will]; those specifically stating an intention not to look into a particular mirror apply a +4 roll modifier. Adventurers who do not look directly into a mirror glance at it sufficiently to note any unusual image(s) without being affected by those images.

- 21E Rain and mists appear to be inside of this mirror, with droplets of water running down its face, obscuring the image. A mortal looking in the glass sees a succession of images representing the alternative outcome to the major choices in their lives. The viewer becomes mesmerized with melancholy, regret, remorse, and a fierce longing for what could have been, becoming totally preoccupied with their visions (save 1d20 roll GTET [42-Will-Intelligence], checked every 3 minutes. Affected persons cannot be roused even to defend themselves. Each mortal sees only their own regrets and not those of their companions.
- 21F This mirror has a thin film of white over it which is thicker around the edges, making it difficult to clearly see the image. A mortal looking into the glass sees themselves as an elderly person of very advanced years. They permanently become the frail elderly person shown in the mirror unless succeeding on a 1d20 roll GTET [40-Stamina-Will]; affected persons have statistics of Agility 8, Intelligence (no change), Stamina (current statistic-10), Strength (current statistic-10), and Will (current statistic+4), with a "natural" life expectancy of 2d20 months. An *altered realities* spell or *Ritual of Cleansing* is required to restore the affected person to their original condition.

SECOND FLOOR

21, Surrounding Maze Locations, continued...

- 21G A mortal looking into this mirror sees themselves reflected back as perfect in every way regardless of their actual condition and abilities (statistics), and the events of their life are skewed towards showing them as heroic, powerful, virile, noble, and praiseworthy. The viewer becomes permanently overcome by powerful personal vanity (save 1d20 roll GTET [34-Will], checked every 3 minutes; the GM may assess an additional -4 penalty if the character as actually played also has a tendency toward vanity). An affected person preens in the mirror, wanting only to watch scenes from their life matching the self-absorbed image dominating their mind. Even when (unwillingly) forced away from the mirror they remain self-absorbed and uninterested in anything or activity not directly related to boosting their self-image, concentrating on their appearance and image, and looking out for their survival above all else. Affected persons believe and act as if they have perfect statistics (all values of 22), and perfect skill at all things. An *altered realities* spell or *Ritual of Cleansing* is required to restore the affected person to their original mental condition.
- 21H A person looking into this mirror sees images of pale gaunt humanoid creatures transforming into the likenesses of their companions and back again. The viewer's mind is filled with an overpowering awe (resist on 1d20 rolls GTET [48-Level-Will]) and they hear a telepathic message telling them that all of their companions have been replaced by murderous **Doppelgangers**; the message is that they alone are still themselves and they must kill the Doppelgangers and find their true companions. An affected person (falsely, resist on 1d20 rolls GTET [48-Level-Will]) believes that they have been spoken to directly by a Deity or other powerful good being; the affected person may choose NOT to resist the message. The effect persists for 2 weeks, or until a *altered realities* spell or *Ritual of Cleansing* is performed.
- 21I A person looking into this mirror sees images of faint ghostly incorporeal creatures which seems to float just under the glass; the mortal is *mesmerized* by the flickering images (save 1d20 roll GTET [28-Will]). After 3 minutes of mesmerization, a ghostly figure within the mirror attempts to touch the affected mortal (touch attack per Warrior L12; if the touch is successful the mortal is banished naked into the darkness of the mirror and are replaced by an evil HD9 **Doppelganger** who takes their form and equipment and plays their role; save 1d20 roll GTET [48-Level-Will]). The trapped mortal remains in the mirror until the Doppelganger is killed (range 200 miles). A mortal becomes permanently paranoid and generally insane after being in the mirror for longer than 1 hour (save on 1d20 roll GTET [48-Level-Will], checked after every hour being trapped).
- 21J An Adventurer looking into this mirror sees a metal rod stuck into an anvil, guarded by a **Chimera**, **Manticore**, and an **Olympian Sphinx**, and hears a telepathic feminine voice pleading for rescue from "*the beast*." The affected mortal may choose to enter the mirror at any time. They find themselves at the end of a 500 FT hallway, 15 FT by 22 FT tall, with ornately-carved columns spaced every 25 FT holding up a vaulted roof, with iron torch-holders between the columns shaped like chimera and hydra; the columns to the left are carved in manticore form and columns on the right are carved in sphinx form. At the far end is a closed and locked iron door (-8 open lock) 12 FT tall which tapers on top to a point. Behind the door is a octagonal room 55 FT across by 20 FT tall, with a chest-high black anvil chained to the floor into which the metal rod is stuck, and lit iron lanterns on every wall in iron brackets shaped like winged monkeys. A **Manticore** (shape-changing **Beast**; Manticore-Chimera-Sphinx-Wyvern-Hydra) prowls about the room. Good and evil mortals suffer hp1d12 fire damage upon touching the rod (**Haerood's Rod**; half damage on 1d20 rolls GTET [30-Stamina]). Male mortals succeed on removing the rod on 1d20 rolls GTET [37-Strength], females on 1d20 GTET [29-Strength].
- 21K Mortals standing in front of this mirror hear the angry snarls of a variety of animals (1d20 roll GTET [27-Intelligence]). An Adventurer looking in this mirror sees images of many large predatory animals, the animal changing every 15 seconds. The viewing mortal takes on the shape and mental state of the animal they see for 1d10+10 minutes (forced *shapechange*; save 1d20 rolls GTET [45-Level-Will], checked with each animal viewed. The applicable animal form is determined by 1d20: (1) HD7 **Grizzly Bear**, (2) HD10 **Polar Bear**, (3) HD5 **Cougar**, (4) HD8 **Tasmanian Devil**, (5) HD6 **Mountain Gorilla**, (6) HD6 **Snow Leopard**, (7) HD10 **Nemean Lion**, (8) HD5 **Northern Lynx**, (9) HD4 **Mountain Lion**, (10) HD7 **Sabre Tooth Tiger**, (11) HD9 **Bengal Tiger**, (12) HD6 **Greater Wolf**, (13) HD6 **Basilisk Lizard**, (14) HD5 **Giant Crocodile**, (15) HD10 **Komodo Dragon**, (16) HD8 **Great Monitor Lizard**, (17) HD4 **Giant Vampire Bat**, (18) HD4 **Giant Falcon**, (19) HD6 **Ghost Owl**, or

SECOND FLOOR

21, Surrounding Maze

- 21K **continued...**(20) HD8 **Giant Eagle**. Any clothing or equipment whose size and configuration generally matches the animal's size and form stays on when a mortal is transformed, otherwise they drop to the floor, or burst open, depending on the relative size of creature and equipment.
- 21L The faint sounds of a calliope are heard while standing in front of this mirror. The mirror shows gross distortions of the body, making the viewer's torso look short and very wide, the face long and thin, their arms and legs each much too short, dressed in a yellow body suit with a red bulbous nose, conical hat, and a pointed red umbrella (as a *Spear +1*). The viewer *permanently transforms* (forced *shapechange*) into the pictured brightly dressed out-of-proportion figure unless succeeding on a 1d20 roll GTET [28-Will]. The affected person takes on the following attributes: Agility 10 [body]/20 [hand/eye coordination], Intelligence (no change), Stamina (current statistic-6), Strength (current statistic-6), Will (current statistic+2), and gains knowledge of juggling. They apply a +3 TH bonus using missile weapons, a +2 bonus to acrobatic feats, and a +2 reaction bonus when making people laugh. Children will always be afraid of the transformed person. An *altered realities spell* or *Ritual of Cleansing* is required to restore the affected person to their former condition. The affected person's equipment is transported to location #175 when they are transformed.

22. **Maze out of Time**. This maze area exists in its own closed reality and is accessed only from the Surrounding Maze on the Second Floor. The Mental Preparation room and the Arena of the Self are at its center. The exterior walls can be breached by inflicting GTET hp800 damage to the walls or by an Adventurer with tools succeeding on a 1d20 roll GTET [42-Strength-Agility]; all of the air in the maze is quickly [1d20*{5 seconds}] sucked out into the essentially infinite lightless vacuum outside when this occurs; death by suffocation follows after [Stamina*5 seconds]. The floor and ceiling are made of polished white diamond-shaped tiles. All of the vertical surfaces throughout the maze are floor-to-ceiling mirrors, each 5-FT wide panel bearing the Crest of Samael at the top in gold. An Adventurer becomes lost in the maze unless succeeding on a 1d20 roll GTET [40-Will-Intelligence], checked every 3 minutes. See the diagram on page 21.

The mirrors are indestructible. When mortals attempt to mark mirrors with ink, paint, chalk, etc. an **Invisible Servant** cleans and removes the marks after 1d6+10

minutes; marks on the floor or ceiling are not removed. Two areas in the maze transport Adventurers back to the Surrounding Maze on the Second Floor of the Tower. Any attempt to damage a mirror results in the offending individual experiencing seven years' bad luck (no save allowed; -3 combat penalty, +1 combat bonus for all opponents, -2 penalty on saving rolls). If more than one mirror is attacked the bad luck is cumulative and adds to any previous karma.

The maze has several areas of note and special mirrors as described below:

- 22A This area receives persons transported from the Surrounding Maze (#21) on the Second Floor.
- 22B This area receives persons transported from the Surrounding Maze (#21) on the Second Floor.
- 22C This area conceals (-9 to find, avoid 1d20 GTET [38-Agility] if not known, [32-Agility] if known) a portal that immediately transports persons walking over it to the Surrounding Maze (#21). Half of the persons transported arrive at location (A) in #22, and half arrive at location (B).
- 22D This area conceals (-9 to find, avoid 1d20 GTET [38-Agility] if not known, [32-Agility] if known) a portal that immediately transports persons walking over it to the Surrounding Maze (#21). Half of the persons transported arrive at location (A) in #22, and half arrive at location (B).
- 22E A mortal looking into this mirror sees images of strong, kingly, male lions standing on large rocks or cliff ledges, roaring at hordes of other animals who bow in front of them. The viewer is *affected by an uncontrollable pride* and a lust to be the acknowledged leader and decision maker (king) in all things (save 1d20 roll GTET [62-Level-Intelligence-Will]). An affected person demands that every intelligent creature they meet, including their companions, swear perpetual and personal fealty to them, acknowledging the affected person as lord and master. Any failure or refusal to immediately swear a loyalty oath is taken as a huge affront and insult to the affected person, leading to forcing the companion to swear by combat. If an affected person cannot force companions to swear fealty, the Adventurer permanently renounces their association with the offending companion (as with a traitor), swears an oath not to provide aid or cooperation or sustenance, and immediately leaves their companions to journey on their own.

SECOND FLOOR

22, Maze Out of Time

- 22E **continued...**The effect persists until the Adventurer succeeds on a 1d20 roll GTET [46-Level-Will], subsequently checked daily.

GM Note: Oaths of fealty and oaths of renunciation against companions have additional power and binding when sworn in Hell. An individual cannot humor an effected person by swearing an oath while intending to renounce it once the affected person regains their senses. Adventurers who regain their senses after renouncing their companions are unable to simply return and act as if nothing had happened. Any attempt to ignore a sworn oath requires succeeding on a 1d20 roll GTET [62-Level-Will-Intelligence], checked daily. A *break geas* prayer, *altered realities* spell or a *Ritual of Cleansing* is required to overcome the binding effect of an oath.

- 22F A person looking into this mirror sees images of richly dressed persons at leisure, at table, in coaches, and on fine thoroughbred horses. The viewer is *affected with uncontrollable envy* and a lust to possess valuables (greed, save 1d20 GTET [35-Will] with a strong aversion to paying for them (miserliness, save 1d20 GTET [35-Will])). An affected person demands all coins, gems, clothing, armor, weapons, enchanted or blessed objects, and other items of value from every person they meet, including companions, which has a perceived value GTET similar items in the affected person's possession. The affected person is very insistent, does not negotiate or see reason, and cannot bear for anyone around them to have anything better than what they possess; they perceive it as their inherent right to have the finest of everything, all the time, and if necessary, fight the owner(s) to possess the items they perceive as superior in value. The effect persists until the affected character succeeds on a 1d20 roll GTET [34-Will] checked daily.

- 22G A person looking into this mirror sees images of war, fighting, massacres, and atrocities which greatly *inflame their senses of anger* and indignation (also affects evil person). The viewer is affected with an uncontrollable lust for combat persisting 1d20*5 hours. The affected person challenges every creature they encounter to personal combat (save 1d20 rolls GTET [35-Will]), checked every opportunity, +4 bonus for combat against companions).

- 22H A person looking into this mirror sees a vision of the most luxurious bedroom they can imagine, with the largest bed piled with luxurious furs and cloths, crackling fireplace, table with fruit and cheese, and fine night clothes laid out for them. The viewer is physically transported

into the mirror (save 1d20 GTET [42-Level-Will]), mortals can elect not to resist). Inside the mirror room is a circle on the floor marked 'exit' in Common, which returns them to outside the mirror when they step into it. The affected person is so *overcome with sloth* they immediately throw off their armor, weapons, equipment, and clothing, dress in the night clothes and crawl into bed, overcome with the need to sleep (save 1d20 roll GTET [30-Will]). While asleep their gear is gathered up by **Zoybim** and carefully placed into a large wooden chest (-8 open lock) which appears in the room. Every 12 hours the affected person awakens and can elect to leave the mirror after a 1d20 roll GTET [28-Will]. The fruit and cheese found here has no nutritive value.

- 22I A person looking into this mirror sees a large chamber piled high with coins, rare objects of art, richly decorated chests, urns, tapestries, books, crates, fine armor and weapons, instruments, bottles, and other items of extreme value. The viewer is physically transported into the mirror (save 1d20 GTET [52-Level-Will]), mortals can elect not to resist). Inside the mirror room is a circle on the floor marked 'exit' in Common which returns them outside the mirror when they step into it. The affected person is so *overcome with avarice* they refuse to leave the room unless all of its contents [GTET 12,000 pounds] are brought with them (save 1d20 GTET [36-Will]), checked daily). There is no food or drink inside the mirror; spells and prayers to create food do not function. Regardless of the value they attribute to material found in the room, it is shabby and ordinary when brought outside the mirror, with little to no intrinsic value.

- 22J The faint aroma of roasting meats surrounds this mirror. A person looking into this glass sees a richly appointed dining hall with a very long banquet table, its length completely filled with all kinds of rich, appealing, appetizing and extraordinary foods. The viewer is physically transported into the mirror (save 1d20 roll GTET [44-Level-Will]), mortals can elect not to resist. Inside the mirror room is a circle on the floor marked 'exit' in Common which returns them outside the mirror when they step into it. The affected person is so *overcome with gluttony* they immediately attack the food with ferocity as if they had starved for weeks then continue eating while the table is replenished by **Zoybim** dressed in chef's hats. Every 12 hours the affected person has the opportunity to return from the mirror if succeeding on a 1d20 roll GTET [30-Will].

SECOND FLOOR

22, Maze Out of Time

22K A faint aroma of tantalizing perfume surrounds this mirror. A mortal who looks into this glass sees the most desirable and sexual member of the opposite gender (or appropriate sex partner) they can imagine, the person is nude and immediately appears in front of them, begging for sex (females are **Succubi** and males are **Incubi**). The mortal is immediately overcome by strong sexual urges and throws off all of their armor, weapons, equipment, and clothing to embrace the creature who appears (save 1d20 GTET [47-Will-Intelligence]. After physically dominating the affected character, the Succubae/Incubi strangles them.

23. **Mental Preparations.** The iron door from the maze has a latch, no lock, and requires Strength GTET 22 to open; the exit to the Arena of the Self through the iron door (latch, no lock) on the west wall, the door requires Strength GTET 18 to open. The interior north, east, and south walls are stone overlaid with beaten bronze, and the entire west wall is a clear panel looking into the Arena of the Self (unbreakable, does not allow spells or prayer to pass). A stone plaque written in Common on the east wall reads, *"Alone you come into the world and alone must you face your fears. One at a time only may pass ahead into the crucible."* The door into the Arena of the Self functions like a *one-way force field* allowing only one person to pass through its solid surface, then not allowing another through while a living mortal remains in the Arena. Once the north door closes it will not open again until at least one person enters the Arena.

24. **Arena of the Self.** The room is 25 FT high, entered from Mental Preparations through a one-way iron door in the east wall, with an exit to the Resting Room through a *one-way wooden door* on the south wall. Only one person may enter at a time through the Mental Preparation room, and no other person can enter until that person is dead or they exit to This Way Out. The door to This Way Out (south wall) cannot be opened until after the person has been in personal combat GTET 2 minutes. The walls are plain dressed stone except the portion of wall common to the Mental Preparation Room is a clear unbreakable solid. Lit skull-shaped iron lanterns are spaced every 6 FT around the perimeter, fastened to the wall by iron bone-shaped brackets.

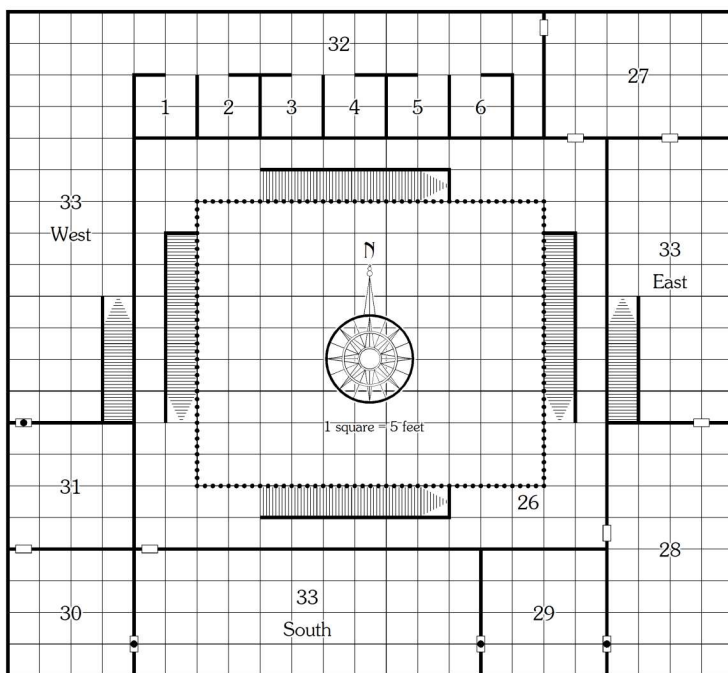
Thirty seconds after a mortal enters this room, their exact duplicate appears in the southwest corner. This duplicate has identical statistics, skills, knowledge, character class, experience level, gender, race, and racial and class abilities, is dressed identically with armor or other protective equipment of the same armor class and any special protective abilities, and using same weapon as is the Adventurer; if the mortal character has multiple weapons then so does the simulacrum. The simulacrum carries three *1d12 Cure Wounds Potions* and no other enchanted.

Simulacrums of Wizards, Warlocks, Crusaders, and Priests know the same spells or prayers as does the mortal. The mortal needs to kill the opponent, convince the opponent to kill themselves (1d20 roll GTET [48-Level-Will]), or convince the opponent to surrender to win the contest; when the opponent dies or surrenders, all equipment except unused *healing potions* immediately disappear.

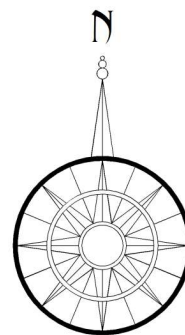


25. **Resting Room.** The room is entered from the Arena of the Self through a one-way door on the north wall, with an exit to the maze through an iron door (latched, requires Strength GTET 16 to open) on the west wall; the west door is one-way, out only and cannot be opened from the maze side. The door from the Arena cannot be opened as long as someone is in this room. The interior walls are made of undressed stone except for the north wall which is a solid unbreakable one-way window looking into the Arena; spells and prayers performed here have no effect in the Arena. The west exit can be taken at any time from the inside. The room contains a divan, small table with two *1d8 Healing Potions* (renewed for each person), and a small sideboard table with cold water and a bowl of 2d12 pieces of (wax) fruit; each piece of fruit does 1d10 damage when thrown at a Devil. This room is always initially unoccupied.

THIRD FLOOR

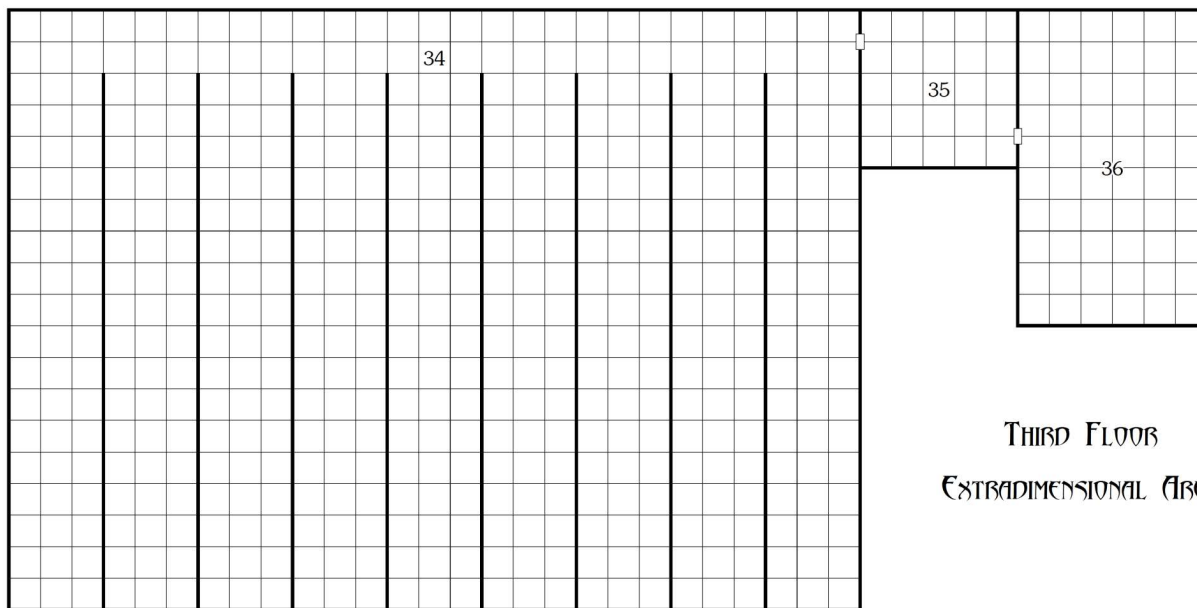


SAMAEI'S TOWER



1 square = 5 feet

THIRD FLOOR



THIRD FLOOR

EXTRADIMENSIONAL AREA

Third Floor

The overall dimensions of the Third Floor are 110 FT west-to-east and 90 FT north-to-south, with a central 50 FT west-to-east by 40 FT north-to-south opening.

26. **Third Balcony.** An open balcony area surrounding central area with an elaborately carved railing. A door on the north wall leads to Librarian's Desk (sturdy wood, latched, no lock, requires Strength GTET 20 to open), a door on the east wall in leads to the Zoybim Copyists (sturdy wood, latched, no lock, requires Strength GTET

20 to open), and a door on the south wall leads to #30. Stairs on the north and south walls lead down to the Second Floor, and stairs on the west and east walls lead up to the Fourth Floor. Two **Type 8C Devils** armed with *Maces* +2 (Unholy, disintegrates good {save 1d20 GTET [35-Stamina]}}, additional hp1d3 for 1d6 rounds per wound, critical on roll GTET 18) guard each door. Two pair of **Jinguma** patrol the area.

THIRD FLOOR

27. **Librarian's Desk.** The room is entered from the Third Balcony through a door (sturdy wood, latched, no lock, requires Strength GTET 20 to open) in the south wall, from #32 through a door in the west wall, and from stacks of books at the Book Stacks through a door in the south wall. The room is occupied by a large antique desk with padded wooden roller-chair, a small table, and six scarred wooden three-drawer file cabinets. A dark brown-stained blue rug is on the floor, two glowing gargoyle faces are mounted to the north wall, and a glowing gargoyle brazier is in the northeast corner. The desk and all horizontal surfaces are piled high with old leather books, and the air has the musky smell of ancient leather. The room is occupied by Head Librarian **Sveemok**. The desk contains five clay pots of black ink, three feather pens, a block of raw resin, four empty leather scroll cases, five sheets of parchment, a 20 GP adamantite razor, and a *Wand* (when touched to a parchment page immediately repairs all cuts, tears, and gaps, making any ordinary writing clear and visible). The 315 books found in this room are all written in dead languages, some of which are not native to the Material Plane (each is valued at [1d100*200]+500 GP). **Sveemok** summons six **Type 8C Devils** if Adventurers damage or threaten any books.
28. **Zoybim Copyists.** This room is 20 FT tall, entered on the west wall from the Third Balcony (sturdy wood, latched, no lock, requires Strength GTET 20 to open), from the stacks of books (#33) through a door in the north wall, and from the Repair Room through an iron door (steel keyhole, locked, -10 open lock) on the west wall. The room contains fourteen **Zoybim** copyists arranged on ten tall double-decker desks, with a **Keres** as foreman (he has the key to the Repair Room). Each desk has an open book on it and 1d20+30 sheets of illuminated parchment; the books are written in languages unknown to the Adventurers (each is valued at {4d100*1d8}+50 GP). The **Zoybim** ignore mortals as long as they don't threaten any books and don't attempt to go into the Repair Room, otherwise they summon 1d6 **Jinguma**.
29. **Repair Room.** This room is 15 FT high, entered from the Zoybim Copyists through an iron door (steel keyhole, locked, -10 open lock) on the east wall, and from book shelves #33 through a door (steel key lock, locked, -7 Open Lock) on the west wall. The room is paneled in wood, with six wooden tables each with a rack holding four open books; each book is extremely rare and irreplaceable, is in fragile condition (valued at 1d20*1d8*5000 GP). Each table has ten sheets of aged parchment, a pair of shears, a 150 GP adamantite razor, a clay pot of clear glue, two pairs of bronze tweezers, a large eight-power magnifying glass, two small clip-style clamps, a charcoal stick, a damp wool cloth and a bronze ruler. A brightly-glowing yellow light stick is fastened over each table. Two **Zoybim** work at each table, they don't look up when the room is entered; if the **Zoybim** or the books are disturbed they each summon 1d6 **Jinguma**.
30. **Librarian's Office.** A rectangular room entered from the book stacks through an iron door (steel keyhole, found locked, -10 open lock) on the east wall, from the outer ring through a door on the north wall, and from the Outer Office through a wood door (latched) on the north wall. The room is furnished with an antique mahogany desk with two empty drawers, a plush chair, a finely-crafted wood globe (*Gis Globe*), a small square table, an empty wine barrel, a tall padded stool, and a carved lectern. A filled bookshelf runs around the room's perimeter 3 FT from the ceiling. On the desk are piled five open books written in Infernal Cant about the pirate captain Nejaddis, gold tweezers, a pair of thin brown leather gloves, two sealed flasks of rubbing alcohol, a square wool cloth, a pewter tankard half-filled with ale, and three charcoal writing sticks. The room is occupied by Head Reference Librarian **Kwalchar** plus 1d4 **Zoybim** clerks. **Kwalchar** challenges the Adventurers and does not permit them to exit. He can be distracted (1d20 roll GTET [45-Intelligence-Will]) by asking questions about references or hard-to-find books, the more difficult the better – when **Kwalchar** gets into an interesting problem he forgets about everything and everybody. If the Adventurers damage or threaten books, he immediately summons 1d12 **Jinguma**.
31. **Outer Office.** A rectangular room entered from the Librarian's Office through a door (latched) on the south wall and from the West Book Stacks #33 through a sturdy wood door (iron keyhole, found open, -8 open lock) on the north wall. The room is furnished with a carved antique desk, an iron pot-bellied stove, four tall padded stools, a rosewood sideboard, and an upright armoire. Bookshelves run around the room perimeter at 24 and 48 inches below the ceiling, both crammed with books. On the desk are a 3000 GP 1-hour gold hourglass, a 5500 GP empty gold coffer, a four-armed wood frame with burning incense sticks, two pewter tankards of beer, a pewter tray of cheese, a small obsidian idol of Lucifer (aura of evil, 1866 GP), and two leather scroll cases: Wizard's scroll (fire; *Ashes, Detection, Flare, 2d8 Magic Grenade, See Invisible, Blindness, Disperse Magic, Invisibility, Shield versus Fire*), Priest's scroll (*Armorskin AC+16, Create Minor Food, Detect Poisons, d10+2 God's Bolt, Minor Escape, Sword Blessing*). In the desk drawer are a five-power magnifying glass, a block of black wax, a 500 GP silver signet ring blazoned with a bull's head, four charcoal writing sticks, two bottles of black ink, three sheets of blotter paper, a round ceramic paperweight labeled 'to it,' and a 50 GP silver letter opener.
- The room is occupied by Languages Librarian **Amilaballa** (**Zoybim**) and **Damanien** (**Zoybim**, apprentice Language Librarian). Amilaballa has a poisoned dirk (fatal after 1d8 rounds, save 1d20 rolls GTET [32-Stamina], Gnomes are immune) hidden (-7 to find) under the desk top. Damanien has an *invisible* poisoned knife (paralyzes 2d12 minutes, save 1d20 rolls GTET [30-Stamina]) on his belt.

THIRD FLOOR, FOURTH FLOOR

31, Outer Office, continued...Both Amilaballa and Damanien challenge Adventurers who enter. 1d8 **Jinguma** are immediately summoned if Adventurers enter from the book stacks (#33) to the north; Adventurers can retreat without incident if they enter from the south because Amilaballa hates **Kwalchar**. If Adventurers damage or threaten to damage any books the Librarians immediately summon 1d12 **Quivaras**, or if they have taken any books from this floor.

32. **Cubicle Row.** Six research cubicles are arranged along the inner side in the area between the Book Stacks and the Librarian's Desk (#27). Each cubicle contains a wooden two-drawer desk, comfortable wooden chair with wool cushion, a white-glowing light stick set into a wood holder, and a cushioned footrest. The desk tops each have a lit skull-shaped iron lantern, ten sheets of fine parchment, two quill pens, a clay bowl of dark brown ink, a piece of blue wax, a leather envelope, pieces of blue and green string, and a small bronze hand bell (a **Zoybim** clerk appears 3d12 seconds after a bell is rung). The third cubicle is being used by **Maighread of Raithburgh Castle**, the fourth cubicle is being used by the dwarf, **Philliphon Ironaxe**; the other cubicles are empty.
33. **Book Stacks (West, South, East).** Three book shelving areas are found on the west, north, and south sides of the floor. Each area has two aisles filled with books and scrolls of all sorts, with little apparent organization; the shelving is 25 FT tall. Every book is rare and unusual with some being very ancient and unique. Each book is valued 1d10*1d100*150 GP. Determine a book's language using 1d100: (01-31) Common, (32-45) Infernal Cant, (46-50) Dwarvish, (51-58) Elvish, (59-69) Gnomish, (70-75) Centaur, (76-84) Minotaur, (85-90) reroll {archaic version of the language}, (91-95) another foreign language from the Games Master's campaign, (96-00) Unknown Other Language. Determine a book's subject using 1d20: (1) History, (2) Military Arts, (3) Law, (4) Biography, (5) Agriculture, (6) Mining and Metal Smithy, (7) Alchemy, (8) Music, (9) Theory of Magic, (10) Theory of Religion or Prayer, (11) Maps and Cartography, (12) Painting and Sculpture, (13) Military Engineering, (14) Civil Engineering and Construction, (15) Forestry, (16) Seamanship, (17) Animals and Animal Training, (18) Languages, (19) Myths and tales of monsters and dungeons, (20) Other. The west and east stacks each have stairs up into the Big Stacks area (#34 to #36). Fire magic does not operate in the area(s); open flames are magically extinguished within 1d12 seconds of entering.

Rooms #34, #35, and #36 are located in an enchanted space that is connected to, but not part of, the Third Floor. See the diagram on page 27.

34. **Big Stacks.** This room is 45 FT tall, entered from the Third Floor Book Stacks using one of two wood stairs in the north wall. An iron door (adamantine keyhole, found

locked, -12 open lock) in the northeast corner leads to Rare Guards. Each of the twelve aisles is staffed by four **Zoybim** with the entire room run by **Gottedgrin**. Determine the languages/subjects of books as described for Third Floor Book Stacks. 1d8 additional creatures are browsing the stacks when Adventurers arrive; determine their identify using 1d20: (1) Medusa, (2) Minotaur, (3) Type 8A Devil, (4) Doppelganger, (5) Harpy of Hell, (6) evil Priest {Human, Dwarf, Gnome}, (7) evil Warlock {Elf, Half-Elf, Gnome}, (8) evil Wizard {Fire, Air, Shaman; Human, Half-Elf, Elf}, (9) evil Crusader {Human, Half-Elf, Dwarf}, (10) Fire Giant, (11) Black Annis, (12) Efreet, (13) Djinn, (14) Vampire Lord, (15) Mummy Lord, (16) Lich, (17) Type 7E Devil, (18) Type 9A Devil, (19) Lycanthrope {Wolf, Boar, Bear, Tiger}, (20) alien creature not found on the Material Plane. Fire magic does not operate in the area(s); open flames are magically extinguished within 1d12 seconds of entering. If books are damaged or threatened, or if combat occurs in the room then **Gottedgrin** summons a **Quivaras** supported by twelve **Jinguma**. When Adventurers descend the either stair they arrive in the west Book Stacks on 1d8 rolls 1-3, in the east Book Stacks on rolls 4-6, and in the south Book , Stacks on rolls of 7-8.

35. **Rare Guards.** The iron door in west wall is found locked (-12 open lock); the iron door in the east wall (adamantine keyhole, found locked, -15 open lock) leads to Rare and Unique. The room is occupied by four **Type 8C Devils** who challenge any mortals who enter.
36. **Rare and Unique.** The room is 30 FT tall and contains the one thousand rarest books in Samael's 'public' collection. Every book is at least 500 years old and unique, one third are in dead languages; one quarter are written in languages from the Outer Celestial Planes. Each book is valued 1d100*1d100*5500 GP. Fire magic does not operate in the area; open flames are magically extinguished within 1d12 seconds of entering.

Fourth Floor

The overall dimensions of the Fourth Floor are 110 FT west-to-east and 90 FT north-to-south, with a central opening 50 FT west-to-east by 40 FT north-to-south in its center. See the diagram on page 30.

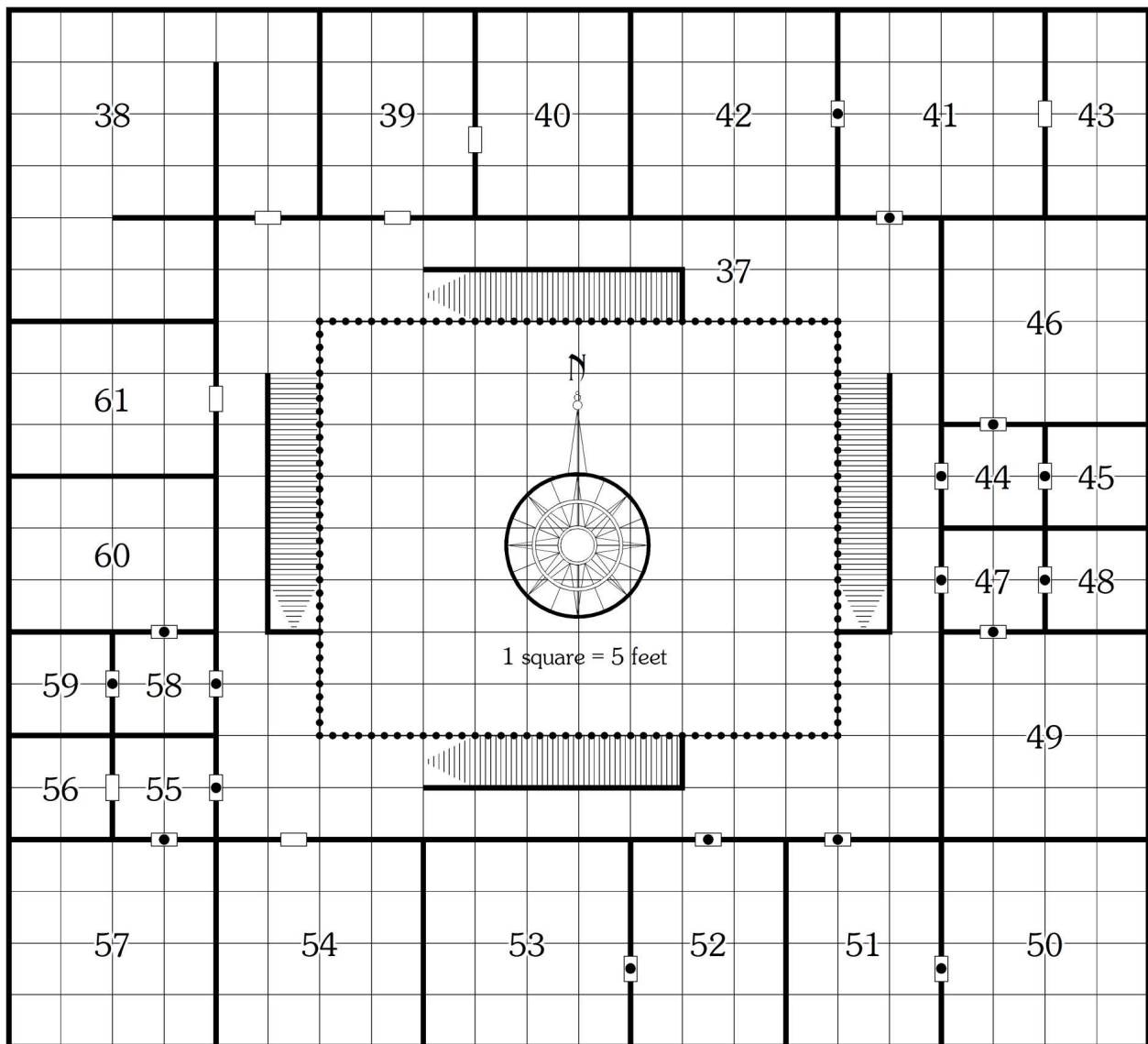
37. **Balcony Four.** An open balcony area surrounding the core opening with eleven sturdy wooden doors. Each door has an adamantine keyhole (Telchine manufacture, -17 open lock). Stairs on the north and south sides lead up to the Fifth Floor, stairs on the west and east sides lead down to the Third Floor. Three pairs of **Quivaras** guards patrol this area and challenge mortals who enter.

FOURTH FLOOR

38. **Samael's Laundry.** The door to this area is found open. A rectangular area divided into three parts by wooden walls. The air is warm and humid with a heavy smell and feeling, along with the nose-tingling sensation of soap bubbles. The area contains six vats of bubbling hot water, two large vats of cold water, two warm water vats filled with suds, five metal wash boards, three crank-operated wringers, a wood table, and a metal rod hanging from the ceiling along the west wall. On the main/center area table are six shallow rectangular wicker baskets, four clay flasks of soap, two clay flasks of camphor, a wicker basket of mothballs, a smaller wicker basket containing a very complete sewing and clothing repair kit, five unfinished leather belts, two leather punches, and

two pairs of long tongs. The south end of the room has wooden shelves with four flasks of liquid soap, two flasks of water softener, four flasks of fabric softener, three clay gallon jugs of bleach, a flask of blue dye, two flasks of green dye, a flask of black dye, a flask of camphor oil, two 6 GP pots of waterproofing salve, five pots of black boot polish, two pots of brown boot polish, a flask of pure grain alcohol, three fabric brushes, a stack of twenty bed sheets, six black robes on hangers, two woolen cloaks on hangers, eight down pillows, and five thick woolen blankets. The area is occupied by eight **Common Devils**.

SAMAEI'S TOWER



FOURTH FLOOR

FOURTH FLOOR

39. **Guest Parlor One.** The outer door is found open, a sturdy wood door (steel keyhole, found open, -14 open lock) in the west wall leads to Guest Bedroom One. The room contains a leather divan, a stuffed recliner with ottoman, a small coffee table, a candelabrum with five unlit white candles, and a hutch with a dry sink and oval silver mirror. A round red circular rug is on the floor.
40. **Guest Bedroom One.** The room contains a queen-sized four-poster bed hung with lace and curtains, a carved armoire (steel keyhole, -8 open lock, found open), a wooden clothes rack, a small wooden chest (brass keyhole, -4 open lock, found open, empty) at the foot of the bed, an unlit bronze brazier, and an empty bronze chamber pot. Two rectangular blue rugs are on the floor and a tapestry is on the east wall. The armoire contains additional blankets, bed linens, and two wool towels.
41. **Phillipon's Parlor.** The outer door is found locked (-14 open lock); the door to Phillipon's Bedroom has a steel keyhole and is found locked (-14 open lock); the door to Phillipon's Closet has a brass keyhole and is found locked (-10 open lock). The room contains a padded wooden bench, two padded straight chairs, a small circular table, a carved sideboard, and two lit tall bronze candlesticks. A 1000 GP oil portrait of a dark-haired young human woman in wizard's robes hangs on the south wall, and a 460 GP portrait of a Type 7B Devil hangs on the north wall. A crystal chandelier hangs from the ceiling.
42. **Phillipon's Bedroom.** The room is furnished with a four-poster bed with thick fabric curtains, a small chest (found unlocked, brass keyhole, poison needle trap not set, -8 open lock) at the foot of the bed, an upright mirror in an oaken frame, a small sideboard, and a wooden rocking chair with cushion. In the chest are a leather sack with 420 GP, an open Dwarfven *Helm AC+3*, a half-handled steel pick, two curved Dirks in steel sheaths with leather straps, a Dwarfven-made chain mail *Armor AC+6*, a pair of leather *Gloves of Melee +2*, a leather sling with 30 steel shot (+2, *Never-Miss against Dragons*), a silver bladed *War Axe +1*, a *Codicil of Geas Breaking*, a *25,000 XP Handbook of Life's Experiences*, a *Charm against Air Elementals*, three *1d12 Cure Wounds Potions*, a pot of *Remove Blindness Salve*, a *Potion of Displacement*, and a *Dictatum's Pencil* (all equipment is sized for a Dwarf). **Phillipon** is here when he isn't in the Library.
43. **Phillipon's Closet.** The room contains two wood armoires (found unlocked) on the north side, a small table with small rectangular mirror, and a padded stool. Two lines of gold hooks are fastened into the south wall. The armoires together contain a variety of underclothes, nightshirts, a wool hooded shirt, two wide-brimmed hats, seven leather jerkins, four knee-length tunics, five linen shirts, eight pairs of black pants, a pair of knee-high boots, a brown pair of sturdy leather shoes, black and brown leather belts, two cloth vests, a pair of worn leather gloves, and two woolen robes (all clothing is Dwarf sized, embroidered in dwarven motifs). On the table are a barber kit, a selection of men's toiletries, four common copper rings (each 8 SP), a 14 SP copper arm-band fashioned out of intertwined snakes, a 5 SP bronze belt buckle shaped like a bull's skull, an embroidered dwarven cloth skullcap, and a flask of mouthwash. Hanging on the wall hooks are two sturdy capes with 20 GP gold clasps shaped like clumps of grapes, a hooded leather cloak, an oilskin poncho, a *Cloak of Invisibility*, and a *Rain Coat*.
44. **Merdorrian's Entry.** The door has a steel keyhole and is found locked (-12 open lock); the door to the west has a steel keyhole and is found locked (-12 open lock); the door to the north is stone with a adamantite lock (found locked, -14 open lock). The room is furnished with two wooden rocking chairs with cushions, a small circular table, and a small table to the east of the door on the north wall. A circular green rug is on the floor, a 2000 GP oil portrait of a young blonde girl is in a 20 GP silver frame on the table, a 400 GP abstract painting is on the south wall, and a lit oil lantern shaped like a lion is attached to the west wall by an iron bracket. The north door has a *Glyph of Blindness* (persists 1d100*1d6 minutes, avoid looking on 1d20 rolls GTET [48-Level-Intelligence], save 1d20 rolls GTET [34-Will]) inscribed on it. The strains of a harp can be heard through the north door (as a whisper).
45. **Merdorrian's Closet.** The room is furnished with an armoire (unlocked), a straight chair with leather cushion, a metal music stand, a tall unlit bronze candlestick, and a small table draped with a thick black cloth on which sits a finely-made clarinet (630 GP). In the armoire are an assortment of male underclothes, a small circular steel mirror, two worn travel cloaks, a pair of black knee-high leather boots, two pairs of white linen gloves, a pair of padded black leather gloves, a set of formal red-and-blue ankle-length robes, four woolen tunics, three linen shirts, four silk vests, a pair of leather shorts, eight pairs of dark socks, a pair of sandals, and a wide-brimmed hat (all sized for an average human).
46. **Merdorrian's Bedroom.** The room is furnished with a four-poster bed hung with thick green curtains, a padded wooden chair, an ottoman, a small chest (steel keyhole, found unlocked, -8 open lock), and a small round table. A lit iron lantern shaped like a dragon's head is attached to the east wall by an iron bracket. An octagonal black rug is on the floor. On the table are a pewter pitcher of water and two pewter mugs. In the chest are a leather bag with 80 SP and 135 GP, a small leather pouch with 22 diamonds (each valued at 1d100*500 GP), a 373 GP well-made silver flute, a scroll tube with twenty sheets of music, a scroll tube with nine sheets of music, a 2425 GP gold locket with the picture of a young blonde woman, two pairs of thin white linen gloves, two decks of cards, a 2 GP book of fiction written in Common, a pair of drumsticks wrapped in cloth, a *Short Bow +1* ...

FOURTH FLOOR

46, Merdorrian's Bedroom, continued... (*Bow of Endless Arrows*), a leather bullwhip, a *Cloak of Pilfering*, three *1d12 Cure Wounds Potions*, and an *Aymeer's Bridle*.

Merdorrian sits in the chair practicing with a travel harp. He wears a green tunic with leather vest over knee-length pants, a 15 GP silver neck chain, a *Ring of Thief's Lament* on his left hand, a *Ring of All Breathing* on his right hand, a pair of *Spider Walking Boots*. He has an *invisible Dagger +2* in a belt sheath. He has a scroll (*summon monster*, **Cyclops**, 10 minutes). **Merdorrian** has a **Giant Raccoon** (L2, hp14, AC18, Bite 1d4, Claws 1d3 x2) as a familiar.

47. **Guest Parlor One.** The west door has a steel keyhole (found locked, -10 open lock); the east door has a brass keyhole (found locked, -7 open lock); the south door has an adamantine keyhole (found locked, -12 open lock). The room is furnished with a stuffed fabric chair, a wooden rocking chair with blue cushion, a small circular table with flowers in a pewter vase, and a padded footstool. A 1200 GP ancient oil portrait of an aged Orc with his battleaxe hangs on the north wall, a pair of small carved ivory Medusa figures (260 GP, 480 GP) are on the east wall, and a circular blue rug is on the floor. An unlit bronze lantern in the shape of a Saber-Tooth Tiger's head is mounted to the north wall on an iron bracket.

48. **Guest Closet.** The room is furnished with an upright armoire, two small rectangular wooden chests (one is stacked on top of the other), a sturdy wooden table, and several (empty) gold hooks are mounted on the north wall. The armoire appears empty but has a false bottom (-10 to find, -6 open lock) on its underside which contains a leather bag holding 56 platinum pieces, four emeralds (5800, 7300, 9600, 10,500 GP), a Garrote, a cloth *Safe Breathing Mask*, and a Wizard's scroll (air; *F Arrow Shield*, *Breathe Poisonous Fumes*, *Disperse Magic*, *Foul Wings*, *3d6+2 Hailstorm 15x15FT*, *Invisibility*, *Lighten Load*, *Remote Push*, *Remove Air 20x20FT*, *Target Missiles +2*, *Telekinesis*). The top chest contains spare bed linens, while the bottom chest is empty.

49. **Guest Bedroom Two.** The room is furnished with a four-poster bed with thick black curtains, a padded leather couch, a small carved coffee table, three upright wooden chairs, a wooden chest (no lock) at the foot of the bed, and an empty bronze chamber pot. Attached to the west and east walls are unlit bronze lanterns shaped like scorpions with their tails forming the wall bracket. A large blue-white-and-yellow area rug is on the floor. A wall shelf runs the length of the south wall holding thirty-four leather-bound books (each 3d100*25 GP) between iron seashell book ends, a 20 inch 8015 GP well-executed model of a galleon, the stuffed body of a black squirrel with four curved horns on its head, three 60 GP silver pitchers, a 56 GP ivory-and-jasper comb, and a 42 GP empty gold goblet. The chest is empty but

when it is moved, underneath is a hidden compartment (-9 to find, -6 open lock) in the floor; inside the compartment is a metal tin containing 4200 GP. A *2d8 Exploding Rune* (avoid seeing on 1d20 roll GTET [48-Level-Intelligence], save 1d20 GTET [34-Stamina]) is written on the tin's lid.

Guest Bedroom Three. The room is furnished with a four-poster bed with light blue curtains, an unlocked wooden chest (steel keyhole, -8 open lock, poison needle trap not set) at the foot of the bed, and a wooden rocking chair with blue cushion, a clothes rack over which is thrown a 112 GP blue gown. A weight bench in the southeast corner supports a 240 pound barbell, and five circular 25 pound weights are on the floor next to the bench. Unlit bronze lamps on the north and south walls are shaped like horned fish, and their iron tails form brackets which attach to the wall. Hidden (-9 to find) in the bed is a 185 GP book depicting a variety of exotic sexual practices.

51. **Guest Parlor Three.** The north door has a steel keyhole and is found locked (-14 open lock); the east door has a brass keyhole and is found locked (-12 open lock). The room is furnished with a square table, three wooden chairs with black cushions, a foot stool, a small mahogany chest with (silver keyhole, -8 open lock, found unlocked and empty), and a half-cask of beer. Two paintings on the south wall are still-lives of glowing spotted mushrooms. Two unlit bronze lanterns on the south wall are shaped like pumpkins attached to the wall by iron brackets which look like leafy vines. A small shelf on the west wall holds a 680 GP 5 inch painted icon of Samael.



FOURTH FLOOR

52. **Maighread's Parlor.** The north door has a steel keyhole (-10 open lock, found locked); a sturdy wood door in the west wall has steel keyhole (-12 open lock, found locked). The room is furnished with a leather couch, a wood rocking chair, a small circular table with a blue ceramic vase holding bluebonnet flowers, a narrow sideboard table, a bronze brazier shaped like a horned frog, and two tall bronze candlesticks with lit blue candles. An oval light blue rug is on the floor. A 29,700 GP ancient tapestry showing the walls of Dis hangs from a gold rod on the east wall, and a 6700 GP portrait of Samael hangs on the south wall. On the sideboard are a pewter pitcher of water, two pewter tankards, three 100 GP crystal wine goblets, a 190 GP gold bowl filled with golden apples from the garden, three 60 GP empty gold candlesticks, and a small oval portrait of a dark-skinned man with long black hair (Maighread's husband Angalthred,). A *poisoned (paralysis, 3d100 minutes, save 1d20 GTET [33-Stamina]) Dirk +1* is attached to the underside of the round table. If **Maighread** is not in the Third Floor Library, she is here on 1d10 rolls GTET 8.
53. **Maighread's Bedroom.** The room is furnished with a four-poster bed with blood-red curtains, a wooden chest (brass keyhole, found locked, -10 open lock) at the foot of the bed, an upright armoire (steel keyhole, -6 open lock, found unlocked), a wooden clothes rack with a leather cloak and four brown skirts, an upright rectangular silver mirror in a rosewood frame (aura of enchantment), and a round padded stool. The armoire contains an assortment of woman's undergarments, two red skirts and a green skirt, five linen blouses with well-done embroidery, a leather vest, four short-sleeve knee-length tunics, two short-sleeve knee-length dresses, a cloth cap, two pairs of leather gloves, a man's leather shirt and pants, two brown leather pairs of shoes, a black wool sweater, six silk 1d6+8 GP handkerchiefs, eight scarves, a wool poncho, and three corsets (all clothes are sized for an average human woman). The chest has an internal bladder holding *sleeping gas* trap (-12 find trap, -10 disarm trap, gas persists 5 minutes, sleep 2d100 minutes, save 1d20 roll GTET [32-Stamina]; a needle inserted in a well-hidden {-12 to find} pinhole disables the trap). Inside the chest are a wooden coffer holding 100 electrum pieces, a small cloth bag [*invisible* at the chest bottom] holds twelve pearls (4x 3500 GP, 2x 4250 GP, 4x 6000 GP, 8200 GP, 9400 GP), an open *Helm AC+2* shaped like a Saber-Tooth Tiger's head (*Helm of Bellowing*), a leather shirt, a *Breastplate AC+2 (reflects Fire magic)*, steel *Arm Protectors AC+1*, steel *Gauntlets AC+1 (Gauntlets of Flames)*, chain mail Waist Skirt, steel *Leg Protectors AC+4*, steel Foot Protectors (*Boots of Striding and Springing*), a *Bow +2*, a quiver with ten war arrows plus six *Arrows +2* plus three *Arrows of Human Slaying*, a *Mace +4* (Unholy, Ice Head), a *Potion of Cold Resistance*, three *2d8 Cure Wounds Potions*, two *Tonics of Banish Blindness*, seven vials of *Unholy Water*, and a *Physic of Telepathy*.
- The upright mirror is enchanted so that an evil Priest or Crusader can use it to *scry* any area in the Tower except for the Eighth and Ninth Floors; a neutral or good person using the mirror is attacked by two HD8 **Spirits** on 1d10 rolls GTET 7. If **Maighread** is not at the Third Floor Library, she is here on 1d10 rolls GTET 7.
54. **Guest Pantry.** The sturdy wood door has a latch, no lock. The west, south, and east walls are lined with wood shelves, four high. On the shelves are five clay pots of fine crackers, three pots of hard pretzels, two pots of honey, three pots of beef jerky, four bowls of red apples, two bowls of large oranges, two pots of mushrooms, six wheels of white cheese, four pots of smoked and dried fish, three pots of nuts, two pots of dried dates, eight loaves of bread, a pot of butter, four small pots of jam, ten flasks of water, twenty flasks of good ale, fifteen flasks of fine wine, eight flasks of fruit juices, five flasks of lemonade, and three flasks of milk. All of this food is recently imported and does not bind the imbiber to Inferno.
55. **Guest Parlor Four.** The sturdy door has a steel keyhole (found locked, -10 open lock) in the east wall, the door on the west wall has a bronze keyhole (found open, -10 open lock), and the stone door on the south wall has a steel keyhole (found locked, -12 open lock). The room is furnished with three stuffed chairs, a wheeled leather ottoman, a small square table on which sits a carved 155 GP marble chess set, and an empty wheeled bronze cart. Gold lanterns shaped like kraken are attached to the north and south walls by gold supports which look like mermaids. An aquamarine circular rug is on the floor. A 450 GP portrait on the east wall depicts a red-bearded Dwarf in chain mail carrying a silver battle-axe, the *face and eyes are animated*, watch those who enter, and makes faces at them. A flask of a liquid which explodes on contact with air is hidden inside the ottoman (-18 to find); if the ottoman is ripped open the flask is breached on 1d20 rolls GTET 8 and explodes (2d12 damage, 6 FT radius, half damage on 1d20 rolls GTET [30-Agility]). A prayer scroll (*Mass 1d12 Cure Wounds {10 persons}*) is hidden on the underside of the marble chess board.
56. **Guest Closet Four.** The room contains an upright carved armoire (silver key lock, found unlocked), a small wooden table on which sits a 20 GP rectangular table mirror, a padded wooden stool, a wooden chest (steel key lock, found unlocked), and two tall 10 GP bronze candlesticks with unlit green candles. Ten gold hooks are attached to the west wall. The room is occupied by three HD4 **Mahr** in moth form on 1d10 rolls GTET 5. The armoire holds a dark grey hooded cloak, a silk cape, and a pair of large snowshoes. A leather bag in the chest holds 500 CP and 20 SP.

The upright mirror is enchanted so that an evil Priest or

FOURTH FLOOR

57. **Guest Bedroom Four.** The room is furnished with a four-poster bed with thick scarlet curtains, a chest at the foot of the bed (no lock), a padded bench, a carved rocking chair in the shape of a skeleton, an upright coat rack carved like a snake, and a small night stand. An oval scarlet rug is on the floor, an unlit bronze lantern shaped like a Cyclops's head is attached to the south wall by an iron bracket, and a 3920 GP silk tapestry depicting Devils fighting in a round coliseum hangs from a silver rod on the east wall. The chest holds spare bed linens. On the wall behind the tapestry is a *Glyph of Blindness* (range 6 FT, persists 3d100 minutes, avoid reading 1d20 roll GTET [44-Level-Will]) and a *Symbol of Stunning* (range 6 FT, 1d20 minutes, avoid reading 1d20 roll GTET [32-Will], save 1d20 roll GTET [30-Will]). The room is unoccupied when entered but when the glyph/symbol are activated 1d12 **Type 6A Devils** arrive after 1d8 minutes.
58. **Burcallius' Parlor.** The door to the east has a steel keyhole (found locked, -12 Open Lock), the door to the west has brass keyhole (found locked, -10 Open Lock), and the door to the north has an adamantine keyhole (found locked, -15 Open Lock). The room is furnished with a Roman couch, an upright wooden chair with leather cushion, and a 3 FT *ceramic urn* sits on a small round wood table. A half-sized green stone statue of an Ogre is in the southwest corner. A 6880 GP tapestry depicting a flight of Hippogriffs in a mountainous setting hangs from a bronze pole on the south wall. Lit gold lanterns shaped like toadstools sit on gold brackets shaped like tree limbs; two lanterns are on the east wall flanking the door and one is to the west of the door on the north wall. When the ceramic urn is rubbed or broken, a **Type 2D Devil** appears; the Devil does three services for an evil person but immediately good or neutral persons. Hidden (-8 to find) in the couch are a Diamond (*Stone of Romance Avoidance*) and a scroll labeled in Common '*Remove Confusion*' (when the scroll is read the caster is immediately drained of all magical energy; save 1d20 GTET [45-Level-Will]; an Wizard who carefully studies this scroll discovers the actual effect on 1d20 rolls GTET [32-Intelligence checks-{minutes of study/10}]). **Burcallius** is unaware of these objects.
59. **Burcallius' Art Room.** The room contains a carved upright armoire (brass keyhole, unlocked, -8 open lock), two small wooden chests, a padded wooden stool, three tall 10 GP bronze candlesticks each with lit white candles, a small rectangular wooden table, and an artist's easel. Ten golden hooks are attached to the south wall. On the table is a large stuffed cobra snake, an artist's palette of colors, an open clay cup filled with water and six fine brushes, two charcoal drawing sticks, a fist-sized piece of resin (eraser), a dry brush, two small putty knives, and twelve small clay pots of pigments. The easel holds a half-finished portrait of a Giant Snake fighting an Ogre in a forest setting. **Burcallius the Younger** is here working on the painting on 1d10 rolls GTET 5, otherwise he is found in the Bedroom (#60); if Adventurers go from the Parlor to the Bedroom while Burcallius is here, he retreats to the Grand Inquisitor's Office on the Seventh Floor.
60. **Burcallius' Bedroom.** The room is furnished with a four-poster bed hung with thick white curtains, a chest at the foot of the bed has a steel keyhole (found locked, -8 Open Lock), a wooden footstool, a thick padded chair with a black blanket on it, a tall metal coat rack, and a rectangular wood table with wood stool. Two lit bronze lanterns shaped like bats are attached to the north wall by iron hooks, and a similar lantern is attached to the west wall. A circular black floor rug is woven with a white bat in the center. Four 1000 GP portraits of ancient and wizened white-haired men hang in frames on the north wall. A pair of *Sandals of Water Walking* are under the bed. Hanging on the coat rack are a brown hooded oilskin cape with a 2200 GP gold-emerald clasp, a derby hat, a purple silk cape, a long black wool scarf, a winter parka, and a wood cane (*aura of enchantment*, 2d8 *Staff of Striking*, 34 charges). **Burcallius the Younger** is here on 1d10 rolls GTET 5, otherwise he is in his Art Room (#59); if Burcallius is here when Adventurers move from the Parlor to the Art Room he retreats to the Grand Inquisitor's Office on the Seventh Floor.
- The chest contains two tins of rare Sollorun teas (112, 166 GP), a 36 GP tin of very fine hard candy, a leather bag holding 238 GP, a *Manual of Skills* (Craft: Oil Painting), a *Handbook of Mental Exercises*, an *Ever-Burning Lantern* inside a black cloth bag, a *Forever Flask of Dwarven Mead*, five 70 GP silver drinking horns inlaid with ivory and amber, a 1046 GP ornate ivory antique long-stemmed pipe, fifteen packages of good quality pipeweed, a pipe lighter, two *Potions of Growth*, and a *Shapechanging Potion* (Giant Bat).

FOURTH FLOOR, FIFTH FLOOR

61. **Fourth Jakes.** The door is latched, no lock. Inside are four stalls on the north and south sides of the room, each stall separated by wooden walls and thick leather curtains. Each stall has a black marble urinal through which water always drips, and a horizontal black marble slab with a privy hole. The room is unoccupied.

Fifth Floor

The overall dimensions of the Fifth Floor are 110 FT west-to-east and 90 FT north-to-south, with a central opening 50 FT west-to-east by 40 FT north-to-south in its center. See diagram on page 36.

62. **Fifth Balcony.** Stairs on the north and south sides lead down to the Fourth Floor, and stairs on the west and east sides lead up to the Sixth Floor. Three pairs of guards (one **Jinguma** with one **Quivaras**) are in this area, plus on 1d10 rolls GTET 5, 1d12 **Common Devils**.
63. **Diabolic Kitchen.** The doors to this room do not have locks or latches. The room contains a large raised stone hearth stoked with glowing coals, three tall rectangular ovens, two sturdy large wood tables, a two-door upright wood cabinet, four vats of warm washwater, and an open metal barrel filled with garbage. An iron rack hanging over the hearth holds a variety of iron pans and skillets, and iron hooks attached to the east wall hold copper kettles, roasting and baking pans, large pots with lids, spice and meat grinders, and dutch ovens. An iron rack bolted to the north wall holds a variety of oversized kitchen utensils (spoons, forks, skewers, etc.). Two large wood blocks on the tables hold a variety of adamantite kitchen knives and cleavers. One table has a stack of wide copper (mixing) bowls. Wooden shelves attached to the south wall hold fourteen 8 pound clay jars of wheat flour, three jars of corn meal, five jars of sugar, a jar of brown sugar, four jars of rice, three jars of salt, two jars of ground black pepper, a jar of ground ginger, two jars of ground paprika, a jar of stick cinnamon, four jars of dry yeast, and a jar of ground saffron. The room is occupied by four **Ordinary Devils**, three **Common Devils**, and a **Type 8A Devil** foreman carrying a Cat O'Nine Tails. The **Ordinary** and **Common Devils** pick up meat cleavers and sharp skewers to use as weapons if needed. If Adventurers do not retreat in 30 seconds or less, the foreman summons 1d12 **Type 8A Devils** who arrive in 1d8*10 seconds.
64. **Samael's Table.** The room is 25 FT tall; the north and west doors are made of sturdy wood with a latch but no lock; the south door is metal with a brass keyhole (found locked, -10 Open Lock). The room has rosewood and ash and mahogany parquet flooring, dark cherry wood paneling on the walls, and a light blue ceiling painted with red-lined clouds and depicting sunset over the city of Glastalabolus and the Apophis Mountains. The room is furnished with a fine 18 FT by 8 FT wood table inlaid with gold and white ivory, with fourteen carved cedar chairs with black leather cushions and the emblem of Samael on

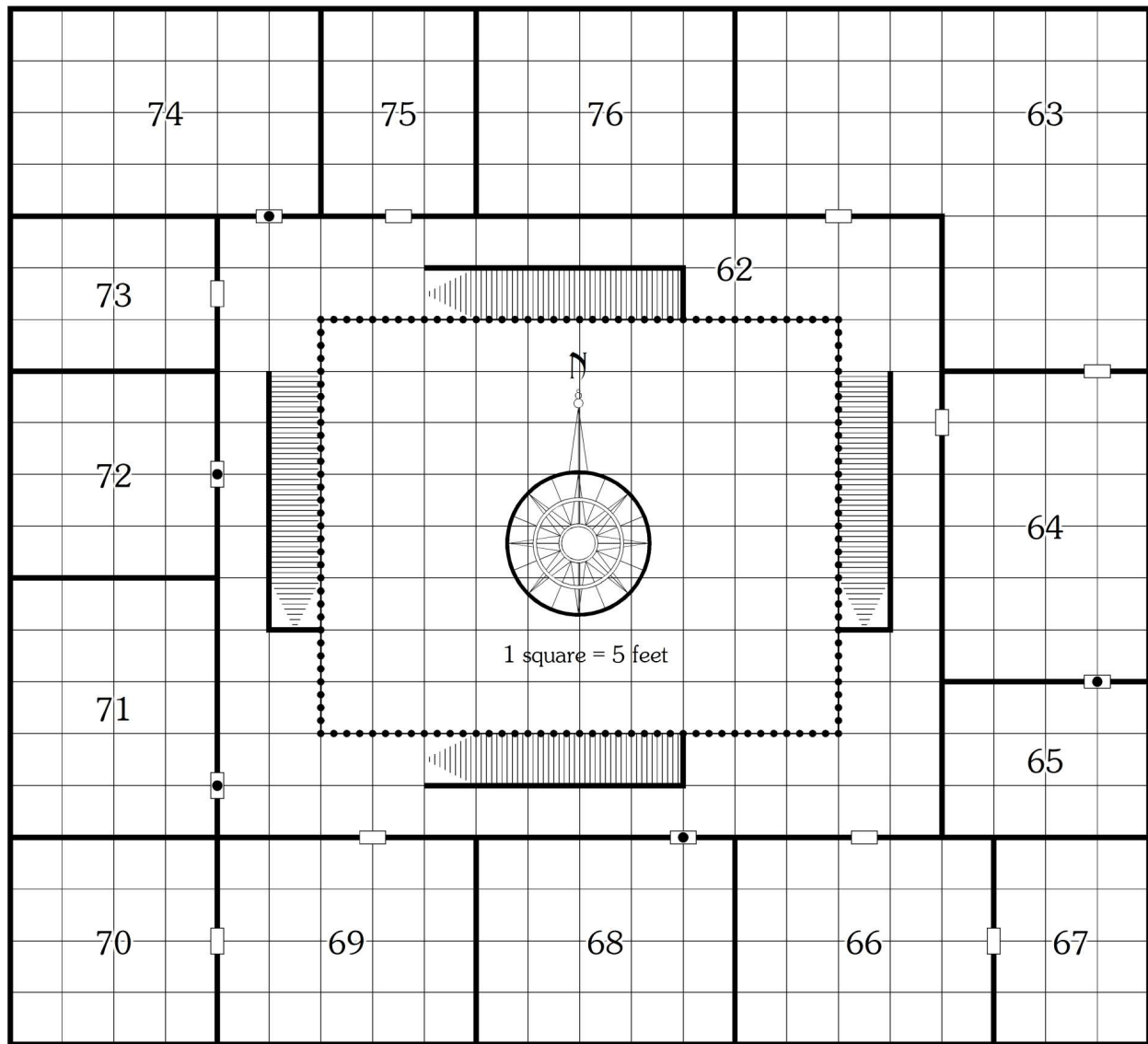
the back. Two gold chandeliers hang above the table, with gold-colored candles. Ten lit gold lanterns are evenly spaced along the west and east walls, each lantern shaped like a Horned Owl sitting on a wall bracket shaped like a tree limb. Two 32,000 GP tapestries hang on the west wall from gold rods, one depicts Samael in the Council Room speaking to the Princes, one depicts several Phoenix soaring through a black canyon over a river of lava (the birds are animated and move across the tapestry). Seven long oil paintings hanging on the east wall depict five elderly humans and two middle-aged women, all dressed in colorful robes, holding staves in one hand and a golden glove in the other; the eyes of each painting move about the room, watching persons sitting at the table. On 1d10 rolls GTET 6 the room is occupied by 1d12 **Common Devils**.

Three 7 FT tall china cabinets are on the north wall; each cabinet holds fourteen 1120 GP place settings of onyx-and-jade tableware, 120 GP silver wine goblets, and fine 155 GP crystal glasses. A single upright rosewood cabinet (locked, -8 Open Lock) on the south end of the room holds sufficient 300 GP/set silver flatware for thirty place settings plus forty-two 100 GP silver serving vessels, and fifty 25 GP silver serving spoons, forks, and ladles. An ornate copper-colored rack against the south wall holds thirty-seven dark-colored corked bottles, each containing an excellent vintage of wine (contents each 1d10*1000+800 GP). If Adventurers open any china cabinet the plates inside become animated and fly about the room, attacking the mortals: there are enough plates for 5/round to attack each person (each plate as a missile weapon fired at medium range by a Warrior L9, 1d8 damage, hp10, AC22).

The long table is set with a feast consisting of roast chicken, turkey, guinea hen, and a wide variety of vegetables and sauces. Any mortal who sits down and eats from the feast is seized by an *uncontrollable hunger* and eats *continuously* for 2d200 minutes (save 1d20 GTET [32-Will], checked every 10 minutes). A mortal stops after filling up on a 1d20 roll GTET [30-Will], otherwise continue eating until they become insensible (lasting 5d10+25 minutes). An affected person who stuffs themselves reduces their effective Agility and Will statistics by 4 points for 4d10*5 minutes. While mortals are eating, **Unseen Servants** continue to bring food so the table is always full of delicious morsels.

65. **Samael's Wine Cellar.** The west half of the room is taken up by a copper wine rack holding two hundred corked blue glass bottles, eight corked red glass bottles, and thirty-five corked black bottles. The east half of the room has a rack holding numerous black ceramic cups with gold rims, and black goblets. The blue bottles contain fine quality white wines, the red bottles contain fine quality red wines, and the black bottles contain good quality fruit wine (raspberry, strawberry, etc.).

SAMAEI'S TOWER



FIFTH FLOOR



FIFTH FLOOR



65, Samael's Wine Cellar, continued...Any mortal drinking GTET two goblets (or equivalent volume) of any wine becomes drunk 1d8*40+20 minutes (save 1d20 roll GTET [29-Stamina], checked every half-goblet. 12. An affected person reduces their effective Agility, Intelligence, and Will statistics by 4 points for the subsequent 1d20*10 minutes. If either a blue or red bottle of wine is open at the same time as a black bottle, a *poisonous reaction* occurs creates a gas that kills after 1d12*10 seconds (save 1d20 GTET [33-Stamina], checked per round). 1d6 **Jinguma** arrive 1d12 minutes after any bottle is opened.

66. **Men's Hot Bath.** The exterior of the north door (latch, no lock) is marked in Common, 'Men.' The east door is made of sturdy wood with a latch, no lock. The room contains eight large stone tubs filled with warm to hot water, four wood racks with thick dark blue towels, a wall shelf on the south wall with ten bars of soap, three 1d8 GP flasks of perfume, two flasks of shampoo, four 8 GP ivory combs), three 3 GP mother-of-pearl brushes, and two long padded wood benches.

67. **A Sauna in Hell.** The room has cedar wood benches along the north, east, and south walls, along with a hot bronze brazier in the shape of a sitting monkey with a steady stream of water spraying on it. The room is very hot (120°F) and humid, and a steady wave of thick steam comes off the brazier. The room is occupied by three **Type 6B Devils**. Apply a -3 TH penalty in the room due to limited visibility from the thick steam.

68. **Water Heater Room.** The metal door has a brass keyhole (locked, -8 Open Lock). The room contains six hot

water tanks with a complex maze of copper piping which goes through both the east and west walls. The room is occupied by three **Common Devils**. Any natural 1d20 melee roll LTET 4 hits a pipe or tank and a breach occurs on GTET 3 points damage. Adventurers are sprayed by the scalding hot water (hp1d8/round, avoid on 1d20 roll GTET [24-Agility], checked per round). Mortals attempting to both combat and avoid scalding apply a -8 TH penalty.

69. **Women's Hot Bath.** The exterior north door is latched, no lock; it is marked 'Women;' the sturdy wood door in the west wall has a latch, no lock. The room contains eight large stone tubs filled with warm to hot water, four wood racks with thick dark green towels, a wall shelf on the south wall with seven bars of lilac soap, nine flasks of 1d20+5 GP perfume, four flasks of lavender shampoo, four 1d12+4 GP ivory combs, and two mother-of-pearl brushes (28, 36 GP), two leather padded benches, two full-length silver mirror in rosewood frames, and two bronze cold-water shower heads in the southeast corner. On 1d10 rolls GTET 7, the room is occupied by 1d8 **Harpies of Hell**.

70. **Women's Hot Sauna.** The room has cedar wood benches along the north, west, and south walls, along with a hot bronze brazier in the shape of a sitting bull with a steady stream of water spraying on it. The room is very hot and humid (120°F), and a steady wave of thick steam comes off the brazier. The room is occupied by three **Harpies of Hell**. Adventurers apply a -3 TH penalty from the limited visibility because of the thick steam in the room.

71. **Diabolic Parlor.** The room is 25 FT tall, with an ornate carved wood door (silver keyhole, locked, -10 Open Lock). The room is furnished with two plush couches, a leather-padded bench, a stuffed recliner, two wooden rocking chairs with velvet cushions, a low rectangular coffee table, a thin sideboard table, with a pinafore in the northwest corner. Three lit golden globe lanterns are attached to the north and south walls by gold brackets in the shapes of grape vines. A large blue, purple, and black rectangular area rug takes up most of the floor, three large oil paintings of well-armed Devils (Types 3E, 6C & 9A) hang on the south wall, and a 34,200 GP 10 FT by 8 FT tapestry depicting a mill on a mountain stream full of rapids hangs from a silver rod on the west wall. If a good person enters the room the furniture moves to the walls, freeing the rug (*Rug of Smothering*).

72. **Samael's Card Room.** The ornately carved wooden door has a gold keyhole and is found locked (-12 Open Lock). The floor is parquet flooring made of oak, cedar, mahogany, and willow woods, and the walls are paneled with cherry wood. The room is furnished with a leather couch between two sandalwood end tables, an oak rocking chair gilded with silver, four straight back chairs each with a brown leather cushion,...

FIFTH FLOOR

72, Samael's Card Room, continued......a small rectangular table, an octagonal card table with eight burnished black chairs in the northwest corner, and three 200 GP gold humidors. A circular dart board with eight fletched darts in it is on the west wall, surrounded by a large cork panel. Pictures of Asmodia and Shaitan hang on the north wall and a single picture of Paimon hangs on the south wall. Two lit gold lanterns shaped like horned octopus, attached to the wall by one of their tentacles; two similar lanterns are on the south wall; a bright yellow light from a collimated enchanted light stick shines on the card table; the stick is inside a gold Hell Bat figure hanging from the ceiling above the table. On the card table are five unopened decks of cards, six 3 GP thick black cigars, two red crystal ash trays, and a wooden case holding five hundred ivory game chips (the case and contents are 737 GP). On one end table a 65 GP silver vase is filled with dried honeysuckle, a 30 GP shallow silver ashtray, and a silver 192 GP cylinder holding forty 2 GP dark brown cigars. Another silver ashtray is on the remaining end table. If the painting of Asmodia, Shaitan, or Paimon are defaced or damaged, 1d8 **Quiv-
aras** enter through the door after 1d6 minutes. Any mortal smoking one of these cigars is overcome by the smoke and stunned insensible for 1d10*20 minutes (save 1d20 roll GTET [27-Stamina], checked every minute of smoking).

73. **Massage Table.** The wooden door has a latch, no lock. The room has a plain hardwood floor made of pine planks, whitewashed walls, and a dark red ceiling. The room is furnished with a plain metal table 6 FT long by 4 FT wide by 32 inches tall, a wicker rack with ten large white towels, and a wicker rack holding five glass cruets of 3 GP body oils, three glass pots of moisturizing lotion, a 70 GP cruet of perfume, two wooden handles with roller balls on the end, and three glass pots of a warm muscle-relaxing lotion.

74. **Gold Spinning Wheels.** The sturdy wooden door has an adamantite keyhole, found locked, -12 Open Lock. The room is furnished with six padded high-backed chairs, a divan, two spinning wheels with padded stools, an upright wood rack holding forty-six spools of various colors of yarn, three small rectangular tables, and an upright frame holding a quilt. A small weaving loom is pushed into the southwest corner of the room. Two circular rugs, brown and white-and-green, are on the floor. Three lit bronze lanterns shaped like eagle's heads are attached to the north wall by iron brackets, and two unlit bronze lanterns shaped like canaries are attached to the south wall by bronze brackets; when the canary lanterns are lit the room is filled with the continuous lilting songs of canaries. When the first spinning wheel is used by an evil person it *spins straw to gold* at 50 GP/minute. The room is always occupied by two **Ordinary Devils** plus on 1d10 rolls GTET 6, 1d3 **Daityas**.

75. **Work Out Room.** The sturdy wooden door has a latch,

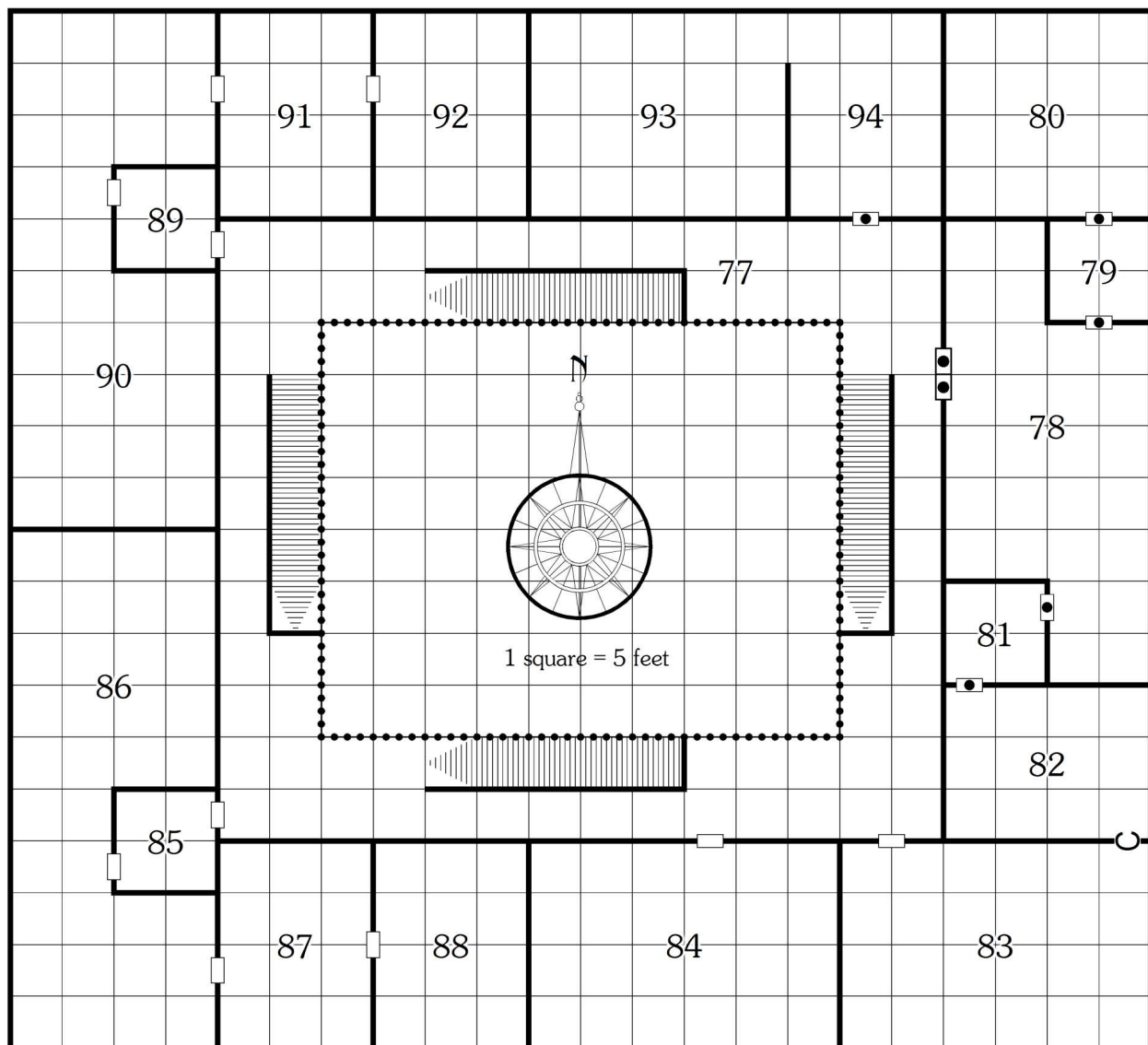
no lock. The room has a hardwood floor, whitewashed walls except for the mirrored east wall, and a white ceiling painted with images of Devils carrying large heavy objects on their backs. There are six thick padded black mats with two weight benches, three weight machines, and a punching bag hung from the ceiling. A metal rack on the north wall holds a variety of disk-shaped weights marked at between 3 and 30 pounds each. A wicker rack in the southeast corner holds twelve thick white towels, two pairs of thick red boxing gloves, five pairs of thin white leather gloves, three thick and wide leather belts, and three knit headbands. Any good person using the weight equipment has the weights/barbells double in effective weight when positioned above their body (especially the chest and neck); the mortal suffers hp2d8 crushing damage from the falling weights (avoid on 1d20 rolls GTET [28+(pounds/20)]; the weights crush the person's neck on natural saving rolls LTET 4, killing them after 1d6*10 seconds). On 1d10 rolls GTET 6, four **Iblis** are present.

76.

Cold Larder. The room has a stone floor, stone block walls, and a grey stucco ceiling, and the room temperature is kept at 38°F. Twelve large curved meat hooks are attached to the ceiling; hanging from these hooks are two half sides of beef, a brace of six Coney's, two braces each consisting of three hens, two butchered swine, a pheasant, and a side of venison. Six wooden crates together contain 30 pounds of link pork sausage, 15 pounds of trimmed bacon, five cured hams, ten jars of pig's knuckles, four jars of head cheese, three jars of ground beef, six pounds of dried beef jerky, and eight smoked fish. The room also contains a barrel of sweet butter, two barrels of cider, a barrel of vinegar, a barrel of molasses, two barrels of wheat flour, a barrel of corn meal, two burlap sacks of sugar, a barrel of dried apples, a barrel of six half-wheels of cheese, six clay jars of lard, two casks of cooking oil, two barrels of dried beans, a barrel of rice, a barrel of onions, and three barrels of potatoes. None of this food has been in Inferno long enough to become corrupted.

SIXTH FLOOR

SAMAEI'S TOWER



SIXTH FLOOR

Sixth Floor

The overall dimensions of the Sixth Floor are 110 FT west-to-east and 90 FT north-to-south, with an opening 50 FT west-to-east by 40 FT north-to-south in its center.

77. **Sixth Balcony.** A 10 FT wide balcony area surrounding the central shaft with an ornately carved wood railing. Stairs on the north and south sides lead up to the Seventh Floor, stairs on the west and east side lead down to the Fifth Floor. Three groups of guards (each two **Jinguma** with one **Quivaras**) are in this area, plus on 1d10 rolls GTET 5, 1d20 **Common Devils**. One group of guards is

always in front of the double doors to the Smelting Room; these guards always challenge mortals (Adventurers succeed by showing the appropriate pass, or on 1d20 rolls GTET [58-Level-Will], and support each other; if the guards feel threatened they summon 1d12 **Type 3C Devils** plus 1d6 **Type 6C Devils** plus a **Keres**). A whipping post and stocks are set up on the west side of the balcony, midway between the two doors; a frightened HD6 **Ogre** slave is manacled to the whipping post.

SIXTH FLOOR

78. **Smelting Room.** The double metal doors on the west side have steel keyholes and are found locked (-14 Open Lock), the metal door in the southwest corner has an adamantine keyhole and is found locked (-16 Open Lock), and the metal door in the northeast corner has an adamantine keyhole and is found locked (-16 Open Lock). The room is paved with irregular stones topped with a grit which prevents sliding, the walls are made of block stone, and the ceiling is whitewashed. The room contains an 8 FT diameter by 14 FT tall furnace fed coal by a side hopper and fed metal bars through an upper hopper, with a pouring spout over a conveyor line of coin molds, controlled by a hand lever. There are also a 5 FT by 6 FT by 8 FT tall coal bin, a 6 FT diameter by 10 FT tall water tank with spray nozzles over the metal line (catch basins under the line), four large water bins, two large sturdy wooden tables with bronze scales, three tall wood stools, a wood workbench in the northwest corner, a grinding wheel (*enchanted; continually rotating*), and a 3 FT wide by 4 FT tall metal drum, plus a variety of wheeled carts, tools (long tongs, pry bars, reach rods, metal-and-glass face shields, thick leather aprons and gloves, etc.), and five *Fire Blankets*. Large first aid kits are attached to the wall in the southeast and northeast corners. On the workbench are four ball type hammers, two adamantine metal shears, ten circular clamps in various sizes, five pincer-type clamps, five adamantine pliers, two adamantine flat-head screwdrivers, three metal saws, a metal file, three metal tins of grease, a metal tin of putty, two metal tins of a gritty (pumice) soap, two metal tins of quarter-inch diameter by 2 inch metal screws, a metal pry bar, a wood mallet, three iron spikes, an oil can filled with light oil, a burlap bag with twenty greasy cloth rags, an adamantine axe head, and a large clay jar containing 6 pounds of *Blue Burn Salve*.

The room is always occupied by six **Ordinary Devils**, two **Common Devils**, plus three **Type 7A Devils**. On 1d10 rolls GTET 3, the foreman **Balgophage (Type 8C Devil)** is present. On 1d10 rolls GTET 6 Chief Smelter **Mahhon Whitebeard** is present, otherwise he is at Mahhon's Office. A production run of gold *Samael-faced Coins* is in progress. 415 coins are found in the room. 200 pounds of molten gold is in the smelter.



79. **North Guard Room.** Both the north and south doors are metal with adamantine keyholes and are found locked (-16 Open Lock). The room is furnished with a plain wooden table, and two straight back chairs; on the table are a large pewter pitcher of beer, four pewter mugs, a loaf of bread, and a hunk of cheese. The room is occupied by four **Jinguma**.

80. **Strong Room.** The room is lined with lead and the west wall (in common with #94) is magically enhanced against breaking (hp750, no *pass/walk through walls*). The floor and walls are made up of grey stone bricks and the ceiling is made up of bronze sheets over lead. The room contains ten metal chests each with adamantine keyholes (all found locked, -15 Open Lock). Four chests each contain 5000 *Samael-faced Coins*, five chests each contain 7500 ordinary [not enchanted] gold coins stamped with the Infernal impaled balance, and the remaining chest contains 9200 ordinary silver coins stamped with the image of Lucifer's three heads. D determine the order in which chests are opened using 1d10: (1-4) Samael coins, (5-9) ordinary gold coins, (10) silver coins. The second chest opened is equipped with a *poison-needle trap* (botulism toxin, -10 to find, -13 disarm trap, avoid 1d20 roll GTET [26-Agility], fatal after 2d10 minutes, save on 1d20 roll GTET [28-Stamina]). The third chest to be opened is equipped with an internal bladder (trap) of *sleeping gas* (range 10 FT, persists 3d100+15 minutes, activated by lifting the lid taking pressure off a spring-loaded stud, -8 to find, -10 disarm trap, save on 1d20 rolls GTET [26-Stamina], checked per round for 5 rounds). The fifth chest opened has two *Glyphs of Blinding* written on the inside of the chest lid (view range 7 FT, avoid triggering on 1d20 rolls GTET [47-Level-Will] {Wizards and Warlocks apply a +5 roll bonus}, save on 1d20 rolls GTET [32-Will], *blindness* persists 2d100 minutes). If the seventh chest's lock is not opened on the first attempt a 4d8 *Fire Attack* spell (-10 disarm trap, half damage on 1d20 rolls GTET [33-Stamina]) is triggered. The chest to be opened has a sealed 2800 GP silver bottle inside the cover (*confines* a HD10 **Wraith**, seal is released by tension on a string when the lid is lifted, -14 to find, -12 disarm trap, running a knife blade along the lid perimeter cuts the string; the bottle can be reused three times to *confine incorporeal Undead* {monster saves versus capture on 1d20 rolls GTET [23-HD]}).

81. **South Guard Room.** The north and east metal doors have adamantine keyholes and are found locked (-16 Open Lock). The room is furnished with a sturdy wooden table and two straight chairs; on the table is a lit bullseye lantern, two pewter flasks of beer, a pewter plate with the roasted haunch of unidentifiable meat, 79 poker chips, seven ordinary 22 SP ivory dice, and a 19 GP curved silver dagger. The room is occupied by five **Nimidoryas**, each armed with *Spiked Maces* +3 (+1 TD, *paralyzes* good 1d100 minutes, save on 1d20 rolls GTET [28-Stamina]).
82. **Ingot Storage.** The north metal door has an adamantine keyhole and is found locked (-16 Open Lock), the hidden door from #83 (-20 to find {-14 to find if shelving is removed}, -12 Open Lock) is behind a section of wall rack. The room has shelves on the west, south, and east walls made of sturdy iron frames and thick oak planks...

SIXTH FLOOR

82, Ingot Storage, continued... The room contains eleven 32 pound ingots of tin, twenty seven 37 pound ingots of copper, six 40 pound ingots of brass, nine 54 pound ingots of lead, seventy 40 pound ingots of gold, thirty-two 36 pound ingots of silver, fifteen 46 pound ingots of electrum, two 30 pound ingots of platinum, and eight 44 pound adamantite ingots. The section of shelves fronting the secret door is on rollers allowing the shelves to be pushed forward (requires total Strength GTET 27) so the door can open; the other side of the secret door is hidden by a Murphy Bed.

83. **Mahhon's Office.** The sturdy wood door on the north wall has a brass keyhole (-13 Open Lock) is unlocked when Mahhon is present and is locked otherwise. A Murphy Bed in the northeast corner conceals a secret door to the Ingot Storage room (-14 to find if the bed is down to find, -8 Open Lock, door opens inward: total Strength GTET 27 is required to push back the shelves, slide between the shelves on 1d20 rolls GTET [30-Agility] {+4 bonus for Dwarves, +6 bonus for Gnomes}). The floor is made up of red-and-black marble tiles, the walls are paneled in cherry wood, and the ceiling is whitewashed and painted with scenes of dwarves working in mines overseen by a variety of devils carrying whips and chains. The room is furnished with a large antique wood desk, large wood office chair with black leather cushion, five large three-drawer file cabinets (adamantine padlocks, locked, -10 Open Lock), a leather-padded bench, a thin sideboard table, a large metal chest (steel keyhole, locked, -12 Open Lock), and a carved wood rocking chair. Two lit golden lanterns shaped as three-headed Hydras are attached to the northern wall by 300 GP gold brackets shaped like rattlesnakes; two similar lanterns are attached to the south wall. **Mahhon Whitebeard** is present on 1d10 rolls GTET 4 otherwise he is in the Smelting Room; when Mahhon is absent on rolls GTET 7 1d6 **Common Devils** plus two **Zoybim** are present.

On top of the desk are a black inkpot, a red inkpot, four quill pens, a 2400 GP abacus of ironwood-jade-amber-ivory beads, several parchments with drawings for new coin faces, an empty leather scroll tube, a 293 GP silver dish holding a dried-fish sandwich, a 638 GP clear block of crystal with a three-dimensional image of a flying dragon inside, and three 4 inch circular lead disks with the words '*To It*' engraved in Dwarvish. The desk has an *invisible Exploding Rune* (range 4 FT, hp1d12+6 damage, avoid on 1d20 rolls GTET [33-Agility]) written on the drawer (password is '*Open*' spoken in Dwarvish). The drawer holds three flasks of lantern oil, five charcoal writing sticks, a 7 GP steel protractor, an 18 inch steel ruler, a flask of a chemical which makes visible invisible ink, a 1700 GP gold signet ring depicting a speared coin, a *Dictatum's Pencil*, twelve sheets of a parchment chemically treated to turn black ink invisible, a *Dirk* +2, a leather bag holding 149 GP and 48 electrum pieces, an *Annal of Identification* [enchanted/blessed weapons], a *Manual of Unlearning*, and steel chain *Collar of Unchanging*.

The file cabinets contain 5 years of business records pertaining to the receipt of raw metal stock, the number of coins produced, when and how the finished stock was distributed, slave and devil workers, on-the-job injuries, and the like; records are in High Dwarvish on 1d100 rolls GTET 56, otherwise they are in Infernal Cant. The records indicate who was given *Samael-faced Coins* and other '*special*' coins produced in the Smelting Room.

On the sideboard table are a 2162 GP electrum pitcher filled with goat's milk, a 78 GP silver one-gallon cask of the highest quality mead, three 2460 GP oversize silver tankards shaped like moles and inlaid with ebony, pearls, and rubies, a 1245 GP crystal vase filled with water lilies, a plaque written in Dwarvish commemorating Mahhon's elevation to Master Refiner, two thin rectangular pieces of ceramic on which are painted the heads and upper bodies of an older male and female Dwarf (Mahhon's parents) and three younger male Dwarfs (his brothers), and a 1412 GP silver dish shaped like a tortoise with polished shell and ivory and emerald feet containing a selection of cashews and macadamia nuts. Hidden (-8 to find) on the table underside are a Wizard's scroll (Earth; *Body of Stone* {hp+2d6, 3 hours}, 20x20 FT Bog Down, *Breathe Poisonous Fumes*, *Detection*, *Disperse Magic*, *Disperse Magic*, *Hold in Place*, 2 FT Hole, *Open Lock*, *Open Lock*, *Open Lock*, *Paralyzing Hand*, *See Enchantments*, *Telekinesis*) and a Priest's scroll (prayers to Prince Paimon, *Animate Body*, *Animate Bones*, AC+18 *Armorskin*, *Banish Confusion*, *Banish Paralysis*, *Banish Spells*, *Commune with Spirits*, *Deflect Spells*, *Detect Poisons*, 1d4+2 *God's Fist*, *Warrior L6 God's Sword*, 35 FT *Minor Escape*, *Mute*, *Restore Sight*).

The metal chest has a bladder (*trap*) inside the cover filled with *Rust Mold spores* (-12 to find, -10 disarm trap, discharges after a failed Open Lock on 1d20 rolls GTET [14 - # Open Lock attempts]). A second bladder (*trap*) filled with strong *hallucinogen* is released (-15 to find, -13 disarm trap, disarmed by a key switch hidden underneath a ruby on the right side of the chest lid; 1d10*10 seconds to effect then persists [2d10*15]+20 minutes, save on 1d20 rolls GTET [29-Stamina], Elves are immune) when the cover is lifted by one-tenth inch. Inside the chest are a selection of male underclothes, five knee-length wool tunics, two leather vests (one with a *secret pocket* [-4 to find] containing a silver *Charm against Witchery*), a wool cap, three short-sleeve linen shirts, four leather pants, a pair of leather slippers, two black leather belts, a pair of thin white gloves, a pair of brown leather gloves, and a hooded black cloak [all sized for a Dwarf]. Also present is a barber and shaving kit, small rectangular steel mirror with hinged stand, a cloth bag holding 49 SP and 22 GP, a 206 GP folded travel backgammon set with jade and amber pieces, an ordinary flute in a leather case, a wire-bound sketch book, a set of twenty-four colored pencils in a leather case, two ordinary Dirks, a leather satchel holding a claw-type hammer, four chisels, a pair of adamantite pliers,...

SIXTH FLOOR

83, Mahhon's Office, continued..., an adamantine flat file, three adamantine drill bits, and a steel hole punch, and a prayer book to Paimon (*aura of evil*). Under a *false bottom* (-12 to find, -4 after contents are removed, -6 Open Lock) compartment is a *Magic Bag* holding a Padded Shirt, leather Neck Guard, steel *Cap AC+1*, Leather *Armor AC+6*, steel Arm and Leg Protectors (both sets *AC+4*), Steel Gauntlets (*AC+2*, *Web Gauntlets*), leather Foot Guards, a medium bronze Shield (*Shield versus Air Magic*, *AC+3*), a *Girdle of Herakles*, a short *Scimitar +4* (Unholy, 1d8 shocking burst 4/day, cleaves human necks on any critical hit), a silver bladed *Dirk +1*, and *War Hammer of Dwarven Heroes +3* [all gear is sized for a Dwarf]. If Mahhon knows that intruders are in the Tower he arms himself.

84. **Slave's Mess Hall.** The sturdy wooden door has a latch, no lock. The room is furnished with two rough 22 FT wooden tables with 7 FT rough wood benches on each side. Two long-burning torches are set into iron wall brackets on the north wall and four torches are set into brackets on the south wall. Each table is set with twenty-four places of (mostly) clean wooden bowls, wooden spoons, and plain copper cups. A large bubbling (*enchanted self-heating*) cauldron of gruel hangs from the ceiling on a thick iron chain in the northwest and southeast corners of the room, both with large copper ladles hanging on the sides. The room is always occupied by six **Ordinary Devils** plus a **Type 3C Devil** overseer plus on 1d10 rolls GTET 5, *3d12 slaves* from the Male and Female Slave Quarters (50% male/female).

85. **Female Slave Guard Room.** The sturdy wood doors on the east and west sides both have steel keyholes and are found open (-14 Open Lock). The room is furnished with two leather padded benches, a lit bullseye lantern hangs from an iron hook in the center of the ceiling, and a wood wall rack on the south wall holds four *Short Swords +1* (*poisoned*, *paralysis* persists 5d10 minutes, save 1d20 GTET [26-Stamina]), an adamantine spiked ball/chain, two ironwood nun chucks with adamantine chains, four pair of spiked steel knuckles, and two flasks of *Sleeping Gas* (persists 2d10*15 minutes, save on 1d20 rolls GTET [28-Stamina], dissipates 1d8*15 seconds, checked every round exposure, Elves are unaffected). The room is occupied by three **Quivaras** guards who may summon 1d4 **Keres** as reinforcements.

86. **Female Slave Quarters.** An arched opening in the east wall leads to the Women's Privy (hanging leather curtain). The room is furnished with three wooden tables, eight wooden benches, and fifty cloth hammocks strung three-high from iron poles; a plain leather bag sits in each occupied hammock. Four lit bullseye lanterns hang from iron hooks in the ceiling, equally spaced along the room centerline. A plain wooden chest (latched, no lock) on the north wall contains three pots of *1d12+2 Cure Wounds Salve*, three pots of *Lice repellent*, a cloth bag of rotting bandages, a wood cudgel, a tin of hard biscuits, a tin holding one hundred pieces of hard candy, a

pan-flute, 20 CP, 20 pages from a book of Goblin legends (in Goblin), two large 10 SP copper armbands, a 71 GP silver ring inlaid with pearl, a 18 SP necklace of green glass beads, a 2 GP small round silver mirror, and a bronze hair brush. Each tied leather bag holds the personal possessions of one slave, such as 1d4 changes of clothing, a rag or towel, a wood spoon, a black cloth headband, a crudely-carved wooden trinket, a flask of water or juice, 1d6 CP, a strip of colored hair ribbon, or a broken piece of a wooden comb.

The room is occupied by 42 female slaves: twelve Human, three Gnome, eight **Bugbear**, nine **Goblin**, two **Minotaur**, a **Slyph**, an **Ogress**, a **Lycanthrope** (Leopard), three **Coblynau**, an **Ettin**, and an Elf. Any slave with innate enchanted abilities wears a permanently-locked (-10 open lock) silver collar which negates supernatural, enchanted, or spell-like abilities. All slaves are evil and speak their native racial tongue(s), Common, and Infernal Cant. When questioned, they admit to being enslaved lawfully with 1d100 years remaining on their term. If offered the chance to escape a slave accepts on a 1d20 roll GTET 8. The head slave is the **Ogress, Eulalia**, with lieutenants **Vladinna (Lycanthrope, Leopard)**, and **Gossalia** (Elf). If the slaves are encountered in their quarters, they do not attack unless given the order by Eulalia. One of the Bugbears spies for the guards; Gossalia has figured this out but Eulalia and Vladinna have not.

GM Note: When the Devils determine the Tower is under attack, they arm the slaves with short swords and spiked clubs, removing any anti-magic collars. Groups of ten slaves each led by a **Quivaras** hunt and pursue the Adventurers, attacking in waves once the intruders are located.

87. **Women's Privy.** Arches in the west and east walls lead to the slave quarters (hanging leather curtain) and to the shower stalls (hanging leather curtain). The room contains five privy stalls on the north and side sides of the room separated by leather curtains. Mortals are overwhelmed by the stench (save on 1d20 rolls GTET [27-Will] to enter). The room is occupied by 1d3 slaves.

88. **Women's Showers.** Nine shower heads set in a square pattern in the ceiling continuously spray lukewarm water into the room. Small triangular corner shelves in each corner have bars of caustic lye soap. The room is occupied by 1d3 slaves.

89. **Male Slave Guard Room.** The metal doors on the east and west sides have adamantine keyholes and are found unlocked (-14 Open Lock). The room is furnished with two leather padded benches. A lit bullseye lantern hangs from an iron hook in the center of the ceiling. A wood wall rack on the south wall holds three adamantine *Maces +2* (Unholy, +1 TD, wounding hp1d3 for 1d6 rounds), two *Bullwhips +1* (disarms opponents on critical hits {avoid on 1d20 rolls GTET [30-Agility]}), }, }, six *Throwing Stars +2* (Unholy, sticks in the body until

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89, Male Slave Guard Room, continued... blessed by a good or neutral Priest or Crusader, *reduces effective Strength statistic* 1 point/round until reaching 4), four pieces of 8 FT wire rope, and two flasks of *Sleeping Gas* (range 8 FT, persists 2d10*20 minutes, dissipates 1d10*10 seconds, save on 1d20 roll GTET [27-Stamina] checked every round exposure, Elves are unaffected). The room contains three **Quivaras** guards who can summon 1d4 **Keres** if reinforcements are needed.

are overwhelmed by the horrendous stench (requires 1d20 roll GTET [28-Will] to enter). 1d3 male slaves are in the room.

90. **Male Slave Quarters.** The arch in the northeast corner leads to the Men's Privy (hanging leather curtain). The room is furnished with three wooden tables, eight wooden benches, and fifty hammocks strung three-high on iron poles. A plain leather bag sits in each occupied hammock. Four lit bullseye lanterns hang from iron hooks in the ceiling, equally spaced along the midpoint of the room. A plain wooden chest on the south wall contains three pots of *2d8 Cure Wounds Salve*, three pots of *Lice repellant*, two pots of *beard-removing salve*, a 10 GP pewter flask of weak cologne, a cloth bag of rotting bandages, a wood cudgel, a well-worn five-string guitar, fifty colored poker chips, eight six-sided wooden dice, a deck of marked cards, a 7 SP small bronze hand bell, a whip made up of ten knotted cords tied together, a small bongo drum, a 17 SP 6 inch tall ivory carved idol of a fat man sitting in a cross-legged position, and a prayer book to Asmodia. Each leather bag holds the personal possessions of one slave, such as 1d6 chances of clothing, a pair of worn sandals, a small copper piece of jewelry worth 1d10 CP, a 3 FT piece of cord or rope, a crudely-carved wood charm or amulet, 1d10 poker chips, 1d3 CP, a wooden spoon, a copper mug, a thin blanket with rips and holes, and scraps of parchment letters.

The room is occupied by 44 male slaves: 14 Human, five **Beast-Men** (lion, lizard, snake, parrot, and baboon heads), three **Goblin**, three **Gnome**, two **Bugbear**, three **Coblynau**, two **Cyclops**, three **Half-Ogre**, two **Leprechaun**, three **Half-Elves**, a **Hill Giant**, a **Lycanthrope** (Wolf), a **Minotaur**, and a Dwarf. Any slave with innate enchanted abilities wears a permanently-locked (-10 open lock) silver collar which negates their special, enchanted, supernatural, or spell-like abilities. All slaves are evil and speak their native tongue(s), Common, and Infernal Cant. When questioned, they admit to being enslaved lawfully with 1d100 years remaining on their term. If offered the chance to escape a slave accepts on 1d20 rolls GTET 15. The head slave is the Minotaur, **Reithan**, with lieutenants **Sazha**, the Hill Giant, and **Chuldar**, a human. If encountered in their quarters the slaves do not attack without an order from Reithan. One of the **Bugbears** and the **Snake Beast-Man** spy for the guards; Reithan knows about the **Bugbear** spy; Chuldar knows about the **Beast-Man** spy.

91. **Men's Privy.** The arches to the Male Slave's Quarters and the Men's Showers have hanging leather curtains. The room contains five privy stalls on the north and side sides of the room separated by leather curtains. Mortals

92.

Men's Showers. Nine shower heads set in a square pattern in the ceiling continuously spray lukewarm water into the room. Small triangular corner shelves in each corner have bars of caustic lye soap. 1d3 male slaves are in the room.

93.

Tower Smithy. The sound of hammers on metal is heard outside this door (as a normal speaking voice). The door from the balcony is made of sturdy wood 18 FT tall (latch, no lock, requires total Strength GTET 24 to move); an arch in the east wall leads to the Smithy Stock Room. The floor and walls are covered with flat irregular tiles of dark grey granite, and the ceiling is covered with ironwood (treated against fire). The room is furnished with a 6 FT diameter circular stone hearth 22 inches high filled with red-hot coals with two large leather-and-wood bellows attached 10 inches from the floor, a conical-shaped metal hood above the hearth which draws the smoke upward through a pipe flue which extends into the ceiling, a large metal anvil bolted to a 4 FT solid cube of ironwood (treated against fire), two open barrels of cold water, a foot-powered grinding wheel, a foot-powered crosscut metal saw, an open crate with eleven steel files (round, triangular, flat), a 30 inch tall wooden bench, and a large wooden chest (simple latch). A variety of blacksmith tools in various sizes hang on the north wall (tongs, hammers [round and flat], hatchets, pliers, metal punch, pry bar, wire jig, wire cutters, hand drill with bits, squares and metal rulers). A large iron hook is set into the ceiling directly above the anvil. In addition to the glowing hearth three lit iron oil lanterns shaped like skulls are attached to the west wall by brackets shaped like leg bones.

The area is very warm, at 110°F; mortals without heat resistance must succeed on a 1d20 roll GTET [28-Stamina] to enter; otherwise they suffer hp1d3 heat damage/round. The room is occupied by the blacksmith **Larlaith**, and his helper **Dunchad**, who are working a sword blade at the anvil. The chest contains four oversized leather aprons, two oversized pair of black leather work gloves, a metal face shield, two ball-type steel hammers, six large wood-and-steel square clamps, three steel C-clamps, a spare bellows assembly, a cloth bag with thirty-eight bolts and nuts, two straight blade screwdrivers, a steel caliper, four 24 inch ordinary wooden rods, a 48 inch cloth tape measure, six pieces of white chalk, a raw knife blade (not attached to a grip), a hacksaw, a tin can full of thick smelly grease, and three 17 GP silver spear heads. If Adventurers have not departed within 30 seconds Larlaith and Dunchad pick up iron rods and summon 1d12 **Jinguma**, which arrive after 1d6*10 seconds.

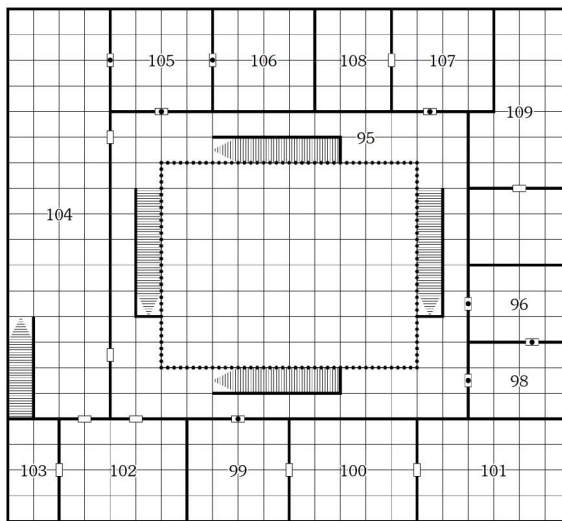
SIXTH FLOOR, SEVENTH FLOOR

94.

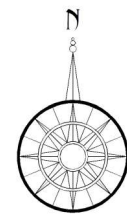
Smithy Stock Room. A sturdy wood door (iron keyhole, locked, -8 Open Lock) is centered in the south wall and an arch in the west wall leads to the Tower Smithy. The room contains forty-nine 50 pound iron ingots, eighteen 42 pound ingots of copper, twenty 56 pound lead ingots, six 37 pound ingots of tin, a 43 pound adamantite ingot, six barrels of charcoal, a crate holding eight blacksmith hammers, five empty wood vats stacked on top of one another, a crate with four 12 FT pieces of iron chain, six 6 FT steel rods, twelve 20x40 inch steel plates, a crate with 1500 1 inch diameter iron shot, six five-gallon pots of lamp oil, a spare anvil, a wheeled cart capable of transporting 2600 pounds, and a crate with a block-and-tackle. On 1d10 rolls GTET 7 three **Zoybim** are found here.

Seventh Floor

The overall dimensions of the Seventh Floor are 110 FT west-to-east and 90 FT north-to-south, with a central opening 50 FT west-to-east by 40 FT north-to-south. **Efreet Ambassador Varsieinni** is found in his apartment (#99-#101) on 1d20 rolls GTET 6; when he is in the apartment determine his location using 1d12: (1-6) Office # 99, (7-8) Parlor #100, (9-12) Living Area #101. Determine the initial location of **Concubine Jaiironna** using 1d20: (1-2) away from Gehenna, (3-5) in Gehenna but away from the Tower, (6-9) # 107, (10-13) # 109, (14-16) # 110, (17) # 108, or (18-20) with Samael at his location.

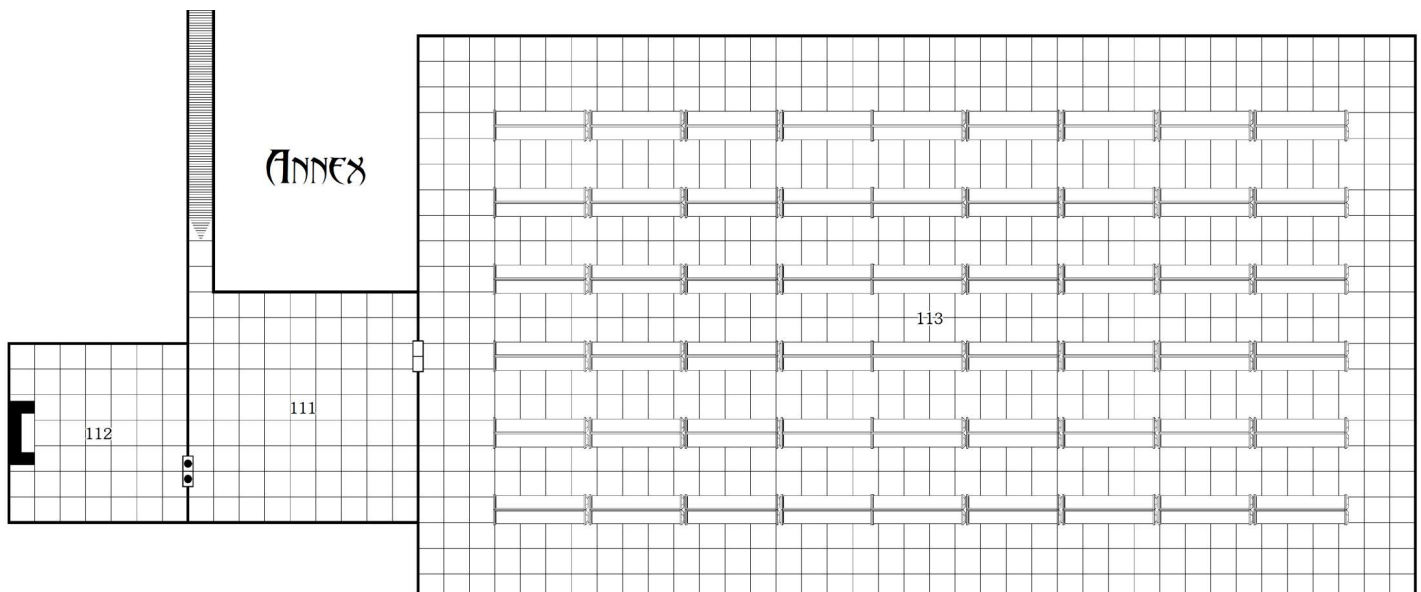


SAMAEL'S TOWER



1 square = 5 feet

SEVENTH FLOOR



SEVENTH FLOOR

95. **Seventh Balcony.** Stairs on the north and south sides lead down to the Sixth Floor, and stairs on the west and east sides lead up to the Seventh Floor. Groups of guards (two **Jinguma** plus one **Quivaras**) are in the southwest, northwest, northeast corners plus on 1d10 rolls GTET 5, 1d20 **Common Devils**. A **Keres** stands in front of #107 to prevent entry (does not support any other guards but will be supported if attacked). Two *invisible* **Efreets** guards stand at both #99 and #100 and prevent passage into those rooms. There is great antipathy between the **Devils** and **Efreets** guards and they do not support each other. The Devil guards challenge mortals if they try to enter any doors except to the Ambassador's Quarters, or try to proceed up to the Eighth Floor (success requires the correct Diabolic Pass or a 1d20 roll GTET [55-Level-Will]). All Devil guards respond if any guard is attacked, summoning reinforcements of 1d10 **Type 4D Devils** plus 1d6 **Type 6D Devils**.

96. **Inquisitor's Offices.** The door from the balcony is made of sturdy wood with a silver keyhole which is found locked (-15 Open Lock); the door in the west wall is made of stone with a silver keyhole and is found open (-13 Open Lock); the door in the south wall to Gwuiym's Office is made of stone with a silver keyhole and is found locked (-13 Open Lock). The floor is made of hardwood planks set in a diagonal pattern, the walls are painted a light purple color, and the ceiling is covered in octagonal bronze plates. The room is furnished with eight wood desks with swivel office chairs (black leather cushions), an upright five shelf bookcase, a barrel of beer with copper ladle, and three wooden three-drawer file cabinets. Four lit gold lanterns shaped like long clawed hands with flame in the open palm are attached to the north and south walls. The spaces between desks are carpeted with thick red wool runners. The room is occupied by six Inquisitors: a **Type 5B**, **Type 5E**, **Type 6C**, **Type 7A**, **Type 8B**, and **Type 9A Devil**. If the Inquisitors are unable to handle intruders, they summon 1d10 **Keres** plus 1d20 **Jinguma**, which arrive through the door after 1 minute.

The desks collectively contain: blank parchment, quill pens, nine vials of black ink, five vials of red ink, three vials of blue ink, three 6150 GP silver-and-garnet signet rings blazoned with a rearing Chimera (the Inquisition's symbol, *aura of evil*), eight black taper candles, four flints&steel, three glass vials containing a total of 31 matches, three silver-bladed Daggers, a jagged *Dirk* +2, two 90 GP abacus with ivory beads, four decks of playing cards (two marked), six small oil pictures of various Devils, five ceramic paperweights, two five-power magnifying glasses, a brass collapsing ten-power telescope, four pewter tankards, three 600 GP carved ivory pipes, nine 6 GP pouches of good quality pipeweed, five 2 GP ivory 'luck' charms (charms have no enchanted power), 259 CP, 393 SP, and 156 GP. Each desk has a file drawer for the investigator's working files; each file drawer acts like a *magic box* containing up to 20 linear FT of files as needed; the file drawers on desks 3, 4, 6,

and 8, are *trapped* as determined from 1d6 according to: (1) *Glyph of Blindness* (range 4 FT, avoid 1d20 GTET [30-Will], save 1d20 GTET [33-Stamina], persists 1d20 hours), (2) *Symbol of Stunning* (range 4 FT, avoid 1d20 GTET [30-Will], save 1d20 GTET [30-Will], persists 1d100 minutes), (3) *Exploding Rune* (range 4 FT, hp2d6, avoid 1d20 GTET [30-Intelligence], save 1d20 GTET [28-Stamina]), (4) drawer's contents are incinerated to ashes, (5) *Poison Needle* (snake venom, 1d4 damage, *fatal* in 1d8 rounds, save 1d20 GTET [31-Stamina]), or (6) a bladder of *sleeping gas* (range 8 FT, effect in 1d8 rounds, persists 2d10*10 minutes, save 1d20 GTET [28-Stamina]).



The bookcase holds 143 leather-bound books, all in Infernal Cant: twenty are regulations on Devil conduct, fifteen are biographies of famous investigators, thirty-eight are books on investigation and interrogation technique, nineteen discuss important Devil heresies, ten are blank 10 page notebooks, five discuss procedures for conducting hearings, and three are books on the history of the Grand Inquisitor's Office; each book is valued at (1d20*1250)+2500 GP. The file cabinets contain active case files on Devils being investigated for tendencies toward good (all in Infernal Cant).

97.

Hearing Room. An octagonal room with a domed ceiling 24 FT off the floor; the room extends outside of the tower's physical boundary. The floor is black slate tile with dark red grout and the walls are paneled in redwood.

SEVENTH FLOOR

97, Hearing Room, continued... Along the east wall is a large oak Judge's bench, with three seats, the center seat being higher than the others (surrounded by an *antimagical zone*). Benches padded with red leather cushions line the remainder of the room except for a redwood lectern in the center of the room carved with scenes of a variety of humans and devils pleading for their lives; gold manacles are fastened to the lectern's top and lectern bottom by gold chains (-20 Open Lock, *enchanted to suppress innate magical abilities*); a spell on the lectern ensures that when a creature is locked into the manacles bright lights are always focused on their eyes, preventing them from clearly seeing the judges. Each wall segment has two four FT tall iron figures of bearded men in plate mail and closed helms fastened to the walls 7 FT from the floor, each figure holding an upright 6 FT silver Spear continuously spouting red-blue fire from their tips.

The room is always guarded by three **Keres** standing just inside. A trial is in progress on 1d10 rolls GTET 5; if so the following are also present: **Duke Amminat** (seated in the center seat as *Senior Judge*), **Generals Zepar** and **Fundinrant** (*Associate Judges*, seated in the side seats), two additional **Keres** (*Prosecutor, Defense*), two **Zoybim** court reporters, a **Type 7B Devil** locked into the accused's lectern, and an additional six **Jinguma** guards. The Duke has **Kynitet's Scepter** as a badge of office, otherwise the only items in the room are case files and two law books (all in Infernal Cant).

98. **Gwuiym's Office.** The sturdy wooden door from the Balcony has an adamantine keyhole and is found locked (-18 Open Lock), the door in the north wall to the Inquisitor's Offices has a silver keyhole and is found locked (-13 Open Lock). The floor is made of circular pieces of black marble set into light blue, the north and south walls are a blue stucco, the west and east walls are dark brown, and the ceiling is gold leaf decorated with the impaled balance symbol. The room is furnished with a 12 FT by 7 FT wooden desk by 7 FT tall, a padded wooden chair with the set 5 FT off the floor, a locked (-4 Open Lock) two-drawer wooden file cabinet, a 5 FT metal stand holds a large ceramic pot filled with Nightshade and Curse Root, a 10 FT high sideboard table against the south wall, a circular stand in the northwest corner, and a giant-sized broadsword in its leather scabbard rests against the desk. The room contains usual office furnishings (parchment, pens, inks, resin, wax, daggers, tankards, scroll cases, etc.) except on a large scale (everything four times their usual size); all records are written in Infernal Cant. A large circular rug is on the floor. Four lit gold lanterns shaped like an Infernal Hound's head are attached to the north wall by iron brackets, and two lit gold lanterns shaped like rat's heads are attached to the south wall. **Burcallius** retreats to this location if given the opportunity. The room is occupied by **Grand Inquisitor Gwuiym**; he keeps a HD12 **Infernal Hound** as a pet.

99. **Varsieinni's Office.** The door from the Balcony is made of metal with an adamantine keyhole and is found locked (-20 Open Lock); the door to the east is made of sturdy wood with an adamantine keyhole and is found open (-17 Open Lock); the room is 25 FT tall. The floor is paved with irregular green-and-white marble, the walls are paneled in hickory (fireproof), and the ceiling is ceramic tile making up a mosaic of the Valley of All-eshanti in the Efreet Plane. The room is furnished with a metal desk with two drawers, two straight chairs with velvet cushions, a leather-padded bench, four metal file cabinets, a 13,420 GP silver sideboard table, a leather-padded foot stool, and a stone statue of a nymph holding clusters of grapes. A secret (-8 to find, -6 Open Lock) compartment in the statue conceals a *Stone of Transmutation*. A 24,728 GP circular rug is made entirely of gold fibers. Built into the west wall behind the desk are six shelves of an in-wall bookcase. Four lit gold-and-glass hurricane lanterns are attached to the south wall by circular gold brackets. If Efreeti **Ambassador Varsieinni** is here, he is accompanied by four *invisible* HD12 **Efreeti Guards**, otherwise the room is occupied by two HD12 *invisible* **Efreeti Guards**.

The desk contains blank clay tablets, four 400 GP gold stylus, a gold flask of pure water, a camel-hair paintbrush, a 143 GP set of silver tableware wrapped in leather, a 79 GP silver tankard decorated in a flame motif, a 6238 GP curved Dirk with ivory and pearl on the hilt in an 11,237 GP electrum-pearl scabbard, a 9438 GP adamantine signet ring embossed with a flaming horse, a bronze scraper, a leather bag holding 92 GP, three empty leather scroll cases, and a round painted stone sacred to **Igrafiennia, Efreeti Fire Mother**. The file cabinets contain diplomatic correspondence and records relating to the Infernal Mission (all written in Efreeti script; unless the correct password [in Efreeti] is spoken before a drawer is opened the contents immediately catch fire and burn to a fine smoky ash; each drawer has a different password, known only to the Ambassador). On the sideboard table are three 1150 GP crystal decanters with a fine 125 GP quality red wine, an abstract flame-like sculpture made of red and yellow pieces of metal, six 275 GP glass goblets with gold rims and the emblem of the Efreeti Pasha done in gold, a 3243 GP crystal platter filled with exotic cheeses, and a 10,540 GP *enchanted* gold clock housed in a crystal dome. The bookcase contains 630 leather bound book all written in the Efreet red script: 110 are Efreeti history, 19 biographies of Efreeti Pashas, 11 theoretical treatises on Fire magic, 59 describe various military campaigns, 153 are about diplomatic rules and techniques, 92 about engineering and construction techniques, 72 about Planar languages, 52 are Efreeti fiction, 30 about fortune telling techniques, 14 geography texts on the Efreeti Plane, 20 about Efreeti genealogy, and 10 Efreeti cookbooks; each book is valued at 1d20*1100 GP.

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100. **Varsieinni's Parlor.** The room is 25 FT tall; the door to the west is sturdy wood with an adamantine keyhole and is found open (-17 Open Lock); the door to the east is metal with an adamantine keyhole (locked if Varsieinni is not in the room, -18 Open Lock). The floor is made of rare black marble with flecks of silver in it, the walls alternate panels of fine cypress wood carved in flame reliefs with panels of red marble with whorls of white and green, and the ceiling is made up of burnished bronze plates. The room is furnished with a green couch, low cypress coffee table, two green leather hassocks, a thick stuffed chair, and a rosewood curio cabinet with five 5000 GP ivory carved boats. A *Cheshire Cloak* is hidden (-5 to find) inside one of the cushions on the couch, and a *Mace* +3 is hidden (-8 to find) under a fabric flap on the coach's underside. If the Ambassador is here he is accompanied by 4 *invisible Efreet* guards; when he is not here the area is occupied by two **Efreet** guards. If the Ambassador is at #101, the four *invisible Efreet* guards are outside the east door.

101. **Varsieinni's Bedroom.** The room is 25 FT tall; the door to the west is metal with an adamantine keyhole (locked when Varsieinni is sleeping or gone, open when he is in the Parlor, -18 Open Lock). The floor is carpeted in finest blue wool (fireproof), the walls are good quality red ceramic tile with white grout, and the ceiling is a tile mosaic showing the mythical City of Ten Thousand Domes, all done in gold. The room is furnished with a four-poster bed with thick red curtains with yellow trim and tassels, a gilded rocking chair, a gilded upright armoire (gold keyhole, found locked, -8 Open Lock), an oak end table, two wood chests (adamantine keyholes, locked, -10 Open Lock) covered by leather sheets, a leather hassock, two tall bronze candlesticks with unlit blue candles, and a 5 FT tall statue of a red fire sprite. Three lit conical gold lanterns on the south wall are attached to the ceiling by gold rods. When the Ambassador is not here a HD12 **Efreet** guard is in the room on 1d10 rolls GTET 6.

The armoire contains silk shirts in bright colors, linen night shirts, sleeping caps, five 3 GP silk scarves, linen handkerchiefs, two pairs of gold reading spectacles (402, 511 GP), turbans, a knitted black shawl, three wide leather belts with 30 GP gold buckles, silk cummerbunds, embroidered silk vests, a finely woven sky-blue cape (*Cheshire Cloak*), four 2000 GP gold sashes (one a *Sash of Beneficence*), white linen gloves, a pair of black leather gloves (*Anti-Magic Gloves*), and a 17,556 GP ceremonial gold Rapier in a 20,932 GP jeweled scabbard; all clothing is sized for a large Efreet and treated to be fireproof. In addition, there is a leather bag holding a shaving and barber kit, a 39 GP silver cane with a dog's head, an ash walking stick, an ordinary curved Dirk in a boiled leather scabbard, a well-made bronze harmonica (*summon monster* [Fire Elemental, 20 minutes, 1/day]), a scroll case with four maps of areas on the Plane of Fire, and a 462 GP flask of Efreeti Fig Brandy. The armoire has a false bottom (-7 to find, -3 Open Lock), the compartment underneath is empty; the underside of the panel

has a *Glyph of Muteness* (cannot speak 1d100 hours, range 4 FT, avoid viewing 1d20 GTET [34-Will], save 1d20 GTET [32-Will]).

The first chest is surrounded by a glowing red aura and is warm to the touch (trap); if the lock is not successfully opened on the first attempt, the aura *explodes* for hp3d8 fire damage (range 6 FT, half damage on 1d20 rolls GTET [32-Stamina]). The chest contains a leather bag filled with 112 eight-sided ozmadine disks {Efreeti money, each valued at 300 GP}, a scroll case containing five parchments in Efreeti (each is an official pardon from the Efreeti Pasha, valued at 12,500 GP), a wooden box containing a 22,466 GP copper-and-turquoise ring with the three-headed dragon signet of *Pasha Yallimum*, a green leather book written in Late Ancient Efreeti (lists all of the Efreeti agents and spies on the Outer Planes; *aura of enchantment*; this book cannot be translated using *Read Languages*), thirteen blue leather books, and a red leather book (*aura of enchantment*). The red leather book contains the diary code; the book shrivels into grey ash when opened by a non-Efreet (*Disperse Magic* and *Banish Spell* negates this effect when cast by Wizards and Priests of GTET L12); every other page is written in invisible ink. The blue leather books are the Ambassador's private diaries which are written in Efreeti and cyphered, each is valued at 1100 GP when translated; a reader gains much useful information about the plots and counterplots in the Efreeti court, their enemies, and about people, places, events, and objects in the Outer Planes.

The second chest has an *aura of enchantment*; if the lock is not successfully opened on the first attempt 1d4 HD10 **Fire Elementals** are summoned and remain for 10 minutes. The chest contains four *Potions of Fire Resistance*, a *Potion of Cold Resistance*, a *Spell Storing Ring* (*Wall of Fire*, 49 charges), a set of Leather Armor (AC+6, *Armor of Fire Resistance*) plus Leather Arm Protectors (AC+3) plus Leather Gauntlets (AC+2) {all pieces must be worn for the protective effect}, red leather *Gloves of Melee* +1, a pair of red-brown leather *Gauntlets of Flames* AC+5, a red leather scabbard sized for short swords (*Scabbard of Flames*), a red-orange metal *Dirk* +2 (*Flaming*), and a Short Bow (*Flaming Arrow*).

On the end table are a 1173 GP black ivory statue of a Slyph on an obsidian base, a pewter pitcher, a glass frame with the picture of a comely female Efreet (the Ambassador's daughter), two dark glass corked bottles of high-quality wine (365, 502 GP), three 110 GP crystal goblets, a pewter candle holder with a small blue taper candle, and three 150 GP leather books on Efreeti history.

102. **Solsep's Office.** The room is entered from the Balcony through a sturdy wooden door with an adamantine keyhole (-14 Open Lock), the door is found open; the door to the north leading into the Clerk's Room is made of sturdy wood with an adamantine keyhole (-14 Open Lock) found open;...

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102, Solsep's Office, continued...the door to the north leading into the Clerk's Room is made of sturdy wood with an adamantine keyhole (-14 Open Lock) found open; the door to the File Room to the west is made of metal with an adamantine keyhole (-7 Open Lock) and is found open. The floor is made of white marble tiles with black grout, the walls are paneled in ancient smoke-stained oak, and the ceiling is whitewashed with a speckled and spotted texture. Four squatting 1 FT gargoyles sit on simulated rock shelves attached to the south wall, each one glowing in a permanent bright yellow light. A 48,204 GP ancient and tattered tapestry hanging on a gold rod on the east wall depicts the raising of the Walls of Dis almost eleven thousand years ago. The room is furnished with an antique yellow wood desk, a tall padded stool, three sturdy wooden tables, and eight tall five-drawer file cabinets. The desk and tables are stacked with books and scroll tubes written in many languages, most at least 500 years old and all are rare to very rare on the Material Plane (each valued at 3d100*100 GP; 1d12 books are *enchanted* (randomly determine the type). The files are bursting and are very disorganized. All the material written in Cercopes; Solsep intends to get around to writing a definitive history of the underground races but has never started on the actual book, since he is easily. The room is occupied by **Chief Historian Solsep**, plus on 1d10 rolls GTET 4, 1d8 **Type 4A Devils** and 1d3 **Zoybim** (junior researchers). Solsep can summon 1d12 **Jinguma** if needed, they arrive in 1d12*15 seconds.

The desk contains blank parchment, nine parchments with writing in Cercopes, quill pens, five vials of black ink and three vials of dark blue, a 34 GP pewter cylinder with four open books engraved on one end (symbol of the Chief Historian), two magnifying glasses (6x, 10x), a 22 GP silver letter opener (*aura of evil*), a 19 GP silver hourglass, a tan leather book written in Common (an index of place names in the Great Sand Sea), an 8 inch tall by 6 inch square base pyramid made of polished black stone (*aura of good*), and a 14 GP silver flask filled with 48 GP Malted Shroon Whiskey.

103. Solsep's File Room. A rectangular room 15 FT tall, entered from #102 through a door (steel key lock, found open, DC24 Open Lock) centered in the east wall. The floor is white tile with white grout, the walls are white-washed, and the ceilings are a dark blue tile; the room is *enchanted to suppress all ordinary and enchanted fires*. The room contains fifteen six-drawer file cabinets (no locks), each one stuffed with rare and unusual parchments written in Cercopes.

104. Clerk's Room. The room is entered from the Balcony (east) through two sturdy wood doors with latches, entered from Solsep's Office (south) through a sturdy wood door with an adamantine keyhole (-14 Open Lock) found open, and is entered from Vessawin's Office (northeast) through a metal door with a steel keyhole (-8 Open Lock) found locked. Stairs in the southwest corner

go up to the Stacks Antechamber (#111). The floors are irregular grey slate stone with black grout, the walls have pine panels, and the ceiling is made of overlapping bronze plates. Ten lit bronze lanterns mounted to each of the west and east walls are shaped like giant eel. The room is furnished with twenty-five double-tier desks stacked on top of one another with jutting wooden seats (upper desks are 9 FT from the floor), and nine large potted plants. Every desk has a red metal box, 10 inches by 8 inches by 6 inches with gold knobs and buttons on it and a slot in the top; each box is attached to an upright piece of thick grey glass, 15 inches by 12 inches by 2 inches thick.

These 'devices' read and change the memory crystals stored in the Stacks (#111). A device has a crystal in the slot on 1d12 rolls GTET 5; determine the color using 1d12: (1-4) white, (5-10) black, (11-12) grey. The devices can only be controlled in Infernal Cant; a mortal attempting to use a device succeeds on 1d20 rolls GTET [58-Level-Will] {Wizards apply a +6 bonus, Warlocks and Priests apply a +4 bonus, Crusaders apply a +2 bonus}; a mortal who fails to use a device experiences an effect determined using 1d4: (1) reduce their effective SPM number by 4 points for 1d20+4 hours {save 1d20 GTET [35-Will]}, (2) 1d12 hours *confusion* {save 1d20 GTET [32-Will]}, (3) block the ability to cast any spell or perform any prayer for 2d100 minutes {save 1d20 GTET [30-Will]}, (4) 1d12 hours insanity {save 1d20 GTET [28-Will]}.

Hunched and visored clerks sit at each desk, each equipped with an abacus and a parchment book (all books in Infernal Cant). Fifteen clerks are **Goblins**, ten are **Zoybim**, ten are evil Humans, eight are **Type 3D Devils**, four are **Coblynau**, one a veiled **Medusa**, one a female **Minotaur**, and one a **Black Annis**. The clerks generally ignore mortals unless their work is disrupted; clerks each one can summon a **Jinguma** plus 1d4 **Type 8A Devils**, who arrive after 1d10*10 seconds. The clerks work on Samael's fees and accounts, personnel records and discipline records for Devils, records of sinners and sins, assignments of Manes to Circles, decrees and orders to various Devils, and the ordering of supplies for the Tower. The room also is occupied by 1d12 **Ordinary Devils**. **Vessawin, Chief Clerk**, is here on 1d10 rolls GTET 7, is at her Bedroom (#112) on rolls of 6, and otherwise is found in her Office (#105).

The desks together contain 138 CP, 312 pieces of blank parchment, 92 pieces of parchment written in Infernal Cant, 72 7d12 GP cryptic ledger books, nine cryptic bookie ledgers, 92 books of Infernal Regulations, 52 22 GP pewter abacus with ivory beads, 19 five-power magnifying glasses, eight 3 GP silver paperweights, 93 vials of black ink, 42 vials of red ink, 17 vials of blue ink, 11 vials of green ink, 172 quill pens, 26 charcoal writing sticks, five bronze hole punches, sixteen 14 GP silver-jade letter openers, four prayer books to Lucifer (*aura of evil*), nine 50 GP strings of red ivory prayer beads...

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104, Clerk's Room, continued...(*aura of evil*), a 430 GP ivory backgammon set, 17 pearls (each 5d20+25 GP), five corncob pipes, twenty-two 2 GP pouches of pipe-weed (8 pipe fills), 31 pewter tankards, nine 132 GP gold plates, two copper flasks with alcoholic drinks, 19 scrolls with pornographic pictures of female Devils, three silver bottles (*confining stasis jar*: a middle-aged Human woman, a **Greater Bugbear**, **Medusa**), and six 3 GP silver bells.

105. **Vessawin's Office.** The room is 15 FT tall and is entered from the Balcony (south) through a metal door with adamantite keyhole (-14 Open Lock) found locked, entered from the Clerks' Room (west) through a metal door with a steel keyhole (-8 Open Lock) found open, and from Neznai's Office (east) through a sturdy wood door with a platinum keyhole (-16 Open Lock) found locked. The floor is made of bright blue tile, the walls are a glazed reflective white, and the ceiling has numerous fake icicles hanging down. The room is kept a constant 29°F. It is furnished with an ancient white wood desk, large wood office chair with white leather cushion, an upright six shelf wood bookcase, a 21 GP silver bowl with small potted plant, an oversized cask of beer, and a bench with white leather padding. All furniture is twice the size of the equivalent human piece. A large oil painting on the north wall depicts a snowy mountain view, a small oval mirror in a 10 GP silver frame is on the south wall, and a small 3418 GP tapestry of a Snow Leopard (620 years, Master Weaver) hangs on the west wall. Three lit gold lanterns shaped like bats hang from the ceiling from gold chains. A thick white polar bear rug is on the floor. **Vessawin** is here on 1d10 rolls GTET 6, is in her bedroom (#112) on rolls of 5, and otherwise is found in the Clerk's Room (#104). Two oversized trained HD6 **Mountain Lions** (hp47, AC20, Bite 1d6+3, Fore Claws 1d6 each, +2 TH and +3 TD when pouncing, sense of smell prevents surprise attacks) are always found here, plus on 1d10 rolls GTET 5, 1d4 **Ordinary Devils**.

On the desk are a 1374 GP world globe in a silver frame (a world other than the Material Plane), an oversized ledger written in Infernal Cant, an 88 GP silver drinking horn filled with fine mead, a lit green taper candle in pewter stand, a wrapped scroll (overview map of Inferno, 268 GP), two charcoal writing sticks, an 82 GP ink cartridge pen, a 2639 GP gold-framed abacus with emerald stones, and a turkey drumstick on a pewter plate. The desk contains blank sheets of parchment, a blank *Spell Book* (Water), a *Dictatum's Pencil*, an oversized Mace (hp1d12), a blue leather book of personnel regulations for Devils (in Infernal Cant), four 20 SP small white leather books with red letter text in Giantish (common romance novels), five empty leather scroll cases. A cloth bag contains: 104 SP, six blocks of red wax, a 30 GP cylindrical silver roller on a handle, a paper bag with moldy cheese, and four 5 GP ivory spinning tops.

The book case is stuffed with old ledger books written in Infernal Cant, along with ancient order invoices and

other obscure bureaucratic papers and reports of no particular value. Hidden (-7 to find) in a hole under the potted plant (must be moved to find) are a leather bag holding 152 electrum pieces, and a pair of *Winged Boots* sized for a Dwarf, wrapped in a large piece of ordinary brown leather.

106. **Neznai's Office.** The room is 17 FT tall, entered from Vessawin's Office through a sturdy wood door with a platinum keyhole (-16 Open Lock) found locked. The room is kept at 20°F and has a 2 inch thick layer of reflective blue ice over the white tile floor. The walls are painted pale blue, and the ceiling is covered by a glossy bright blue tile. A green chalkboard (with chalk) is attached to the south wall on the west end, a 3300 GP oil painting of a Type 6E Devil hangs in a 500 GP silver frame on the south wall on the east end, and a 9420 GP tapestry depicting a white bear fishing on an ice floe hangs from a silver rod on the north side of the east wall. A bronze chandelier hangs in the center of the room supporting six lit gold lamps shaped like the heads of Musk Ox, Caribou, an Arctic Owl, Polar Bear, Northern Lynx, and an Arctic Wurm. The room is furnished with a large white antique metal desk centered in front of the north wall with an oversized white metal chair on rollers with a dark brown leather cushion, two short wood benches each with white cloth cushions, a white leather stuffed recliner made from white dragon hide), a white metal chest with combination padlock, and 2 white leather has-socks. A 94 GP oval white rug with woven black geometric shapes is in the center of the room. A long handled *Battle Axe* +2 (*Unholy*, *Frost Head*, triple damage to opponents sensitive to cold) leans in the northwest corner. The **Tower Seneschal**, **Neznai**, sits at the desk; 1d3 Common Devils are present on 1d10 rolls GTET 5, plus 1d3 Type 4C Devils are present on rolls GTET 7 (checked separately).

The desk has four drawers (one has a steel padlock, found locked, -10 Open Lock); one unlocked drawer is warped and is stuck shut (Strength GTET 18 required to open; it is empty). The desk holds blank parchment, three glass vials of green ink, quill pens, a clipboard with a sheaf of paper charts and tables written in Infernal Cant (personnel and watch schedules), a 8 GP tin of good-quality loose tea, a 48 GP tin of fine-quality chewing weed, an ordinary polished wood pipe shaped like a monstrous deformed bird, four pouches of 5 GP good-quality pipeweed (six pipe fills), a bronze cylinder engraved on one end with two Owl's heads facing away from one another (the Seneschal's symbol), four silver-bladed **Throwing Stars** +3 (*poisoned*, muscle relaxant, persists 1d100 minutes, save 1d20 GTET [30-Stamina]), a 14 GP ivory magic-squares puzzle, a 41 GP gold paperweight shaped like a duck, and three oversize bronze keys (don't fit anything in the Tower). The locked drawer contains three of Samael's badges {access to any Circle in Hell}, and a leather pouch holding: 48 electrum pieces, eight 4000 GP pearls, a Wizard's scroll (5x *Hold Devil in Place*), a scroll in Infernal Cant which...

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106, Neznai's Office, continued...introduces the bearer as a trusted agent of Samael, a Priest's scroll (Common, *Dominant Person* compels conversion to the worship of Samael for 3d12 months, save 1d20 rolls GTET [55-Level-Will]), a scroll listing the names and locations of thirty Evil High Priests of Samael (the list is written in Infernal Cant and is in a cipher), and a *Fool's Deck of Cards*. A *Symbol of Stunning* is written on the bottom of the drawer so that it is plainly visible when it is opened (range 6 FT, avoid viewing on 1d20 roll GTET [55-Level-Will], save 1d20 GTET [34-Will], persists 2d100 minutes).

The chest's padlock has a four-tumbler wheel labeled with the letters A through P [combination is HADE]. The chest is frozen into the ice and has a network of fine copper lines across its surface (-6 to find); under the chest is a panel with four Leyden jars connected to the copper wires (-10 disarm trap): the first eight persons touching the chest each receive a 1d12+3 shock (save 1d20 roll GTET [34-Stamina]). The chest contains a *Gorgash's Dragon Bridle*, a tightly rolled *Teleporting Tent*, a pair of copper *Spectacles of Disguise* with blue tinted lenses, an *Ever-full Ration Backpack*, a *Smee's Hogtie Rope*, a set of bronze *Lockpicks* +4, and a *Telekinesis Wand* (72 charges).

107. Jaironna's Parlor. The room is entered from the Balcony (south) through a metal door with an adamantite key lock (-20 Open Lock) that is open when **Jaironna** is in the suite and otherwise is locked; entered from Jairoanna's Closet (west) through a sturdy wood door with a steel keyhole (-10 Open Lock) that is open when she is in the suite and locked otherwise; entered from Jairoanna's Bedroom (east) through a sturdy wood door with a platinum keyhole (-20 Open Lock) that is open when **Jaironna** is in the suite and otherwise locked. The floor is redwood, yew, and oak wood parquet, the walls are covered with beaten gold on the lower half and silk-and-felt red wall paper on the upper half, and the ceiling is a glossy white marble tile with red grouting. The room is furnished with two stuffed divans, two recliner chairs, a low circular table with a crystal surface, three blue hassocks, and an ornately-carved sideboard table. Two niches in the north wall hold ancient 20-inch tall ceramic vases decorated with scenes of cavorting Centaurs (35,362 GP, 23,184 GP). In each corner is a lit gold lantern shaped like jumping swordfish attached to the wall by gold brackets shaped like long-haired mermaids. Two niches in the south wall hold white 30-inch vases (16,492 GP, 18,502 GP) with depictions of satyrs chasing nymphs; each vase is sealed by wax and holds a potent *paralyzing poison* (range 10 FT, persists 3d100 minutes, save 1d20 rolls GTET [33-Stamina], checked every 15 seconds of exposure). A round stone basin in the southeast corner has a 3 FT tall water fountain shaped like a hand-pump; a hidden (-10 to find, -10 Open Lock) compartment in the fountain holds three *2d6 Cure Wounds Potions*. Hidden (-10 to find) in the underside of each divan is a silver-bladed *Dirk* +3 (*aura of evil*, Unholy, *slaying* {any good on critical hit, save 1d20 GTET [35-

Stamina]}). When **Jaironna** is here two *invisible Quivaras* guards are also present, otherwise on 1d10 rolls GTET 6 a **Jinguma** is present plus 1d6 **Common Devils**.

108. Jairoanna's Closet. The west wall is filled by a wide variety of very fine and elegant women's clothes (dresses, gowns, skirts, lace and silk blouses, tunics, cloaks, shawls, and capes) hanging on two horizontal gold rods on 6 GP gold hangers; the 420 pieces here are all of expensive materials and masterwork quality, valued at (1d20*750)+250 GP. The south wall is covered in a grid of shoe cubbyholes, 10 across by 40 down; 328 shoes are present all of expensive materials and masterwork quality, each valued at 2d20*25 GP. Also in the room are three teak boxes stacked on one another, a wood chest with a platinum keyhole (locked, -8 Open Lock) with carved ivory panels on the outside, four parasols, eight large floppy hats, and a large copper *Cauldron of Plenty*. Jairoanna's maid, **Figstrith** is here on 1d10 rolls GTET 6.

The top teak box contains forty glass bottles of rare (1200 GP) cosmetics in various colors and shades. The middle teak box holds thirty-two vials of rare (1500 GP) perfume. The bottom teak box holds twenty-eight 3 GP cakes of scented soap and sixteen pots of rare (12 GP) skin moisturizing lotion. The ivory-covered chest contains: a 3019 GP silver-turquoise incense burner, twenty-two 50 GP sticks of very-good-quality incense, two carved ivory pipes (80 GP, 104 GP), fourteen 7 GP pouches of good quality pipeweed, a 30 SP sealed tin of peppermint candy, a 6153 GP carved soapstone idol of a seated rotund round-cheeked bald man in a kimono with ruby eyes, a bronze cast metal of a three-humped dragon where every hump has a candle holder, a stuffed and preserved giant frog, and a small wooden box holding a collection of twelve brightly-colored ceramic tops (set 137 SP).



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109. Jaironna's Bedroom. The room is entered from Jaironna's Parlor through a sturdy wood door with a platinum keyhole (-20 Open Lock) that is open when **Jaironna** is in the suite and otherwise locked; it is entered from Jaironna's Bath through a sturdy wood door with a gold keyhole (-18 Open Lock), found open when Jaironna is in the suite, otherwise locked. The floor is covered in a thick red shag carpet, the bottom half of the walls are faced with red-and-white marble, a cherry wood chair rail around the room perimeter and red velvet wallpaper on the upper wall; the ceiling is covered in gold leaf with a crystal chandelier. The room is furnished with a thick circular bed covered with red coverlet (a rolled up red blanket is a *Blanket of Devouring*), a makeup table with a silver mirror and a gilded gold stool with a red cushion, a wide-backed wicker chair (*Rajah's Floating Chair*), an oak clothes stand, two oaken chests with platinum keyholes, a full-length mirror set into a gold frame, a gilded wood rocking chair, an unlocked upright cedar armoire, and an upright jewelry box with a gold keyhole (locked, -8 Open Lock). When **Jaironna** is not present her maid **Figstrith** is here on 1d10 rolls GTET 8.

The first oak chest is unlocked but has a thin teak cover over the contents inscribed with a *Glyph of Blindness* (range 5 FT, avoid viewing on 1d20 rolls GTET [33-Will], save 1d20 roll GTET [35-Stamina], persists 2d100 minutes); the chest contains thirty leather-bound books in a (Human) foreign languages; fourteen are mystery novels valued at 1d12 GP (except for '*Murder in the Philosopher's Tower*,' by Al'Salaame, valued at 1268 GP), four are 12 SP torrid romances novels, four are books on the philosophy of government (Horoddicius at 64 GP, Galocinnus at 136 GP, Heptonannus at 243 GP, Gauis Falleppo at 321 GP), six are books on the philosophy of ethics (Astensee at 94 GP, by Ula Ra'aide at 88 GP, by Abdul Thay Jaffir at 202 GP, by Paulus Attan at 173 GP, by Spedicces at 341 GP, by Detaes at 285 GP), two are books on advanced mathematics (by Erclidattes at 578 GP, by Polycarp Quornos at 392 GP), plus a *Codicil of Immorality*, *Pelk's Bestiary* (Devils), a *Manual of Priestly Experience* (50,000 XP for an evil Priest, 10,000 XP for an evil Crusdaer), a *Tome of the Numbered Years*, a *Proofing Scroll*, a *Codicil of Geas Breaking*, and a *Tome of Forgetfulness*. The second chest is locked (-7 Open Lock) and has a poison needle trap (-9 to find, -12 disarm trap, *paralysis* 3d10+5 minutes, save on 1d20 roll GTET [28-Stamina], refilling mechanism has sufficient agent for eight strikes); the hinges are readily removable (-9 to find) so the lid opens from the back. The chest contains a pair of *Wristbands of Lead*, a pair of silk *Boots of Spider Walking* (cursed; on a 1d100 result of 100 checked per use it *transforms* the wearer into a **Giant Widow Spider** for 1d10*3 hour, save on 1d20 roll GTET [35-Will]), a pair of green leather *Jig Dancing Boots*, a pair of brown leather *Traceless Boots*, a flask of *Hallucination Draught*, two doses of *Dwarven Death Powder*, three *2d8 Cure Wounds Potions*, two *Tonics of Restore Sight*, two pots of *Stone to Flesh Salve*, and a pot

of *Life Restoring Balm*.

On the makeup table are a black leather case of ordinary woman's toiletries, a 32 GP silver hand mirror, three 28 GP ivory combs, two fine hair brushes with gold handles engraved with the picture of a long-haired maiden (41 GP, 78 GP), six 40 GP gold hairpins topped with miniature gold dragons (two have *auras of enchantment*, one has *aura of evil* {a Dwarf pricked with this one is *paralyzed* until pricked again, save on 1d20 rolls GTET [30-Stamina]}), a 386 GP ornate cover of stained glass fitted over a lit gold lantern shaped like a rearing stallion, five 20 GP glass pots of rouge, a 600 GP ivory case with brush and colors of lip gloss, four 20 GP glass pots of eye shade, an oval ceramic container with lid containing a white body lotion, a pair of 5 GP gold tweezers, two glass spritzers of high quality perfume (128 GP, 153 GP; the second perfume is poisonous/fatal to elves, save 1d20 roll GTET [32-Stamina]), and five 10 GP vials of nail polish (blue, green, purple, red, white). A hidden button (-5 to find) underneath the table releases a spring which ejects a *Wand of Goblin Making* (48 charges) from the table body; another hidden button (-10 to find) opens a secret panel on the underside of the table holding a silver-bladed *Dirk +3* (Unholy, *invisible blade*, *wounding* versus good hp1d3 for 1d8 rounds).

On the clothes stand are a long pink bathrobe, a *Girdle of Foolish Courage*, a dirty white *Cloak of Aging*, a dark red wool cloak, a light blue cloth *Cap of Visualization*, a blue-and-white *Shrinking Tunic*, a brown leather *Thin Man's Belt*, a leather shoulder strap with an attached *Pouch of Disintegration*, and a red *Sash of Parsimony* embroidered in gold thread with rubies.

In the armoire is a selection of lacy women's underclothes: thin lingerie, night shirts, low-cut and brightly-colored knee-length dresses, sleeveless tops, silk blouses, linen blouses, knee-length pants, a linen tunic, brightly-colored gauze scarves, a black beret, pairs of elbow-length white gloves, pairs of black leather gloves, leather vests, a 10,302 GP fur stole, a 4185 GP fur hat, leather belts (red, white, black, each with 50 GP gold buckles), a well-worn pair of leather slippers, a pair of dragon-hide moccasins, a pair of knee-length black boots, and a fur-lined hooded cloak with a silver clasp shaped like a Nightmare (*Cloak of the Night*); all clothes are sized for a tall Human woman.

The upright jewelry box contains eight 700 GP silver neck chains, six 1200 GP gold neck chains, four 8500 GP gold rings with amethyst, sapphire, emerald, and bloodstone, a 45 GP silver-jet ring, two platinum-pearl tiaras (9534 GP, 17,297 GP), five 1000 GP gold brooches, three 80 GP silver armbands shaped like intertwined adder snakes with gold eyes, eleven 1250 GP pairs of gold earrings with diamonds, emeralds, topaz, jade, and citrine, an *Ever-Returning Diamond* which appears to be worth 850 GP, a polished 5 inch diameter globe of jet (*Orb of Location*), a ruby pendant (*Romance Stone*),...

SEVENTH FLOOR

109, Jaironna's Bedroom, continued...a bronze bracelet inlaid with jade (*vibrates when Undead are LTET 200 FT*), an ivory wristband with gold clasp engraved with images of dancing devils (*cursed, aura of evil, Amulet of Hate versus Humans*), a gold *Armoire Charm* (found empty), a platinum neck chain (*aura of evil, Chain of Insanity*, 2730 GP), a leather-and-silver ring neck choker sized for a Dwarf (*Choker of Tongues*), an ivory charm shaped like a Medusa's head (*aura of evil, Charm of the Hag*), and a silver brooch engraved with a muscular arm and fist (*Talisman of Herakles, Strength+3*).



110. **Jaironna's Bath.** The room is entered through a sturdy wood door with a gold keyhole (-18 Open Lock), found open when **Jaironna** is in the suite, otherwise locked. The floor is made of alternating gold, jade, ivory, and jet tiles with white grout, the walls are paneled in teak wood, and the ceiling is whitewashed with frescoes of Satyr's chasing and mating with Nymphs. Three lit green-tinted hurricane lamps with gold fittings are attached to the south wall by gold brackets shaped like grape vines. Hanging on the east wall is a 7492 GP large oil painting depicting a flower garden in front of an ancient stone wall (*hidden* under the painting backing is a *Minor Time Walk* scroll; -12 to find) and hanging from a silver rod on the west wall is a 11,539 GP tapestry depicting a group of stallions running across a meadow. The room is furnished with a three-person gold tub with six clawed feet, a 6 FT tall by 3 FT diameter *self-heating* tank of hot water connected to the tub, a marble bench with red leather cushion, a teak wood towel rack, a white marble pedestal supporting a 30-inch gold washbowl, a full-length silver mirror in a teak frame, and a single-person glass enclosure (like a shower stall) in the south-east corner continually filled with hot steam. Attached to the north wall is a shelf holding twenty-three colored soaps, five flasks of shampoo, four bubble bath flasks, two cologne spritzers (contents 58 GP, 91 GP), an ordinary shell comb, a shell skin scraper, a teak backscratcher, a large clay pot of body lotion, and a 33 GP ordinary steel razor set into a platinum handle. If **Jaironna** is not present her maid **Figstrith** is here on 1d20 rolls GTET 18.

If the glass steam enclosure is broken, the room fills with heated steam: apply a -3 TH penalty to any activity re-

quiring clear vision. If the hot water tank is punctured, any person impacted by the resulting hot water stream suffers hp2/round from to scalding (avoid on 1d20 rolls GTET [30-Agility]). Two of the soaps are *poisonous* if applied to Gnomes (fatal, save on 1d20 rolls GTET [28-Stamina]).

111. **Stack Antechamber.** The room is 25 FT tall and contained within its own reality separate from the, with a stair on the north side leading down to the Clerk's Room; the metal door to Vessawin's Room (west) has an adamantine keyhole and is found locked (-12 Open Lock); the metal door to the Stacks (east) has an adamantine keyhole and is found open (-8 Open Lock). The room has a smooth stone floor, a wooden table, three wooden benches with yellow cloth cushions, and two barrels of good-quality beer, each with a tin ladle. Plain cylindrical lit bronze lanterns are attached to the west, south, and east walls by iron brackets. The room contains a **Quivaras** (with key to the Stacks) and 1d12 **Common Devils**; any mortal entering this area is challenged.
112. **Vessawin's Room.** The room is 20 FT tall and is entered from the Antechamber through a the metal door having an adamantine keyhole (found locked, -12 Open Lock). The floor is covered in mahogany planks, the walls are of dressed white stone, and the ceiling is covered by bronze plates depicting Giants whipping Dwarven slaves in mountains and mines. A large red stone fireplace with a thick stone mantel is centered in the west wall. Two lit gold lanterns in the shapes of Wolves are attached to the south wall by gold brackets shaped like tree limbs; two similar brackets on the north wall are not lit. The room is kept at a constant 25°F. The room is furnished with a four-poster bed, a ten-drawer dresser, a wood stool, a silver-gilded rocking chair, a silver full-length mirror set into a pine frame, a blanket rack, a game table with inlaid backgammon board (ivory pieces are kept in a side drawer), and a wood kneeler with white leather padding [all furniture is sized for a Giant]. In one corner is a giant-sized leather backpack. Hanging from a gold rod on the west wall is a 16,488 GP tapestry depicting longships at anchor in a mountain fjord. On the north wall (directly above the kneeler) is an *Unholy Symbol of Ekikloxi* (a **Greater Ice Demon**; a nine-pointed star of ice with black pearl in the center, *aura of evil*, when this symbol is touched by a good or neutral person a HD8 **Minor Ice Demon** is summoned on 1d10 rolls GTET 3). Two HD12 **Ice Spirits** are released if the mirror is broken. **Vessawin** is found here on 1d10 rolls of 1, at the Clerk's Room (#104) on rolls 2 to 4, and otherwise is found in her office (#105); when **Vessawin** is not present, on 1d10 rolls GTET 5 the room is occupied by 1d4 **Common Devils**.

The dresser contains a selection of wool and linen woman's underclothes, long-sleeved wool shirts, short-sleeved linen blouses, knee-length vests, woolen caps, ankle-length tunics, knee-length print dresses,...

SEVENTH FLOOR, EIGHTH FLOOR

112, Vessawin's Room, continued...a sequined ankle-length gown, pairs of long pants, pairs of thick wool socks, a pair of slippers, a thick bathrobe, flannel night shirts, an orange hooded sweatshirt, a black leather belt with a 59 GP gold clasp shaped like a bear, and three wigs [all clothing is sized for a 9 FT tall woman]. A cloth bag holds 174 GP and 40 SP, a silver short sword in leather scabbard, a 64 GP well-made brass compass, a slide whistle, three prayer books to Ekikloxi (in Common, *aura of evil*), two sets of white ivory prayer beads to Ekikloxi (282 GP, 314 GP, *aura of evil*, a good person handling these beads becomes permanently neutral {save on 1d20 roll GTET [28-Will] checked per handling}), a 7 inch jade figurine of a *Mountain Lion* (invoke 3/day, HD6, hp47, AC35, 10 minutes), a 1207 GP large stag's horn drinking cup inlaid with gold and platinum, a bag of carved stag's horn rune tokens (fortune telling, no enchanted value or abilities), a 74 GP well-made fiddle and bow with spare strings, three *2d8+2 Cure Wounds Potions*, a *Potion of Cold Resistance*, and a *Potion of Invisibility*. The backpack contains a giant-sized Mattock, twenty iron spikes, 225 FT of 1 inch rope, a giant-sized lantern, four flasks of lamp oil (each the size of three ordinary flasks), a flint/steel set, a metal mirror 10 inches by 12 inches, and two days of trail rations (each three times human-sized rations).

- 113. Tower Stacks.** The room is 90 FT and divided into seven aisles by six large wooden racks. Each rack is 100 FT by 82 FT high and divided into thousands of 5 inch cubbyholes (each 12 inches deep); each cubby has a number written over it in Infernal Cant. Cubby holes contain an ancient wizened scroll on 1d10 rolls GTET 8, a six-sided multi-colored crystal on rolls 3 to 7, and is empty on rolls of 1 or 2. All written material is in Infernal Cant. The room has no furniture and no ladders. It is staffed by a **Keres** with three **Quivaras** foremen, twenty-five **Zoybim**, and fifteen **Ordinary Devils**. The room is *enchanted* to prevent of any spell or prayer associated with Fire (a 1d20 roll GTET [55-Level-Wil] is required to cast the spell or perform the prayer). Each piece of crystal holds the 'file' on an individual soul, white pieces represent living persons, black pieces deceased persons, and grey pieces represent Undead; these pieces can be 'read' by enchanted devices found on all of the desks in the Clerk's Room.

Eighth Floor

The overall dimensions of the Eight Floor are 110 FT by 90 FT, with an open area 50 FT by 40 FT wide in the center, above the central shaft that connects the First through Eighth Floors. Two gold horizontal poles connected to the ceiling run west-to-east across the central shaft and two horizontal poles run north-to-south, dividing the shaft into a three-by-three grid; gold cables connect the poles at 20 inch intervals. Persons ascending the shaft up from the First Floor end up floating just below the ceiling and use the poles/cables to pull themselves to the Balcony floor. When **Samael is in the Tower** then **Varkony** is with him on 1d10 rolls GTET 4, otherwise determine **Varkony's** location using

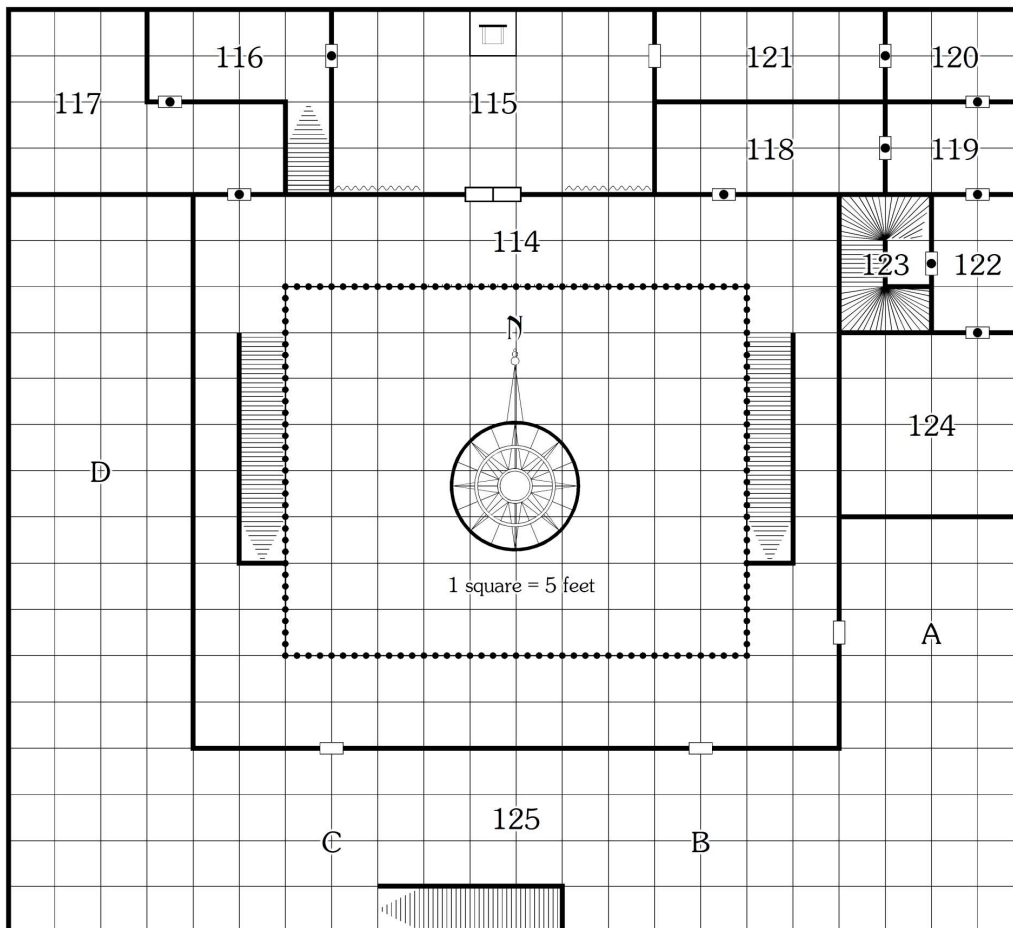
1d8: (1) Receiving Room, (2) Varkony's Workroom, (3) Interview Room, (4) Varkony's Parlor, (5) Varkony's Bedroom, (6) Upper Throne Room, (7) Samael's Robing Room, (8) Samael's Private Library. When **Samael is not in the Tower**, **Varkony's** location is determined by 1d6: (1-2) Varkony's Parlor, (3-4) Varkony's Workroom, or (5-6) Varkony's Bedroom. See the diagram on page 53.

- 114. Eighth Balcony.** Stairs on the west and east sides lead down to the Seventh Floor. The large gold double doors are always guarded by two **Keres** who are supported by the other Devils in the area but do not support them in return; the doors are unlocked when Samael is inside the Upper Throne Room and locked otherwise. The metal doors in the northwest and northeast corners have platinum keyholes and are found locked (-20 Open Lock). The east (A) and two south (B, C) doors to the Sculpture and Painting Gallery are made of sturdy wood with latches, no locks. Two **Quivaras** stand at the northeast, southeast, southwest and northwest corners, these support each other if attacked and support the Keres at the double doors. The guards challenge any mortals appearing on the floor (success requires the appropriate pass from Samael, or a 1d20 roll GTET [60-Level-Will-SPM]).

- 115. Samael's Upper Throne Room.** The room is 22 FT tall, entered from the Balcony through two gold metal doors with gold keyholes (-22 Open Lock) which are open when **Samael** is inside and otherwise locked; a total Strength GTET 28 is required to move a door. The room is entered from the Robing Room (west) through a metal door with a platinum keyhole (-20 Open Lock) which is always locked, and from 121 (east) through a sturdy wood door with an adamantite latch, no lock. A **Keres** guards the door to the Robing Room, another guards the door to #121. The floors are rare green-and-white swirl marble, the walls are beaten gold leaf, and the ceiling is light blue with frescoes of Samael in triumph over the other Devil Princes and over hordes of slobbering demons. Centered in front of the north wall is a 10 FT square by 10 inch thick platform of solid gold, centered on the platform is a huge simple gold chair with a red satin cushion, sized for a man 12 FT tall. Flanking the platform to the west and east are 9 FT tall gold candlesticks with lit long red taper candles. A 47,810 GP tapestry of Lucifer hangs from a gold rod on the east end of the south wall. A 36,938 GP tapestry of Samael's Tower and gardens hangs from a gold rod on the west end of the south wall; touching either tapestry summons 1d6 **Jinguma** within 1d100 seconds. When **Samael is not present** 1d8 **Ordinary Devils** plus 1d8 **Ordinary Devils** are in the room. The platform and chair have strong *auras of evil*. When good/neutral persons sit in the chair they are *forcibly transformed* into **Jinguma** for (1d20*200)+45 minutes (save on 1d20 roll GTET [55-Level-Will] AND 1d20 roll GTET [32-Stamina]). When **Samael is in the Tower**, touching the chair *summons* Him (along with his guards) on 1d10 rolls GTET 4.

EIGHTH FLOOR

SAMAEL'S TOWER



EIGHTH FLOOR

116. Samael's Robing Room. The room is 22 FT tall, entered from the Throne Room through a metal door with a platinum keyhole (-20 Open Lock) which is always locked {a **Keres** guards the other side}, and entered from the Library through a sturdy wood door with a platinum keyhole (magically enhanced for strength, always locked, -20 Open Lock, a **Keres** guards the other side). A stair in the southeast corner leads up to the Central Hallway on the Ninth Floor. The floor is a thick but short dark red carpet with lines of gold across it, the walls are made of mahogany panels, and the ceiling is beaten gold in images of all kinds of Devils. Two lit gold lanterns attached to the west wall have Devil face masks over them. Four tall gold candlesticks stand in the center of the room holding lit black candles. The room is furnished with a red silk divan, a plush dark red recliner, two dark red footstools, and an upright armoire with a gold keyhole (found locked, -22 Open Lock). Seven scarlet ankle-length robes (**Samael's Robe**) lined in purple with fur collars and large gold buttons hang on gold hooks along

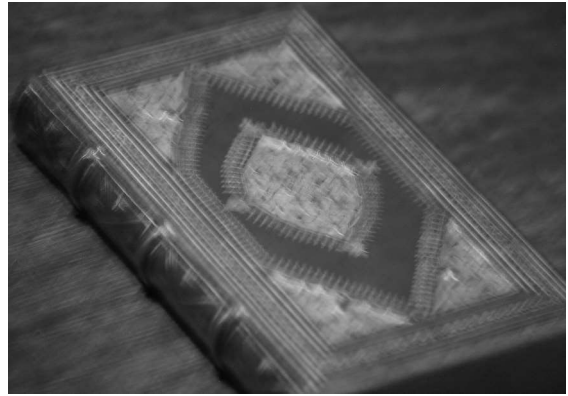
the west wall; the buttons have the impaled scale symbol on them. When **Samael** is not present, the room is occupied by a **Keres** and two **Jinguma**.

Both the correct key AND the correct password ("reficul") is required to open the armoire. Removing the lock/password spell requires either a *Disperse Magic* cast by a Wizard GTET L18 or a *Banish Spell* prayer performed by a Priest GTET L20. A *Symbol of Stunning* is inscribed on the inside of the left door (range 6 FT, avoid viewing 1d20 GTET [53-Level-Will], save 1d20 GTET [34-Will], persists 4d100+2d20 minutes) and a *Glyph of Summoning* inside the right door (avoid viewing 1d20 GTET [35-Will], 1d8 HD10 **Efreeti**, 15 minutes). Inside the closet hangs a long heavy gold neck chain with a 14 inch gold medallion (**Lucifer Signet**) inscribed with the speared scales, in rings of rubies, emeralds, pearls, and sapphires around the outer edge (sized for a 12 FT tall person; strong *auras of evil and enchantment*).

EIGHTH FLOOR

117. **Samael's Private Library.** The room is 20 FT tall, entered from the Balcony through a metal door with a platinum keyhole that is always locked (-20 Open Lock); a sturdy wood door (magically enhanced, platinum keyhole, found locked, -20 Open Lock) in the north wall leads to the Robing Room. The floor is covered by a thick yellow-gold carpet in dark brown geometric patterns, the walls in the square section are lined with mahogany bookshelves, with the rest of the room paneled with mahogany. A gold ring attached to the ceiling by gold chains holds eight lit globe lanterns. The room is furnished with an ancient 6 FT diameter circular table, four straight backed wood chairs, and two stuffed recliner chairs covered in white dragon hide. A **Keres** stands guard at the door to the Robing Room, not permitting any mortal access, even with a Tower pass (not protecting the book collection); another **Keres** and a **Zoybim** stand watch in the room. The room is *enchanted* to prevent any natural fire or Fire magic.

The shelves are filled with 4000 volumes of the rarest and most unique of books, ranging in age from 300 to 3000 years, in every known language plus many generally unknown languages, reflecting Samael's personal selections and tastes. The collection concentrates on books about religious history, law, biographies of judges and prophets and lawmakers, ethics, the theories of fire magic, music theory and composition, and construction techniques for musical instruments. Determine the language of a selected book using 1d20: (1-4) Common, (5-8) Infernal Cant, (9) Elven, (10) Dwarvish, (11) Gnomish, (12) Cercopes, (13) Lycanthrope, (14) Centaur, (15) Giantish, (16) Draconic, (17) Medusa, (18) Material Plane foreign Human language, (19) Outer Plane unknown language, (20) enchanted book. If an *enchanted* book is selected, determine the result from 1d20: (1) *Annal of Identification*, (2) *Codicil of Languages* {determine 1d3 Languages}, (3) *Codicil of Religious Transformation* {Lucifer worship}, (4) *Babel Tome*, (5) *Codicil of Transformation* [Dog, Cat, Parrot], (6) *Geas Tome* {select an appropriate mission}, (7) *Handbook of Life Experiences* 20,000 XP, (8) *Manual of Skills* {select appropriate skill}, (9) *Mind Numbing Tome*, (10) *Pelk's Bestiary*, (11) *Pelk's Handbook of Rituals*, (12) *Tome of the Ages*, (13) *Power Stealing Tome*, (14) *Tome of Amnesia*, (15) *Fool's Tome*, (16) *Hag's Tome*, (17) *Tome of Indecision*, (18) *Tome of Infirmary*, (19) *Tome of the Numbered Years*, (20) *Manual of Magus Experience* 50,000 XP {Wizard's only}. Each ordinary volume is valued at $(1d12 \times 5000) + 2500$ GP. The Keres guard challenges any Adventurer touching a book. If the **Keres** is attacked, the **Zoybim** summons one of (1) 1d6 **Jinguma**, (2) 1d6 **Quivaras**, (3) 1d6 **Type 8A Devils**. All Devils are careful about fighting in this room so that none of the books are damaged.



118. **Receiving Room.** The room is 25 FT tall, entered from the Balcony through a metal door with a platinum keyhole (-20 Open Lock) which is always locked; a sturdy wood door in the east wall leads to Varkony's Workroom is found locked, the door has a platinum keyhole (-22 Open Lock, resists *open door spells*). The floor is made of green marble, the walls are red stone, and the ceiling is whitewashed with frescoes of dancing female Efreeti. Lit conical gold lanterns are attached to the west and north walls. The room is furnished with a thick oval yellow rug, a brown-and-gold divan, two cushioned ottomans, a small circular table, and a folding breakfront table. Cylindrical white marble columns are in each corner, each supporting a rotund winged cherubic figure in white marble with horns, forked tail, and small bow-and-arrow (*auras of evil and enchantment*). On the circular table is a large pewter vase of *Flowers of Forgetfulness*. On the breakfront are a bronze bust of the head of a Type 6C Devil (the person breaking the bust is *cursed* with 400 days of -3 TH penalty to all melee/ranged combat and all saving throws; save 1d20 roll GTET [32-Will]), a gold rack holding a scroll of prayers in Infernal Cant to Lucifer (*aura of evil*), a 3427 GP 10 inch marble figure of a rearing Pegasus, a tall glass cylinder filled with a constantly shifting mixture of colored gasses (breaking the glass *releases a strong airborne poison* causing severe respiratory distress, reduce the effective Stamina by 6 points for 1d20*100+50 minutes, save 1d20 GTET [33-Stamina] checked every 15 seconds of exposure), and a 805 GP crystal dish of candy (candy is *deadly to Gnomes*, save 1d20 GTET [32-Stamina]). A 32,539 GP 8 FT by 5 FT tapestry depicting Demons in silver chains being dropped into a volcano hangs from a gold rod on the north wall. If a good or neutral person attempts to unlock/open the door to #119, each cherubic figure fires a hp8 *God's Bolt*/round as long as the person remains at the door. On 1d10 rolls GTET 6, 1d6 **Ordinary Devils** are in this room. When Varkony is present he is entertaining a guest on 1d10 rolls GTET 5; select the guest using 1d6: (1) **Succubus**, (2) **Medusa**, (3) female **Vampire**, (4) female **Siren**, (5) **Banshee**, (6) female **Mummy Lord**.

EIGHTH FLOOR

119. **Varkony's Workroom.** The rectangular room is entered from the Receiving Room (west) through a sturdy wood door with a platinum keyhole (-22 Open Lock, resists *open door spells*) which is always locked; the sturdy wood door in the north wall leads to Varkony's Larder and has an adamantine keyhole (-20 Open Lock) and is found locked; the sturdy wood door in the south wall leads to Varkony's Parlor and has an adamantine keyhole (-20 Open Lock) and is always locked. The floor is covered in a thick carpet made up of flecks of different shades of brown, the walls are covered with silk wallpaper consisting of vertical stripes in four shades of reds, the ceiling is jet black inlaid with hundreds of softly-glowing crystal chips (the pattern exactly mimics the stars on Mid-Summer's Night as seen from Eguyan City on the Tenth Plane of Vreggias). The room is furnished with a sturdy rectangular table, two leather-padded benches, two cushioned stools, and an upright wood cabinet with a gold keyhole (locked, -16 Open Lock). Two lit gold lanterns shaped like frogs on lily pads are attached to the east wall, and two lit golden globe lanterns hang over the table, attached to the ceiling by golden chains. Attached to the table is a 537 GP large circular 20-power magnifying glass set into a bronze frame. Three ivory animal tusks (398 GP, 522 GP, 707 GP) on the table are in various stages of being carving (at the level of a rare Masterwork); also on the table are a set of adamantine carving tools (chisels, files, awl, drill bit, needles, sandpaper, polishing rouge and cloths, each 1d100*1d12 GP). When **Varkony** is present he will be working on a carving; when he is present 1d4 Common Devils are present on 1d10 rolls GTET 5, otherwise the room is deserted.

Inside the upright cabinet are twenty-two ivory scrimshaw pieces all carved at the rare Master level (each valued [1d100*250]+[1d100*100] GP), nine 800 GP pieces of untouched ivory tusks, a 5044 GP master steel carving set, a 3583 GP carved horn stein inlaid with topaz and bloodstones, a 8820 GP carved ivory flute, a wooden box holding fifty 15 GP ivory needles, a 40 GP rosewood wooden box holding 210 ivory scrimshaw buttons at 20 GP each, and four 1000 GP strings of ivory prayer beads dedicated to Lucifer (*aura of evil*).

120. **Varkony's Larder.** The room is 22 FT tall, entered from Varkony's Workroom (south) through a sturdy wood door with an adamantine keyhole (-20 Open Lock) which is found locked; the room is entered from the Interview Room (west) through a metal door with a platinum keyhole (-22 Open Lock) which is found locked. The floor is made of grey slate, the walls are whitewashed, and the ceiling is painted brown. The east side of the room is taken up by sturdy wooden shelves and a large wooden box enchanted to remain cold inside. On the shelf are a bushel of apples, a bushel of pomegranates, two bushels of oranges, five tins of wheat crackers, a basket of fresh breads, two crates of beef jerky, a crate of smoked fish, twenty flasks of artesian water, five crocks of sauerkraut, two platters of fruit-filled pastries, four tins of dark tea,

two crocks of white sugar, and five tins of dark chocolate. Inside the cold box are three cans of fresh milk, two cans of apple juice, a can of cranberry juice, two flasks of carbonated water, a half-wheel of white cheese, a sealed tin of sliced corned beef, two sealed tins of thinly-sliced roast beef, four long sausages, a pot of sweet mustard, a pot of horseradish sauce, two jars of marmalade, two crocks of sweet butter, and three pints of cream. On 1d10 rolls GTET 4, 1d6 **Ordinary Devils** are in this room.

121. **Interview Room.** The room is 20 FT tall, entered from the Upper Throne Room (west) through a metal door with an adamantine latched, no lock (a **Keres** guards the other side), and from Varkony's Larder (east) through a wood door with a platinum keyhole lock, found locked, DC30 Open Lock). The floor is made up of 2 FT gold squares set in a rosewood lattice, the lower half of the walls are vertical strips of teak, the upper walls are a red velvet wallpaper with a gold pattern of the pierced balance, and the ceiling is a glossy white tile. Three lit gold lanterns shaped like boar's heads are attached to the north wall, and three gold lanterns shaped like stag's heads are attached to the south wall. A large gold chair with purple velvet cushion is on the north wall next to a teak sideboard. The room is also furnished with a gilded wood bench with white dragon hide cushion, a gold rocking chair inlaid with jet and onyx and amber, three gilded straight-back chairs with black leather cushions, and a secretary desk in the northwest corner. A 14,742 GP large black tapestry with the pierced balance in gold hangs from a golden rod behind the chair. A 24,832 GP blue tapestry depicting an airborne griffon defeating a flying unicorn hangs on the south wall.

When **Samael** is present he is accompanied by three **Keres** and is interviewing 1d3 creatures as determined using 1d20: (1) **Type 8B Devil**, (2) **Type 6D Devil**, (3) **Type 4C Devil**, (4) **Type 2E Devil**, (5) **Fire Giant**, (6) **Medusa**, (7) **Harpy of Hell**, (8) evil Priest L1d10+4, (9) evil Crusader L1d12+5, (10) evil Wizard L1d10+9, (11) **Lycanthrope** (Wolf), (12) **Lycanthrope** (Boar), (13) **Ogre**, (14) **Troll**, (15) **Efreet**, (16) **Djinn**, (17) **Siren**, (18) **Centaur**, (19) **Cyclops**, (20) **Manes** (checked independently). When **Samael** is not here, a **Keres** guards the door to Varkony's Larder and the room is occupied by 1d4 **Zoybim** plus 1d3 **Common Devils**. When **Samael** is present the doors/walls are *enchanted* against any kind of audio or visual eavesdropping.

In the secretary desk are found blank sheets of parchment, eight foil envelopes, quill pens, two vials of black ink, a clay shaker with dry sand, a 3 GP small silver hand bell, three vials of *Unholy Water*, four charcoal writing sticks, a Priest's scroll (dedicated to Lucifer, *2d8 Cure Wounds*, *2d8 Cure Wounds*, *1d12 Cure Wounds*), a Shaman's scroll (*Dominate Person*, *Dominate Devil*), a Wizard's scroll (*Air*, *Choke*, *Disperse Magic*, *Flight*, *3d6+4 Hailstorm 20x20 FT*, *Lighten Load*, *See Invisible*, *1d8+3 Sound Blast*, *Target Missiles*, *Waken*), a cloth pouch with twenty 8000 GP pearls, a pouch with...

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121, Interview Room, continued...nine 2500 GP rubies, a cloth bag holding 242 GP in coins, a prayer book to Lucifer written in Infernal Cant (*aura of evil*), three of Samael's passes for all of Inferno, and a Pardon signed by Samael (*aura of evil*).

122. **Varkony's Parlor.** The room is entered from Varkony's Workroom (north) through a sturdy wood door with an adamantine keyhole (-20 Open Lock) that is found locked; a metal door leading to the Ninth Floor Stair (west) has an adamantine keyhole (-23 Open Lock) is found locked; a metal door leads to Varkony's Bedroom (south) has an adamantine keyhole (-18 Open Lock) and is found locked. A pressure panel in the floor (-12 to find, -8 disarm trap) before the south door is an alarm, ringing a bell inside the Bedroom when stepped on (avoid on 1d20 rolls GTET [35-Agility] if unknown, GTET [26-Agility] if known). The floor is covered in a thick red shag carpet, the walls are white with a hanging floral arrangement in the center of the east wall, and the ceiling is painted dark red with a yellow border around the perimeter. Lit gold lanterns shaped like a bat with outstretched wings hang from the ceiling by gold chains in the center of the west, east, and south walls. The room is furnished with an antique round wood table, three straight back chairs with blue cushions, an iron stand holding a wood cask of water with a spigot, and an up-right cabinet with a silver keyhole (found locked, -8 Open Lock). On the table are a set of pewter dinnerware, a filled pewter water pitcher, a pewter stein shaped like a cat with its tail as the handle, three account ledgers written in Infernal Cant, a 5634 GP ancient book of poetry (foreign Human language), a 2744 GP ancient cookbook (foreign Human language), and a 1200 GP one-pint gold vessel with spout stained deep red on the inside (*aura of evil*). When **Varkony** is present he is engaged in drinking from a crock of blood on the table. If **Varkony** is in his Bedroom, a **Zoybim** is stationed here to waken him if intruders enter, otherwise the room is unoccupied.

The cabinet contains six 7200 GP/set gold table setting including wine goblets and water tumblers, six 3000 GP gold serving dishes, 300 GP and 600 GP gold platters, three red linen tablecloths, a 117 GP finely-woven lace overlay for the table, twenty 3 SP linen napkins, 245 GP and 530 GP gold steins, two 8 GP silver hand bells, and eight sealed clay crocks of human blood.

123. **Ninth Floor Stair.** The metal east door has an adamantine keyhole (-23 Open Lock) is found locked. This space is the lower end of a spiral stair leading up to Top of the Stair on the Ninth Floor. The landing at the top of the stair is guarded by a **Keres**, two **Quivaras**, and two **Jinguma**.

124. **Varkony's Bedroom.** The room is entered through a sturdy wood door with an adamantine keyhole (-18 Open Lock) and is found locked. The floor is covered in a glossy black ceramic tile with a dark blue oval rug in the center of the room, the lower half of the walls are cov-

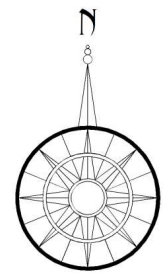
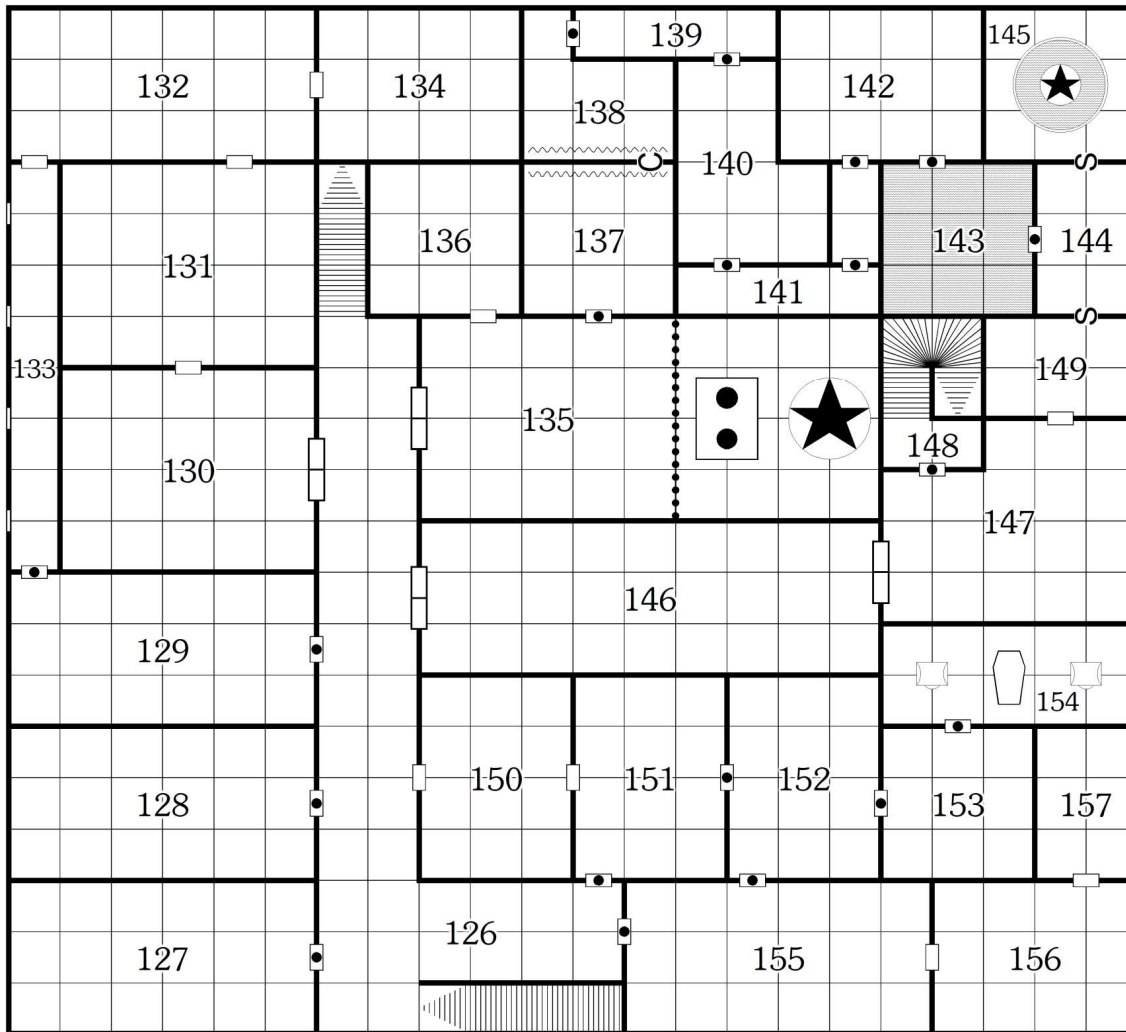
ered by octagonal dark blue tile with gold square between them, the upper half of the walls are painted a light blue, and the ceiling is painted dark blue with a painted fresco of a circle of vampires in an endless graveyard. A large oil portrait hanging on the south wall in a 4500 GP frame depicts a Human family (parents, three boy children, two girl children, Varkony's family). Three lit gold lanterns shaped like large roaches are attached to the south wall by gold brackets. A bronze bell cast in the shape of a lily leaf under a grossly fat toad hangs off the north wall from an iron bracket; a string is attached to the bell from the door alarm mechanism. In the center of the room is a 7 FT rectangular gilded mahogany stand with eight feet carved like dragon's claws, which holds an elaborately-carved teak coffin with gold hinges. Also in the room are a gilded wood armoire with a platinum combination lock having five tumblers numbered 3 through 21 (combination 18-12-6-3-10, -20 Open Lock), a thick padded leather recliner, padded leather hassock, a teak dry sink with marble basin with a selection of men's toiletry items (comb, shaving razor, etc.), a bench carved with images of skeletons (*aura of evil*), and a mahogany kneeler with black dragon skin leather cushion on which is mounted a 6595 GP gold *Unholy Symbol of Lucifer*. When **Varkony** is present he is asleep inside the coffin on 1d10 rolls GTET 4 (unless awakened by the Zoybim stationed in his Parlor), otherwise he is praying or reading in the chair. When Varkony is not present the room is always unoccupied.

The armoire holds a selection of good quality silk men's underclothes, dark colored frock coats with high collars and gold-buttoned cuffs, silk shirts with ruffles and flourishes in white, blue, and green, two white wigs and a grey wig with a wood box of talc powder, black silk vests, a 82,543 GP gold pocket watch made by the Telchine Devils, a 44 GP white and a 80 GP black leather belt with gold clasps, pairs of trousers, pairs of knickers, a thick white robe, pairs of white linen gloves, a bowler hat, a 235 GP ebony walking stick with a gold tip, silk handkerchiefs, a cummerbund, three high-collar black capes with platinum clasps, and a 803 GP ivory-ribbed umbrella.

The coffin lid is very heavy (requires total Strength GTET 30 to lift). The coffin is lined in red silk with a double handful of dirt from the vampire's grave, along with a gold-bladed *Rapier* +4 (*Unholy, dancing, paralyzes* good opponents {2d12 minutes, save 1d20 GTET [30-Stamina]}}, cleaves necks on natural rolls of 20 {avoid 1d20 GTET [32-Agility]}, a leather bag holding 87 platinum pieces, a ram's *Horn of Collapsing*, and a 41,104 GP family heirloom gold, jade, jasper, and diamond pendant.

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SAMAEI'S TOWER



1 square = 5 feet

NINTH FLOOR

125. **Sculpture and Painting Gallery.** A large U-shaped open room entered from the Balcony by sturdy wood doors on the east and north walls, the doors have latches, no locks. The four areas of the room are: (A) the east segment holds large sculptures, (B) the east part of the south segment holds small sculptures, (C) the west part of the south segment holds small paintings, and (D) the west segment holds large paintings. Spaced every 8 FT along the north and south walls are lit golden globe oil lanterns attached to the walls by graceful curved gold brackets. A narrow stair located in the center of the south wall leads up to the south end of the Central Hallway on the Ninth Floor. The room is *enchanted* to squelch any open flame and prevents use of Fire magic in the room.

Section A holds thirty-four large sculptures each between 9 and 28 FT tall and up to 5 FT across; each sculpture is between 200 and 1000 years old, valued at $(1d20 \times 1500) + 4500$ GP. Section B holds fifty-nine smaller sculptures between 3 and 6 FT tall and up to 3 FT across, most on marble pedestals; each sculpture between 115 and 2200 years old, valued at $(1d20 \times 750) + 1200$ GP. Section C holds seventy oil paintings up to 26 inches across in ornately-carved gilded frames, some on the walls and some on easels; each painting between 350 and 1800 years old, valued at $(1d20 \times 350) + 600$ GP. Section D holds twenty-four paintings up to 80 inches across in carved and gilded frames, some on the walls and some supported by gold rods connected to the ceiling;...

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125, Sculpture and Painting Gallery, continued...each painting between 600 and 2400 years old, valued at (2d20*200)+350 GP. All of the art is by recognized outstanding masters of their craft.

There are always 1d8 creatures in various sections of the room as determined from 1d20: (1) **Type 3[A to E] Devil**, (2) **Type 4[A to E] Devil**, (3) **Type 5[A to E] Devil**, (4) **Type 6[A to E] Devil**, (5) **Type 7[A to E] Devil**, (6) **Type 8[A to D] Devil**, (7) **Type 9[A to C] Devil**, (8) **Jinguma**, (9) **Quivaras**, (10) **Keres**, (11) **Zoybim**, (12) **Medusa**, (13) **Harpy of Hell**, (14) evil Priest 11d10+6, (15) **Fire Giant**, (16) **Centaur**, (17) **Ordinary Devil**, (18) **Common Devil**, (19) **Mummy Lord**, or (20) **Efreet** (check separately).

Ninth Floor

The top floor of the tower, the floor is 125 FT on a side. There are stairs from Samael's Robing Room, the Ninth Floor Stair in Varkony's apartment, and in the Sculpture and Painting Gallery.

126. **Central Hallway.** An L-shaped hallway, the floor is made of blue marble with white and tan whorls, the walls are covered with green-and-white striped wallpaper, and the ceiling is covered with beaten gold. Lit rectangular gold lanterns are located every 5 FT along its length, alternating sides, attached to the wall by curved gold brackets. The hallway is entered at its north end from Samael's Robing Room by a stair up from the Eighth Floor, and at its south end from the Sculpture Gallery. Two pairs of **Keres** guards are in the corridor and support each other if attacked (no unescorted mortal is permitted here, even with a Diabolic Pass).

127. **Music Room.** The room is 19 FT tall, entered through a sturdy wood door with a silver keyhole (-12 Open Lock) that is found locked. The floor is covered by a soft and thick yellow pile carpet, the walls have dark brown wallpaper, and the ceiling is whitewashed with frescoes of wild winged nymphs playing harps in the forest. Two gold chandeliers each with five unlit gold lamps hang from the ceiling by gold chains. A 21,059 GP tapestry hanging from a gold rod on the north wall depicts a group of Centaurs playing a variety of musical instruments in front of a waterfall. A 15,033 GP tapestry hanging from a silver rod on the south wall depicts four singing Sirens calling to sailors on a nearby ship. The room is furnished with six gold chairs with padded leather backs and seats, ten metal music stands (three have musical scores valued at 3d20 GP), a 4 FT tall 2366 GP standing wooden metronome, two plain wooden benches, and a small wood table. On the table are two pewter water pitchers and eight pewter mugs. The room is empty.

128. **Rare Instrument Display.** The room is 22 FT tall, entered through a metal door with an adamantite keyhole (-22 Open Lock), found locked. The floor is a red-orange tile with white grout, the walls are oak paneling, and the

ceiling is a dark blue with painted comets and shooting stars. Three lit gold lanterns shaped like bongo drums are attached to the north wall, a gold lantern shaped like an oboe is attached to the west wall, and a gold lantern shaped like a bell is attached to the east wall. The room has fourteen 4 FT marble pedestals topped with a glass case opening on top. The cases contain: (1) *Bells of Fear*, (2) *Bells of Paralysis*, (3) a *Drum of Ferocity*, (4) *Haunting Pipes*, (5) *Pipes of Rat Charming*, (6) a *Whistle of Hound Summoning* {1d4 HD4 Hounds, hp13, AC22}, (7) a 24,315 GP 1435 year Fiddle made by Leaghair, (8) a 14,602 GP 934 year Banjo made by Kelliwic O'Donovan, (9) a 19,470 GP 1697 year Guitar made by Nwython Octavian, (10) a 30,545 GP 2420 year silver Flute made by the younger Riordan, (11) a 11,736 GP 839 year Clarinet made by the Weordanmus brothers, (12) a 17,620 GP 1042 year Snare Drum made by Caoilinn of Linne, (13) a 12,663 GP set of 2174 year gold-and-silver chimes made by Perevidda Nol'Finn, and (14) *Bagpipes of War*. The glass is nearly unbreakable, requiring GTET hp50 damage or a 1d20 roll GTET [34-Strength] to break; each instrument is kept in an inert atmosphere.

When Adventurers enter the room 1d4 instruments begin playing themselves as determined using 1d6: (1) *Bells of Fear* {1d10*15+10 minutes, save 1d20 GTET [28-Will] checked per round}, (2) *Bells of Paralysis* {continual effect, save 1d20 GTET [28-Will] checked per round}, (3) *Haunting Pipes* {mesmerized, continuous effect, save 1d20 GTET [28-Will] checked every minute}, (4) *Pipes of Rat Charming* {summons 3d20 HD3 **Giant Rats**}, (5) *Whistle of Hound Summoning* {summons 1d12 HD4 **Rabid Dogs**}, (6) *Bagpipes of War* {summons 1d8 evil Crusaders 11d8+5 in *Plate Mail AC+45*, carrying a hp1d10 *Weapon* +2 [Unholy, Cold Blade, wounding hp1d3 for 1d6 rounds], the armor/weapon disappear on their deaths}.

129. **Samael's Files.** The room is entered from the Hallway (east) through a sturdy door with an adamantite keyhole (-14 Open Lock) found locked, and from the File Corridor (north) through a sturdy wood door with an adamantite keyhole (-10 Open Lock) found locked on 1d10 rolls GTET 6. Ten permanent *glow balls* float randomly around the room but are attracted to living creatures. The west wall is lined with metal six-drawer file cabinets, and a double row of seven-drawer file cabinets stand in the middle of the room (all material written in Infernal Cant; cabinets are latched). The cabinets contain recent (century or so) material generated for or by Samael's personal office and its staff. The room is *enchanted* to put out any open flames and prevent the casting of Fire Magic. The room is occupied by 1d4 **Zoybim**, 1d6 **Common Devils**, and 1d4 **Jinguma**.

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130. **Aodhnait's Office.** The room is entered from the Hallway (east) through gold double-doors in the east wall, and from Samael's Office (north) through a gold door with an adamantine keyhole (-30 Open Lock, open when **Samael** is in his Office otherwise locked). Two **Keres** guard the door to Samael's Office at all times. Samael's personal secretary, **Aodhnait**, sits behind an antique desk on a padded wooden chair, otherwise the room is furnished with a carved wooden bench padded in red dragon hide, two straight wooden chairs, and a small rosewood table. A 6 FT portrait of Samael hangs on the west wall above the desk, flanked by lit gold lanterns shaped like stallions. A portrait of Lucifer (*aura of evil*) hangs on the north end of the east wall, a portrait of Asmodia hangs on the south end of the east wall, and a 21,883 GP tapestry depicting the Tower hangs from a silver rod on the east end of the south wall. A pewter vase of *Flowers of Forgetfulness* are on the rosewood table; hidden (-10 to find) inside the vase is a black metal key embossed with a gold image of a crown (opens a chest in Black Coffin, #154). On the desk top is a 130,000 GP gigantic 25 pound book bound in red dragon hide (Samael's appointment ledger containing about 500 years of activities). The desk contains a 5503 GP stamp of Samael's signature, a 253 GP silver seal depicting the skewered balance, six ivory tokens (Samael's personal passes), a leather bag holding 427 GP in coins, a leather bag holding 163 platinum pieces, quill pens, two vials of black ink, three vials of *Unholy Water*, a *Wizard's Disjunction Pendant* (range 7 FT), a *Chain of Stuttering*, a *2d8 Cure Wounds Potion*, two *Time Stop Pearls* (1d12*30 seconds, range 25 FT), and a message pad. If **Aodhnait** is threatened she summons 1d10 **Keres** and 1d12 **Quivaras** using a button on the underside of her desk. The room is also occupied by 1d4 **Common Devils** plus on 1d10 rolls GTET 6, 1d3 additional creatures waiting in the office according to 1d20: (1) **Type 3[A to E] Devil**, (2) **Type 4[A to E] Devil**, (3) **Type 5[A to E] Devil**, (4) **Type 6[A to E] Devil**, (5) **Type 7[A to E] Devil**, (6) **Type 8[A to D] Devil**, (7) **Type 9[A to C] Devil**, (8) **Jinguma**, (9) **Quivaras**, (10) **Keres**, (11) **Zoyhim**, (12) **Diabolic Prince**, (13) **Diabolic Duke**, (14) **Harpy Matriarch**, (15) **Fire Giant**, (16) **Frost Giant**, (17) **Liche**, (18) evil Priest 1d10+6, (19) **Mummy King**, or (20) **Vampire Lord** (checked separately).

A good person touching the Lucifer portrait suffers hp1d12 *electrical damage* (half damage on 1d20 roll GTET [30-Stamina]), AND is *paralyzed* 1d10*30 minutes (save 1d20 roll GTET [30-Will]), AND is *compelled* to perform a horrific act of evil within 100 days of re-entering the Material Plane (save 1d20 roll GTET [26-Will]), AND becomes permanently evil (save 1d20 roll GTET [26-Will]).

131. **Samael's Office.** The room is 22 FT tall, entered from Aodhnait's Office through a gold metal door with an adamantine keyhole (-30 Open Lock) which is open when **Samael** is here and locked otherwise (south, two **Keres** are on the other side), and from Samael's Staff room

through a gold door with an adamantine keyhole (-30 Open Lock) which is open when **Samael** is here and locked otherwise (north). The room is furnished with a large antique wooden desk carved with five dragon's feet with a wood office chair behind it with back and seat cushions of red dragon hide, three wood chairs each with a red dragon hide cushion, a plain wood bench, a cherry sideboard table, a brown leather hassock, a 15,634 GP antique oval rug depicting a gold goblet surrounded by laden grape vines. A 38,593 GP 1950 year old green marble statue (*aura of enchantment*) of Hoaracitus (famous Yssian Senator) carved by the master Dimonclattes of Verron stands in the southeast corner. A mural depicting Lucifer directing the digging of Inferno is on the west wall above the desk, and a 22,542 GP tapestry depicting Lucifer with his foot on the neck of an Archangel hangs from a gold rod on the north end of the east wall. Gold framed rectangles 3 FT by 4 FT tall on the west end of the north and south walls act like windows showing the view outside the Tower (objects thrown through the rectangles appear outside the Tower 200 FT above the ground). Lit gold oil lamps shaped like winged Slyphs are attached to the north, east, and south walls. The room is *enchanted* to douse open flames and to prevent the casting of Fire Magic.

In the desk are a 41,322 GP 10 inch adamantine cylinder long with bloodstones-rubies engraved on one end with a five-pointed crown surrounded by three concentric circles, pieces of black wax, blank parchment, four vials of black ink, quill pens, a *Dirk +2 (invisible blade; Dwarf slaying, save 1d20 GTET [28-Stamina])*, six *Arrows of Slaying (Demons, save 1d20 GTET [42-HD])*, four ledgers and notebooks written in Infernal Cant, a *Babel Tome*, a *Codicil of Spell Storing (Astral Gate, Breathe Poisonous Fumes, Chain Lightning {d20-d12-d10-d8-d6-d4}, Disperse Magic, Dominate Creature, 2d8 Fireball, Gaze of Stone, Gregor's Mage Drain, 3d6 Hail Blast 25x25 FT, Ice Encasement, Invisibility, Magic Gate, Summon HD10 Air Elemental, Small Quake, XRay Sight)*, a *Codicil of Religious Transformation* (to worshipping Lucifer, save 1d20 GTET [34-Will]), a *Silver Tongue Tome* (Lying at 98% believability), a *Power Stealing Tome* (reduces SPM by 1d6), a *Tome of Medusa (petrifying, Elves only, save 1d20 GTET [28-Stamina])*, and a *Tome of the Numbered Years*.

A desk drawer has an adamantine lock with a cruciform keyhole (-12 Open Lock); when the drawer is opened without the correct key an internal mechanism opens (-20 to find, -20 disarm trap) a valve that releases *poisonous gas* from a leather bladder (8 FT, paralysis {save 1d20 GTET [32-Stamina], 2d100 minutes}, fatal if the antidote is not given within [Stamina*2] minutes). The drawer is warped and requires a Strength GTET 26 to pull open. It contains a single notebook bound in red dragon skin filled with indecipherable red symbols (resists *read languages* spells). If the notebook is lifted out of the drawer it releases tension on a spring-driven stud (-12 to find) underneath it, setting off an alarm...

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131, Samael's Office, continued...which closes and seals all doors on the Ninth Floor for 30 minutes AND summons 1d12+2 **Keres**. The indecipherable notebook has a strong *aura of evil and enchantment*; spells and prayers to read or translate languages do not reveal any information about the meanings of the symbols (which actually have no specific meanings). If both *Disperse Magic* cast by a Wizard GTET L12 and *Banish Curse* performed by a Priest GTET L14 are performed on the notebook it resumes its true shape of a rectangular black wood tablet (**Samael's Talisman**), 20 inches long by 9 inches wide by 2 inches thick, with curved top, painted in the image of Samael, with emeralds for eyes, and rubies on the tips of his horn and tail. A phrase in Infernal Cant is written on the reverse side in glowing red letters which translates as '*The law shall make you mine.*' The abilities of the tablet cannot be used by mortals unless it is in its true shape.

On the cherry table are a 22,842 GP 15 inch ivory statue of Lucifer with sapphire eyes, jet wings, and emerald claws (*aura of evil*, every day at dawn a **Type 8A Devil** appears to do the bearer's bidding for 30 minutes), a 50 GP gold pitcher of cranberry juice, three 80 GP crystal goblets, a 73,045 GP 2980 year driftwood carving of an old man with flowing beard in a pointed cap, a 32,543 GP 6 inch scrimshaw depicting a sailing ship carved by Varkony 1152 years ago, a 219 GP mithril letter opener inlaid with pearl, three empty red leather scroll cases, a *Wand of Goblin Making* (42 charges), and a *Wand of Death Rays* (8 charges, save 1d20 GTET [32-Will]).

When **Samael** is present he is with **Efreeti Ambassador Varsieinni** or **Varkony** on 1d10 rolls GTET 7 (checked independently); on 1d10 rolls GTET 8 he is with 1d4 additional visitors determined using 1d20: (1) **Diabolic Prince**, (2) **Diabolic Duke**, (3) **Type 5[C to E] Devil**, (4) **Type 6[C to E] Devil**, (5) **Type 7[C to E] Devil**, (6) **Type 8[C-D] Devil**, (7) **Type 9[A to C] Devil**, (8) **Jinguma**, (9) **Diabolic General**, (10) **Keres**, (11) **Mummy King/Queen**, (12) **Harpy Matriarch**, (13) **Liche**, (14) evil Priest L1d10+6, (15) **Fire Giant**, (16) **Titan**, (17) **Cyclops**, (18) , (19) **Mummy Lord**, (20) **Vampire Lord** (checked separately). When **Samael** is not present the room is occupied by two **Keres**.

desks are aligned north-to-south across the room, each with a large drawer and four thin drawers (no locks). A single low desk on the east end of the south wall (next to the door from Samael's Office) is used by **Vencoll, Clerk Supervisor**. Every desk has a red metal box, 10 inches by 8 inches by 6 inches with gold knobs and buttons on it and a slot in the top; each box is attached to an upright piece of thick grey glass, 15 inches by 12 inches by 2 inches thick.

These 'devices' read and change the memory crystals stored in the Stacks (#111). A device has a crystal in the slot on 1d12 rolls GTET 8; determine the color using 1d12: (1-4) white, (5-10) black, (11-12) grey. The devices can only be controlled in Infernal Cant; a mortal attempting to use a device succeeds on 1d20 rolls GTET [58-Level-Will] {Wizards apply a +6 bonus, Warlocks and Priests apply a +4 bonus, Crusaders apply a +2 bonus}; a mortal who fails to use a device experiences an effect determined using 1d4: (1) reduce their effective SPM number by 4 points for 1d20+4 hours {save 1d20 GTET [35-Will]}, (2) 1d12 hours *confusion* {save 1d20 GTET [32-Will]}, (3) block the ability to cast any spell or perform any prayer for 2d100 minutes {save 1d20 GTET [30-Will]}, (4) 1d12 hours insanity {save 1d20 GTET [28-Will]}.

Two rows of glowing glass globes are attached to the wall by gold brackets at 5 FT intervals around the perimeter at 7 FT and 18 FT off the ground. The room feels cold (50°F) and iron coal stoves in the northwest and northeast corners continually burn. A 24,809 GP large tapestry (*aura of enchantment*) of Samael hangs in the center of the south wall from a gold rod, 20 FT from the floor; Samael *uses the eyes* in the tapestry to *scry* on room (the eyes move frequently even when he is not watching). The room is occupied by sixteen **Zoybim** clerks, seven **Ordinary Devils**, nine **Common Devils**, and three **Type 2C Devils**. The room is *enchanted* to douse open flames and prevent the casting of Fire Magic.

The desks together contain: fifty-nine notebooks and ledgers in Infernal Cant, seventy-two memo scrolls and pieces of internal correspondence in Infernal Cant, nineteen copies of the *Digest of The Rules of Hell* in Infernal Cant, four purchasing ledgers written in a foreign Human language detailing purchases of food from the brothers Deorsan and Luvallius of Seradoss, a coded letter written in a foreign Human language to Bezmet Bent-Cane with orders to find and destroy a new temple to the demon Rethslava, a coded letter written in a foreign Human language to Bernadinne Redhair of Arblu Village with orders to manufacture an incident to encourage the men's assembly to make more restrictive rules on free workers, 119 file/memory crystals, eighty-two quill pens, forty-six charcoal writing sticks, 103 vials of black ink, thirty-five vials of red ink, seventeen vials of blue ink, eight vials of green ink, 183 pieces of blank parchment, thirty 18 GP bronze stamps each engraved with a fist clutching three spears, ten 2 GP silver letter openers, eight pairs of...

132. **Samael's Staff.** The room is 25 FT tall, entered from Samael's Office (south) through a gold door with an adamantine keyhole (-30 Open Lock) which is open when **Samael** is in his Office and locked otherwise; a sturdy wood door with an adamantine keyhole (-18 Open Lock) leads to **Cerdic Kiuriack's** Office (east), found open when **Cerdic Kiuriack** is in his office and otherwise locked; a sturdy wood door with an adamantine latch leads to the File Corridor (south). The floor is made of grey slate with black grout, the walls are white marble, and the ceiling is light red with a fresco of the rising sun. The room is furnished with twenty double-high oak desks with ladders to the upper desks and padded stools jutting out from wooden beams attached to each desk;

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132, Samael's Staff, continued...steel scissors, eleven 5x magnifying glasses, six 3 GP silver hand bells each, 357 CP, 243 SP, 114 GP, ten gems at [1d12*1000]+1000 GP), seven silver-bladed Dirks, two silver-bladed *Dirks* +2, seventeen decks of cards (four marked), forty-nine dice (eighteen loaded), nine 1303 GP abacus with ivory beads, three 10 SP bronze harmonicas, four 12 GP travel-size chess sets made of ivory, two fold-up ivory backgammon sets (34 GP, 45 GP), a *Language Codicil* (Infernal Cant), a *Geas Tome* (find the lost island of Glayway and restore the Gate of Standing Stones), a *Codicil of Transformation* (Zoybim), a Scroll of Spell Effectiveness, and a *Manual of Youth*.

Vencoll's desk contains blank parchment, quill pens, a charcoal writing stick, three vials of black ink, a vial of blue ink, a large shell paperweight, four empty leather scroll cases, two copies of *Rules for Scribes* in Infernal Cant, a *Dwarven Hammer* +3 (of Cold, +1d12 damage a critical hit), a leather bag with 226 GP in coins, a *Charm against Water Magic*, a Wizard's scroll (Water, a, *Amphibian Form*, *Breathe Underwater*, *Create Water*, *Create Water, Ice Bridge*, *Instant Freeze*, *Part Water*, *Shield versus Lightning*, *Summon Poison Frogs* d8 HD3, *Walk on Water*, *Wall of Ice*), a Shaman's scroll (*Arrow Volley* d8/hpd3, *Cloud the Mind*, *Confuse Weapons* -3, *Dominate Animal*, *Hold in Place*, *Jaco's Mesmerize*, *Remove Panic*, *True Sight*). A lifelike 4 FT palm-wood statue of a monkey sits next to Vencoll's desk (*aura of enchantment*, invoked it becomes a *Golem Copyist*).

cabinets each having four drawers with an iron locking bar (padlocked, -8 Open Lock), two five-shelf cherry bookcases, two straight wooden chairs, a high wood stool and a carved wood book stand. A circular green moss carpet is on the floor. Two wooden plaques in Infernal Cant hang on the wall over the desk (commendations for special services done for Samael); behind (-10 to find) the second plaque is black metal key embossed with a gold image of a rod (opens the coffin at Black Coffin, #154). A 31,040 GP tapestry depicting a magical battle on the Tower roof hangs 6 inches out from the north wall on a gold rod attached to the ceiling; a 14,722 GP oil painting depicting a pack of Killer Whales swimming in arctic seas hangs on the south wall. The entire room is maintained at 20°F. If Fire Magic is used in the room, the moss immediately shrivels into a coarse brown dust which fills the room – any mortal breathing this dust is *blinded* {5d12 minutes Elves, 2d10 minutes Dwarves, 2d12 minutes Gnomes, 1d12*100 minutes Humans; save 1d20 GTET [28-Stamina]}.

The desk contains a complete copy of Regulations for Devils in Infernal Cant, a leather bag holding 73 platinum pieces, a leather bag with forty-two 800 GP polished pieces of topaz, three vials of black poison (*paralyzes* devils through Type 7, 3d10 minutes, save 1d20 GTET [28-HD]), a Wizard's scroll (*summon monster* [1d10 **Keres**]), a 1047 GP Medusa's head ivory pipe, two pouches of excellent pipeweed (34 GP, 38 GP), a pair of red *Gloves of Chaining*, seven of Samael's passes for all of Hell, two of Asmodia's passes, a pair of plain silver *Rings of Telepathy* (linked to each other), and four *Darts of Slaying* (Devils from Common through Type 5, save 1d20 roll GTET 42-HD-Will)).

The file drawers are filled with dull and dry administrative records related to the management of Inferno over the past 600 years, all in Infernal Cant. The records are fragile and disintegrate on 1d10 rolls GTET 3 if not gently handled. Each person looking through the files finds a misfiled *enchanted book* on 1d100 rolls of 100, determined using 1d12: (1) *Pelk's Bestiary* [complete], (2) *Pelk's Bestiary* [Outer Planes], (3) *Language Libram* [Infernal Cant], (4) *Tome of the Centuries*, (5) *Guardian's Manual* 75,000 XP {Warriors, Crusaders, Warlocks, Rascals}, (6) *Codicil of Geas Breaking*, (7) *Handbook of Life's Experiences* 25,000 XP, (8) *Cure Tome*, (9) *Annal of Identification*, (10) *Codicil of Magus Power*, (11) *Book of Undeath* {Ghost}, or (12) *Codicil of Potions*. A 20,315 GP copy of Murs'smith's *A Short History of Hell* (written in a foreign Human language, 942 years old, 3623 pages) is open on the book stand.

The bookcases together contain 216 volumes; 145 pertain to the management of Hell (in Infernal Cant, each 1d100*100 GP), forty-nine are historical texts about foreign nations each written in their native language (each 2d100*15 GP), eight geographical texts in foreign Human languages (each 2d20*120 GP), five fictional accounts of travels to the lands of Giants (in Common,...

133. **File Corridor.** The corridor is entered from Samael's Staff through a sturdy wood door with an adamantite latch (north) and from Samael's File through a sturdy wood door with an adamantite keyhole (-10 Open Lock) found locked on 1d10 rolls GTET 6 (south). The floor is grey tile with grey grout, the walls are covered in light blue wallpaper printed in gold images of all of the types of devils, and the ceiling is whitewashed with frescoes of building the Tower. Four 4 FT gold window frames hang on the west wall which show the west-looking view from a height of 200 FT; solid objects are prevented from going 'through' the frames by a strong adamantite wire mesh screen (breaks on 1d20 rolls GTET [33-Strength]). A red runner stretches between the north and south doors. Six lit gold lanterns shaped like Harpies are attached to the east wall by curling gold brackets. The room is occupied by 1d6 **Zoybim** and 1d6 **Ordinary Devils**.

134. **Cerdic Kiuriack's Office.** The room is 22 FT, entered from Samael's Staff through a sturdy wood door with an adamantite keyhole (-18 Open Lock) found open when **Cerdic Kiuriack** is here, and is otherwise locked. The floor is white marble tile with tan grout, the walls are covered with a layer of a glowing green moss, and the ceiling is a layer of hoarfrost over bronze plates. The room is furnished with a C-shaped antique curved white wood desk with three drawers, a heavy wood office chair with back and seat pads of white dragon hide, four file

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134, Cerdic Kiuriack's Office, continued...1d100*7 GP), three discuss theoretical aspects of Cold magic (in a Human foreign language, each 3d100*25 GP). Two volumes contain *2d10 Explosive Runes*, one volume is a hollow book holding **Rust Mold** spores (-6 to find), the hollow interior (-8 to find) of another volume is filled with *anthrax spores* (*poisonous*, range 10 FT, save 1d20 GTET [30-Stamina]), another volume is *enchanted* so an entrancing music (mesmerize 4d12 minutes, save 1d20 GTET [32-Will]) plays when it is opened, and another volume is *enchanted* to immediately burn upon opening for 1d12 fire damage.

135. **Lucifer Chapel.** The room is 30 FT tall in the center, entered from the Hallway (west) through double gold doors with adamantite latches (requires total Strength GTET 30 to move); from the Meditation Room (north-west) through a gold door with a platinum keyhole (-14 Open Lock) found open if the room is empty; from the Evil Sacristy (north-east) through a gold metal door with a platinum keyhole (-18 Open Lock), always found locked. The floor is mottled red-and-blue marble with a thick black line of glossy tile inlaid across the floor 15 FT inside the room (between the doors), the walls are black stone blocks, and the ceiling is an arched red vault. At the east end a 9 FT red stone altar is in front of a 22 FT tall polished obsidian statue of Lucifer; the statue's eyes are each 40,000 GP glowing bloodstones, the eight-four teeth are each 200 GP polished milky quartz, the nine horns are of 8000 GP white ivory, and the thirty-six nails and talons are 2500 GP polished jade; the statue is enchanted to resist arcane or divine spells (spell caster requires Will save DC28 to attack). Six large copper kettles, three on each side of the room, hold green-burning bonfires. 6 FT fountains of *Unholy Water* shaped like spiral worms with round maws stand in each corner. An elaborately-carved and gilded altar rail separates the altar and statue from the rest of the room. Gold candle holders with lit black tapers are attached to the north and south walls 6 FT off the floor at 3 FT intervals. The room is always occupied by 1d12 each **Common** and **Ordinary Devils, Jinguma, Quivaras, and Keres**; the numbers are doubled when **Samael** is present. When not at their offices, **Aodhnait, Vencoll, or Cerdic Kiuriack** may be found here. Any gems or precious material taken from the Lucifer statue are *detected* by any Devil detects at 25 miles (bearer suffers a -2 TH weapon penalty, all opponents attack +1 TH bonus, and at dusk each day each piece *summons* a **Common Devil** to attack the bearer).

Good persons require a 1d20 roll GTET [48-Level-Will] to enter the room. Good persons crossing the black line suffer a 2d10 lightning bolt on 1d12 rolls GTET 9 checked every step [3 FT]; neutral persons check on every third step. Good persons require a 1d20 roll GTET [52-Level-Will] to cross the altar rail {Elves apply a +3 bonus}. Mortals crossing the altar rail are mesmerized by the statue 1d10*15 minutes (save 1d20 roll GTET [30-Will]) and their alignment permanently moves a step toward evil [e.g. Good to Neutral, Neutral to Evil; save

1d20 roll GTET [35-Will] checked every minute {Elves apply a +3 bonus}; good persons are also driven insane for 1d100*6 hours (save 1d20 roll GTET [28-Will], checked every 3 minutes.

136. **Meditation Room.** The room is entered from the Lucifer Chapel through a gold door with a platinum keyhole (-14 Open Lock) found open if the room is empty. The floor is a thick plush dark red carpet, the walls are covered in red wallpaper with gold patterns of griffons, and the ceiling is painted red with frescoes of Lucifer being chained by the Gods and dragged back down into Inferno. A mural of Lucifer being worshiped by all types of Devils and Demons hangs on the west wall, a 170,000 GP large gold Unholy Symbol of Lucifer (three horned heads around a balance, all in a horizontal oval gold frame) hangs on the north wall (Unholy, 190 pounds), and a 41,649 GP tapestry depicting Lucifer standing on a rainbow watching Valhalla burn hangs from a gold rod on the east wall. The heads and torsos of Gargoyles are mounted in all four upper corners of the room, each with an outstretched arm and finger pointing to the center of the room. The room is furnished with only a plain wooden kneeler (sized for a 12-FT creature) fastened to the floor in the room's center, facing the Unholy Symbol. A constant low hum pervades the room, like subliminal Devil's chants. A gold chandelier hangs from a gold chain over the kneeler, with six low-power yellow glowing globes attached. Lit gold incense burners shaped like life-sized Gargoyles with open hands (holding the incense) are attached to the center of the west, east, and south walls. When Samael is not present, the room is occupied by 1d8 **Common Devils** on 1d10 rolls GTET 7. If any mortal kneels on the kneeler they are forcibly *shapechanged* (**Type 6A Devil**, save 1d20 roll GTET [30-Will], persists 3d100+2d20 days; mortals experience amnesia after returning to their native form {save 1d20 roll GTET [33-Will]}). In addition, enchanted bolts are cast from each Gargoyle's hand (one/Gargoyle/round, 1d6 each).

137. **Evil Sacristy.** The room is entered from Lucifer's Chapel through a gold metal door with a platinum keyhole (-18 Open Lock), always found locked; a hidden (-15 to find) door (-12 Open Lock) is behind the tapestry (another tapestry is on the north side). The floor is green marble with the pierced balance emblem in a gold seal in the center of the room, the walls are paneled in cherry, and the ceiling is whitewashed with frescos of Lucifer standing on a mountain with lightning in his hands looking over a crowd of naked prostrate humans. Four wood cabinets with gold keyholes (found locked, -15 Open Lock) are attached to the west wall, 26 inches high by 40 inches wide by 20 inches deep. The room is furnished with a small round cherry table, a straight chair with a seat pad of red dragon hide, two red dragon hide ottomans, and a wood clothes stand is in the southeast corner. A 45 pound 61,425 GP gold Unholy Symbol of Lucifer is attached to the east wall, and a tapestry depicting Lucifer in a ring of stars holding a bloody knife and upside-down chalice hangs from a gold rod on the...

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137, Evil Sacristy, continued...north wall. The room is suffused with a constant red glow equivalent to eight candles. When Samael is not present the room is unoccupied.

138. Pass Through. A 5 FT wide L-shaped hall with a 8200 GP tapestry depicting Samael making Asmodai a Prince hangs in the southeast corner from a silver rod; a hidden (-15 to find) door (-12 Open Lock) to/from the Evil Sacristy is behind the tapestry, with another tapestry on the south side. A metal door with an adamantine keyhole (found locked, -22 Open Lock) in the north/east end leads to Extra-Dimensional Manticores.

139. Extra-Dimensional Manticores. The room is entered from Pass Through, through a metal door with an adamantine keyhole (found locked, -22 Open Lock) in the west end, and a metal door with an adamantine keyhole (found locked, -22 Open Lock) in the southeast corner leads to the Chest Room. The room is unfurnished and contains two badly eaten carcasses of unidentified large humanoid creatures; when both doors are closed the walls fade and disappear, and the true room is 50 FT by 50 FT with three hungry HD12 **Manticores** standing 25 FT away [*true sight* does not reveal the true extent of the room, as Adventurers are shifted into an extra-dimensional room when the doors close].

140. Chest Room. The room is entered from Extra-Dimensional Manticores through a metal door with an adamantine keyhole (found locked, -22 Open Lock) in the north wall; a metal door with an adamantine keyhole (found locked, -26 Open Lock) in the south wall leads to Assorted Treasure. The floor is bare black stone, the walls are paneled in red-stained pine wood over sheets of lead, and the ceiling is whitewashed with an unlit bronze lantern hanging in the center of the room by a bronze chain. Four-high heavy metal racks are on the west and east walls; each elevation of each rack holds four bronze metal chests for eight chests/elevation, sixteen chests/side, and a total of thirty-two chests. Each chest has an adamantine keyhole (found locked, -14, DC26 Open Lock). There is not enough room between the top of one chest and the next higher rack to open the lid, so each chest sits on a sliding drawer, allowing it to be pulled. An *invisible* HD6 **Black Pudding** clings to the ceiling above the center of the room, waiting to drop on the third person passing under it (avoid on 1d20 rolls GTET [28-Agility]). The bottom two racks can be accessed from the floor but the upper two racks must be climbed (-4 Climb); when an upper chest is pulled out it tips and falls (persons under the chest suffer 3d8 crushing damage, avoid 1d20 GTET [26-Agility]). The eight chests on the bottom shelf and the eight chests on the second shelf each contain 6500 SP (weighs 325 pounds), the eight chests on the third elevation each contain 9000 archaic GP (each weighs 310 pounds, valued at 9200 standard GP), three of the chests on the fourth elevation each contain 5000 platinum pieces (each weighs 75 pounds), three chests on the fourth elevation each con-

tain 5000 electrum pieces (each weighs 80 pounds, valued at 270,000 GP), and two chest on the fourth elevation contain 4000 tin coins that *appear* (*illusion*, disbelieve on 1d20 rolls GTET [47-Will-Intelligence]) as adamantine pieces (each weighs 50 pounds, apparent value at one million GP).



141. Assorted Treasure. The room is entered from the Chest Room through by a metal door with an adamantine keyhole (found locked, -26) on the west end of the north wall, and connects to Jewelry Coffers through a metal door with an adamantine keyhole (found locked, -26 Open Lock) on the east end of the north wall; a short unnumbered passage is the connection. The room contains six bronze chests, each with an adamantine keyhole (found locked, -14 Open Lock), along with four rolled carpets, three rolled tapestries, a saddle, a giant-sized spear of superior craftsmanship, five oil paintings sized up to 3 FT square, and nine large raw ivory tusks (from a large Mammoth). An unlit bronze lantern hangs in the center of the room from a bronze chain.

The first chest contains a complete 28,600 GP red dragon hide and a complete 19,420 GP black dragon hide. The second chest contains: a 418 year old 66,300 GP cutlass of superlative master craftsmanship made by the Dwarf master Lambord having a silver and gold blade, basket hilt with diamonds and rubies, a dragon's hide grip and pommel fitted with sapphires; a 45,400 GP pair of perfectly matched adamantine daggers made by Meliador of Imram 827 years ago for the twin sons of King Bryanor of Imram; a 13,803 GP finely-crafted mace made 385 years ago by Master Ceredgi for the Druid, Nodons Pallnom; a 29,180 GP rapier of outstanding masterwork made 560 years ago by master Sallustinian; and an excellent quality 33,772 GP adamantine bow inlaid with black ivory and green ozmadine, made 1020 years ago by the Elven master Albellal and given as the prize in the Three-Hundredth Archers Company Competition at Kostayan Fair.

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141, Assorted Treasures, continued... The third chest contains: ten 7000 GP first edition books written between 830 and 879 years ago by the [foreign] poet laureate Haroldwenn; a 52,000 GP folder of eighteen rare maps of a foreign land, drawn 510 years ago by the master cartographer Iraneus; the 17,427 GP hand-written autobiography of Maelgwn Stiabhan, written in a foreign language while imprisoned 572 years ago (the only copy in existence); three books of foreign legends and mythology as told by Lands-Chief Sobelslav to the Pashtu historian Topress 616 years ago (9444 GP, 12,774 GP, 16,603 GP); a four volume set valued at 39,308 GP, describing the campaigns of Gauis Corbalengus to conquer several foreign lands, written during the campaigns by his person historian Docunni the Scribe; and 3400 GP biographies of prominent Mage-Kings of countries unknown to the Adventurers written in an archaic foreign language between 700 and 2200 years ago.

The fourth chest contains: a folio of eight 11,500 GP original symphonic scores written 190 to 210 years ago by masters Rykun and Trodion; a folio of forty-nine original 900 GP scores of court dances written 300 to 330 years ago by Bulahbek, Court Composer to King Adriel III of Apbeck; a folio of eight 1400 GP opera scores and choreography instructions written between 480 and 520 years ago by the master Jarlaith Gurth; a folio of one-hundred forty-five 1000 GP songs written between 443 and 492 years ago by the foreign Troubadour Kerestzely; a folio of two-hundred four 350 GP drinking songs from the island of Io written in a foreign language; and a folio of forty-two 2200 GP death chants of the Wulfric Skill Cult dating from 639 and 831 years.

The fifth chest contains: a 8943 GP mechanical clock made 258 years ago by the Dwarven master Similinni; a 15,493 GP wind-up gold songbird on a gold stand made 900 years ago by master Simon Malduc, a 11,503 GP adamantine lock made 363 years ago by Dwarven master Brisnull (-30 Open Lock), a 5241 GP gold-and-silver sundial; an improved 993 GP bronze and adamantine mechanical mousetrap made 200 years ago by Kaloman Blass; an improved 3583 GP mechanical steel wagon gear box and shock system made 147 years ago by Radvan of Kannasonix; and a 23,634 GP scale model of a working mechanical man made 384 years ago by the Hrothgyan masters Obdor, Demjen, and Garcellos.

The last chest contains scrolls with: (1) Lemmyn's formula for aphrodisiacs, (2) Ernhardt's formula for a Hangover remedy, (3) Mungan's formula for snake antivenom, (4) Teuderic's formula for a *Dominant Person* potion, (5) Gwion's formula for ' , (6) Wenogg's formula for *Armorskin Physic*, (7) Unno's formula for a *Banish Disease Tonic*, (8) Loman's formula for a *Vision/Far Hearing Potion*, (9) Nestor's formula for a *Potion of Cloud Giant's Strength*, (10) Porrex's formula for a *Physic of Lycanthropy Reversal*, (11) Dominicus' formula for a *Potion of Invisibility*, and (12) Cahir Aegull's formula for *Shapeshifting Potions*; each formula is val-

ued at [1d20*1725]+3300 GP.

The carpets are 2000 to 3000 years old, each weighs about 500 pounds, and were woven by the masters Pomporinus, Accolon of Falle, Dallon Blue-Eyes, and Dymphna Orlspouse (valued 18,420 GP, 23,739 GP, 25,204 GP, 31,434 GP respectively). The tapestries are [1400 to 1800 years old, weigh about 200 pounds, and were woven by the masters Sabigatho Goldweaver, Faustina, and Krzesmir of Hazeltown (valued 21,368 GP, 26,337 GP, 35,604 GP respectively). The 8429 GP saddle is the one used 1231 years ago by General Deedin Borcass leading a successful rebellion against foreign conquerors. The 10,442 GP spear was crafted by the Fire Giant master Agramak 1750 years ago and was used 872 years ago by Jarl Kirkzhna the Hammer to kill the Dwarven King Gullonor Goldbeard. The oil paintings are 750 to 1400 years old, were painted by the masters Odgar Oathbrother, Tewdyr the Fat, Theodora of Bromist, Ammla Avala, and Errasim the Elder (valued 9525 GP, 15,318 GP, 27,475 GP, 32,288 GP, 38,250 GP respectively). Each piece of ivory is 600 to 1100 years old and was taken from the largest bull mammoth of its time and weighs 400 to 650 pounds (valued [1d12*70]+1200 GP/hundred pound weight).

142.

Jewelry Coffers. The room is entered from Assorted Treasures (south center) through metal doors having adamantine keyholes (found locked, -26 Open Lock) on both the north/south ends of a short long passage, and from Solid Water (south east end) through a metal door having an adamantine keyhole (found locked, -28 Open Lock; the door has *electric shock trap*, -8 to find, -14 disarm trap, 3d10 electric shock {half damage on 1d20 roll GTET [27-Stamina]}). The room contains a sturdy steel rack on the north wall, three racks high, each rack holding ten closed bronze coffers for a total of 30 coffers; each coffer is padlocked, -8 Open Lock. An old but sturdy wooden table is in the center of the room with two benches padded in black dragon hide. On the table are two pairs of white linen gloves sized for humans, a pair of long adamantine tongs, two steel tweezers, a rectangular 20-power magnifier mounted to the table in a steel frame, three empty rectangular teak wood boxes lined in green silk, and four vials of pale blue jewelry cleaning solution. An unlit bronze lantern hangs in the center of the room from a bronze chain.

The first three coffers each hold 850 diamonds at 1500 GP/each. Three coffers each hold 700 emeralds at 1000 GP/each. One coffer holds 900 rubies at 2200 GP/each. One coffer holds 500 sapphires at 4200 GP/each. Two coffers each hold 350 pieces of polished amber at 600 GP/each in one coffer and 800 GP/each in the other. One coffer holds 200 pieces of aquamarine at 200 GP/each and 250 beryl pieces at 120 GP/each. One coffer holds 125 polished cinnabar pieces at 85 GP/each plus 100 citrine pieces at 200 GP/each plus 160 garnets at 1600 GP/each plus 55 pieces of heliodor at 1325 GP/each. One coffer holds 370 pieces of polished jade at...

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142, Jewelry Coffers, continued... 750 GP/each. One coffer holds 80 pieces of jasper at 1000 GP plus 60 lapis lazuli pieces at 1200 GP plus 110 moonstones at 1350 GP/each. Two coffers each hold 400 natural pearls at 3200 GP/each. Two coffers each hold 500 sunstones at 250 GP/each. One coffer holds 100 opals at 2500 GP/each plus 50 pieces of peridot at 400 GP/each plus 75 pieces of Tiger's Eye at (each 3d20*15 GP) plus 40 zircons at 500 GP/each. One coffer holds 380 pieces of topaz at 850 GP/each. One coffer holds 47 pieces of raw white ivory at 9000 GP/each.

Two coffers each hold 500 gold rings (some with ruby, sapphires, turquoise, pearls, and jade) at 6250 GP/each. One coffer holds 80 silver bracelets at 80 GP/each plus 30 gold bracelets at 450 GP/each plus fourteen silver armbands at 200 GP/each plus eleven gold armbands with inlaid ivory at 2200 GP/each plus sixteen gold charm bracelets (some with ivory, onyx, amber, and bloodstones) at 775 GP/each. One coffer holds twelve pearl necklaces at 10,250 GP/each plus eight polished onyx necklaces at 550 GP/each plus fourteen silver, turquoise, and amber necklaces at 800 GP/each plus seven diamond necklaces at 14,500 GP/each. One coffer holds 32 silver chains at 150 GP/each plus 28 gold chains at 5000 GP/each plus twelve gold chains with stone pendants (agate, beryl, citrine, and obsidian) at 12,000 GP/each plus ten platinum chains at 6600 GP/each plus eight platinum chains with platinum pendants at 10,000 GP/each plus six colored ivory bead necklaces at 4000 GP/each.

One coffer holds nineteen silver tiaras (with pearls, diamonds, sapphires, and emeralds) at 12,000 GP/each plus fourteen gold tiaras (with ivory, pearls, cinnabar, lapis lazuli, and bloodstones) at 16,500 GP/each plus twelve silver circlets at 300 GP/each plus ten gold circlets at 3750 GP/each plus four platinum circlets at 8250 GP/each. One coffer holds thirty pairs of silver earrings (with turquoise, sapphire, and ivory) at 180 GP/each plus eleven pairs of plain gold earrings at 2000 GP/each plus fifteen pairs of gold earrings (with agate, spinel, ruby, jade, and onyx) at 5000 GP/each plus eight pairs of platinum earrings at 4250 GP/each plus fourteen pairs of electrum earrings (with turquoise, emeralds, pearls, sunstone, and meliodor) at 9500 GP/each. One coffer holds fifteen silver brooches at 1200 GP/each plus eight silver brooches with ivory, amber, and jade at 4400 GP/each plus ten gold brooches at 5000 GP/each plus fourteen gold brooches with turquoise, pearl, bloodstone, and opals at 8000 GP/each plus nine platinum brooches at 7500 GP/each plus five electrum brooches with peridot, cinnabar topaz, and Tiger's Eye at 12,750 GP/each. One coffer holds sixteen silver buckles at 60 GP/each plus thirty gold buckles at 200 GP/each plus five platinum buckles at 650 GP/each plus six electrum buckles at 1100 GP/each. One coffer holds twenty-two silver lockets (with emeralds, amethyst, jade, and pearl) at 2700 GP/each plus twelve gold lockets (with ruby, opal, and topaz) at 6650 GP/each plus four platinum lockets (with

spinel and sapphires) at 9000 GP/each plus nine gold at 4600 GP/amulets plus a 7325 GP platinum amulet plus five gold crowns (with pearl, diamonds, sapphires, rubies, bloodstones, opals, and topaz) at 17,200 GP/each.

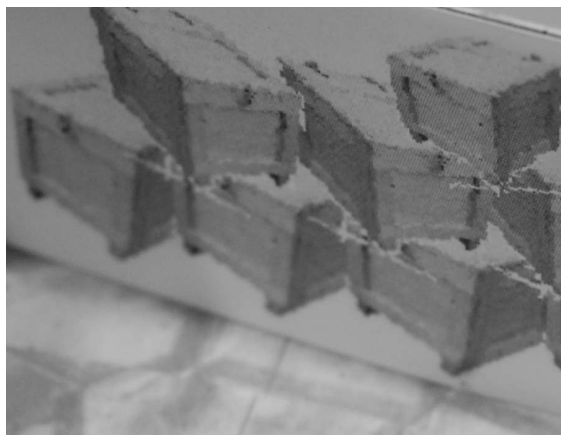
Coffers 2, 5, 11, 17, 23, and 28 have *poison-needle traps* (paralysis 2d100 minutes, avoid on 1d20 roll GTET [33-Agility], save on 1d20 roll GTET [28-Stamina]; each with three needles, -6 to find, -8 disarm trap). Coffers 4, 14, 20, and 26 have bladders of *poison gas* (clamps release when the lid is lifted, range 7 FT, save 1d20 roll GTET [30-Stamina], -12 to find, -12 disarm trap). A 4 FT by 4 FT pit trap, 12 FT deep with 4 FT of cold water at the bottom, is in front of coffer #8 (trip wire through the coffer bottom, avoid on 1d20 roll GTET [27-Agility], -14 to find, -15 disarm trap, cutting the wire opens the trap).

143. **Solid Water.** A square room, entered from Jewelry Coffers (north) through a metal door having an adamantine keyhole (found locked, -28 Open Lock; the door has *electric shock trap*, -8 to find, -14 disarm trap, 3d10 electric shock {half damage on 1d20 roll GTET [27-Stamina]}); a metal door having an adamantine keyhole (found locked, -9 Open Lock) leads to Cabinets and Crates (east, this door is covered by algae and slime. The room is completely filled with cold water at 45°F, *enchanted* so that water does not flow out when the doors are opened. There are no lights in the room. A 15 FT HD15 **Kraken** (10x 12 FT tentacles, AC30, hp100 Body, hp25/tentacles) hides at the top of the room; Adventurers may notice the Kraken's three pale yellow eyes as it moves toward them (-5 to find). Inside the Kraken's shell (-10 to find, roll separately) is found 952 GP, 104 platinum pieces, a silver Spear +2 head (+3 TD, sacred, good, double damage to evil creatures, *Spell Weapon*: 3/day *Chain Lightning*, 1/day *Flight* for 15 minutes at 2500 FT/minute while holding the spear), and a 13 inch *Crystal Ball* (aura of enchantment).

144. **Cabinets and Crates.** The room is entered from Solid Water (west) through a metal door having an adamantine keyhole (found locked, -9 Open Lock); a hidden door (-20 to find, -10 Open Lock) on the south wall leads to the Ninth Floor Larder; a hidden door (-13 to find, -10 Open Lock) in the north wall leads to Scaly Statue. The room is furnished with three bronze chests each with adamantine keyholes (found locked, -12 Open Lock), four upright cabinets each with adamantine keyholes (found locked, -10 Open Lock), a small oval wooden table, three straight chairs with white dragon-hide cushions, and four stacked wooden crates. An unlit bronze lantern hangs in the center of the room from a bronze chain.

The first cabinet holds *Cloaks of Disguises*, *Healing*, *Pilfering*, *Acid Protection*, and *Missile Protection*; a *Blanket of Heat*, blue leather *Seven League Boots*, *Winged Boots*, a pair of studded leather *Arm Guards* AC+5, a pair of *Spider Walking Boots*, a pair of red leather *Curse Handling Gloves*, a pair of black leather *Gloves of No...*

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144, Cabinets and Crates, continued... *Magic Items*, a pair of white leather *Archery Gloves* +2, and a pair of leather-and-platinum *Houdini Bracers*.

The second cabinet holds a brown leather *Pouch of Many Pockets*, a pair of *Lead Wristbands*, a *Miter of Divine Power*, a *Pouch of Disintegration*, a pair of *Sandals of Cloud Walking*, a pair of *Sandals of Great Swimming*, a complete set of *Shadow Garb*, a pair of thin grey leather *Lockpick Gloves* +2, a pair of fingerless *Martial Artist's Gloves*, a *Burning Fiddle*, and *Bagpipes of War*.

The third cabinet contains a teak wood box holding a silver *Pendant of Mental Resolve*, an ivory *Pendant of the Sage*, a platinum *Talisman of Herakles*, and a gold *Pin of Lethe*, an inlaid rosewood box holding an ivory *Charm versus Water Magic*, a silver *Choker of Tongues*, a *Locket of Mage Energy*, a pearl *Necklace of Slavery*, a silver *Charm against the Power Deus*, a *Staff of Lightning Bolts* (d12+d6, 37 charges), a *Rod of Earth Parting* (52 charges), *Apollo's Cadeus* (40 charges), a *Wand of Reverse Gravity* (30 charges), and a *Wand of Opening* (72 charges).

The fourth cabinet holds an *Anchoring Rope*, *Wondrous Rope Bridge* in a red leather pouch, a *Dwarven Tunneling Maul*, a bronze *Ever Burning Lantern*, three *Sky Hooks*, a *Spade of Great Digging*, and a *Warehouse Tent* wrapped in a dark green tarp.

The first chest holds a leather quiver holding 30x *Arrows* +2, 4x *Arrows of Ice*, 3x *Arrows of Bow Destruction*, 7x d12 *Boulder Arrows*, 2x *Arrows of Holding*, 3x *Arrows of Forced Shapechange* (Skeleton, Bear, Giant Spider), an *Arrow of Slaying* (Troll), a *Bow of Endless Arrows*, *Bow of Double Fire*, an *Axe of Goblin Cleaving* +3, and a *Berserking Club*.

The second chest holds a *Sniper's Crossbow* +5 (Long/Extreme range), a pair of silver-bladed *Dirks* +4 (returning, 30 FT), 2x *Darts of Hornets*, a *Dirk* +1 (defending, dancing, AC+3), a *Quiver of Endless Arrows* (crossbow bolts), a *Goblin Bashing Club*, a *Gnome's Pick*, and an *Incorporeal Mace*.

The third chest holds a *Thunder Mace*, a *War Hammer* +2 (returning, 50 FT), 2x *Slings of the Gnome Heroes*, a *Sniper's Crossbow* +2 (medium to extreme range), a *Thief's Stiletto* in silver scabbard, a *Silkspinner Whip*, a *Cutlass* +3 (Unholy, *hand cleaving* on critical hits, avoid 1d20 roll GTET [30-Agility]) in a gold scabbard, a *Rapier* +3, a *Short Sword* +4 (*chain mail ripper*) in a bronze scabbard inlaid with ivory and rubies, a *Flail* +2, and a *Saber* +2 (*Elf Bane*).

The crates together hold a *Blindness Draught*, two *Physics of Armorskin* AC+12, a *Displacement Potion*, a *Far Hearing Potion*, three *Flying Potions*, a *Liqueur of Heroism*, two *Potions of Strength* +4, four *Liqueurs of Haste*, three vials of *Holy Water*, three flasks of *Lethe Water*, a *Physic of Levitation*, two *Love Potions*, a *Disease Draught* (Lycanthropy, Rat), a *Cordial of Mental Indecision*, a *Potion of Ogre's Strength*, four *Banish Poison* potions, twenty 5 GP pouches of high-quality pipeweed, two pouches of *Pipeweed of Delusions*, three pouches of *Pipeweed of Mental Rejuvenation*, two *Salves of Regeneration*, a *Shapechange Potion* (Stallion), three *Banish Disease Tonics*, a pot of *Dragon Death Balm*, two *Salves of Undeath to Death*, a pot of *Salve of Wakening*, and two pots of *Life Restoring Balm*.

145.

Scaly Statue. The room is entered from Cabinets and Crates through a secret door (-13 to find, -10 Open Lock) in the south wall. The floor is a red marble tile, the walls are whitewashed and painted all around the perimeter with images of doors of all sizes and construction, and the ceiling is whitewashed and painted with ten painted images of wood and metal trapdoors (all are *illusionary*, disbelieve 1d20 GTET [28-Will]). In the center of the room is a 14 FT tall white marble statue of a naked four-armed woman with coifed hair, small bust, the scales of snakes on her legs, and a snake draped over her shoulders, standing on a red marble pillar 3 FT tall by 3 FT wide, set in a circular pool of pale purple liquid 9 FT across, bordered by a red stone wall 4 FT tall, carved with relief images of snakes (a 2 FT gap is between the circular border and the room wall on the west and east sides). The statue's delicate hands hold out over the liquid a worn leather scabbard with dagger (*Dagger of Jayzo*), a pair of used leather boots (*Suppni's Boots*), a red key (*Red Crystal Key*), and large platinum stein (*Bacchun Stein*). The liquid is 30 inches deep and is highly corrosive, causing hp1d6 acid damage/round and permanently reducing armor by AC-1/round (move 2 FT/round in the thick liquid) and for 1d12 minutes after immersion unless the liquid is washed off with alcohol; damage to armor cannot be repaired without full overhaul at a smithy. Enchanted items immersed in GTET 1 minute lose all enchantment on 1d6 rolls GTET 4 (checked every round; 1d6 electrical damage from the magical discharge). A lit gold lantern shaped like a large spider hangs from the center of the ceiling on a gold cable. In the 7 FT by 15 FT wide area behind the statue are five HD7 **Gila Monsters**.

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146. **Samael's Banquet Hall.** The room is entered from the Hallway through a pair of gold metal doors (latched, no lock; each requires a total Strength GTET 34 to open) centered in the west wall; from Kitchen Space through a pair of gold doors (each requires total Strength GTET 30 to open, no lock or latch) in the east wall. The floor is a chevron parquet made of rosewood, hickory, mahogany, and ash, the lower half of the walls are sheathed in beaten gold, the upper half are lined in finely-made mirrors, and the ceiling covered in swirling tile patterns of dark blue, green, gold, and yellow. The room is furnished with a 35 FT long table with nine carved and gilded chairs on the long side, three chairs on the west side, and a single oversize gold chair on the east end. Lit gold lamps are attached to the north and south sides of the room 8 FT off the floor, set 6 FT apart, and shaped like oversized butterflies inlaid with horn and pearl. In front of every chair is set plates of glossy black china with silver rims (each place setting 1500 GP), and goblets of finest crystal (each 400 GP), and in the center of the table are twenty 1600 GP large black ceramic serving dishes. Two **Keres** are stationed at each pair of doors, and 1d12 HD8 **Minotaurs** are dressed in formal robes (each has a *poisoned* curved Dirk available in the robe pocket, save versus death, 1d20 GTET [28-Stamina]), plus on 1d10 rolls GTET 7, 1d6 **Zoybim**. The **Minotaurs** are setting a feast on the table when the room is entered; if fighting occurs in the Kitchen Space half the Minotaurs join after 45 seconds, the rest after two minutes.
147. **Kitchen Space.** The room is entered from Samael's Banquet Hall through gold double doors each requiring total Strength GTET 30 to open, no lock or latch (west); from Top of the Stair through a metal door with an adamantite keyhole (found locked on 1d10 rolls GTET 5, -8 Open Lock) on the west end of the north wall; from the Ninth Floor Larder through a sturdy wood door (no lock or latch) on the east end of the north wall. The room contains four cauldrons filled with soup/stew set on fire rings of charcoal, two beehive ovens baking breads, a large metal griddle frying pieces of tender meat, a six burner cooking surface with four bubbling pots of vegetables and sauces, three large rectangular wash basins filled with warm soapy water, two ancient scarred wooden tables covered with a layer of old flour, six wood stools, two open barrels of water, and five barrels of crushed charcoal with a tin scoop. On the south wall are iron racks with twenty-four large pots and pans, and a variety of large utensils (spoons, spatulas, whisks, knives, etc.). The room is occupied by eight HD9 female **Minotaurs** dressed in white hats and long white shirts, along with 1d6 **Common Devils**. If fighting occurs here half the **Minotaurs** in Samael's Banquet Hall join after 45 seconds, the rest after two minutes.
148. **Top of the Stair.** The room is entered from Kitchen Space through a door with an adamantite keyhole (found locked on 1d10 rolls GTET 5, -10 Open Lock). A spiral stair to the north leads down to the Ninth Floor Stair landing on the Eighth Floor. A weighted *wire mesh trap* (-10 to find, -10 disarm trap, avoid on 1d20 GTET [24-Agility] if found/GTET [30-Agility] if surprised, entangled mortals apply a -10 Strength penalty, requires *enchanted blade* GTET +3 to cut) is attached to the ceiling above the stairs, with a trigger (-10 to find, -8 disarm trap, avoid 1d20 GTET [25-Agility] found/GTET [32-Agility] not found) in the upper landing south wall. The area is guarded by is guarded by a **Keres**, two **Quivaras**, and two **Jinguma**. The Keres has two smoke grenades (5 minutes), a 2d8 *Cure Wounds Potion*, and two 1d12 *Cure Wounds Potions*. The Quivaras each have a *Dart* +2 (*Human Slaying*, save 1d20 roll GTET [30-Will]).
149. **Ninth Floor Larder.** The room is entered from Kitchen Space through a sturdy wood door on the south wall (latch, no lock), and from Cabinets and Crates through a hidden door (-20 to find, -10 Open Lock) in the north wall. Heavy wood shelves three rows high are on the west and south walls. A lit plain brass lamp hangs from the center of the ceiling by a rope. On the floor are four barrels of water, two barrels of corn meal, a barrel of apples, a barrel of potatoes, two barrels of flour, two barrels of salt, a barrel of onions, a barrel of mussels and oysters, and a barrel of turnips. On the shelves are eight burlap bags of raw sugar, five bags of rice, two copper urns of milk with lids each 5 gallons, a copper urn of cream with lid, eight sealed crocks of butter, three casks of vinegar, a cask of molasses, six flasks of cooking wine, two casks of honey, a box with four bricks of pepper and two bricks of paprika and two bricks of cinnamon, eighteen loaves of hard-crust bread, four wood boxes of carrots, two wood boxes of cabbages and lettuce, a burlap bag of yams, two bags of beets, five bags of dried beans, four pineapples, three wood boxes of ripe tomatoes, eight boxes of smoked and dried fish, a box of beef jerky, two boxes of blackberries, three boxes of strawberries, six strings of sausages, and four tins of loose tea. All of this food is recently arrived in Inferno and does not bind the consumer to Inferno. On 1d10 rolls GTET 5, the room is occupied by 1d4 **Common Devils**.
150. **Card Room.** The room is entered from the Hallway through an ornately carved wood door with an adamantite keyhole (found open, -10 Open Lock) on the west wall, and from the Smoking Room through a heavy wood door (magically strengthened, Strength GTET 19 to move, adamantite keyhole, found open on 1d10 rolls GTET 5, -14 Open Lock) on the east wall. The floor is covered in a thick purple carpet which sways as if it were alive, the lower half of the wall is a dark red marble facade and is separated from the upper by a carved mahogany chair rail, the upper wall is light purple wallpaper embossed with patterns of gold boar's heads, and the ceiling is covered in beaten gold embossed with images of Lucifer's heads. Two lit gold lanterns shaped like pyramids with flames at the apex are attached to the northern wall by curved gold brackets, and two lit platinum lanterns shaped like the comic masks of tragedy are each attached to the south wall by three twisted ribbons...

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150, Card Room, continued...of red-enameled metal. A 35,420 GP 4 FT square oil portrait of Samael hangs on the west wall, a 53,003 GP 5 by 8 FT portrait of Lucifer hangs on the east wall, and 2 FT square portraits of Princes Paimon, Gaap, Shaitan, and Pithius (each 14,000 GP) hang along the north wall. The room is furnished with a thick circular mahogany table with six matching carved chairs, two silk-covered divans, two thick stuffed chairs covered in red velour, 3 velour-covered ottomans, a sideboard table with black marble top, and an oval white marble coffee table. On the circular table are three decks of cards and a wood box containing a thousand 55 GP electrum playing chips each inlaid with colored ivory to denote value. On the coffee table is a silver tray with teapot and six teacups (set 360 GP). On the sideboard table are a 2440 GP platinum vase with a bunch of **Anger Flowers**, two 3195 GP platinum candleholders shaped like rearing Nightmares each with an unlit blue taper candle, a flint&steel, and four 1050 GP platinum steins. When Samael is not present this room is occupied by five **Keres** at table playing cards, with a **Harpy of Hell** and **Type 8A Devil** sitting together on one divan.

151. **Smoking Room.** The room is 18 FT high, entered from the Card Room through a heavy wood door (magically strengthened, Strength GTET 19 to move, adamantine keyhole, found open on 1d10 rolls GTET 5, -14 Open Lock in the west wall, with a metal door having an adamantine keyhole (found locked, -12 Open Lock) on the east wall leading to the Wyvern's Room (a whisper check reveals animal noises from behind the door), and a sturdy wood door with an adamantine keyhole (found locked, -22 Open Lock) in the south wall leading to the short leg of the Hallway. The floor is covered in a thick blue shag carpet, the walls are covered with dark green velvet over which are mounted carved thirty-two 35,000 GP 4x6 FT ivory screens depicting devils with whips overseeing humans toiling in lush fields. The ceiling is bronze inlaid with strips of green and red ozmadine. The room is furnished with six plush stuffed chairs in plaids, four mahogany ottoman with plaid cushion tops, three small square rosewood tables, a bench carved with owl's feet covered on top with soft feathers, two 50-inch lecterns carved to resemble Fire Dwarves holding up books, three brass humidors, and three four-shelf teak bookcases. The room has the unmistakable aromas of fine pipeweed and good cherry brandy.

A lit bronze lamp on a curved stand stands next to each chair. On each rosewood table is a teak wood rack with four 225 GP long ivory pipes, a 715 GP open gold cylinder holding twenty thick 15 GP Hewney cigars, a 40 GP gold pipe lighter, a 105 GP platinum pipe tapper, a 575 GP gold ashes bowl, and two platinum ashtrays shaped like vultures at 1276 GP and 1620 GP. When Samael is not present, this room is occupied by two **Keres**, two **Quivaras**, a **Type 7C Devil**, and three **Type 8A Devils**; **Ambassador Varsieinni** is here (with bodyguards) on 1d10 rolls GTET 8.

Two bookcases together hold one-hundred eighty leather-bound books consisting of fifteen books on evil philosophies, twenty-two biographies of infamous despotic rulers, ten books on methods of torture, thirty-eight fanciful romances, forty-three stories of evil heroic quests, nine books describing dungeon and trap construction techniques, twenty-eight books about evil Deities, and five books about evil applications of magic and evil rituals. The book languages are determined by 1d8: (1-2) Infernal Cant, (3) Common, (4-5) Human foreign language, (6) Dwarvish, (7) Elvish, (8) Gnomish. A book's age is determined by $3d100*1d100+2d100$ years. A book's value is determined by $1d100*1d20*1d12+2d100$ GP.

One bookcase holds eight monkey-shaped ceramic pots with lids (each holds sixty smokes of rare pipeweed valued at 32 GP/pipe bowl), a teak wood rack holding ten 300 GP carved ash wood pipes inlaid with pearl, shell, and amber, four 2250 GP swan-shaped crystal decanters filled with extraordinary-quality 400 GP cherry brandy, ten 1300 GP crystal brandy snifters each engraved with Samael's arms (*aura of evil*), a 3253 GP ceramic cigar holder shaped like an Efreet on a cloud with gold handles with thirty 12 GP Gurben Brothers cigars, two ivory long-stemmed cigarette holders, and a 48 GP silver case filled with one-hundred 20 SP Gurben Brothers cigarettes.

On one lectern is a 91,300 GP 27 pound copy of Lantos Proudfoot's *Encyclopedia of the Evil Arts* (first edition, 1780 years old, written in an archaic form of a foreign language), and on the other is a 64,207 GP 19 pound copy of Rachel Marcarius' *Translations of the Infernal Language* (first edition, 1137 years old, written in a foreign language).

152. **Wyvern's Room.** The room is 25 FT high, entered from the Smoking Room (west) through a metal door having an adamantine keyhole (found locked, -12 Open Lock; a whisper check reveals animal noises from behind the door); a metal door having an adamantine keyhole (found locked, -14 Open Lock, alarm bell, -7 to find, -10 disarm trap) leads to the Guard Shack (east; the door has the image of a gold crown); a metal door having an adamantine keyhole (found locked, -14 Open Lock) leads to the Tower Workshop (south wall, two **Jinguma** are on the far side of the door). Mortals have to succeed on 1d20 rolls GTET [28-Will] to enter the room because of the stench. Fifteen FT off the floor on the north, west, and south sides are 7 FT 8-inch thick steel perches; a mated pair of HD11 **Black Wyverns** sit together on the north perch and a single HD9 **Wyvern** sits on the west perch. A disemboweled cow's carcass sits on the floor in the center of the room, partially gnawed by the Wyverns.

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153. **Guard Shack.** The room is entered from the Wyvern's Room (west) through a metal door having an adamantine keyhole (found locked, -14 Open Lock, alarm bell, -7 to find, -10 disarm trap); a metal door with an adamantine keyhole (found locked, -30 Open Lock) leads to the Black Coffin Room (north). The room contains a plain wooden table with lit bronze oil lantern, three straight wooden chairs, two carved and gilded benches with white dragon leather cushion, a barrel of water with tin ladle, a barrel of mead with brass ladle, and a silver Unholy Symbol of Lucifer mounted on the south wall. A circular wooden target mounted on the west wall has four curved knives sticking in it (*Ghost Knife +1*). Five pewter tankards and three loaves of hard bread are on the table. A wooden wall rack on the east wall contains eight *Long Swords +2* (Unholy, *neck cleaving* on critical, avoid 1d20 GTET [30-Agility]). The room is occupied by a **Type 9A Devil**, a **Type 8A Devil**, a **Keres**, 1d3 **Quivaras**, and a **Zoybim** messenger.

Each guard carries a *1d12 Cure Wounds Potion* and a *2d8 Cure Critical Wounds Potion*, a 1d8 explosive grenade, a smoke grenade, a *Scimitar +3* (*poisoned* blade - *fatal* poison for the **Keres**, **9A** and **8A Devils**/paralyzing for all others, save 1d20 GTET [28-Stamina] versus death/ GTET [30-Stamina] versus paralysis), and a *Bolo +1* (disable, avoid 1d20 GTET [30-Agility]). The **Keres**, **9A** and **8A Devils** have *Darts of Human Slaying* (save 1d20 GTET [32-Will]), the **Quivaras** have *2d8 Ice Darts*, and the **Zoybim** has a *Smee's Hog-Tie Rope*.

154. **Black Coffin.** The room is 25 FT high, entered from the Guard Shack through a metal door with an adamantine keyhole (found locked, -30 Open Lock) in the south wall. The east end of the south wall is common with the Artist's Storeroom (#157) and is thinner than other wall sections (-10 to find, breaks on hp35). The floor is a glowing and shifting amalgam of red and black, the walls are a black brick with blood-red grout, and the ceiling is painted black with fifty black stalactites 5-8 FT long ending in sharp tips; stalactites drop on the fourth, ninth, fifteenth, twentieth, and twenty eighth rounds (1d12+3 damage, avoid 1d20 roll GTET [26-Agility]). The room contains three rough black stone columns through the floor, one supporting a black metal coffin with platinum latch (-32 Open Lock) and handles, the other two columns each support a platinum chest with black metal keyhole (-32 Open Lock when coffin is closed, -15 Open Lock when coffin is open), black metal corners, and two black metal handles on the sides. The room is kept at 110°F. A well-hidden (-15 to find) black HD9 **Stone Gargoyle** clings to a stalactite in the center of the room (*Ring of 1d12 God's Bolts*, 40 charges); the Gargoyle does not engage in direct combat unless forced to. The floor begins to transform into a 14 FT deep pit of bubbling lava 1d12*10 seconds after a good mortal enters {one tenth of the floor surface transforms every subsequent 15 seconds, starting at the door and working towards the rear wall; the transformation begins 2d12*20 seconds if only neutral persons enter with a section trans-

forming every subsequent 30 seconds. The floor becomes solid again and the process is delayed 45 minutes if one of the flasks of *Frigid Air* found in the Evil Sacristy (#137) is opened here before half the floor has transformed to lava.

The black coffin holds the *Scepter of Hell*, and the platinum chests hold the *Ring of Hell* and *Crown of Hell*, respectively. The coffin latch releases using the black metal key with the gold rod (from Cerdic Kiuriack's Office); the lid requires a total Strength GTET 33 to move; on every unsuccessful attempt to pick the lock the character is engulfed in a 3d8 *Fireball* (4 FT radius). The lock on the first chest opens using the black metal key with the gold image of a Ring (from location #155) and the lock on the second chest opens using the black metal key with the gold image of a crown (from Aodhnait's Office).

155. **Tower Workshop.** The room is entered from the Hallway (west) through a metal door with an adamantine keyhole (found locked, -8 Open Lock); a metal door having an adamantine keyhole (found locked, -14 Open Lock) leads to the Wyvern's Room (north); an unlocked sturdy wooden door leads to Samael's Art Studio (east). The floor is covered with light brown ceramic tile, the walls are paneled in hickory wood, and the ceiling is covered in overlapping gold squares each embossed with the pierced scale motif. Two circular bronze chandeliers hang from the ceiling by bronze chains, each with eight unlit cylindrical lanterns spaced around a seven foot diameter ring. The room is furnished with two large rectangular wood tables, four tall wood stools each with red dragon hide cushions, a carved straight chair with red velvet back and seat cushions, a carved wood bench, and three open shelving units. Along the north wall are a foot-powered standing drill press, foot-powered grinder wheel, and a bellows-powered reciprocating saw with blade. In the northeast corner is a small oven for firing clay. On one table is a potter's wheel (*enchanted*, perpetual spinning, the wheel is unbalanced and emits a disturbing squeal) next to a box holding 50 pounds of malleable orange clay. On the other table is a twelve-tier house of two-hundred thin metal playing cards; if the house is disturbed, the cards are animated and fly across the room (each mortal is attacked by 1d6 cards/round as a short range missile thrown by a Warrior L6, 1d8 damage, each hp4, AC22). Stuck to the underside of the second table is an *invisible* key (-22 to find): a black metal key embossed with a gold image of a Ring that opens a chest at Black Coffin, #154. When Samael is not present this room is occupied by two **Jinguma** plus on 1d10 rolls GTET 5, 1d4 **Common Devils**.

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155, Tower Workshop, continued... On the shelving units are found six partially fired and glazed pots (*auras of evil*, the glazing on the pot interiors is deadly to Dwarves and Gnomes {save 1d20 roll GTET [26-Stamina]}), a box containing a haft and fourteen wood carving blades, two small tack hammers, a tin containing 5 pounds of finishing nails, two thin triangular hobby knives, a set of ten small steel chisels (set 72 GP), an unlit bullseye lantern, a 40 GP ten-power magnifying lens set in a steel half-frame, a 118 CP cracked crystal prism, a lifelike stuffed cloth monkey (-12 to find, reveals cloth pouch of twenty *Skeleton Seeds* hidden inside), two 14 inch unpainted wood marionettes of Type 6B and Type 8C Devils (*auras of evil*) with steel claws, a steel plane, three rough metal files and a very fine file, a 1438 GP adamantine hand drill with a set of ten 210 GP small-diameter adamantine drill bits, a 4282 GP 30 inch model of a three-masted schooner marked '*Storm God Racer*', a 20 inch long model of a single mast merchant ship with a gold prow and mast marked '*Golden Fleece*' (when the command word, '*Floatus*' is invoked the model expands to become a full-sized 5 ton merchant ship), the unfinished frames of three box kites, a finely-carved walking cane topped with a gold Devil's head (*aura of evil*, cane head does 1d4 blunt weapon damage or 1d8 versus good, evil wielders move at +10 FT/round while holding the cane and increase their Stamina +2 points while it is held), and an unfinished carved plaque depicting a red dragon curled around a mountain's summit.

The *chisels become animated* if good/neutral persons come within 8 FT, (Warrior L6, hp12, AC24, each hit does zero damage AND reduces armor by AC-3). The *marionettes become animated* when touched (Warrior L8, hp22, AC21, requires enchanted weapon to injure, immune to ordinary fire, operable wings, Bite 1d3, Claw 1d6 x2) unless *Disperse Magic* is cast first.

156. **Samael's Art Studio.** The room is entered from the Tower Workshop through an unlocked wooden door centered in the west wall, with an unlocked sturdy wooden door leading to the Artist's Storeroom in the north wall. The floor consists of irregular flat grey paving stones with black grout, the walls are painted a neutral tan, and the ceiling is whitewashed with frescoes of four great historical artists (Cybelime Hellasson, Gwendolen Frohild, Cosmas of Vidamara Abbey, and Keveran, the Painter's Prince) in the corners. Four lit gold chandeliers, each with six glowing yellow balls fixed around a circular wheel 6 foot in radius, hang from the ceiling. The room holds two large easels, each with an unfinished painting (a landscape of exploding volcanoes, and a portrait of a suit of demon armor), an ancient scarred wood table with numerous dots and marks of color, five tall wood stools each with a black dragon hide cushion, a half-barrel of mead (in the southeast corner) with bronze dipper, and a worn rocking chair. Three 428 GP empty pewter vases and a wide gold bowl sit on the table. On wooden wall shelves attached to the south wall are 10 used camel-hair brushes (clean), fifteen partially-used

clay pots of colored pigment (closed), three charcoal sketch sticks, a piece of resin eraser, a bronze 14 inch ruler, a 15 SP bronze protractor, a half-empty flask of turpentine, six old cloth rags, a small steel rod with a wire tip, two bronze putty knives, six thin wood stirring rods, and a long-handled steel spoon. When Samael is not present this room is unoccupied.

157. **Artist's Storeroom.** A square room entered from Samael's Art Studio through an unlocked wooden door on the south wall. The north wall is in common with Black Coffin (#154) and is unusually thin (-10 to find, breaks on hp35). The room contains twelve empty rectangular gilded wood picture frames, twenty pieces of unused mounted canvas, two rolls of 5 FT by 90 FT unused canvas, two 5 FT by 100 FT rolls of canvas backing, three empty wood easels, a vertical spindle device for mounting canvas rolls with a slot for fabric and a traveling knife, a box with a hammer and a 1 pound bag of finishing nails and a quarter-pound bag of frame hooks, five unused brass painter's trays, two brass tripods each with unlit brass oil lantern mounted on top, two wood boxes of fresh 20 SP camel-hair paint brushes in several sizes, a wood box with thirty-eight 10 SP charcoal sketching sticks of varying diameter, a rectangular steel mirror mounted on a steel stand, three wood boxes each holding eighteen 4 GP sealed clay pots of colored pigment each with a color dot on the outside, a flask of clear paint-covering liquid, seven sealed clay flasks of paint thinner, a cloth pouch with twenty resin erasers, and a bare manikin (for measuring clothes). On 1d10 rolls GTET 8 the room is occupied by 1d4 **Ordinary Devils** moving three rolls each of canvas and canvas backing.

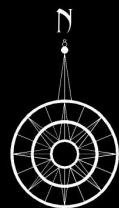
First Underground Elevation

See the diagram on page 71.

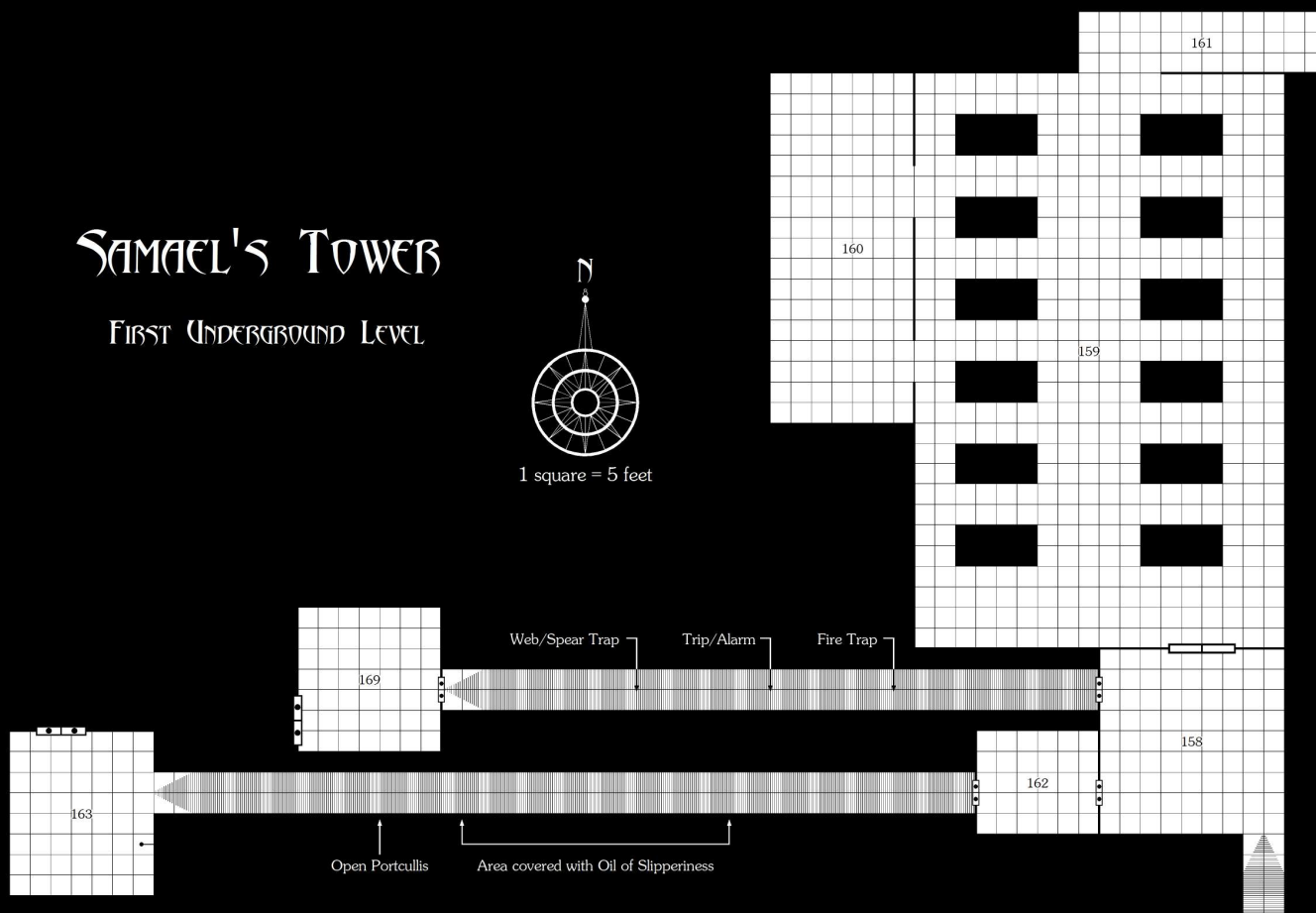
158. **Underground Guards.** The room is entered from the Ground Floor via a stair (#9) on the south wall, with double-wide wood doors to the Beer Gallery centered on the north wall. A metal door with a silver keyhole (found locked, -12 Open Lock) leads to Nasty Lizards (south end west wall); a metal door with an adamantine keyhole (found locked, -20 Open Lock) leads to the Second Underground Level (Lower Guard Station, #169, west wall). The room is furnished with a rough wood table with a lit lantern, five straight chairs, a leather-padded bench, two barrels of beer, and a barrel of water. On the table are a tin ladle, six pewter steins, two loaves of hard bread, and three flasks of lamp oil. A group of eight spears stands along the south wall. Five silver-bladed Dirks are stuck into a man-shaped wood target attached to the east wall. The room is occupied by four **Jinguma** and a **Quivaras** (has the keys to the locked door off this room); the guards can summon 1d6 **Keres**, who arrive after 1d20*15 seconds.

SAMAEI'S TOWER

FIRST UNDERGROUND LEVEL



1 square = 5 feet



158, Underground Guards, continued...The stair to the Treasury Level is 5 FT wide by 160 FT long, descending 95 vertical FT. A metal door with a steel keyhole (found locked, -15 Open Lock) is at the lower end of the stairs; three arrow slits are found to either side of the door. One-third of the length (53 FT) down the stair is a step mounted on a spring (-12 to find, -14 disarm trap); two paces up the stairs are five half-inch diameter holes in the ceiling, each hole attached to a three bladders of a chemical which ignites in oxygen. An Adventurer stepping on the spring-loaded step causes one bladder of chemical to exhausted through each ceiling holes, creating jets of fire aimed behind them (2d10 fire damage, avoid on 1d20 rolls GTET [30-Agility]).

Half way down (80 FT) the stairs is an *invisible* trip wire (-20 to find, -15 disarm trap) 3 inches off the floor: stepping on this wire or snagging or pulling it causes a bell to ring loudly in location #169. Three-quarters (110 FT) of the way down stair is a web of wires disguised (-10 to find) as a spider's web across the passage: pushing through the webs or cutting them causes six spears (three/side) to eject from the walls 1 pace ahead (10 second delay, 1d12 damage, avoid on 1d20 rolls GTET [28-Agility], -8 disarm trap).

wood doors with a 10 FT wide arched opening to Wine Racks in the north wall. The room contains two rows each of six large wood barrels of good quality beer, each barrel 12 FT diameter by 10 FT long, set on a wood stand with a cork in the spigot hole, with metal pins sticking out of the sides (for lifting and turning). Above each line of barrels is a steel rail on which runs a large block-and-tackle with thick cloth straps. Every 8 FT along the west and east walls a burning torch is set into a wall sconce. A wheeled barrel cradle is in the northeast corner of the room. The room is kept at 45°F. The room is occupied by six **Common Devils** and 1d4 **Type 3A Devils**; one of the 3A Devils has a *Fiddle of Dancing* (Beer Barrel Polka, range 25 FT, save 1d20 GTET [33-Will], checked every 2 minutes).

160.

Wine Racks. A rectangular room, entered from the Beer Gallery through a 10 FT wide arched opening centered in the south wall, with a 10 FT wide arched opening to Bottling Stores in the north wall. The entire west wall is taken up by wood wine bottle racks, 80 bottles long by 20 bottles high; the south end is marked for red wines, the north end for white wines, and the center for blush and dessert wines. The racks contain 420 bottles of Chablis at 120 GP/bottle, 115 bottles of Riesling at 75 GP/bottle, 50 bottles of Chardonnay at 400 GP/bottle, 90 bottles of red Port at 220 GP/bottle, 142 bottles of Chianti at 50 GP/bottle, 35 bottles of Zinfandel at 40/GP...

159. Beer Gallery. The room is 22 FT tall, entered from the Underground Guards (south) through latched double

FIRST UNDERGROUND LEVEL, CELL BLOCKS

160, Wine Racks, continued.../bottle, 100 bottles of sparkling wines at 350 GP/bottle, and 80 bottles of Champagne at 1200 GP/bottle. The east side of the room is taken up by a large bottling press with a roller line for bottles, stainless steel tanks for different wines, a cork feeder and corking press, and labeling station. The room is kept at 45°F. The room is occupied by four **Common Devils** and a **Type 3A Devil**.

161. Bottling Stores. A square room, entered from Wine Rack through a 10 FT wide arched opening on the south wall. The room contains a plain wood stool, a small wood table, twenty-four cases of corks, two cases of unused labels, four pots of white glue, forty cases each of twenty dark wine bottles, four cases of wire cork fasteners, a leather bag of white rags, twenty-four empty ordinary-sized barrels, a box with eight unused spigots, and three wood mallets. The room is unoccupied.

162. Nasty Lizards. The room is 15 FT tall, entered from Underground Guard through a metal door with a silver keyhole (found locked, -12 Open Lock) in the east wall; a metal door in the west wall with an adamantine keyhole is found locked (-25 Open Lock) opens to the stairs down to the Quivaras Guards, centered on the west wall. The room is occupied by five HD10 **Komodo Dragons**.

The stair to location the Quivaras Guards is 5 FT wide by 7 FT tall, 200 FT long, and descends 80 vertical FT; it enters #163 through an arched opening (no door). The center third (65 to 130 FT) of stair is covered by *Oil of Slipperiness* (an Adventurer falls unless succeeding on 1d20 roll GTET [30-Agility]; falling persons fall down onto persons in front of them unless succeeding on a 1d20 roll GTET [28-Agility]. Three-quarters (150 FT) of the way down the stair is an open portcullis which can be closed from #163; when closed, a total Strength GTET 43 is required to push it open. If Adventurers do not move silently down the stairs, they are attacked at the bottom by two **Quivaras** who gain first blow/surprise.

Cell Block Level

See the diagram on page 73.

163. Quivaras Guards. The room is entered from the east from Nasty Lizards through an arched opening at the bottom of the stairs; double metal doors each with adamantine padlocks (found locked, -20 Open Lock) in the northwest corner lead to the Torture Chamber. A lever on the south part of the east wall raises and lowers the portcullis on the stair leading up to the Nasaty Lizards. The room is occupied by two **Quivaras** each armed with a *Scimitar +2* (Unholy, wounding {bleeds hp1d3 for 1d6 rounds/wound}, *poisoned* {paralyzes Humans/Half Elves, kills Elves/Dwarfs/Gnomes, save 1d20 rolls GTET [27-Stamina] per hit}), Short Bows with 10 war arrows, two *Arrows of Slaying* (Humans, save 1d20 GTET [30-Will]), two *1d12 Cure Wounds Potions*, a smoke grenade, and a 1d10 explosive grenade; one guard also has

an *Arrow of Slaying* (Elf, save 1d20 GTET [32-Will]) and the other an *Arrow of Slaying* (Dwarf, save 1d20 GTET [32-Will]). If Adventurers on the stairs down from Nasty Lizards are not silent, the **Quivaras** hear them on 1d20 rolls GTET 5 and prepare an invisible ambush after dropping the portcullis.

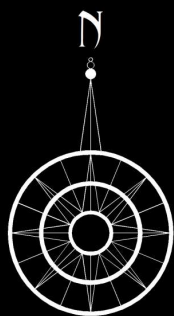
164. Torture Chamber. A rectangular room entered from the Quivaras Guards through two metal doors each with an adamantine padlock (found locked, -20 Open Lock); a sturdy wood door (latched, no lock) to the Guard Mess is in the west wall, and a sturdy wood door with a silver keyhole (found open, -10 Open Lock) to the Branding Room is in the east wall. An arched 10 FT opening on the north wall leads to the Cell Block and the twelve holding cells. The main area contains a wood wheel with steel manacles over a water trough, an extendable rack with steel manacles, a bed of nails, a steel chair with steel manacles is under a large steel holding tank with steel spigot, and two steel whipping posts with steel manacles (-8 Open Lock) on crosspieces. A wood rack on the north end of the west wall holds five bullwhips, three iron maces, a spiked mace, three metal chains, three pairs of iron manacles (-10 Open Lock), six black cloth hoods, two iron neck collars with locks (-10 Open Lock), two sharp paring knives, four pair of metal tongs, six wood batons with steel tips, and ten thin steel needles each 15 inches long. **Uther Cynric Florentius** (male Elf, Priest L12) is strapped into the chair under the water tank. The room is occupied by eight **Jinguma** commanded by a **Quivaras**.

165. Branding Room. The room is entered from the Torture Chamber through a sturdy wood door in the west wall. The room contains two 9 FT metal posts 5 FT across with pairs of steel manacles (-10 Open Lock) at several heights, a small writing table with straight back chair, two cauldron-sized braziers filled with hot glowing charcoal, a barrel of water, two empty wood buckets, and six large bandages. A steel key to the manacles is on the table along with five iron brands, a pot of *2d8 Cure Wounds* salve, and four pairs of thick leather gloves. Brands with the numbers zero through ten in Infernal Cant are in the two lit braziers. A human man, **Iphrehem Abnor**, is manacled to the post is wearing only a linen wrap around his hips and leather sandals; his beard is disheveled, his eyes wild, and he is wailing and weeping. In the room are two **Jinguma**, a **Type 8B Devil**, and a **Zoybim**. The Type 8B Devil has a scroll of orders (in Infernal Cant) to brand the prisoner.

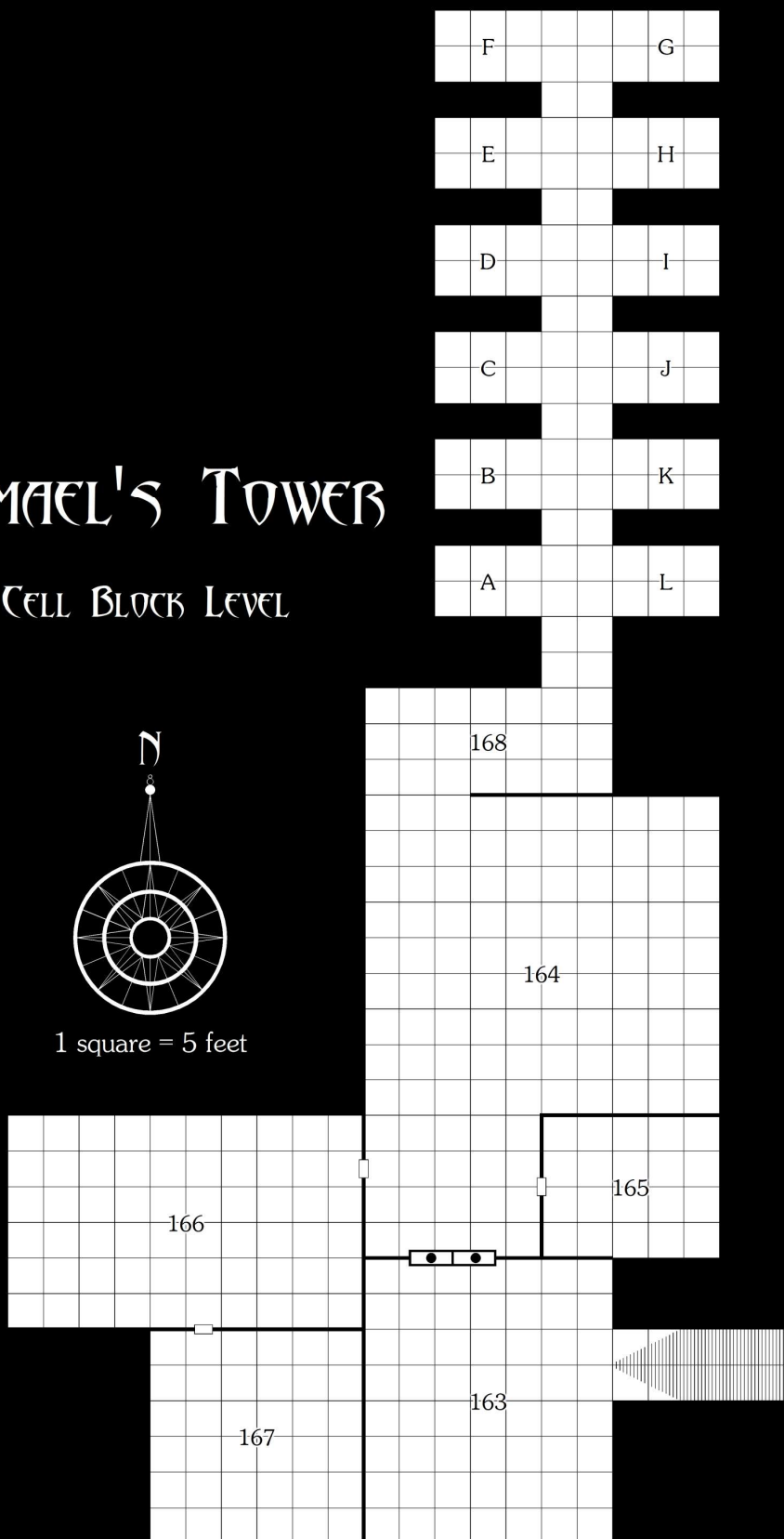
166. Guard Mess. A square room, entered from the narrow section of the Torture Room through a wood door on the east wall, with a sturdy wood door leading to the Guard's Larder in the south wall. The room is furnished with four cauldrons bubbling over charcoal pits (two with gruel or watery porridge), two large wood tables, two beehive ovens, a ten-burner (gas) stove with all the burners lit, three deep brass sinks, a 200 gallon brass tank of hot water, five barrels of water, a metal hand pump...

SAMAEI'S TOWER

CELL BLOCK LEVEL



1 square = 5 feet



166.

Guard's Mess, continued... fastened to the ceiling feeds a wood trough feeding bucket spigots, the brass sinks, and a large drain and garbage hole in the southwest corner. Attached to iron racks set into the ceiling are a variety of large pans fry pans, deep pots, sifters, colanders, and iron utensils (whisks, spoons, forks, spatulas, etc.). The room is occupied by six **Common Devils** laborers and three **Type 2D Devils** cooks.

167.

Guard's Larder. A square room entered from the Guard Mess through a wood door on the north wall. The south wall is completely taken up by sturdy wood shelves, three sections high. The room contains twenty burlap sacks of porridge mix (three sacks are poisoned, save 1d20 GTET [30-Stamina], +4 for Elves), eighteen clay tubs of butter, twelve tins of lard, four tall urns of water, nine tall urns of milk, nine sacks of rice, fifteen sacks of dried beans, twelve sacks of wheat flour, twenty-three loaves of hard tack, forty-two pounds of bacon (10 pounds are poisoned, save 1d20 GTET [30-Stamina], +3 for Gnomes), seventeen strands of linked sausages, three hams, four urns of light beer, five bushel baskets of potatoes, eight baskets of turnips, three baskets of carrots, five baskets of onions, four baskets of collard greens, two baskets of apples, a basket of oranges, and four baskets of eggplant.

CELL BLOCK LEVEL, TREASURY

167, Guard's Larder...All of the food is moldy, wilted, brown or spotted, soft, sour, and otherwise in less than perfect condition; the food is subject to the Inferno binding.

- 168. Cell Block.** The area is entered from the Torture Chamber through a 10 FT wide arch in the south wall; a 10 FT arch in the north wall leads to a 80 FT hallway giving access to the cells. The area is furnished with a small wood table with a lit oil lamp, a straight chair, and a carved wood bench with four cloth cushions. The area is occupied by two **Quivaras** and a **Keres** (has the cell key ring); each has a *Scimitar* +3 (Unholy, *flaming*, poisoned {save 1d20 GTET [28-Stamina]}) and together they are armed with a Longbow and 20 war arrows, four *Fire Arrows*, four *Ice Arrows*, two *Exploding Arrows*, six smoke grenades, and six 2d8 Exploding Grenades.

Six 7 FT by 10 FT open alcoves are spaced along the west side of the long corridor, with 4 FT of stone between each, the same number on the east side. A 3 FT by 2 FT metal door (opening upward) is in the floor of each alcove, each has an iron bar across the top held in place by an iron padlock (-12 Open Lock). Under each door is a lead-lined 10 FT by 15 FT cell; the cells are furnished with two straw-stuffed mattresses, a wood pail of water, a wood pail chamber pot, a wood stool, and four thin wool covers. Each cell is kept at 60°F.

Cell A is occupied by **Kunnet Cadalion** (male Gnome Rascal L11).

Cell B is occupied by **Delphina Ezraella** (female Human, untrained).

Cell C is empty.

Cell D is occupied by **Rowenna the Black** (female Human Warrior L10).

Cell E is empty.

Cell F is empty.

Cell G is occupied by four HD5 **Werzel's Spiders**.

Cell H is occupied by a three **Type 7A Devils** transformed into male Humans (see below).

Cell I is ordinarily occupied by **Iphrehem Abnor** (Human Male Ship Wright).

Cell J is occupied by **Dormaen** (male **Minotaur**).

Cell K is empty.

Cell L is empty.

The Devils in Cell H claim claim to be the brothers Murchadh, Gurhavel, and Relauruso, from Blassbridge Vil-

lage in the Earldom of Cannorth, fishermen taken as slaves 1 year earlier. They agree to escape, but during the first combat *transform back to Devils* and attack the Adventurers from the rear.

Treasury Level

See the diagram on page 75.

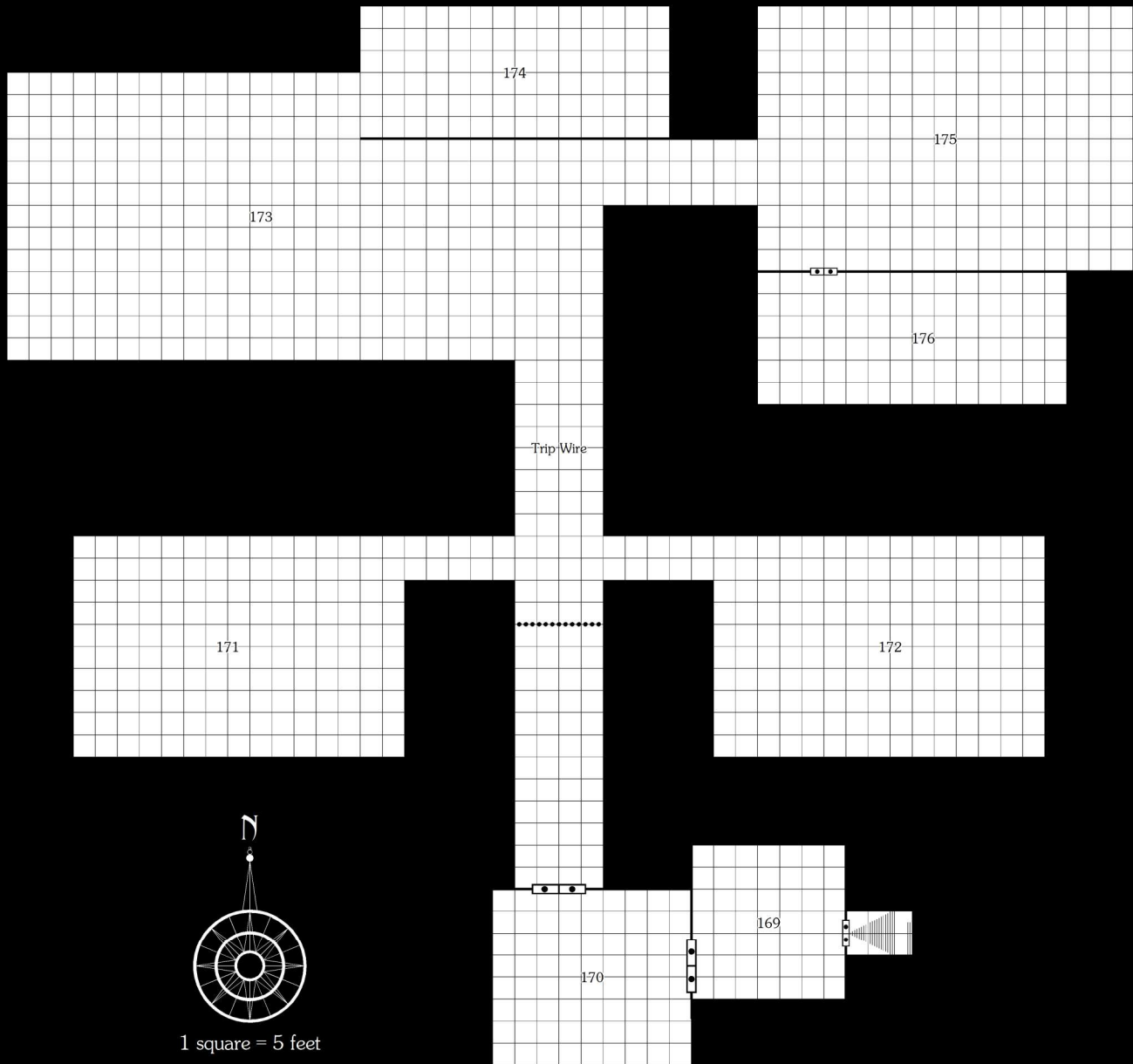
- 169. Lower Guard Station.** The room is 15 FT high, entered via a long narrow stair from the Underground Guards; the east door is made of metal with a steel keyhole (-14 Open Lock); double metal doors in the west wall leads to the Inner Guards, each door has an adamantine keyhole (found locked, -22 Open Lock). Three arrow slits are on each side of the door, allowing the occupants to fire at the stair leading up to the First Underground Level. The room is furnished with a scarred old table, two scuffed benches, and a barrel of mead with a tin dipper. A lit iron lamp is attached to the north wall by an iron screw. Attached to the south wall is a wood rack holding two double-bladed Battle Axes, a silver Cutlass, two rusted sharpened spikes mounted on basket hilts (1d6 damage plus tetanus {save 1d20 GTET [27-Stamina]}), and a bull-whip. The room is occupied by four **Quivaras** and a **Keres**, each with curved double *Swords*+3 (Unholy, +1d6 electric burst on hit, removes XP5000 per hit {save 1d20 GTET [34-Will]}), and together they have three Short Bows, ten *Arrows of Slaying* (Human, save 1d20 GTET [32-Will]), four *Arrows of Slaying* (Gnome, save 1d20 GTET [33-Will]), two *Arrows of Slaying* (Dwarf, save 1d20 GTET [32-Will]), two *Arrows of Slay* (Elf, save 1d20 GTET [32-Will]), three 1d12 explosive grenades, two smoke grenades, four *1d10 Cure Wounds Potions*, two *2d8 Cure Wounds Potions*, two *Potions of Armorskin AC+10*, and two *Liquid Web* flasks.

- 170. Inner Guards.** The room is entered from the Lower Guard Station (east) through two metal door having adamantine keyholes (found locked, -22 Open Lock); two silver doors in the north wall lead to Samael's treasure chambers; these doors have platinum keyholes (found locked, -25 Open Lock) plus adamantine combination padlocks [-30 Open Lock]. Each padlock has five tumblers with 20 characters labeled A through T, the combination for the west door is GOBAK, and for the east door is CRSES. The doors are embossed with the pieced scales, a horned bat, crossed pitchforks, and a seven-pointed star surrounded by lightning. A person opening the left (west) door (*trap*, -10 to find, -14 disarm trap) receives a *2d8 electric shock* (half damage on 1d20 rolls GTET [32-Stamina]) from Leyden jars located under the floor.

Opening the right (east) door releases a switch (-10 to find, -10 disarm trap) that drops a 2800 pound iron portcullis 20 FT up the corridor (north past the doors). The room is occupied by five **Keres** with 1d12 *Rapiers* +3 (Unholy, *wounding* {1d3 for 1d10 rounds}, *neck cleaving* on every hit {avoid 1d20 roll GTET [30-Agility]}).

SAMAEI'S TOWER

TREASURY LEVEL



171. North Portcullis. The corridor is 10 FT wide by 15 FT high, entered from the south through double silver doors from the Inner Guards; a west passage leads to the Copper Pile, an east passage leads to the Silver Pile, and the passage continues north past the intersection. A 2800 pound iron portcullis is dropped 20 FT north of the entry doors when the right (east) silver door is moved unless a switch (-10 to find, -10 disarm trap) is disarmed. The portcullis has a latching mechanism (a quarter-inch hole in the ceiling allowing the latch to be reset is filled with dust, -15 to find, -12 disarm trap). Breaking the latch re-

quires a total Strength GTET 34. The iron has a light covering of a *slippery oil* imbued with *poison* (-15 to find, save 1d20 GTET [30-Stamina], reduces Strength statistic by 6 points for 1d20*20 minutes). The oil causes any person gripping the portcullis to lose their grip unless succeeding on a 1d20 roll GTET [30-Agility] checked every attempt to lift the portcullis. If the portcullis is raised without resetting the latch, a pressure plate in the floor (-12 to find, -14 disarm trap) on the left side 5 FT north past the portcullis is activated; stepping on the plate (avoid 1d20 GTET [34-Agility])...

TREASURY LEVEL

171, North Portcullis, continued...if unknown, GTET [25-Agility] if known) causes the release of chemicals through the portcullis track which ignite in oxygen - Adventurers under/near to the portcullis suffer hp3d12 fire damage (half damage on 1d20 rolls GTET [32-Stamina]).

Copper Pile. The room is entered from the corridor intersection through an arched corridor in the east wall. The room contains 650,000 copper pieces in a single large pile, roughly 20 FT wide by 38 FT long, 18 FT high in the center, weighing 40,500 pounds. A single 5 inch diameter copper pipe protrudes through the ceiling over the center of the pile and a coin falls through the pipe every 1d100 seconds. Two lit bronze lamps shaped like a horned frog's heads are attached to the north and south walls by bronze brackets shaped like lily pads. Any mortal removing GTET 50 copper pieces from the pile becomes obsessed with copper coins (save 1d20 roll GTET [33-Will] checked per 50 coins taken) so they always carry all of their coinage only in copper (must succeed on 1d20 roll GTET [55-Level-Will] to use any other coin denomination). Small holes in the ceiling (-20 to find) release *sleeping* gas (save 1d20 roll GTET [30-Stamina]) in this room whenever any of the coffers in the Coffin Room (#174) or Jewelry Coffers (#176) are moved. On 1d20 rolls GTET 16 the room is occupied by four **Common Devils**.

172. Silver Pile. A rectangular room entered from the corridor intersection through an arched corridor entering the west wall. The room contains 520,000 silver pieces in a single large pile, roughly 20 FT wide by 32 FT deep, 14 FT high in the center, weighing 26,000 pounds. A single 5 inch diameter silver pipe protrudes through the ceiling over the center and a coin falls through the pipe every 1d100 seconds. Two lit bronze lamps shaped like horned frog's heads are attached to the north and south walls by bronze brackets shaped like lily pads. Any mortal removing GTET 30 silver pieces from the pile is cursed (save 1d20 GTET [34-Stamina] checked per 30 coins taken) so they easily breathe the sulphurous and noxious atmospheres found in Inferno; in the short term this makes it easier for them to breathe and removes any penalties due to bad air, but when the mortal returns to the Material Plane they require air laced with sulphur to remain healthy - whenever the affected person is not breathing heavily sulphurous air their Stamina statistic is reduced by 8 points, and their Strength reduced by 6 points. Small holes in the ceiling (-20 to find) release *sleeping* gas (save 1d20 roll GTET [30-Stamina]) in this room whenever any of the coffers in the Coffin Room (#174) or Jewelry Coffers (#176) are moved. On 1d20 rolls GTET 12 the room is occupied by five **Jinguma**.

173. Corridor Alarm. An *invisible* trip wire (-27 to find, -25 disarm trap, avoid 1d20 roll GTET [32-Agility] if unknown, GTET [24-Agility] if known) is across the corridor 3 inches off the floor, 20 FT north of the corridor intersection. An alarm is activated in the Ground Floor

guard stations when the wire is cut or pulled it, the alarm cannot be heard in the corridor; 1d10*30 seconds later 1d20 **Jinguma**, 1d6 **Quivaras**, and 1d3 **Keres** arrive just north of the portcullis (south of the intersection).

Gold Pile. The room is entered on the southeast side from the corridor through an arched stone opening on the south wall, with an arched opening to the Coffin Room in the northeast corner, and an arched corridor leading to Bulk Treasures in the east wall. The room contains a single pile of 450,000 gold coins, roughly 23 FT by 35 FT by 10 FT high at the center, weighing 14,500 pounds. A single 5 inch diameter gold pipe protrudes through the ceiling over the center and a coin falls through the pipe every 2d100 seconds. Two lit bronze lamps shaped like horned frog's heads are attached to the north and south walls by bronze brackets shaped like lily pads. 1d6*50 minutes after a mortal removes GTET 20 gold pieces from this pile everything they carry (clothing, gear, weapons, etc.) EXCEPT for the removed gold is transported to location #175, leaving them naked with their gold (20 mile range, save 1d20 GTET [57-Level-Will]). Small holes in the ceiling (-20 to find) release *sleeping* gas (save 1d20 roll GTET [30-Stamina]) in this room whenever any of the coffers in the Coffin Room (#174) or Jewelry Coffers (#176) are moved. On 1d20 rolls GTET 8 the room is occupied by five **Jinguma**.

174. Coffin Room. The room is entered from the Gold Pile through an arched opening in the southwest wall. A raised shelf 3½ FT high by 5 FT wide is along the north and east edges of the room. The room contains ten platinum coffers, seven electrum coffers, and five adamantite coffers, all have adamantite keyholes and are found locked (-16 Open Lock). Two lit bronze lamps shaped like horned cat's heads are attached to the north and south walls by curved bronze brackets. . When any coffer is lifted or moved, it releases a spring-driven piston (-8 to find, -13 disarm trap) which releases *sleeping* gas (maximum concentration in 1d8*30 seconds, the gas remains 2d20+1d12 minutes, sleep 1d100*4 minutes, save 1d20 roll GTET [30-Stamina]) through the ceiling holes in the Copper, Silver, and Gold Pile rooms. Each platinum coffer holds 3500 platinum coins (total of 35,000 coins valued at 143,500 GP, weighing 520 pounds). Each electrum coffer holds 4000 electrum coins (total of 28,000 coins valued at 1.4 million GP, weighing 420 pounds). Each adamantite coffer holds 2500 adamantite coins (total of 12,500 coins valued at 3.125 million GP, weighing 156 pounds). The third, fifth, seventh, eighth, eleventh, and sixteenth coffers opened by Adventurers have 2d6+2 *Explosive Runes* (avoid viewing 1d20 roll GTET [48-Level-Will], range 4 FT, half damage on 1d20 roll GTET [30-Agility]) on their inside covers. On 1d20 rolls GTET 6 the room is occupied by 1d3 **Quivaras**.

TREASURY LEVEL

- 175. Vial Trap.** The room is entered from the Gold Pile through an arched opening on the west wall; a metal door with adamantine keyhole (found locked, -22 Open Lock) in the south wall leads to the Jewelry Coffers. Four lit bronze lamps shaped like horned wolves are attached to the north and south walls by curved iron brackets. Midway down the corridor between the Gold Pile and Bulk Treasures is a loose paving stone (-14 to find) under which are four glass vials with cork stoppers filled with a red vapor. When an Adventurer steps on the paving stone (avoid on 1d20 roll GTET [28-Agility] if unknown, GTET [22-Agility] if known) each vial breaks on 1d10 rolls GTET 4, checked individually. The released vapor from each broken vial coalesces into a HD10 **Alpha Infernal Hound** in 1d4*15 seconds. If Adventurers find and take the vials, the cork stopper comes loose (releasing the Hound inside) in their purse, pouch, bag, or backpack on a 1d10 roll of 10 checked every 45 minutes or whenever new goods are stored.

Bulk Treasures. The room contains a teak wood chest (latch, no lock) with 240 musical scores by the composer Rhettian (300 to 340 years old, each 2d100*150]+550 GP); nine rolled tapestries 1800 to 2200 years old (each weighing 2d12+80 pounds, [2d20*100]+600 GP); fourteen silver-gilded antique pieces of furniture 1400 to 2500 years old (chairs, hutches, secretary desks, cabinets, end tables, and breakfronts, weighing 30 to 400 pounds, [1d20*500]+800 GP); an unlocked bronze chest with thirty books by famous ancient foreign authors 1000 to 2000 years old (each [1d20*500]+725 GP); six jewel-encrusted ceremonial Long Swords (each [1d20*1d6*1000]+1400 GP); three jewel-encrusted longsword Scabbards (8800 GP, 9450 GP, 11,800 GP); a 16,200 GP jeweled spear; four 900 GP platinum oil lanterns; two 300 GP arabian-styled bronze lanterns (second lantern: 3/day – *summon monster* [HD9 **Efreet**, 15 minutes] when rubbed); a wood chest with a silver keyhole (found locked, -8 Open Lock) holding twenty sealed crystal decanters of very fine Poljarvinne Cognac (all GTET 150 years old, decanter 2d100+750 GP, cognac 3d100+2200/bottle GP); three guitars and two lutes and four harps all made by the legendary instrument maker Eille Markwood 500 to 600 years ago (each [3d20*1000]+7250 GP); fifteen long ivory tubes (each 1d100+450 GP) containing rolled canvas paintings by foreign masters Dorrosian and Lebbenari painted 300 and 500 years ago (canvas [2d20*2000]+10,500 GP); five very-rare Khemetian carpets 200 to 500 years old (weighing 1d100+120 pounds, each [1d20*1000]+1025 GP; the fourth one is a *Flying Carpet*); and twenty-two 90 pound ivory tusks at 100 GP/pound. On 1d20 rolls GTET 5 the room is occupied by two **Keres**.

- 176. Jewelry Coffers.** The room is entered from Bulk Treasures through a metal door with adamantine keyhole (opens outward, found locked, -22 Open Lock) in the north wall. A 15-second timer activates (pulled by a tiny steel thread; -18 to find, -15 disarm trap) when the door is opened, causing a lead cage just inside the room pe-

rimeter to fall; the cage is *enchanted* and strengthened, weighs 2500 pounds, and is held in place by a mechanical latch requiring total Strength GTET 32 to break; bars break on total Strength GTET 38 or after receiving hp100 damage). 1d12 **Jinguma** and 1d3 **Quivaras** *teleport* into the room 1d20*15 seconds after the cage falls to investigate. Three lit bronze lamps shaped like horned sharks are attached to the north and south walls by iron brackets shaped like seahorses. A stone shelf 3 FT high by 3 FT wide stretches along the south wall. Twelve platinum coffers having adamantine keyholes (found locked, -15 Open Lock) are on the shelf. The second, third, seventh, ninth, and tenth coffers opened have *poison needle traps* (-10 to find, -12 disarm trap, fatal after [Stamina+5]*15 seconds, save 1d20 roll GTET [30-Stamina] per needle {+4 bonus for Dwarves, +2 bonus for Gnomes}). When any coffer is lifted or moved, it releases a spring-driven piston (-8 to find, -13 disarm trap) which releases *sleeping* gas (maximum concentration in 1d8*30 seconds, gas remains 2d20+1d12 minutes, *sleep* 1d100*4 minutes, save 1d20 roll GTET [30-Stamina]) through the ceiling holes in the Copper, Silver, and Gold Pile rooms.

The first coffer holds 267 diamonds at 12,500 GP, 315 emeralds at 8500 GP, and 218 rubies at 12,000 GP. The second coffer holds 203 sapphires at 6800 GP, 411 pieces of jade at 3500 GP, and 170 pieces of polished amber at 7500 GP. The third coffer holds 282 pearls at 5250 GP, 159 amethysts at 3700 GP, and 110 Cat's Eye pieces at 2000 GP. The fourth coffer holds 100 polished cinnabar stones at 2500 GP, 320 garnets at 1800 GP, and 79 lapis lazuli pieces at 3000 GP. The fifth coffer holds 360 polished white ivory disks at 500 GP, 227 polished black ivory disks at 4000 GP, and 114 red bloodstones at 4050 GP. The sixth coffer holds 88 opals and 98 peridot at 6000 GP, and 346 sunstones at 3250 GP. The seventh coffer holds 172 pieces of polished topaz at 825 GP, 231 zircons at 800 GP, and 72 Tiger's Eyes at 2000 GP. The eighth coffer holds 90 yellow spinel stones at 3000 GP, 100 agates at 3750 GP, 70 aquamarine stones at 2000 GP, and 182 red/green beryls at 1275 GP.

The ninth coffer holds 84 copper rings set with semi-precious stones at 50 GP, 277 silver rings set with semi-precious stones at 250 GP, 145 gold rings set with semi-precious stones at 1500 GP, 26 plain white-gold rings at 2200 GP, 73 gold rings set with precious stones at 7250 GP, 80 plain platinum rings at 8200 GP, and 38 platinum rings set with precious stones at 22,000 GP. This coffer also holds a gold-and-ruby *Ring of Altered Realities* (3), a platinum-and-amethyst *Ring of Altered Realities* (2), a silver *Antidote Ring* (83 charges), a copper-and-garnet *Ring of Regeneration* (hp2/round), a gold-and-pearl *Dimensional Trap Ring*, a silver-and-turquoise *Ring of Flight* (75 charges), a copper-and-ivory *Ring of Invisibility to Undead*, a gold-and-topaz *Levitation Ring* (90 charges), a plain platinum *Mage Biting Ring*, a pair of linked copper-and-opal *Rings of Telepathy* (tied together by a gold string,...

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176, Jewelry Coffers, continued...range 1000 FT), and a gold-and-emerald *Stasis Ring*.

The tenth coffer holds 68 ivory bead necklaces at 950 GP, 52 decorative copper-and-enamel jewelry chains at 150 SP, 126 silver chains at 2000 GP, 42 silver chains with semi-precious stone pendants at 1500 GP, 102 plain gold chains at 4000 GP, 63 gold chains with semi-precious stone pendants at 9000 GP, 22 gold chains with precious stone pendants at 10,000 GP, 32 plain platinum chains at 8200 GP and 11 platinum chains with semi-precious stone pendants at 14,500 GP. Also in the coffer are a copper *Stutter's Chain*, two 1420 GP Prayer Beads (to a pagan weather Deity), a gold *Trav's Chain of Lecherousy*, a silver chain with a *Talisman of Striding and Leaping*, a gold *Necklace of Slavery*, a silver-and-sapphire *Chain of Invisibility*, a copper *Chain of Animation*, a black ivory *Necklace of Blindness*, a platinum *Ageless Necklace*, and a gold-and-topaz *Choker of Strangulation*.

The eleventh coffer holds 110 copper brooches set with semi-precious stones at 150 GP, 41 copper brooches set with precious stones at 250 GP, 79 silver brooches set with semi-precious stones at 750 GP, 50 silver brooches set with precious stones at 4500 GP, 47 gold brooches set with semi-precious stones at 5400 GP, 33 gold brooches with precious stones at 12,000 GP, 20 platinum brooches set with semi-precious stones at 11,750 GP, and 14 platinum brooches set with precious stones at 15,350 GP. Also in the coffer are two gold *Locket of Magus Energy*, a gold-and-ruby *Locket of Spiritual Energy*, a silver-and-bloodstone *Liar's Locket*, a copper-and-pearl *Locket of Truthfulness*, a platinum-and-opal *Lethe Pin*, a copper *Golem-bane Scarab*, and a gold-and-moonstone *Charm against the Evil Eye*.

The twelfth coffer holds 7 gold-and-ivory combs at 105 GP, 4 silver-and-sapphire tiaras at 2000 GP, 10 gold crowns encrusted with precious stones at 18,800 GP, 30 gold bracelets set with precious stones at 12,000 GP, 52 silver bracelets set with precious stones at 9500 GP, 26 copper armbands decorated with semi-precious stones at 3000 GP, 30 silver armbands decorated with semi-precious stones at 6000 GP, 18 gold armbands decorated with semi-precious stones at 17,000 GP, 24 gold buckles at 3000 GP, 12 platinum belt buckles at 8000 GP, 17 silver circlets at 4200 GP, 10 gold circlets at 2500 GP, and 7 platinum circlets at 8800 GP. Also in the coffer are a copper *Armband (Leap +25 FT, 3/day)*, two gold *Bracelets of Tirelessness*, a silver *Circlet against Mental Domination*, a platinum *Circlet of Telepathy*, a gold *Boar's Eye Buckle*, a copper *Klutz's Armband*, a silver *Tourniquet Armband*, a platinum *Circlet of Unchanging*, a *Witches Crown*, and a *Crown of Many Hues*.

Random Encounters on the Tower Grounds

Check for a *garden area* encounter every 15 minutes; when an encounter occurs determine specifics using 1d20: (1) 1d10 **Jinguma**, (2) 1d8 **Quivaras**, (3) 1d4 **Keres**, (4) 1d4 **Infernal Hounds**, (5) **Death Beetle**, (6) **Curse Root**, (7) 1d3 **Djinn**, (8) 1d3 **Efreet**, (9) 1d12 **Gargoyles**, (10) 1d12 **Harpies of Hell**, (11) 1d20 **Minotaur**, (12) 1d4 **Lamia**, (13) 1d4 **Leucrotta**, (14) 1d12 **Medusa**, (15) 1d10 **Garm**, (16) 1d8 **Trolls**, (17) 1d6 **Type 9A Devils**, (18) 1d6 **Type 9B Devils**, (19) 1d3 **Type 9C Devils**, or (20) 1d6 **Caleygreyhounds**.

Random Encounters in the Tower

Check for encounters in Tower rooms marked as empty when the rooms are entered and in public areas of the Tower every 15 minutes; an unexpected encounter occurs on 1d20 rolls GTET 16. When an encounter is indicated determine specifics using 1d20: (1) 1d4 **Type 8A Devils**, (2) 1d4 **Type 8B Devils**, (3) 1d4 **Type 8C Devils**, (4) 1d4 **Type 9A Devils**, (5) 1d4 **Type 9B Devils**, (6) 1d4 **Type 9C Devils**, (7) 1d6 **Jinguma**, (8) 1d6 **Quivaras**, (9) 1d3 **Keres**, (10) 1d3 **Vampire Lords**, (11) 1d3 **Mummy Lords**, (12) 1d6 **Minotaurs of Hell**, (13) **Lich**, (14) 1d6 **Medusa**, (15) 1d6 **Black Annis**, (16) **Mummy King or Queen**, (17) **Harpy Matriarch** with bodyguards, (18) **Diabolic General** with bodyguards, (19) **Diabolic Duke or Earl** with entourage, (20) **Diabolic Prince** with entourage.

Check for encounters in the *Second Floor Mirror Maze* every 5 minutes; when an encounter is indicated determine the result using 1d20: (1) 1d3 **Common Devils**, (2) 1d3 **Ordinary Devils**, (3) 1d3 **Zoybim**, (4) 1d3 **Jinguma**, (5) 1d2 **Quivaras**, (6) 1d3 **Keres**, (7) 1d3 **Type 8A Devils**, (8) 1d3 **Type 8B Devils**, (9) 1d3 **Type 8C Devils**, (10) 1d3 evil Priests L1d6+6, (11) 1d3 evil Crusaders L1d8+8, (12) 1d3 evil Wizards L1d8+8, (13) a **Hag** or **Crone**, (14) 1d8 **Harpies of Hell**, (15) a **Mummy Lord**, (16) a **Vampire Lord**, (17) 1d6 **Infernal Hounds**, (18) 1d3 **Minotaur**, (19) 1d3 **Trolls**, (20) 1d3 **Medusa**. Determine the race(s) of any humanoids using 1d20: (1-12) Human, (13) Elf, (14-15) Half Elf, (16) Gnome, (17) Dwarf, (18) Bugbear, (19) Half-Ogre, (20) Cercoptes.



END OF SAMAEL'S TOWER

DENIZENS, AMILABALLA THROUGH BALGOPHAGE

Amilaballa, Languages Librarian; HD: 9; 1853 years; **Race:** Zoybim Devil ; **Moral:** Evil; **STATS:** Agility 20, Intel 27, Stamina 15, Strength 11, Will 20, Health 27; **Special Power Modifier** +5; **AC** 30 (requires enchanted/blessed weapons GTET +1 to injure); **Religion:** Lucifer; **Lift/Carry:** 200 pounds; **Languages:** Common, Infernal Cant, Archaic Infernal Cant, Elvish, Archaic Elvish, Dwarvish, Middle Period Dwarvish, Gnomish, Cercopes, Minotaur, Draconic, Giantish, Goblin; **Attacks:** Bite d2, Claw x2 d3; **Special Abilities:** true sight, x-ray vision, *call fog* 5/day, *wall of stone* 3/day, *visual replay* 1/day (memorize scene and projected replay); **Special Attacks:** *1d6 God's Bolt* one/minute; **Weapon Proficiencies:** Dirk, Short Sword, Rapier, Short Bow, Crossbow, Dart, Blowgun, Bolo, Cudgel; **TH Modifier** +0; **Defense Modifier** (opponent): -0; **TD Modifier** +0; **1d20 Detect Active Spells:** 12; **1d20 Detect Active Prayers:** 14; **1d20 Move with Stealth:** 11; **1d20 Detect Stealthy:** 9; **1d20 Negate Surprise:** 10; **Pickpocket:** 12; **Search** {door, trap}: 9; **Open Lock:** simple -7, moderate -1, difficult 5, very difficult 11; **Disarm Trap:** simple -4, moderate 2, difficult 8, very difficult 14; **1d20 Detect Enchantment on Object:** 5; **1d20 Identify Enchanted Item:** 12; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** adamantine *Dirk* +1, *Dagger of Wounds* +1 {bleed hp1d4 for 1d12 rounds per hit}, *Viper Rod*; **Armor:** None; **Other Gear:** two *2d6+2 Cure Wounds Potions*, *2d8 Cure Wounds Potion*, two Oil Flasks, *Ring of Telekinesis*, Wizard's Scroll (Water; *1d20 Lightning Bolt*, *1d20 Lightning Bolt*, *1d12 Lightning Bolt*, *1d12 Lightning Bolt*, *Disperse Magic*); **Spells:** None ; **Prayers:** None; **Description:** A 7 FT six-legged bat-like creature with a feline head and a forked tail, leathery black scalloped wings spanning 4 FT, rounded heads with short pointed ears, small eye sockets holding glowing gold eyes, a short snout with thick gold whiskers, a small jaw with many sharp teeth, and a single vertical gold horn grows in their forehead. Amilaballa is mostly orange with darker brown stripes on their back and face; Amilaballa wears a black leather vest with four large pockets, a derby hat, and a leather satchel on a body strap. Amilaballa strongly hates Kwalchar; **Found at:** Amilaballa's Office (#31).

Aodhnait, Samael's personal secretary; HD/Level: 16, Shaman L10, Priest L4; 2430 years; **Race:** female Nightmare (monster); **Moral:** Evil; **STATS:** Agility 13, Intel 26, Stamina 22, Strength 18, Will 29, Health 29; **Special Power Modifier** +4; **AC** 44 (requires Blunt weapons of gold OR enchanted/blessed weapons GTET +4 to injure); **Religion:** Lucifer; **Lift/Carry:** 350 pounds; **Languages:** Common, Infernal Cant, Arcanan, Thief's Cant, Trade Cant, Nightmare, Centaur, Elvish, Dwarvish (often pretends not to understand a language); **Attacks:** Bite d6 {triple head damage on natural 20 roll}, Claws/Shred x2 d10; **Special Abilities:** *telepathy* 50 FT, *Aura of Fear* 50 FT {save 1d20 GTET [32-Will]}, freezes water 50 FT 5/day, *summons* files and office materials from throughout the Eighth Floor on demand; **Special Attacks:** *2d8 Cold Ray* {25 FT, 3/day}, *Paralyzing Stare* 20 FT {save 1d20 GTET [52-Level-Will]}, *Haunting Dream* {1d12 hours sleep with horrific dreams of being tortured, save 1d20 GTET [36-Will]}, *Bureaucratic Limbo Pocket Dimension* {1d20 hours, save 1d20 GTET [32-Will], 3/day}; **Weapon Proficiencies:** Dirk, Rapier, Staff/Bladed Staff, War Axe, Heavy Mace, Light Mace, Club, Whip/Flail, Long Bow; **TH Modifier** +2; **Defense Modifier** (opponent): -1; **TD Modifier** +2; **Lay on Hands** (heal): 2/day at hp1d4; **1d20 Reincarnate:** 17; **1d20 Bar Undead:** 12; **1d20 Drive Back Undead:** 10; **1d20 Destroy Undead:** HD+6; **1d20 Detect Active Spells:** 3; **1d20 Detect Active Prayers:** 12; **1d20 Move with Stealth:** 11; **1d20 Detect Stealthy:** 3; **1d20 Negate Surprise:** 7; **Pickpocket:** 8; **Open Lock:** simple -3, moderate 1, difficult 6, very difficult 14; **Disarm Trap:** simple -1, moderate 5, difficult 11, very difficult 19; **1d20 Detect Enchantment on Object:** 12; **1d20 Identify Enchanted Item:** 20; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** Double Blade War Axe +2 {wounds hp1 for 1d6 rounds/hit, behind desk}, silver-bladed Dirk {*poisoned*, *sleep*, save 1d20 GTET [30-Stamina]/hit}; **Armor:** ; **Other Gear:** 220 GP silver Circlet (*Circlet of Piety*), 900 GP gold Charm Bracelet (left hand, *Charm versus Air Magic*, *Charm versus Fire Magic*), gold locket on dress (*Lethe Mirror*), front glasses (*see invisible creatures*), rear glasses (*true sight*); **Spells:** {Basic, free 12} *1d6 Force Attack*, *Detect Life's Forces*, *Confuse Weapons*, *Detection*, *Dominate Person*, *Jaco's Mesmerize*, *Minor Sleep*, *Waken*; {Lesser free 10} *2d6 Force Attack*, *1d8 Arrow Volley* at d3/arrow, *Aura of Heroism*, *Cloud the Mind*, *Disperse Magic*, *Fear the Reaper*, *1d12 round Stun*; {Greater free 6} *Geas*, *Minor Time Walk*, *New Realities*, *Soul Transer*, *Teleportation*; **Prayers:** {Devotion, free 6} *Armorskin AC+12*, *Blur Sight*, *1d6 Cure Wounds*, *1d8 God's Bolt*, *God's Fist*, *Minor Prayer*, *Mute*; {Mystery, free 4} *Banish Confusion*, *Banish Paralysis*, *1d12 Cure Wounds*, *Deflect Magic*, *God's Serpent*, *Knock Out*, *Know Enemy*; **Description:** Aodhnait is 8 FT tall with a black horse's head, glowing red eyes and flaming mane set on the body of a heavy-set, large-busted, middle-aged woman with a second set of red eyes on the back of her head, both sets of eyes wear black ivory rim glasses, her hands have long sharp adamantine nails; she wears a knee-length flower-print dress, long purple scarf, pointed white high-heel shoes, 500 GP white gold Stallion Pendant, two 320 GP plain gold rings (right hand); **Knowledge:** Organization, Debate, Drama, Espionage, Law, Court Etiquette; **Found at:** Aodhnait's Office (#130).

Balgophage, Smelting Foreman; HD/Level: 17, Wizard L11 (Air); 1766 years; **Race:** Type 8C Devil (one-horn pit viper Devil); **Moral:** Evil; **STATS:** Agility 20, Intel 16, Stamina 18, Strength 19, Will 26, Health 112; **Special Power Modifier** +4; **AC** 60 (requires enchanted/blessed weapons GTET + 3 to injure); **Religion:** Lucifer; **Lift/Carry:** 400 pounds; **Languages:** Common, Infernal Cant, ; **Attacks:** Claws 4x 1d6, Punch 1d8, Strangle 1d12, Horn 1d6 (+2d8 if ramming), Tail Whip 1d4, Foot Barb 2x 1d4; **Special Abilities:** Infrared vision 500 FT, see invisible 50 FT, low-light vision, *control animals* (25 FT, snakes and lizards), *detect good* 250 FT, *detect phased creatures* 100 FT, +5 save versus Prayers, +3 save versus Spells {no resist versus Fire Magic with double damage}, *Aura of Awe* 5/day, *Disperse Magic* 5/day, *Invisibility* 5/day, *Cause Panic* 3/day, *Earthquake* 3/day, *Shapechange* (**Manticore** or **Three-Headed Hydra**, 1 hour) 3/day, *summon monster* (1d12 **Rifle Beetles**, 15 minutes, 3/day), *wall of stone* 2/day, *summon monster* (1d6 **Caleygreyhound**, 1/day);...

DENIZENS: BALGOPHAGE THROUGH BECHYN

Balgophage, continued... **Special Attacks:** *Nerve Venom Bite* (paralysis versus Priests and Crusaders, 2d100 minutes, save 1d20 GTET [32-Stamina]), *Toxic Spit* (30 FT, uncontrollable muscle spasms 1d100 minutes, save 1d20 GTET [28-Stamina], 3/day, fatal on save roll of 1); **Weapon Proficiencies:** Dirk, Long Sword, Cutlass, Two-Handed Sword, Staff, Heavy Mace, Spear, Short Bow, Crossbow, Whip/Bullwhip/Flail; **TH Modifier** +3; **Defense Modifier** (opponent): -3; **TD Modifier** +2; **1d20 Detect Active Spells:** 16; **1d20 Detect Active Prayers:** 20; **1d20 Move with Stealth:** 6; **1d20 Detect Stealthy:** 9; **1d20 Negate Surprise:** 9; **Pickpocket:** 14; **Open Lock:** simple 3, moderate 9, difficult 15, very difficult 21; **Disarm Trap:** simple 7, moderate 13, difficult 19, very difficult 26; **1d20 Detect Enchantment on Object:** 18; **1d20 Identify Enchanted Item:** 25; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** two *Whip* +3 (Unholy, Undead Disrupting, 1d8 electric shock), two gold-bladed *Long Knives* +1 (Unholy, bleed {hp2 for 1d6 rounds}, cold blade 15/minutes/day), Metal Staff, Short Bow (25x War Arrow, 3x *Arrow of Slaying* {Human, save 1d20 GTET [32-Will]}, 2x *Arrow of Slaying* {Elf, save 1d20 GTET [30-Will]}); **Armor:** silver Chain Mail, Leather Wrist Bands, Scale Mail Skirt; **Other Gear:** 3x *1d10 Cure Wounds Potions*, Poison Antidote, 4x Unholy Water, *Ring of Regeneration* hp2/round, *Spider Torc*, platinum Unholy Symbol, 40 FT metal rope, 3x Oil Flask, 6x steel spikes; **Spells:** {*Basic free 13*} 1d6 *Lightning Attack*, *Call Breezes*, *Foul Wings*, *Fog Bank*, *Putrid Scents*, *Remote Push*, *Target Missiles*, *Telekinesis*; {*Lesser free 8*} 2d6 *Lightning Attack*, *Area Deafen*, *Arrow Shield*, *Breathe Poisonous Fumes*, *Choke*, *Disperse Magic*, *Hold in Place*, *Invisibility*, *Remove Air*, *Summon Air Elemental*; {*Greater free 6*} *Banshee's Wail*, *Toxic Fume Cloud*, *Protective Wards*, *Wall of Force*; **Description:** A horned and winged composite creature with four tendril legs, a snake's torso and head, and four arms, 8 FT 3 inches tall, having the head of a pit viper with a single pointed spiral horn protruding from the forehead, the ears of an iguana, thick balls of bone holding glowing white eyes, a long black forked tongue, and four curved silver metal fangs on the upper jaw. It has no neck or shoulders and its torso continues a viper's body. 30 inches from its top are two pair of long muscular arms, on either side of the body, each arm ending in a furry feline's paw with curved claws. Two long thin leather wings are attached between the pairs of arms, the wings being ovals 2 FT across and 5 FT long. The trunk splits into 4 appendages at the hips, two oriented forward/two oriented back, each ending in a rectangular foot with bony barbs (the front feet move together then the rear feet). A 7 FT viper's tail is attached just above the legs, and splits into two parts, 26 inches from the end; **Found at:** Tower Smelting Room (#78).

Bechyn, Subdeacon of Lucifer; HD/Level: 14, Wizard L16 (Water); 3010 years; **Race:** Type 9A Devil; **Moral:** Evil; **STATS:** Agility 19, Intel 19, Stamina 28, Strength 25, Will 28, Health 110; **Special Power Modifier** +6; **AC** 59 (requires enchanted/blessed weapons GTET +2 to injure); **Religion:** Lucifer; **Lift/Carry:** 850 pounds; **Languages:** Common, Infernal Cant; **Attacks:** Bite 1d4, Claws 2x 1d6, Horn 1d6 (+2d8 if ramming), Punch 1d8; **Special Abilities:** Infrared vision 100 FT, Ultraviolet vision 50 FT, low-light vision, detect good 50 FT, detect phased creatures 100 FT, immune to ordinary cold, +8 bonus versus Prayers, +10 bonus versus Spells (not resist Air Magic, double damage), *Aura of Awe* 5/day, *Invisibility* 5/day, *Blizzard* 3/day, *Disperse Magic* 3/day, *Instant Freeze* 50 FT 3/day, *Shapechange* (**Woolly Llama** or **Caribou**, 1/day), summon monster (1d8 **Cold Crocodiles** or **Ice Lizards** 1/day), *Wall of Ice* 1/day; **Special Attacks:** *Nerve Toxin Bite* {paralysis 1d100 minutes, save 1d20 GTET [32-Stamina], fatal to Dwarves}, 2d8 Cold Blast 3/day, ; **Weapon Proficiencies:** ; **TH Modifier** +1; **Defense Modifier** (opponent): -1; **TD Modifier** +4; **1d20 Detect Active Spells:** 3; **1d20 Detect Active Prayers:** 7; **1d20 Move with Stealth:** 5; **1d20 Detect Stealthy:** 8; **1d20 Negate Surprise:** 4; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** *Spiked Club* +2 (Unholy, TD+1, *Returning*), silver-bladed *Long Knife* +1 (Unholy, Human Bane, save 1d20 GTET [33-Will]), Two-Tined Spear +2 (Unholy, Cold Weapon), Short Bow +1 (15x War Arrows, 5x *Arrow of Slaying* {Human, save 1d20 GTET [30-Will]}, 2x *Arrow of Slaying* {Gnome, save 1d20 GTET [32-Will]}, *Arrow of Slaying* {Wizard Bane, save 1d20 GTET [54-Level-Will]}), Wand of Death Rays (28 charges); **Armor:** Crossed leather chest straps, wide white leather belt with ram's head silver clasp (*Belt of Protection* +2), Large *Wooden Shield* (AC+12, *arrow reflecting*).); **Other Gear:** gold Dimension Trap Ring (robe pocket), Ring of Command (right hand), 3x 1d12 Cure Wounds Potions, Potion of Shapeshifting (Infernal Locust), 8x Spell Pearls (summon monster, HD8 **Vampire**); **Spells:** {*Basic free 18*} 1d6 *Cold Attack*, *Amphibian Form*, *Brain Freeze*, *Create Water*, *Detection*, *Drench*, *Instant Freeze*, *See Enchantments*, *Summon Haze*, *Summon HD3 Poison Frogs*; {*Lesser free 16*} 2d6 *Cold Attack*, *Disperse Magic*, 3d6 *Hail Blast* 25x25 FT, *Ice Encasement*, *Shield versus Lightning*, *Summon HD8 Undine*; {*Greater 12*} *Blizzard* 1d12/minute at 10 minutes, *Chain Lightning* d20-d12-d10-d8-d6-d4, *Summon HD12 Water Elemental*; **Description:** Initially found *shapedchanged* as a Human woman, 5 FT 2 inch, long red hair in ponytail, green eyes, slender frame, small bust, long legs, wearing a blue robe with gold cuffs and collar; *Native Form:* (white furred dog-faced Devil) A horned and winged humanoid with thick white fur standing 6 FT 6 inches tall, having a flat oval face with drooping canine ears, four small white ivory spiked horns protruding from its head, small beady glowing red eyes, a flat circular nose, wide mouth with many sharp upper and lower fangs, and a long chin. It has a thick neck, wide shoulders, a thick torso, thinner hips, long slender legs ending in an oversized long rectangular foot with pads on the bottom and thick hair on the top, and well-developed and muscular arms ending in a five-fingered hand with curved talons. Two white leather bat-like wings are attached to the shoulders with several thick vertical ribs. It has a short stumpy tail ending in a white fur tuft; wears a kilt-like cloth hip wrap; **Found at:** Lucifer's Altars (#3).

DENIZENS: BURRCALLIUS THROUGH CERDIC KIURIACK

Burcallius the Younger; **HD/Level**: Untrained Warrior; 36 years; **Race**: male Human; **Moral**: Evil; **STATS**: Agility 17, Intel 20, Stamina 18, Strength 13, Will 15, Health 22; **Special Power Modifier** +4; **AC** 8; **Religion**: Amayon; **Racial Abilities**: +1 Acrobat, +1 Puzzle Solving; **Lift/Carry**: 225 pounds; **Languages**: Common, Infernal Cant, foreign language (3x); **Weapon Proficiencies**: Dirk; **TH Modifier** +1; **Defense Modifier** (opponent): -1; **TD Modifier** +0; **1d20 Move with Stealth**: 16; **1d20 Detect Stealthy**: 14; **1d20 Negate Surprise**: 19; **1d20 Free Climb**: 16; **Pickpocket**: 20; **Search** {door, trap}: 17; **Open Lock**: simple 8, moderate 14, difficult 20, very difficult 28; **Disarm Trap**: simple 12, moderate 18, difficult 25, very difficult 32; **Listen**: whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door**: whisper 10/speech 7/shout 3; **Weapons**: Dirk; **Armor**: None; **Other Gear**: silver *Ring of Re-generation* (hp2/round, right hand), ivory *Charm versus the Power Deus* (around neck); **Knowledge**: Artist (very skilled painter), Gambling, Art History, Calligraphy, Fishing, Astronomy, Gourmet Cooking; **Description**: He is 5 FT 1 inch tall, with thick, short, and curly red hair, dark brown eyes, a small nose, small chin, thin eyebrows, with a thin moustache. He has a slender frame with large hands and long legs. He is dressed in a long-sleeved open collar linen shirt, wool pants, leather smock, black fabric beret, and black leather shoes, with an ordinary Dirk in leather scabbard on his belt. A badge of Amyon is under his smock; **Found at**: Tower Guest Quarters, #59 or #60.

Cerdic Kiuriack, Supervisor of Samael's staff; **HD/Level**: 24, Wizard L16 (Water), Priest L10; 10,493 years; **Race**: Type 9C Devil; **Moral**: Evil; **STATS**: Agility 17, Intel 20, Stamina 25, Strength 29, Will 20, Health 76; **Special Power Modifier** +5; **AC** 70 (requires enchanted/blessed weapons GTET +4 to injure, double damage Air Magic); **Religion**: Lucifer; **Lift/Carry**: 1200 pounds; **Languages**: Common, Infernal Cant, Elvish, foreign language (2x); **Attacks**: Bite 1d8, Claws 1d6 (x2), Punch 1d4, Strangle 1d10, Horns 1d6 (+2d8 if charging); **Special Abilities**: Ultraviolet vision, low-light vision, see invisible, see true form 15 minutes 5/day, *dominate animal* (200 FT, to HD8, arctic species), detect good 150 FT, detect phased creatures 100 FT, immune ordinary cold, save versus cold magic +6, *major illusion* (100 FT, polar bear, white dragon), immune Basic Magic and Devotion prayers, save +10 spells, save +5 prayers, *Disperse Magic* 10/day, *3d8 Hurricane Blast* 10/day, *Wall of Ice* 10/day, *Aura of Awe* 5/day, *Blindness* 5/day (touch), *Summon Monster* 5/day (1d6 **Ice Spirits** or 1d3 **Ice Worms**), 300 FT *Blizzard* 3/day 30 minutes, *Cold Protection* 3/day 30 hours, *Shapechange* (90 minutes, **Polar Bear** or **Frost Giant**), *2d8 Timed Magic Blast* 3/day, provides familiar for fealty 1/day (Arctic Fox or Arctic Wolf), ; **Special Attacks**: *numbchucks* (touch, 3d12 minutes numbness, 5/day, reduce effective Agility 1d10 points, save 1d20 GTET [35-Stamina]), *block of ice* (touch, entombed ice pillar 12 FT high by 8 FT, 6d100+200 minutes, 2/day, save 1d20 GTET [34-Stamina], break out 1d20 GTET [36-Strength]); **Weapon Proficiencies**: Dirk, War Hammer, War Axe, Heavy Mace, Morning Star, Staff, Spear, Crossbow, Boomerang; **TH Modifier** +1; **Defense Modifier** (opponent): -1; **TD Modifier** +6; **Lay on Hands** (heal): 4/day at hp1d6; 1d20 Raise the Dead: 5; 1d20 Reincarnate: 3; 1d20 Bar Undead: HD-12; 1d20 Drive Back Undead: HD-8; 1d20 Destroy Undead: HD-4; **1d20 Detect Active Spells**: 4; **1d20 Detect Active Prayers**: 4; **1d20 Move with Stealth**: 3 (snow/ice), 6 (other); **1d20 Detect Stealthy**: 4; **1d20 Negate Surprise**: 3; **1d20 Detect Enchantment on Object**: 6; **1d20 Identify Enchanted Item**: 8; **Listen**: whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door**: whisper 10/speech 7/shout 3; **Weapons**: white metal *Dirk* +2, *Ice Dagger* +3 (Unholy), Bladed *Gloves* +2 (Armor Rending), long-handled *Battle Axe* +2 (cold blade, ice encasement on natural rolls GTET 19, limb crushing on natural 20, requires Strength GTET 20 to wield); **Armor**: Open *Steel Helm AC*+8 with a white plume, *Vest AC*+9, thick leather belt with silver buckle (walrus head, *AC*+4), metal gloves, *Shield of Ruby Magic*; **Other Gear**: 310 GP, 37 platinum pieces, *Chain of Insanity*, *Amulet of Sacrifice*, *Locket of Spiritual Energy*, ivory *Pendant of the Philosopher*, *Amorskin AC*+12 *Physic*, 6x *Unholy Water*, 3x 1d10 *Cure Wounds Potions*, 2d8 *Cure Wounds Potion*, *Pouch of Disintegration*; **Spells**: {*Basic free 18*} 1d6 *Cold Attack*, *Amphibian Form*, *Brain Freeze*, *Create Water*, *Drench*, *Instant Freeze*, *Purify*, *Summon Haze*, *Summon Poison Frogs*; {*Lesser free 16*} 2d6 *Cold Attack*, *Disperse Magic*, 3d6 *Hail Blast* 20x20 FT, *Ice Shield*, *Siren's Song*, *Summon HD8 Undine*, *Water Rope*; {*Greater free 12*} 1d12/round *Blizzard* 10 minutes, *Chain Lightning* d20-d12-d10-d8-d6-d4, *Part Water*, 3d12 *Water Attack* 75x75 FT; **Prayers**: {*Devotion free 12*} *Animate bones*, *Blur Sight*, 1d8 *Cure Wounds*, 1d8 *God's Bolt*, *God's Sword*, *Minor Prayer*, *Sword Blessing*; {*Mystery free 10*} *Aura of Belief*, *Banish Confusion*, *Banish Paralysis*, *Blind Undead*, 2d8 *God's Fire* 10x10 FT, *God's Serpent*, *Knock Out*, *Walk on Water*; {*Majesty free 6*} *Aura of Heroism*, *Break Curse*, *Creature's Form*, 2d8 *Cure Wound*, 5d12 *God's Smite*. *Grand Crusade*, *Reflect Attacks*; **Knowledge**: Bribery, Hagglng, Politics, Storytelling, Alchemy, Cartography, Espionage, Torture; **Description**: (bear headed vulture-wing Devil) A horned and winged humanoid with thick white fur, 8 FT 2 inches tall, having the head of a polar bear with glowing blue eyes and three blue ivory horns protruding from its forehead (like antelope horns), a thick neck, wide shoulders and a barrel-like torso, thick hips, short legs ending in a bear's foot, oversized shoulder muscles, long thick arms ending in a five-clawed left hand and a five-fingered fleshy right hand. Two white vulture's wings attach at the shoulder, each spanning 7 FT. It has a bear's tail. He is dressed in a white fur vest (inside *Vest of Many Pockets*); **Found at**: Office Area, #132, #134.

DENIZENS: CHULDAR THROUGH DORMAEN

Chuldar, Slave Lieutenant; HD/Level: Wizard L6 (Fire, enchanted collar prevents use of spells, -10 Open Lock); 37 years; **Race:** male Human; **Moral:** Evil; **STATS:** Agility 14, Intel 19, Stamina 18, Strength 13, Will 15, Health 22; **Special Power Modifier** +4; **AC** 8; **Religion:** Ahrimann (Zarathisneen tradition, Great Demon); **Racial Abilities:** +1 Acrobat, +1 Puzzle Solving; **Lift/Carry:** 175 pounds; **Languages:** Common, Infernal Cant, Dwarish, Draconic (30%), foreign language; **Weapon Proficiencies:** Dirk, Cutlass, Dart, Light Mace, Long Bow, Flail, Spear; **TH Modifier** +0; **Defense Modifier** (opponent): -0; **TD Modifier** +0; **1d20 Detect Active Spells:** 6; **1d20 Detect Active Prayers:** 17; **1d20 Move with Stealth:** 12; **1d20 Detect Stealthy:** 10; **1d20 Negate Surprise:** 15; **1d20 Free Climb:** 13; **Pickpocket:** 17; **Search** {door, trap}: 11; **Open Lock:** simple 5, moderate 9, difficult 14, very difficult 20; **Disarm Trap:** simple 7, moderate 11, difficult 17, very difficult 25; **1d20 Detect Enchantment on Object:** 18; **1d20 Identify Enchanted Item:** 25; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** None; **Armor:** None; **Other Gear:** None; **Spells:** {Basic free 8} *1d6 Fire Attack, Call Flames, Detection, Double, Flare, See Invisible, Smokescreen*; {Lesser free 6} *2d6 Fire Attack, Blindness, Darkness Zone, Flame Trap, Invisibility, Night Vision, Vision*; {Greater free 3} *All Seeing Eyes, Blinding Cloud 25x25 FT, Confusion, 3d8 Fire Hail 25x25 FT, Summon HD10 Fire Elemental*; **Knowledge:** Leadership, Unarmed Combat, Engineering, Court Etiquette; **Description:** He is 6 FT tall, with thinning black hair worn long, a high forehead, thick black eyebrows over dark blue eyes, a long crooked nose, cheek scars, several missing teeth, a several day beard. He wears a long-sleeve green shirt, black leather pants, leather sandals, 41 ivory-ruby earrings, copper armband (left arm), wood Unholy Symbol on leather thong, locked silver collar (*Collar of No Magic*); **Found at:** Male Slave Quarters #90.

Damanien, Apprentice Language Librarian; HD/Level: 7; 6852 years; **Race:** Zoybim Devil; **Moral:** Evil; **STATS:** Agility 21, Intel 26, Stamina 12, Strength 12, Will 17, Health 29; **Special Power Modifier** +3; **AC** 30 (double damage from silver weapon); **Religion:** Lucifer; **Lift/Carry:** 125 pounds; **Languages:** Common, Infernal Cant, Dwarvish, Gnomish, Cercopes, Goblin, Troll, Giantish, Thief's Cant, Trade Cant, foreign languages (3x); **Attacks:** Bite 1d3, Claw 2x 1d4; **Special Abilities:** Infrared vision 150 FT, Ultraviolet vision 100 FT, low-light vision, true sight 25 FT, X-Ray sight, *Call Fog 5/day, Wall of Stone 3/day, Visual Replay (1/day, memorize scene, visual projection of replay)*; **Weapon Proficiencies:** Dirk, Light Mace, Club, Hatchet, Single-Blade War Axe, Cudgel, Dart, Short Bow, Crossbow; **TH Modifier** +0; **Defense Modifier** (opponent): -0; **TD Modifier** +0; **1d20 Detect Active Spells:** 14; **1d20 Detect Active Prayers:** 20; **1d20 Move with Stealth:** 14; **1d20 Detect Stealthy:** 9; **1d20 Negate Surprise:** 14; **1d20 Detect Enchantment on Object:** 16; **1d20 Identify Enchanted Item:** 18; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** *Dirk +1, Dirk +1* (wounds, 1d4 for 1d6 rounds, *poison – sleep*, save 1d20 GTET [30-Stamina]; Dirk is *invisible*), Web Wand (48 charges); **Armor:** None; **Other Gear:** *2x 1d10 Cure Wounds Potions, 2d8 Cure Wounds Potion*, field first aid kit, *Ring of Telekinesis, Ring of Invisibility* (85 charges); **Description:** A 7 FT six-legged bat-like creature with a feline head and a forked tail, leathery black scalloped wings spanning 4 FT, rounded heads with short pointed ears, small eye sockets holding glowing gold eyes, a short snout with thick gold whiskers, a small jaw with many sharp teeth, and a single vertical gold horn grows in their forehead. Damanien is mostly orange with darker brown stripes on their back and face. Damanien wears a dark red tunic, a white leather belt with hanging purse, a red beret with black feather, and a monocle. Damanien greatly admires and looks up to Amilaballa and shares his hatred of Kwalchar; **Found at:** Language Library Office, #31.

Delphina Ezraella; HD/Level: Untrained Warrior; 24 years; **Race:** female Human; **Moral:** Neutral; **STATS:** Agility 13, Intel 13, Stamina 16, Strength 13, Will 15, Health 20; **Special Power Modifier** +2; **AC** 4; **Religion:** None; **Racial Abilities:** +1 Acrobat, +1 Puzzle Solving; **Lift/Carry:** 140 pounds; **Languages:** Common; **Weapon Proficiencies:** Dirk, Club, Cudgel, Staff, Short Bow; **TH Modifier** +0; **Defense Modifier** (opponent): -0; **TD Modifier** +0; **1d20 Move with Stealth:** 18; **1d20 Detect Stealthy:** 19; **1d20 Negate Surprise:** 20; **1d20 Free Climb:** 17; **Pickpocket:** 18; **Search** {door, trap}: 15; **Open Lock:** simple 14, moderate 20, difficult 26, very difficult 32; **Disarm Trap:** simple 16, moderate 23, difficult 30, very difficult 37; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** None; **Armor:** None; **Other Gear:** None; **Knowledge:** Dairy, Brewing, Weaving, Baking; **Description:** She stands 5 FT 4 inches, with long braided raven hair, a round face, small thin nose, large lips, rouge on her cheeks, wearing 4 GP silver earrings. She has a larger bust and wide hips, with shorter legs. She is dressed in a plain green dress with dirty white apron and leather sandals. Delphina was married 7 months ago; she may be 8 weeks pregnant; **Found at:** Jail Cell B, #168.

Dormaen; HD/Level: 7; 117 years; **Race:** male Minotaur; **Moral:** Evil; **STATS:** Agility 16, Intel 13, Stamina 19, Strength 20, Will 13, Health 32; **Special Power Modifier** +1; **AC** 12; **Religion:** Astarri, God of Minotaurs; **Racial Abilities:** Low-Light Vision, Extraordinary Scent ability, Burst of Speed (double movement, 3 minutes, 2/day), speak to bovines, save +2 versus poisons, save versus Prayers +2, reduces Earth Magic damage by 90%; **Lift/Carry:** 525 pounds; **Languages:** Common, Minotaur, Centaur; **Attacks:** Punch 1d6, Kick 1d2, Strangle 1d12, Gore 1d12; **Weapon Proficiencies:** Dirk, War Axe, War Hammer, Two-Handed Sword, Heavy Mace, Club; **TH Modifier** +0; **Defense Modifier** (opponent): -0; **TD Modifier** +3; **1d20 Move with Stealth:** 14; **1d20 Detect Stealthy:** 11; **1d20 Negate Surprise:** 10; **1d20 Free Climb:** 16; **Pickpocket:** 14; **Search** {door, trap}: 9; **Open Lock:** simple 11, moderate 17, difficult 23, very difficult 29; **Disarm Trap:** simple 15, moderate 20, difficult 27, very difficult 34; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** None; **Armor:** None; **Other Gear:** None; **Description:** He stands 7 FT 2 inches, with a bull's head on a human neck and body, the bull has grey-tinged fur and a black...

DENIZENS: DORMAEN THROUGH GOSSALIA

Dormaen, continued...nose, his horns are white with streaks of black and grey, 3 FT on each side. He is wearing a short thin white linen shirt, loincloth, and threadbare sandals; **Found at:** Jail Cell J, #168.

Dunchad, Blacksmith's Helper; HD/Level: 6; 42 years; **Race:** male Berg Troll; **Moral:** Evil; **STATS:** Agility 17, Intel 10, Stamina 19, Strength 22, Will 12, Health 78; **AC**40; **Religion:** Lucifer; **Racial Abilities:** Infrared vision, Low-light vision, sees invisible on 1d20 rolls GTET 13 at 25 FT, regenerates hp4/round, extraordinary scent ability and hearing, highly resistant to ordinary heat and cold; **Lift/Carry:** 850 pounds; **Languages:** Common, Infernal Cant, Giantish (all illiterate); **Attacks:** Bite 1d4, Punch 1d10+4; **Special Abilities:** save +8 versus Earth Magic, save +4 versus Fire Magic, suffers +50% damage versus Water Magic, is petrified by exposure to daylight; **Special Attacks:** *Great Smash* (4d12, -4 TH, 1/day); **Weapon Proficiencies:** Dirk, Short Sword, Club, Great Club, War Hammer, Throwing Knife, Dart, Boulder (thrown); **TH Modifier** +1; **Defense Modifier** (opponent): -1; **TD Modifier** +4; **1d20 Move with Stealth:** 19; **1d20 Detect Stealthy:** 16; **1d20 Negate Surprise:** 11; **1d20 Free Climb:** 9; **Pickpocket:** 23; **Search** {door, trap}: 18; **Open Lock:** simple 15, moderate 22, difficult 29, very difficult 36; **Disarm Trap:** simple 17, moderate 23, difficult 30, very difficult 40; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** 1d6 Blacksmith's Hammer; **Armor:** None; **Other Gear:** 1d12 *Cure Wounds Potion*, 2x *Unholy Water*; **Knowledge:** Blacksmithing, Hagglng, Cards, Wilderness Survival, Animal Handling (Rodents), Swimming; **Description:** Stands 8 FT 1 inch with a wide bald head and dark brown hide streaked with yellow, his forehead has a small dark yellow horn stub, his eyes are orange, he has a wide long nose with a copper nose ring, thick lips, a double chin with black goatee. His neck is thick, his back and arms very muscular, his waist thick and legs short and stocky with a wide foot. He wears a long leather apron over a short-sleeve knee-length blue tunic, white rope belt, leather sandals, and brown leather work gloves. A red cloth bandana is on his head. He is very loyal to Larlaith; **Found at:** Tower Forge, #93.

Eulalia, Head Female Slave; HD/Level: 6; 48 years; **Race:** female Ogre; **Moral:** Evil; **STATS:** Agility 15, Intel 16, Stamina 24, Strength 24, Will 13, Health 37; **Special Power Modifier** +2; **AC**22; **Religion:** ; **Racial Abilities:** Infrared vision, resists normal cold, resists spells of mental control 1d20 rolls GTET 11, save versus poisons at +4, reduce damage from cold magic/prayers by 90%; **Lift/Carry:** 900 pounds; **Languages:** Common, Infernal Cant, Ogre, Goblin, Troll (no reading); **Attacks:** Bite 1d4, Punch 1d12; **Weapon Proficiencies:** Dirk, Club, Great Club, Heavy Mace, War Hammer, Cudgel; **TH Modifier** +0; **Defense Modifier** (opponent): -0; **TD Modifier** +6; **1d20 Move with Stealth:** 6; **1d20 Detect Stealthy:** 10; **1d20 Negate Surprise:** 12; **1d20 Free Climb:** 11; **1d20 Pickpocket:** 19; **1d20 Search** {door, trap}: 12; **1d20 Open Lock:** simple 9, moderate 14, difficult 19, very difficult 26; **1d20 Disarm Trap:** simple 12, moderate 16, difficult 21, very difficult 27; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** Cudgel, Spiked Club; **Armor:** None; **Other Gear:** None; **Knowledge:** Leadership, Butcher, Spear Fishing, Poetry – Limericks, Hagglng, Lying; **Description:** She stands at 8 FT 5 inches, with stringy greasy black hair bound into braids, a high forehead with a row of black bumps across it, a thick ridge over the gold-brown eyes, wide flat nose, wide floppy ears, thick lips, an overbite with four upper fangs, and a sagging chin. She has wide shoulder, a large bust, thick hips, and fleshy legs. She is wearing a knee-length sleeveless blue tunic with a black rope belt and sandals. Eulalia is suspicious of strangers and men, she especially hates Dwarfs (attacks on sight on 1d20 rolls GTET 13); **Found at:** Female Slave Quarters, #86.

Figstrith, Jaiironna's Maid; HD/Level: 9; 1184 years; **Race:** Type 3D Devil; **Moral:** Evil; **STATS:** Agility 24, Intel 25, Stamina 19, Strength 19, Will 25, Health 50; **Special Power Modifier** +4; **AC**37; **Religion:** Lucifer; **Racial Abilities:** ; **Class Abilities:** ; **Lift/Carry:** pounds; **Languages:** Common, Infernal Cant, ; **Attacks:** ; **Special Abilities:** ; **Special Attacks:** ; **Weapon Proficiencies:** ; **TH Modifier** +0; **Defense Modifier** (opponent): -0; **TD Modifier** +0; **Lay on Hands** (heal): 4/day at hp1d6; **1d20 Raise the Dead:** ; **1d20 Reincarnate:** ; **1d20 Bar Undead:** ; **1d20 Drive Back Undead:** ; **1d20 Destroy Undead:** ; **1d20 Detect Active Spells:** 6; **1d20 Detect Active Prayers:** 10; **1d20 Move with Stealth:** 8; **1d20 Detect Stealthy:** 6; **1d20 Negate Surprise:** 5; **1d20 Free Climb:** ; **1d20 Pickpocket:** ; **1d20 Search** {door, trap}: ; **1d20 Open Lock:** simple , moderate , difficult , very difficult ; **1d20 Disarm Trap:** simple , moderate , difficult , very difficult ; **1d20 Detect Enchantment on Object:** ; **1d20 Identify Enchanted Item:** ; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** ; **Armor:** ; **Other Gear:** ; **Spells:** {*Basic*} ; {*Lesser*} ; {*Greater*} ; **Prayers:** {*Devotion*} ; {*Mystery*} ; {*Majesty*} ; **Knowledge:** ; **Description:** ; **Found at:** Maid's closet, #108.

Gossalia, Female Slave Lieutenant; HD/Level: Rascal L6; 217 years; **Race:** female Elf; **Moral:** Evil; **STATS:** Agility 21, Intel 22, Stamina 14, Strength 13, Will 19, Health 20; **Special Power Modifier** +5; **AC**12; **Religion:** None; **Racial Abilities:** Low-light vision, inherent ability to navigate by stars, +5 bonus versus becoming lost, +1 persuasion; **Class Abilities:** fight 3 foes without penalty, 4 call-critical hits/day (-3 TH on attempt); not permitted breastplates, plate armor, full metal helms, large shield, or large-sized weapons (-2 penalty with two-handed weapons); **Lift/Carry:** 150 pounds; **Languages:** Common, Infernal Cant, High and Low Elvish, 2x foreign language; **Attacks:** Punch 1d3, Strangle 1d8; **Weapon Proficiencies:** Dirk, Rapier (+1 TH), Saber (+1 TH), Long Bow (+1 TH), Short Bow (+1 TH), Crossbow, War Hammer; **TH Modifier** +5; **Defense Modifier** (opponent): -4; **TD Modifier** +0; **1d20 Move with Stealth:** 4; **1d20 Detect Stealthy:** 7; **1d20 Negate Surprise:** 9; **1d20 Free Climb:** 7; **1d20 Pickpocket:** 7; **1d20 Search** {door, trap}: 6; **1d20 Open Lock:** simple -4, moderate 0, difficult 4, very difficult 9; **1d20 Disarm Trap:** simple -2, moderate 3, difficult 8,

DENIZENS: GOSSALIA THROUGH GWUIYM

Gossalia, continued...very difficult 13; **1d20 Detect Enchantment on Object:** 20; **1d20 Identify Enchanted Item:** 16; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** Dirk, Rapier; **Armor:** None; **Other Gear:** None; **Knowledge:** Musician (professional), Sleight of Hand, Horsemanship, Field First Aid, Cooking, Poisons, Debate, Persuasion; **Description:** She stands 7 FT 1 inch, with short brunette hair, thin brown brows over green eyes, a long thin nose, star tattoos on each cheek, full red lips, small ears with 30 GP silver earrings, and a rounded chin. She is dressed in a long-sleeved yellow blouse, knee-length blue pants, black leather belt, black leather shoes, with a yellow ribbon in her hair. Gossalia provides the brains that keeps Eulalia as Head Female Slave, and likes and has affection for Eulalia. If Eulalia is killed she would consider escaping; **Found at:** Female Slave Quarters, #86.

Gottedgrin, Zoybim Supervisor; **HD/Level:** 13, Wizard L15 (Fire); 4807 years; **Race:** Type 5E Devil; **Moral:** Evil; **STATS:** Agility 19, Intel 18, Stamina 17, Strength 19, Will 26, Health hp74; **Special Power Modifier** +; **AC**58 (requires enchanted/blessed weapons GTET +2 to injure); **Religion:** Lucifer; **Lift/Carry:** 400 pounds; **Languages:** Common, Infernal Cant; **Attacks:** Bite 1d4, Beak 1d6, Tusks 1d8 (+1d12 when charging); **Special Abilities:** Infrared vision 200 FT, Ultraviolet vision 100 FT, see invisible 80 FT, low-light vision, detect good 50 FT, detect phased creatures 50 FT, produce flame, immune to ordinary fire and cold, *regenerates* hp3/round, *shapechange* (Skeleton, Minotaur, Giant Bull, 90 minutes, 3/day), *summon monster* (1d8 HD5 Giant Boar, 15 minutes, 3/day), *summon monster* (1d8 HD7 Minotaur, 15 minutes, 3/day), *animate dead* (1/day), save versus spells +5, save versus prayers +3, -6 save penalty versus confusion, double damage from Earth Magic; **Special Attacks:** *mournful keening* (75 FT, cowardice, save 1d20 GTET [35-Will], 3d12 minutes, 3/day), *fey wail* (30 FT, immediately fatal, save 1d20 GTET [28-Stamina], 1/day), *confusion* (3/day); **Weapon Proficiencies:** Dirk, Short Sword, Two-Handed Sword, Cutlass, Scimitar, Club, Heavy Mace, War Hammer, Dart, Flail, Short Bow, Long Bow; **TH Modifier** +2; **Defense Modifier** (opponent): -2; **TD Modifier** +2; **1d20 Detect Active Spells:** 6; **1d20 Detect Active Prayers:** 10; **1d20 Move with Stealth:** 8; **1d20 Detect Stealthy:** 6; **1d20 Negate Surprise:** 5; **1d20 Detect Enchantment on Object:** ; **1d20 Identify Enchanted Item:** ; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** *Two-Handed Sword* +4 (Unholy, spell storing {disintegrate 3/day}, neck cleaving on natural 1d20 roll {save 1d20 GTET [30-Agility]}), *Short Sword* +2 (Unholy, Priest Bane, save 1d20 GTET [32-Will], armor ripper), *Glaive* (Human Slayer, save 1d20 GTET [32-Will]); **Armor:** silver helm with visor and blue plume, silver breastplate, round silver Shield (AC+12); **Other Gear:** 2x 1d12 Cure Wounds Potions, 2x 2d8 Cure Wounds Potion, Double Movement Potion, Ring of Minor Escape (40 FT, 31), Rod of Limb Withering (37), Priest's scroll (Animate Bones, Command Animals, 1d8 Cure Wounds, 1d8 God's Bolt, 1d12 God's Missile, Minor Escape, Minor Prayer), Priest's scroll (Animate Body, 2x Banish Confusion, 2x Banish Paralysis, Detoxify Poisons, God's Serpent, 3x Knock Out, 2x 1d12+1d6 Heal Wounds, Restore Sight), desecrated silver chain and medallion (protection +1, telepathy); **Spells:** {Basic free 17} 1d6 Fire Attack, Command Fires, Consume, Double, Flare, Illusory Appearances, 1d12 Magic Grenade, Rage, Smokescreen; {Lesser free 14} 2d6 Fire Attack, Blindness, Darkness Zone, Disperse Magic, Fire Ring, Invisibility, Mesmerize, Shield versus Fire; {Greater free 10} All Seeing Eyes, Blinding Cloud, Burn through Walls, 2d8 Fire Hail 20x20 FT, 2d8 Magic Timed Blast, Summon Djinn; **Description:** (toucan beaked four-tusk skeletal Devil) A winged, bipedal, skeletal creature standing 6 FT 9 inches tall with four thick tusks, having a long narrow skull with glowing pale green eyes, a long pale-orange curved beak like that of a toucan, and four short curved brown ivory tusks emerging from the base of the beak curving forward. It has a short thick neck, narrow shoulders and hips, and short legs ending in a four-toed foot with each toe ending in a curved talon. Two bleached white feathery wings attach to the shoulder bone, each spanning 3 FT, all bone is a pale blue color; **Found at:** Big Stack, #34.

Gwuiym, Grand Inquisitor; **HD/Level:** 12, Wizard L8 (Fire); years; **Race:** male Fire Giant; **Moral:** Evil; **STATS:** Agility 19, Intel 21, Stamina 24, Strength 25, Will 20, Health hp86; **Special Power Modifier** +5; **AC**35; **Religion:** Lucifer; **Racial Abilities:** Infrared vision 100 FT, low light vision, immune to normal fire, save +6 versus Fire Magic, double damage from cold and Water Magic; **Lift/Carry:** 900 pounds; **Languages:** Common, Infernal Cant, Giantish, Dwarvish, Harpy, Draconic, Arcanan, Goblin, Lycanthrope; **Attacks:** Punch/Kick 1d12, Strangle 2d8; **Special Attacks:** 2d6 Fireball 6/day; **Weapon Proficiencies:** Dirk, Long Sword, Two-Handed Sword, War Axe, War Hammer, Club, Great Club, Staff, Spear, Javelin, Long Bow, Crossbow, Thrown (Boulders), Throwing Knife, Net; **TH Modifier** +1; **Defense Modifier** (opponent): -1; **TD Modifier** +5; **1d20 Detect Active Spells:** 16; **1d20 Detect Active Prayers:** 19; **1d20 Move with Stealth:** 14; **1d20 Detect Stealthy:** 9; **1d20 Negate Surprise:** 7; **1d20 Detect Enchantment on Object:** 13; **1d20 Identify Enchanted Item:** 17; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** *Long Sword* +3 (giant-sized, Unholy, limb cleaving on rolls GTET 12 {save 1d20 GTET [32-Agility]}), silver-bladed *Dirk* +2 (Elf Slaying, save 1d20 GTET [33-Will]), *War Axe* +1 (Unholy, flaming, spell blade {1d12 Fireball, 3/day}); **Armor:** None; **Other Gear:** silver *Anti-Magic Ring* (30 FT, right hand), 4193 GP gold-sapphire signet ring embossed with a four-horned Ram (Grand Inquisitor's symbol, left hand), 1000 GP gold chain with a 2200 GP gold-ivory-ruby stag's head pendant, 610 GP boar-shaped gold belt buckle, Wizard's Scroll (*Acid Slime*, 2x *Breathe Poisonous Fumes*, *Create Quicksand*, 3x *Hold in Place*, *Open Lock*, *Rumble*, *Small Quake*, *Vaporise*); **Spells:** {Basic free 10} 1d6 Fire Attack, Ashes, Command Fires, Double, Fireworks, Flare, 1d12 Magic Grenade, See Invisible, Smokescreen; {Lesser free 8} 2d6 Fire Attack, Blindness, Darkness Zone, Disperse Magic, Fire Ring, Hide Object, Invisibility, Vision; {Greater free 5} All Seeing Eyes, Blinding Cloud, Confusion, 3d8 Fire Hail 25x25 FT, 2d8 Magic Timed Blast, Permanent Blindness, Summon HD12 Fire Elemental; **Knowledge:** Law, Interviewing, Persuasion, Legal Procedures, Linguist, Forestry, Construction;...

DENIZENS: GWUIYM THROUGH JAIRONNA

Gwuiym, continued...Description: He stands 15 FT 8 inches, with short dark red hair, a round face, thick red brows over pale blue eyes, a wide nose, high cheeks, thin red lips, a thin light red beard. Gwuiym is dressed in a long-sleeved white linen shirt, a red dragon hide vest, long brown pants, knee-high red dragon hide boots (*Traceless Boots, Boots of Lava Walking*), a dark red hooded cape, a black leather belt with a 1820 GP gold buckle shaped like a dragon, and a red wool cap. He greatly values personal honor and a person's word or oath. He is friendly with Burcallius; **Found at:** Inquisitor's Office, #98. Gwuiym keeps a HD6 **Infernal Hound** as a pet.

Iphrehem Abnor; HD/Level: Untrained; 53 years; **Race:** male Human; **Moral:** Neutral; **STATS:** Agility 14, Intel 20, Stamina 15, Strength 20, Will 17, Health 19; **Special Power Modifier** +3; **AC**12; **Religion:** Jabbin (monotheistic Deity); **Racial Abilities:** Acrobat +1, Puzzle Solving +1, Long Sword +1, Staff +1, Spear +1; **Lift/Carry:** 300 pounds; **Languages:** Common, Semtic (religious), Thief's Cant, 2x foreign languages; **Weapon Proficiencies:** Dirk, War Axe, Club, Mattock; **TH Modifier** +0; **Defense Modifier** (opponent): -0; **TD Modifier** +3; **1d20 Move with Stealth:** 19; **1d20 Detect Stealthy:** 16; **1d20 Negate Surprise:** 18; **1d20 Free Climb:** 16; **1d20 Pickpocket:** 20; **1d20 Search** {door, trap}: 17; **1d20 Open Lock:** simple 12, moderate 17, difficult 23, very difficult 30; **1d20 Disarm Trap:** simple 15, moderate 20, difficult 27, very difficult 33; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** None; **Armor:** None; **Other Gear:** None; **Knowledge:** Boat Wright (Guild Master), Wood Carving, Sketching, Sailing, Small Boats, Swimming, Herbalist (water plants), Cards, Haggling; **Description:** He stands 5 FT 7 inches, with short black hair and a balding spot, thin black brows over light brown eyes, a long crooked nose, thin lips, and a thin grey beard. He is found in a loincloth and sandals; **Found at:** manacled in the Torture Chamber, #164.

Jaironna, Samael's Concubine; HD/Level: 16, Wizard L8 (Air), evil Priestess L12; 3218 years; **Race:** Yaukesonku (Heibyene Universe, Second Celestial Sphere); **Moral:** Evil; **STATS:** Agility 20, Intel 19, Stamina 19, Strength 20, Will 18, Health 93; **Special Power Modifier:** +6; **AC**58 (51 armor; requires enchanted/blessed weapons GTET +2 to injure; TD+3 from silvered weapons); **Religion:** Lucifer (secondary, Lord Psohhicker, God of Storms and Random Events); **Lift/Carry:** 825 pounds; **Languages:** Yaukesoo [racial], Infernal Cant, Elvish, Minotaur, Harpy, Giantish, Arcanan, Draconic, 3 foreign languages; **Attacks:** Bite 1d4 (paralyzing poison 1d100 minutes, save 1d20 GTET [32-Stamina], fatal to Dwarves-Gnomes, save 1d20 GTET [35-Stamina]), Punch 1d10, Strangle 1d12; **Special Abilities:** Infrared vision 200 FT, Ultraviolet vision 100 FT, see invisible 50 FT, low light vision, extraordinary sense of smell, regenerates hp1/round, *invisibility* (10 minutes, 3/day), *displace* (opponent attacks at -3, 5 minutes, 3/day), moves silently, trackless in swamps-bogs-marshes, save +3 versus poisons, save +3 versus Air magic, save -5 versus Fire magic, save -5 versus sleep poisons, suffers additional TD+2 damage from good opponents; **Special Attacks:** TD+2 versus Dwarves-Gnomes, Infernal Fist (punch delivers 3d12 unarmed only, ignores first AC30, 3/day), *1d12 lightning bolt* (50 FT, 3/day); **Weapon Proficiencies:** Dirk, Long Sword, Long Scimitar, Bastard Sword, Two Handed Sword, Staff, Bladed Staff, Heavy Mace, Flail, Club, Spear, Pole Arm, Javelin, Long Bow, Crossbow; **TH Modifier** +3; **Defense Modifier** (opponent): -2; **TD Modifier** +3; **Lay on Hands** (heal): 5/day at hp1d6; **1d20 Raise the Dead:** 4 (good 8); **1d20 Reincarnate:** 2 (good 6); **1d20 Bar Undead:** HD-8; **1d20 Drive Back Undead:** HD-6; **1d20 Destroy Undead:** HD-4; **1d20 Detect Active Spells:** -4; **1d20 Detect Active Prayers:** -1; **1d20 Move with Stealth:** 4; **1d20 Detect Stealthy:** 11; **1d20 Negate Surprise:** 7; **1d20 Detect Enchantment on Object:** 8; **1d20 Identify Enchanted Item:** 14; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 8/speech 5/shout 2; **Weapons:** silver-bladed *Dirk* +2 (hp d8, Unholy, prayer-blade: *Minor Escape* 50 FT, 3/day, *d6 Cure Wounds* {81 charges}), *Long Sword* +1 (*Armor Rending*), *d12 Bladed Staff* +2 (*glowing, decapitating* [natural rolls GTET 18, save 1d20 GTET [30-Agility], 3/day), *Blinding Wand* (d6, 3d100 minutes, save 1d20 GTET [30-Stamina]), *Wand of Transformation* (1 FT frog, 2d20 hours, save 1d20 GTET [28-Stamina], 72 charges); **Armor:** *Priest's Robe* AC33, white leather *Gloves* AC10, long sword *Scabbard* AC8 (flaming blade); **Other Gear:** 2x *d10 Healing Potion*, 2d6+3 *Healing Potion*, *Antidote Tonic*, *Insect Repelling Powder*, 2x *Bang Powder*, *Charm versus Fire Magic*, *Iron Pendant Will*+4, *Ring of Flying* (15 minutes, 46 charges), *Ring of the Invisible*; **Spells:** Basic, free 10: *1d6+4 Attack (Electricity)*, *Audibles*, *Call Breezes*, *Fog Bank*, *Putrid Scents*, *Remote Push*, *1d8+4 Sound Blast*, +2 *Target Missiles*, *Telekinesis*, *Unhearing Ears*, *Vertigo*; Lesser, free 8: *2d6+4 Attack (Electricity)*, *1d6+4 Attack (Acid, Cold, Fire)*, *Area Deafen 20x20 FT*, *Choke {to unconsciousness}*, *Control Winds*, *Disperse Magic*, *Hold in Place/Levitation*, *Remove Air 20x20 FT*, *Summon Air Elemental*; Greater, free 4: *2d6+4 Attack (Acid, Cold, Fire)*, *Banshee's Wail*, *Flight*, *Siren's Song {mesmerization}*, *Teleportation*, *Wall of Force*; **Prayers:** Devotion, free 14: *Animate Bones*, *AC+18 Armorskin*, -2 *Blur Sight*, *Command Minor Undead*, *1d6 Cure Wounds*, *1d10+1 God's Missile*, *God's Sword at 5 rounds*, *Minor Escape*, *Minor Prayer*, *Mute*, *Reveal Hidden*; Mystery, free 12: *Animate Bodies*, *Banish Paralysis*, *Banish Spells*, *Deflect Magic*, *AC+30 Divine Armor*, *2d8+1 God's Fire 10x10 FT*, *God's Serpent 2xHD5 Venom Snake*, *1d10+2 Heal Wounds*, *Inflct Panic*, *Knock Out*, *Restore Sight*; Majesty, free 9: *Body Restoration*, *Creature's Form*, *2d8+4 Cure Serious Wounds*, *5d12+8 God's Smite {individual}*, *Kill*, *Grand Crusade*; **Description:** A purple-skinned Humanoid 8 FT 5 inches, with a long oval white face, bald with five 6 FT black braids (knife blades), five thick black forehead ridges, three pale blue eyes with translucent blue eyelids, a long Y-shaped nose, thick dark red lips, and a thin pointed chin. She has a long neck, slender shoulders/hips, long legs, four smallish breasts. She has snake tattoos on both shoulders, a dragon's head tattoo on her left cheek. Her hands have seven fingers, one finger with a curved black talon; her large feet are slender with six toes. She wears a hooded robe of alternating purple and white stripes with silver piping around the collar, the hem, and on the sleeves; the robe has five large 100 GP silver-jade buttons on the front. Her black leather belt has a 5000 GP gold buckle shaped like an eagle with flecks of jade for eyes and talons; two belt pouches hang from the belt, along with a case for two wands. **Found at:** #107 Jaironna's Parlor, #109 Jaironna's Bedroom, #110 Jaironna's Bath.

DENIZENS: KASHKARZAHK THROUGH CUNNET CADALION

Kashkarzakh, Deacon of the Shrine; HD/Level: 24, Wizard L14 (Water), evil Priest L10; 7056 years; **Race:** Type 9C Devil; **Moral:** Evil; **STATS:** Agility 22, Intel 20, Stamina 25, Strength 29, Will 29, Health 147; **Special Power Modifier** +6; AC70 (requires enchanted/blessed weapons GTET +4 to injure); **Religion:** Lucifer; **Lift/Carry:** 1100 pounds; **Languages:** Common, Infernal Cant, Dwarvish, Elvish, Minotaur, Lycanthrope, Harpy, Giantish; **Attacks:** Bite 1d10, Claws 2x 1d8, Punch 1d6, Strangle 1d12, Horns 1d6 (+2d8 if charging); **Special Abilities:** Infrared vision 300 FT, Ultraviolet vision 200 FT, low-light vision 100 FT, see invisible 50 FT, see displaced or incorporeal 25 FT, detect good 150 FT, *major illusion* (polar bear or white dragon, 100 FT), *dominate animal* 25 FT (arctic), immune to ordinary cold, save +8 versus spells, save +6 versus prayers, suffers double damage Air Magic, *disperse magic* 10/day, *wall of ice* 10/day, *aura of awe* 5/day, *summon monster* (1d6 **Ice Spirits** or 1d3 **Ice Worms**, 5/day), cold protection 3/day, *shapechange* (90 minutes, Polar Bear or Frost Giant, 3/day); **Special Attacks:** *numbchucks* (body numbness, touch, 3d20 minutes, save 1d20 GTET [32-Stamina], reduces effective Agility 6 points, 3/day), *block of ice* (touch, ice encasement 8 FT tall by 6 FT, 6d10+20 minutes, save 1d20 GTET [34-Stamina], break out 1d20 GTET [36-Strength], 2/day), *2d8 hurricane blast* 10/day, *blindness* 5/day, *blizzard* 3/day, *2d8 magic time blast* 3/day; **Weapon Proficiencies:** Long Sword, Scimitar, Heavy Mace, Light Mace, Flail, War Axe, War Hammer, Club, Morning Star, Staff, Spear, Pole Arm, Javelin, Throwing Star, Long Bow, Crossbow; **TH Modifier** +4; **Defense Modifier** (opponent): -3; **TD Modifier** +6; **Lay on Hands** (heal): 4/day at hp1d6; 1d20 Raise the Dead: 6; 1d20 Reincarnate: 3; 1d20 Bar Undead: HD-7; 1d20 Drive Back Undead: HD-5; 1d20 Destroy Undead: HD-3; **1d20 Detect Active Spells:** -3; **1d20 Detect Active Prayers:** 0; **1d20 Move with Stealth:** 4; **1d20 Detect Stealthy:** 5; **1d20 Negate Surprise:** 3; **1d20 Detect Enchantment on Object:** 5; **1d20 Identify Enchanted Item:** 9; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** *Mace of Smiting* +4 (Unholy), long-handled blue metal *War Axe* +3 (Unholy, limb crusher on natural 20, save 1d20 GTET [30-Agility], freezes solid on natural 19 roll, save 1d20 GTET [32-Stamina], triple damage to cold sensitive), *Bladed Gloves* +2 (armor rending), white ice Throwing Knife (wounding, hp1d4 for 1d8 rounds), *Staff of Stoning* (48); **Armor:** open steel Barrel Helm with white plume, metal glove with silver blades (left hand), simple white leather glove (right hand), thick leather belt with silver buckle shaped like a walrus head (AC+4), dark leather Vest (AC+9), medium rectangular white metal Shield (*unholy*, AC+10 *spell reflecting*); **Other Gear:** *Spectacles of Medusa*, 2x *Petrifying Potions*, *Stone to Flesh Balm*, 3x 1d12 *Cure Wounds Potions*, *Ring of Prayer Storing* (3x *Armorskin* AC+18, 4x 1d8 *Cure Wounds*, 3x 1d10+1 *God's Missile*, *Banish Paralysis*, 3x *Deflect Magic*, 2x 2d8 *God's Fire* 10x10 FT, 2x 1d12 *Cure Wounds*, *God's Serpent*, 2x *Knock Out*, *Restore Sight*); **Spells:** {*Basic free 16*} 1d6 *Cold Attack Amphibian Form*, *Brain Freeze*, *Breathe Underwater*, *Instant Freeze*, *Protect versus Cold*, *Summon Haze*, *Summon Poison Frogs*; {*Lesser free 14*} 2d6 *Cold Attack*, *Disperse Magic*, 3d6 *Hail Blast*, *Ice Encasement*, *Shield versus Lightning*, *Siren's Song*, *Summon HD8 Undine*; {*Greater free 10*} 1d12 *round Blizzard*, *Chain Lightning* d20-d12-d10-d8-d6-d4, 5d8 *Hurricane Blast*, *Part Water*, *Summon HD12 Water Elemental*; ; **Prayers:** {*Devotion free 12*} *Armorskin* AC+14, *Blur Sight*, *Compel Truth*, 1d8 *Cure Wounds*, 1d8 *God's Fist*, *Know Creature*, *Minor Escape*, *Minor Prayer*, *Sword Blessing*; {*Mystery free 10*} *Animate Body*, *Banish Confusion*, *Banish Paralysis*, *Deflect Magic*, 2d8 *God's Fire* 20x20 FT, *God's Serpent*, 2d6 *Heal Wounds*, *Restore Sight*; {*Majesty free 7*} *Aura of Heroism*, *Break Curse*, *Creature's Form*, 5d12 *God's Smite*, *Kill*, *Grand Crusade*; **Description:** *Shapedchanged* to appear as a **Black Annis** (6 FT 3 inch hideous female humanoid, with a warty and pocked complexion, grey skin, single pale blue eye, long greasy hair, wearing animal skins). **Natural Form:** (bear headed vulture wing Devil) An 8 FT 2 inches tall horned and winged humanoid with thick white fur, having the head of a polar bear with glowing blue eyes and three blue ivory horns protruding from its forehead (like antelope horns), a thick neck, wide shoulders and a barrel-like torso, thick hips, short legs ending in a bear's foot, oversized shoulder muscles, long thick arms ending in a five-clawed left hand and a five-fingered fleshy right hand. Two white vulture's wings attach at the shoulder; **Found at:** Lucifer's Altars, #3.

Kunnet Cadalion; HD/Level: Rascal L11; 47 years; **Race:** male Gnome; **Moral:** Good; **STATS:** Agility 20, Intel 16, Stamina 16, Strength 12, Will 14, Health 20; **Special Power Modifier** +2; AC10; **Religion:** None; **Racial Abilities:** speak with animals (canine, feline, most birds), save +1 versus mental domination, Cutlass +1, Dirk +1, Machete +1, Rapier +1; **Class Abilities:** not permitted breastplates-plate armor-full helm-medium/large shield, no long/large weapons, +2 TH using 2 weapons, fight 3 foes, called critical hits 9/day (-3 TH); **Lift/Carry:** 175 pounds; **Languages:** Common, Gnome, Thief's Cant, 2x foreign languages; **Weapon Proficiencies:** Dirk, Cutlass, Machete, Rapier, War Axe (single blade), War Hammer, Club, Throwing Knife, Throwing Star, Blowgun, Javelin, Light Mace, Light Flail, Cudgel, Bolo, Bullwhip; **TH Modifier** +3; **Defense Modifier** (opponent): -3; **TD Modifier** +0; **1d20 Move with Stealth:** -8; **1d20 Detect Stealthy:** 2; **1d20 Negate Surprise:** 2; **1d20 Free Climb:** -5; **1d20 Pickpocket:** 4; **1d20 Search** {door, trap}: 5; **1d20 Open Lock:** simple -10, moderate -5, difficult 0, very difficult 5; **1d20 Disarm Trap:** simple -8, moderate -3, difficult 3, very difficult 8; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** None; **Armor:** None; **Other Gear:** *Antidote Ring*; **Knowledge:** Bribery, Disguise, Gaming, Persuasion, Puzzle Solving, Business, Cooking, Folk Dancing, Mountaineering; **Description:** He stands 3 FT 4 inches, with thick brown hair, a long face, thick brown brows over light grey eyes, a long pointed nose, and thick lips. He has a thick brown-grey moustache. He is wearing a long-sleeve grey tunic bound with a white rope, short black leather pants, and sandals. Kunnet willingly accompanies a good/neutral group but does not trust a majority-evil party; he actively supports a good group and plays weak and confused for a neutral one; he would like to find out the fate of his original group and rescue them if he can; **Found at:** Cell A, Cellblock, #168.

DENIZENS: KWALCHAR THROUGH MAIGHREAD

Kwalchar, Head Reference Librarian; HD/Level: 6; 2603 years; **Race:** Zoybim Devil; **Moral:** Evil; **STATS:** Agility 18, Intel 25, Stamina 12, Strength 11, Will 16, Health hp30; **Special Power Modifier** +4; **AC**30 (requires enchanted/blessed weapon to injure); **Religion:** Lucifer; **Lift/Carry:** 125 pounds; **Languages:** Common, Infernal Cant, Archaic Elvish, Elvish, Archaic Dwarvish, Dwarvish, Centaur, Minotaur, Lycanthrope, Goblin, Giantish, Draconic, Arcanan, 2x foreign languages; **Attacks:** Bite 1d2, Claws 3x 1d4; **Special Abilities:** Infrared vision 150 FT, low light vision 100 FT, true sight 50 FT, x-ray vision 10 FT, detects incorporeal creatures 30 FT, extraordinary hearing 75 FT, immune to poison, *produce flame*, *telekinesis* 25 FT/15 pounds, *magic arrow volley* (20 FT, 3 arrows/ 1/day), call fog 5/day, wall of stone 3/day, visual replay 1/day (memorize scene then project the memory); **Weapon Proficiencies:** Dirk, Short Sword, Rapier, War Axe (Hatchet), Throwing Star, Javelin, Short Bow, Cudgel, Bolo, Net, Blowgun; **TH Modifier** +2; **Defense Modifier** (opponent): -2; **TD Modifier** +0; **1d20 Detect Active Spells:** 9; **1d20 Detect Active Prayers:** 15; **1d20 Move with Stealth:** 13; **1d20 Detect Stealthy:** 8; **1d20 Negate Surprise:** 10; **1d20 Detect Enchantment on Object:** 15; **1d20 Identify Enchanted Item:** 19; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** adamantine *Dirk* +1, *Dagger of Wounding* (1d3 for 1d6 rounds, *poisoned* {sleep, 3d20 minutes, save 1d20 GTET [30-Stamina]}), *Viper Rod* (63); **Armor:** None; **Other Gear:** 2x 1d10 Cure Wounds Potions, 2d8 Cure Wounds Potion, first aid kit, 2x Oil Flasks, *Ring of Telepathy*; **Knowledge:** Book Binding, Tanning, Writer, Scholar (infernal, arcane, history, music, mythology); **Description:** A 7 FT six-legged bat-like creature with a feline head and a forked tail, leathery black scalloped wings each spanning 4 FT, rounded heads with short pointed ears, small eye sockets holding glowing gold eyes, a short snout with thick gold whiskers, a small jaw with many sharp teeth, and a single vertical gold horn grows from their forehead. They have a small 'sail' on their back and four-toed claws, and are mostly orange with darker brown stripes on their backs. Kwalchar wears a blue leather vest with several pockets, a black leather belt with two pouches, a visor is over his eyes, and a red beret; **Found at:** Reference Library Office, #30.

Larlaith, Blacksmith; HD/Level: 9; 305 years; **Race:** male Cyclops; **Moral:** Evil; **STATS:** Agility 13, Intel 15, Stamina 25, Strength 27, Will 14, Health 92; **Special Power Modifier** +0; **AC**20; **Religion:** Mulciber, God of Fire and Craftsmen; **Racial Abilities:** Immune Earth Magic, extraordinary hearing, save -6 versus sleep spells, +4 TH throwing; **Lift/Carry:** 950 pounds; **Languages:** Common, Infernal Cant (read), Cyclops (read), Giantish, Trade Cant; **Attacks:** Punch 1d12+2, Kick 1d10, Crush 2d10; **Special Attacks:** *2d12 Massive Kick* (versus Dwarf, Gnome; 3/day); **Weapon Proficiencies:** Dirk, Giant's Club, Club, Great Axe, Staff, Heavy Mace; **TH Modifier** +0; **Defense Modifier** (opponent): -0; **TD Modifier** +5; **1d20 Detect Stealthy:** 10; **1d20 Negate Surprise:** 12; **1d20 Search** {door, trap}: 14; **1d20 Open Lock:** simple 8, moderate 14, difficult 20, very difficult 25; **1d20 Disarm Trap:** simple 12, moderate 18, difficult 23, very difficult 28; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** 1d12 Large Smith's Hammer, Dirk; **Armor:** None; **Other Gear:** 9 GP silver ring (left hand), 27 GP silver neck chain with hammer-shaped amulet, 2x 1d10 Cure Wounds Potions; **Knowledge:** Blacksmithing, Weapon Smithing, Armor Smithing, Tinkerer, Wrestling, Cursing, Flattery, Wilderness Survival; **Description:** He stands 9 FT 3 inches with a long oval face, bald head with hammer tattoos, large floppy ears, a thin nose, thick lips, a scar on his chin; his shoulders are wide, his hips thin, and his legs very long. He wears a long leather apron over a long-sleeved brown work shirt, long leather pants, wool socks, ankle-high brown leather boots (*Leaping*), black leather work gloves, and a dark red wool cap; **Found at:** Tower Smith, #93; he attempts to grapple and opponent and throw them onto the forge fire.

Maighread of Raithburgh Castle; HD/Level: Priestess L8; 35 years; **Race:** female Human; **Moral:** Evil; **STATS:** Agility 16, Intel 20, Stamina 15, Strength 12, Will 18, Health hp19; **Special Power Modifier** +4; **AC**26; **Religion:** Shaitan; **Racial Abilities:** Acrobat +1, Puzzle Solving +1, Long Sword +1, Staff +1, Spear +1; **Lift/Carry:** 125 pounds; **Languages:** Common, Infernal Cant, Thief's Cant, foreign language; **Weapon Proficiencies:** Dirk, Light Mace, Heavy Mace, Rapier, Short Bow, Long Bow, Staff, Cudgel, Throwing Hammer, Blowgun; **TH Modifier** +1; **Defense Modifier** (opponent): -1; **TD Modifier** +0; **Lay on Hands** (heal): 4/day at hp1d6; **1d20 Raise the Dead:** 15; **1d20 Reincarnate:** 11; **1d20 Bar Undead:** HD+5; **1d20 Drive Back Undead:** HD+3; **1d20 Destroy Undead:** HD; **1d20 Detect Active Spells:** 15; **1d20 Detect Active Prayers:** 8; **1d20 Move with Stealth:** 12; **1d20 Detect Stealthy:** 10; **1d20 Negate Surprise:** 12; **1d20 Free Climb:** 11; **1d20 Pickpocket:** 16; **1d20 Search** {door, trap}: 10; **1d20 Open Lock:** simple 7, moderate 11, difficult 16, very difficult 22; **1d20 Disarm Trap:** simple 9, moderate 13, difficult 19, very difficult 25; **1d20 Detect Enchantment on Object:** 20 (blessed 15); **1d20 Identify Enchanted Item:** 20; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** silver-bladed Dirk (neck sheath under robe, *poisoned*, save 1d20 GTET [30-Stamina]), 120 GP silver amulet on a neck chain; **Armor:** *Priest's Robe* AC20; **Other Gear:** 3x *Unholy Water*, 1d12 Cure Wounds Potion, *Invisibility Potion*, *Ring of Saving Throws* +3; **Prayers:** {*Devotion free 10*} *Animate Bones*, *Blur Sight*, *Create Minor Food*, 1d8 Cure Wounds, *Detect Poisons*, *God's Fist*, *Minor Escape*, *Minor Prayer*, *Mute*, *Reveal Hidden*; {*Mystery free 8*} *Aura of Calm*, *Banish Disease*, *Banish Paralysis*, *Banish Spells*, *Detoxify Poisons*, *God's Serpent*, 2d12 *God's Strike*, *Know Enemy*, *Restore Hearing*; {*Majesty free 5*} *Creature's Form*, 2d8 Cure Wounds, *God's Mighty Warrior*, *Enhanced Body*, *Reflect Attacks*; **Knowledge:** Religious Ceremony, Surgeon, Fortune Telling (tarot), Orator, Lying, Dancing, Unarmed Combat; **Description:** She stands 5 FT 6 inches with long braided red hair; she has a small face with light red brows and green eyes, thin perky nose, full red lips, and freckles; she has a slender frame, small bust, and small backside. Maighread is dressed in a long-sleeved ankle-length purple robe with black slippers, black rope belt, long hair in a bun under a hairnet, wearing a 320 GP silver ring; **Found at:** #32, Third Cubicle. She is reading Wildras' *Construction of the Infernal Temple at Mannkonrock*.

DENIZENS: MAHHON THROUGH NEZNAI

Mahhon Whitebeard, Chief Minter; HD/Level: Warrior L12; 178 years; **Race:** male Dwarf; **Moral:** Evil; **STATS:** Agility 13, Intel 19, Stamina 19, Strength 17, Will 18, Health hp23; **Special Power Modifier** +2; **AC**12; **Religion:** Paimon; **Racial Abilities:** Infrared vision, natural sense of underground direction, save +1 versus disease/poison/magic, War Hammer +1, War Axe +1, find hidden door +1; **Class Abilities:** fight versus three simultaneous foes, +2 versus humanoids, called critical hits 12/day (-3 TH); **Lift/Carry:** 275 pounds; **Languages:** Common, Infernal Cant, Dwarvish, Archaic Dwarvish, Harpy, Centaur, Goblin; **Weapon Proficiencies:** Dirk, Long Sword, Rapier, Scimitar, Cutlass, Club, Cudgel, Light Mace, Heavy Mace, War Hammer, War Axe, Dart, Javelin, Short Bow, Crossbow, Blowgun, Flail, Bull Whip; **TH Modifier** +0; **Defense Modifier** (opponent): -0; **TD Modifier** +1; **1d20 Move with Stealth:** 10; **1d20 Detect Stealthy:** 6; **1d20 Negate Surprise:** 4; **1d20 Free Climb:** 8; **1d20 Pickpocket:** 13; **1d20 Search** {door, trap}: 6; **1d20 Open Lock:** simple -2, moderate 2, difficult 7, very difficult 12; **1d20 Disarm Trap:** simple 0, moderate 5, difficult 10, very difficult 15; **1d20 Identify Enchanted Item:** 18; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** *Dirk* +2, *Rapier* +1 (*armor ripping*), *Cudgel* +1 (*knock out* 1d100 minutes on rolls GTET 14, save 1d20 GTET [28-Stamina]); **Armor:** Dwarven Chain Mail, gauntlets (*Gauntlets of Flame*); **Other Gear:** silver Armband of Air-jord, electrum *Ring of Summoning* (two HD10 **Efreets**, 31), a white-ivory *Charm against Air Magic*, and jade-amber *Amulet of Luck* +2, 2x 2d8 *Cure Wounds Potions*, 2x *Potions of Fire Resistance*; **Knowledge:** Metal Refining, Metal Casting, Armor Smith, Mine, Gardener, Gambling, First Aid; **Description:** He stands 4 FT 3 inches, with thin red hair and a bald spot, a wide face with high cheeks, a jagged scar across his forehead, thick red brows over brown eyes, a thin red-brown moustache and long red beard with streaks of grey. He has Paimon's unholy symbol tattooed on the back of his right hand, and a wolf's face tattooed on the back of his neck. He is dressed in a long-sleeved green wool shirt with black leather vest over chain mail, knee-length brown leather pants, ankle-high brown leather shoes, a wide green leather belt with a 70 GP gold stag-shaped buckle, a wide brimmed green hat with a red feather, and metal-working gauntlets; **Found at:** Smelting Room #78 or Office #83. If Mahhon calls on **Paimon** on 1d20 rolls GTET 14 two **Nimido-ryas** are sent to his aid.

Merdorrian; HD/Level: Wizard L11 (Earth); 40 years; **Race:** male Human; **Moral:** Evil; **STATS:** Agility 18, Intel 17, Stamina 17, Strength 14, Will 18, Health hp21; **Special Power Modifier** +3; **AC**18; **Religion:** Lucifer; **Racial Abilities:** Acrobat +1, Puzzle Solving +1, Long Sword +1, Staff +1, Spear +1; **Class Abilities:** cannot cast spells carrying GTET 25 LBS iron/steel; **Lift/Carry:** 200 pounds; **Languages:** Common, Infernal Cant, Thief's Cant, Elvish (40%), Dwarvish (20%); **Weapon Proficiencies:** Dirk, Rapier, Cutlass, Staff, Light Mace, Club, Spear, Javelin, Long Bow, Short Bow, Dart; **TH Modifier** +2; **Defense Modifier** (opponent): -2; **TD Modifier** +0; **1d20 Detect Active Spells:** 6; **1d20 Detect Active Prayers:** 10; **1d20 Move with Stealth:** 8; **1d20 Detect Stealthy:** 6; **1d20 Negate Surprise:** 5; **1d20 Free Climb:** ; **1d20 Pickpocket:** 7; **1d20 Search** {door, trap}: 4; **1d20 Open Lock:** simple -2, moderate 3, difficult 8, very difficult 13; **1d20 Disarm Trap:** simple 1, moderate 6, difficult 12, very difficult 18; **1d20 Detect Enchantment on Object:** 9; **1d20 Identify Enchanted Item:** 13; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** *Bloodletting Dirk* +2 (bleed hp1d4 for 1d6 rounds/hit), *Light Mace* +2, *Enchanted Lute* (songs 3/day: Stasis, Sleep, Fear, 1d8 Blast; saves at 1d20 GTET [44-Stamina-Will]); **Armor:** black leather *Spider Boots*, black leather *Gloves* AC+8; **Other Gear:** 150 GP silver neck chain, *Ring of Many Escapes* (30, left), *Ring of Magic Absorption* (59, right), *Ring of All Breathing* (pocket), Wizard's scroll (*summon monster*, HD9 **Cyclops**); **Spells:** {*Basic free 13*} 1d6 *Acid Attack*, *Acid Slime*, *Beacon*, *Bog Down*, *Harden Muck*, *Open Lock*, *Remove Paralysis*, *Rockskin* AC+10, *Temporary Window*, *Telekinesis*; {*Lesser free 11*} 2d6 *Acid Attack*, *Bonding*, *Breathe Poisonous Fumes*, *Darksight*, *Disperse Magic*, *Magic Bridge*, *Paralyzing Hand*, *Singing Swords*, *Terra's Wrath*, *Tunnel*; {*Greater free 7*} *Aging Hand*, *Command Gravity*, *Gaze of Stone*, 4d12 *Meteor Cluster* 50x50 FT, *Repel Giants*, *Transform to Gold*; **Knowledge:** Musician, Composer, Tracking, Parry, Disguise, Edible Plants; **Description:** He stands 5 Ft 9 inches, with shoulder sandy hair, a large head, brown brows over dark brown eyes, a long crooked nose, thin lips, with a brown moustache. He is wearing a green tunic with leather vest over knee-length brown pants; **Found at:** Bedroom, #46. Merdorrian has a HD2 **Giant Raccoon** (hp14, AC18, Bite 1d4, Claws 1d3 x2) as a familiar.

Neznai, Tower Seneschal; HD/Level: 24, Wizard L16 (Water), Priest L10; 4764 years; **Race:** Type 9C Devil; **Moral:** Evil; **STATS:** Agility 17, Intel 23, Stamina 25, Strength 29, Will 21, Health hp74; **Special Power Modifier** +7; **AC**70 (requires enchanted/ blessed weapons GTET +4 to injure); **Religion:** Lucifer; **Lift/Carry:** 1200 pounds; **Languages:** Common, Infernal Cant, Arcanan, Harpy, Centaur, Medusa, Lycanthrope, Elvish, Gnomish, 3x foreign languages; **Attacks:** Bite 1d8, Claws 1d6 (x2), Punch 1d4, Strangle 1d10, Horns 1d6 (+2d8 if charging); **Special Abilities:** Ultraviolet vision, low-light vision, see invisible, see true form 15 minutes 5/day, *dominate animal* (200 FT, to HD8, arctic species), detect good 150 FT, detect phased creatures 100 FT, immune ordinary cold, save versus cold magic +6, *major illusion* (100 FT, polar bear, white dragon), immune Basic Magic and Devotion prayers, save +10 spells, save +5 prayers, *Disperse Magic* 10/day, 3d8 *Hurricane Blast* 10/day, *Wall of Ice* 10/day, *Aura of Awe* 5/day, *Blindness* 5/day (touch), *Summon Monster* 5/day (1d6 *Ice Spirits* or 1d3 *Ice Worms*), 300 FT *Blizzard* 3/day 30 minutes, *Cold Protection* 3/day 30 hours, *Shapechange* (90 minutes, *Polar Bear* or *Frost Giant*), 2d8 *Timed Magic Blast* 3/day, provides familiar for fealty 1/day (Arctic Fox or Arctic Wolf); **Special Attacks:** *numbchucks* (touch, 3d12 minutes numbness, 5/day, reduce effective Agility 1d10 points, save 1d20 GTET [35-Stamina]), *block of ice* (touch, entombed ice pillar 12 FT high by 8 FT, 6d100+200 minutes, 2/day, save 1d20 GTET [34-Stamina]), break out 1d20 GTET [36-Strength]; **Weapon Proficiencies:** Dirk, Long Sword, Scimitar, Two Handed Sword, War Axe, War Hammer, Club, Great Club, Flail, Ball and Chain, Spear, Trident, Pole Arm, Javelin, Long Bow; **TH Modifier** +1; **Defense Modifier** (opponent): -1; **TD Modifier** +6; **Lay on Hands** (heal): 4/day at hp1d6; **1d20 Raise the Dead:** 5;...

DENIZENS: NEZNAI THROUGH PLAZUMAN

Neznai, continued...1d20 Reincarnate: 3; 1d20 Bar Undead: HD-12; 1d20 Drive Back Undead: HD-8; 1d20 Destroy Undead: HD-4; 1d20 Detect Active Spells: 4; 1d20 Detect Active Prayers: 4; 1d20 Move with Stealth: 3 (snow/ice), 6 (other); 1d20 Detect Stealthy: 4; 1d20 Negate Surprise: 3; 1d20 Detect Enchantment on Object: 6; 1d20 Identify Enchanted Item: 8; Listen: whisper 40 FT/speech 150 FT/shout 300 FT; 1d20 Listen at Door: whisper 10/speech 7/shout 3; **Weapons:** *Killing Wand* (26), white metal *Dirk* +2, *Ice Dagger* +3 (Unholy), bladed *Gloves* +2 (Armor Rending), long-handled *Battle Axe* +2 (cold blade, ice encasement on natural rolls GTET 19, limb crushing on natural 20, requires Strength GTET 20 to wield); **Armor:** Open *Steel Helm* AC+8 with a white plume, *Vest* AC+9, thick leather belt with silver buckle (walrus head, AC+4), metal gloves, *Shield of Ruby Magic*; **Other Gear:** 8x Spell Storing Marbles (4x white 2d9 *Cold Blast*, 4x red 2d8 *Greater Fireball*) in belt pouch, silver *Talisman of Protection* +3 on a leather neck strap, *Ring of Regeneration* (4HP/round, left hand), *Ring of Spell Storing* (15x *Cause Paralysis*, 9x *Blindness*, 5x *Mass Sleep*, 3x *Cause Panic*, 4x *Area Deafness*, 10x *Disperse Magic*, 15x *Summon Monster* {HD8 **Troll**}; right hand), ; **Spells:** {*Devotion free 12*} *Animate bones*, *Blur Sight*, 1d8 *Cure Wounds*, 1d8 *God's Bolt*, *God's Sword*, *Minor Prayer*, *Sword Blessing*; {*Mystery free 10*} *Aura of Belief*, *Banish Confusion*, *Banish Paralysis*, *Blind Undead*, 2d8 *God's Fire* 10x10 FT, *God's Serpent*, *Knock Out*, *Walk on Water*; {*Majesty free 6*} *Aura of Heroism*, *Break Curse*, *Creature's Form*, 2d8 *Cure Wound*, 5d12 *God's Smite*. *Grand Crusade*, *Reflect Attacks*; **Knowledge:** Flattery, Politics, Alchemy, Business, Engineer, Court Etiquette, History, Law, Wrestling/Unarmed Combat, Trap Construction; **Description:** (bear headed vulture-wing Devil) A horned and winged humanoid with thick white fur, 8 FT 2 inches tall, having the head of a polar bear with glowing blue eyes and three blue ivory horns protruding from its forehead (like antelope horns), a thick neck, wide shoulders and a barrel-like torso, thick hips, short legs ending in a bear's foot, oversized shoulder muscles, long thick arms ending in a five-clawed left hand and a five-fingered fleshy right hand. Two white vulture's wings attach at the shoulder, each spanning 7 FT. It has a bear's tail. He is dressed in a loose blue wool poncho tucked into a wide black leather belt with a 600 GP gold-ivory buckle shaped like an arctic seal; **Found at:** Office #106.

Philliphon Ironaxe; HD/Level: Warrior L4; 126 years; **Race:** male Dwarf; **Moral:** Neutral; **STATS:** Agility 11, Intel 22, Stamina 20, Strength 15, Will 15, Health hp24; **Special Power Modifier** +1; AC14; **Religion:** None; **Racial Abilities:** Infrared vision, natural sense of underground direction, save +1 versus disease/poison/magic, War Hammer +1, War Axe +1, find hidden door +1; **Lift/Carry:** 275 pounds; **Languages:** Common, Infernal Cant, Dwarvish, Gnomish, 2x foreign languages; **Weapon Proficiencies:** Dirk, Rapier, Short Sword, War Hammer, War Axe, Short Bow, Dart; **TH Modifier** +0; **Defense Modifier** (opponent): -0; **TD Modifier** +0; 1d20 Move with Stealth: 14; 1d20 Detect Stealthy: 12; 1d20 Negate Surprise: 16; 1d20 Free Climb: 17; 1d20 Pickpocket: 20; 1d20 Search {door, trap}: 14; 1d20 Open Lock: simple 6, moderate 11, difficult 16, very difficult 23; 1d20 Disarm Trap: simple 8, moderate 13, difficult 18, very difficult 26; 1d20 Identify Enchanted Item: 20; Listen: whisper 40 FT/speech 150 FT/shout 300 FT; 1d20 Listen at Door: whisper 10/speech 7/shout 3; **Weapons:** *Dirk* +1; **Armor:** None; **Other Gear:** 230 GP gold ring (right hand), 420 GP gold ring (right hand), 800 GP silver-turquoise armband (left arm), 140 GP gold-jasper earring (right ear), *Ring of Protection* AC14 (left hand), 1d8 *Cure Wounds* *Potion*, smoke bomb; **Knowledge:** Sage, Researcher, History, Law, Herbalist, Tracking, Poisonous Plants, Cards; **Description:** He stands 3 FT 11 inches, with short dark black hair, a wide face with big cheeks, black brows over light brown eyes, a round nose, thick lips, and a 2 FT black beard; dressed in a long-sleeved leather shirt, leather vest, silver metal belt, wool knickers, and black leather boots; **Found at:** fourth cubicle, #32, reading Bodicca's *Four Female Loran Leaders*.

Plazuman, Subdeacon; HD/Level: 14, Wizard L16 (Water); 1359 years; **Race:** Type 9A Devil; **Moral:** Evil; **STATS:** Agility 19, Intel 19, Stamina 26, Strength 25, Will 21, Health 111; **Special Power Modifier** +7; AC59 (requires enchanted/blessed weapons GTET +2 to injure); **Religion:** Lucifer; **Lift/Carry:** 800 pounds; **Languages:** Common, Infernal Cant, Arcanan, Thief's Cant, Elvish, Minotaur; **Attacks:** Bite 1d4, Claws 1d6 (x2), Horns 1d6 (+2d8 if charging), Punch 1d8, Strangle 1d10; **Special Abilities:** *cause fear* (20 FT, save 1d20 GTET [34-Will]), *comprehend languages*, *detect good* 500 FT, detect incorporeal creatures 40 FT, extraordinary hearing, *infrared vision* 60 FT, Ultraviolet vision 50 FT, see invisible 25 FT, low-light vision, *detect phased creatures* 25 FT, *produce flame*, *telekinesis* 60 FT/25 pounds; *control temperature* (55 FT, 5/day), *identify lies*; *Curses* (3/day), *magic arrow volley* (35 FT, 5 arrows, 3/day), *major illusion* (50 FT, disbelieve 1d20 GTET [32-Will], 3/day); save versus spells +3, save versus prayers +2, suffers double damage from Air Magic, *aura of Awe* 5/day, *invisibility* (15 minutes, 5/day), *blizzard* (150 FT wide, 20 minutes, 3/day), *c1d12+4 cold blast* 3/day, *disperse magic* 5/day, *instant freeze* (50 FT), *shapechange* (30 minutes, **caribou** or **wooly llama**, 1/day), *summon monster* (10 minutes, 1d8 **ice lizards** or **cold crocodiles**, 1/day), *Wall of Ice* 1/day; **Special Attacks:** *Paralyzing Bite* (1d8, nerve toxin, save 1d20 GTET [28-Stamina], fatal to dwarves/save 1d20 GTET [36-Stamina], 3d20 minutes); **Weapon Proficiencies:** Dirk, Scimitar, Rapier, Long Sword, War Hammer, Club, Staff, Javelin, Spear, Throwing Knife, Long Bow, Crossbow, Flail, Pole Arm; **TH Modifier** +2; **Defense Modifier** (opponent): -2; **TD Modifier** +5; 1d20 Detect Active Spells: -4; 1d20 Detect Active Prayers: -1; 1d20 Move with Stealth: 4; 1d20 Detect Stealthy: 6; 1d20 Negate Surprise: 5; 1d20 Detect Enchantment on Object: 3; 1d20 Identify Enchanted Item: 12; Listen: whisper 40 FT/speech 150 FT/shout 300 FT; 1d20 Listen at Door: whisper 10/speech 7/shout 3; **Weapons:** *Scimitar* +4 (Unholy, Priest Bane {save 1d20 GTET [55-Level-Will]}), 2d12 minutes paralysis versus good {save 1d20 GTET [32-Stamina]}, detects good 50 FT), Throwing Knife (*Human Slaying*, save 1d20 GTET [50-Level-Will]); **Armor:** *Cloak of Invisibility*, large wooden *Shield* (AC+12, arrow reflecting), wide white leather belt with a 50 GP silver clasp shaped in a ram's head (*amulet of protection* +2); **Other Gear:** 2x 2d8 *Cure Wounds* *Potions*, *Ring of Spell Storing* (*Area Deafen* 20x20 FT, 2x *Area Silence*, 4x *Choke*, *Banshee's Wail*, 3x *Disperse Magic*, 2x 3d6 *Hailstorm* 20x20 FT, *Putrid Scents*, 2x *Remove Air*, *Slow Movement*, 1d8+2 *Sound Blast*);...

DENIZENS: PLAZUMAN THROUGH ROWENNA

Plazuman, continued...Spells: {Basic free 18} 1d6 Cold Attack, Amphibian Form, Brain Freeze, Control Water Creatures, Drench, Instant Dry, Instant Freeze, Protect versus Venom, 1d8 Sleet Storm 20x20 FT, Summon HD5 Poison Frogs; {Lesser free 15} 2d6 Cold Attack, Disperse Magic, 3d6 Hail Blast 25x25 FT, Ice Bridge, Ice Encasement, Mer Transformation, Shield versus Lightning, Siren's Song, Summon HD8 Undine, Waterspout; {Greater free 13} Blizzard 10 min/1d12-round, Chain Lightning d20-d12-d10-d8-d6-d4, Ice Road, Summon HD12 Water Elemental, 3d12 Water Attack 75x75 FT; **Description:** (found shapechanged to appear as a male Human): Stands 6 FT 1 inch, with long dark brown hair with streaks of grey, in a ponytail with a 8 GP clasp, he has a narrow face, thin brown brows over dark blue eyes, a long thin nose, thick lips, a thick brown beard, and a small eagle tattoo on his right cheek. He wears an orange robe with gold hem, a 1200 GP gold chain with a 4000 GP platinum Unholy Symbol, and a dark orange cloak. **Natural Form:** (white furred dog-face Devil) A 6 FT 6 inches tall horned and winged humanoid with thick white fur standing, having a flat oval face with drooping canine ears, four small white ivory spiked horns protruding from its head, small beady glowing red eyes, a flat circular nose, wide mouth with many sharp upper and lower fangs, and a long chin. It has a thick neck, wide shoulders, a thick torso, thinner hips, long slender legs ending in an oversized long rectangular foot with pads on the bottom and thick hair on the top, and well-developed and muscular arms ending in a five-fingered hand with curved talons. Two white leather bat-like wings are attached to the shoulders with several thick vertical ribs. It has a short stumpy tail ending in a white fur tuft. Wears crossed leather chest straps and a woolen kilt-like cloth hip wrap; **Found at:** Lucifer's Altars, #3.

Reithan; HD/Level: 8; years; **Race:** male Minotaur; **Moral:** Evil; **STATS:** Agility 15, Intel 17, Stamina 19, Strength 19, Will 15, Health hp50; **Special Power Modifier** +1; **AC**14; **Religion:** Astarri, God of Minotaurs; **Racial Abilities:** extraordinary hearing, good scent detection, reduce Earth Magic damage by 90%, save versus prayers +4; **Lift/Carry:** 325 pounds; **Languages:** Common, Infernal Cant, Minotaur, Centaur; **Attacks:** Punch 1d6, Kick 1d2, Strangle 1d12, Gore 1d12; **Weapon Proficiencies:** Dirk, War Axe, Great Axe, Long Sword, Two-Handed Sword, Great Sword, Heavy Mace, Light Mace, Club, Pole Arm, Cudgel; **TH Modifier** +0; **Defense Modifier** (opponent): -0; **TD Modifier** +2; **1d20 Move with Stealth:** 14; **1d20 Detect Stealthy:** 11; **1d20 Negate Surprise:** 9; **1d20 Free Climb:** 14; **1d20 Pickpocket:** 8; **1d20 Search** {door, trap}: 10; **1d20 Open Lock:** simple -3, moderate 1, difficult 6, very difficult 13; **1d20 Disarm Trap:** simple -1, moderate 4, difficult 10, very difficult 16; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** Cudgel, Club; **Armor:** None; **Other Gear:** None; **Knowledge:** Brewing, Wilderness Survival, Agriculture, Carpentry; **Description:** Stands 7 FT 3 inches with a Bull's head on a man's body; his fur is dark grey with patches of black, his horns are 28 inches to either side, cream colored with brown streaks and dark red tips, his eyes are yellow. He wears a long brown smock bound with a black rope belt and leather sandals. Reithan really hates Wizards and is very aggressive and impulsive; **Found at:** Male Slave Quarters #90.

Rowenna the Black; HD/Level: Warrior L14; 40 years; **Race:** female Human; **Moral:** Evil; **STATS:** Agility 20, Intel 13, Stamina 18, Strength 20, Will 14, Health 22; **Special Power Modifier** +1; **AC**10; **Religion:** Faerro, Magyar Fire Spirit; **Racial Abilities:** Acrobat +1, Puzzle Solving +1, Long Sword +1, Staff +1, Spear +1; **Class Abilities:** fight 3 simultaneous foes, called critical hit 14/day (-3 TH), +2 TH versus humanoids; **Lift/Carry:** 375 pounds; **Languages:** Common, 3x foreign languages; **Weapon Proficiencies:** Dirk, Long Sword, Short Sword, Rapier, Scimitar, Cutlass, War Axe, War Hammer, Staff, Spear, Javelin, Light Mace, Heavy Mace, Club, Cudgel, Short Bow, Long Bow, Crossbow, Throwing Star, Throwing Knife, Bullwhip; **TH Modifier** +3; **Defense Modifier** (opponent): -2; **TD Modifier** +3; **1d20 Move with Stealth:** 10; **1d20 Detect Stealthy:** 10; **1d20 Negate Surprise:** 7; **1d20 Free Climb:** 9; **1d20 Pickpocket:** 13; **1d20 Search** {door, trap}: 7; **1d20 Open Lock:** simple 10, moderate 15, difficult 20, very difficult 26; **1d20 Disarm Trap:** simple 12, moderate 17, difficult 23, very difficult 30; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** Hairpin; **Armor:** None; **Other Gear:** None; **Knowledge:** Wilderness Survival, Winter Survival, Horsemanship, Charioteer, Drug/Medicine preparations, Herbalist; **Description:** Standing 5 FT 4 inches with waist-length black hair bound with a piece of leather, she has an oval face, high forehead, no brows, flecked green eyes, long rounded nose, wide lips, and a 10 GP silver earring (right). She has a wide muscular frame with large bust, medium hips, and long legs. She has a Nightmare tattoo on her back. She is wearing a black jump suit and black leather shoes. Rowenna wants to find her original gear (*Breastplate AC+25* {spell-reflecting/Basic}, *Two-Handed Sword* +4) and kill the Devil that put her into prison; she co-operates with/supports any group which helps her toward her goals, though she is not comfortable helping good persons; **Found at:** Cell D, Cellblock, #168.

DENIZENS: SAMAEAL

Samael, Diabolic King; HD/Level: 100, Wizard L25, Evil Priest L35; 11,954 years; **Race:** male Devil; **Moral:** Evil; **STATS:** Agility 33, Intel 37, Stamina 42, Strength 30, Will 45, Health 425; **Special Power Modifier** +11; **AC** 120 (requires enchanted/blessed weapons GTET +6 to injure); **Religion:** Lucifer; **Lift/Carry:** 2500 pounds; **Languages:** Common, Infernal Cant, Dwarvish, Archaic Dwarvish, Original Elvish, Archaic Elvish, Elvish, Gnomish, Cercopes, Harpy, Centaur, Minotaur, Lycanthrope, Giantish, Draconic, Arcanan, Thief's Cant, Merchant's Cant, Goblin, 6x foreign languages; **Attacks:** ; **Special Abilities:** *aura of awe* (100 FT, save 1d20 roll GTET [50-Level-Will]), *aura of fear* (200 FT, save 1d20 GTET [40-Will]), fly, banish Infernal, command Undead, immune to special attacks from Undead, control temperature (300 FT), detect good (500 FT), know enemy, detect infernal or demonic creatures (600 FT), detect incorporeal (400 FT), *telekinesis* (500 FT), telepathic bond (1000 FT), telepathic communication (unlimited in Malebolge, any Devil, 100 miles otherwise), speak any language, identify lies (save 1d20 GTET [52-Level-Will]; Rascal +3 bonus; Priest/Crusader +1 bonus), sees invisible (725 FT), infrared vision (1000 FT), sees phased or displaced creatures (500 FT), produce flame (200 FT), *putrefy foods*, immune to normal heat and cold, immune to poisons not made in Gehenna (+9 save), +15 save bonus versus mental attack/control, resists Prayers (all Devotions; Mystery on 1d20 GTET 2; Majesty on 1d20 GTET 4), resists Spells (all Basic, Lesser on 1d20 GTET 3, Greater on 1d20 GTET 5; apply -1 penalty versus Shaman), *shapechange* (any humanoid form, 10 hours/day), *summon monster* (5/round, any Devil), teleportation (unlimited within Malebolge, 100 miles otherwise); *2d20 heal wounds* 25/day, *banish fatigue* 25/day, *banish disease* 25/day, *banish paralysis* 25/day, *banish poisons* 25/day, *banish confusion* 25/day, *banish fear* 25/day, reveal hidden 25/day, hold Undead 25/day; *banish spells* 15/day (100 FT), *compel truth* 15/day (save 1d20 GTET [50-Level-Will]), *dominate person* 15/day (save 1d20 GTET [40-Will]), *hold person* 15/day (save 1d20 GTET [40-Will]), *mute* 15/day, see through walls 15/day, *restore sight* 15/day, *restore hearing* 15/day; *aura of heroism* 10/day (5 miles, 3 hours), create major food 10/day, *2d8 blizzard* 10/day, *2d8 cold attack* 10/day, *3d8 fireball* 10/day, *blindness* 10/day, *major illusion* 10/day (500 FT, disbelieve 1d20 GTET [40-Will]); *4d12 God's Strike* 5/day, *alter realities* 5/day, *resurrection* 5/day, *summon monster* 5/day (Mummy, Vampire, Lich or similar), *curse* 5/day; *earthquake* 3/day (1000 FT), Astral Gate 3/day, impart experience 3/day (touch, 30,000 XP), impart knowledge 3/day (any skill), impart temporary invulnerability 3/day (touch, 48 hours), *major disintegration* 3/day (100 FT, 1500 pounds), release soul 3/day (any Circle, 2d20+10 year life expectancy), transmutation 3/day (500 pounds); *6d10 God's Brimstone* 25 FT x 25 FT 1/day, *Minor Time Walk* 1/day, *Spell Permanency* 1/day; **Special Attacks:** *transform alignment* (15/day, touch, to evil, effect permanent on 1d20 of 17 otherwise persists 3d20+7 weeks, save 1d20 GTET [50-Level-Will]), *pain wrack* (10/day, touch, save 1d20 GTET [37-Stamina], nerve damage 6d8+5, intense crippling pain persisting 4d20*30 rounds), *immolate* (8/day, range 25 FT, 4d12 rounds at 1d10 fire damage/round, save 1d20 GTET [34-Stamina] checked per round, Warlock & Fire Wizard +3 save bonus), *body rot* (5/day, touch, wilts two major limbs and disfigures remainder, save 1d20 GTET [50-Level-Stamina], persons are repulsed {save 1d20 GTET [33-Will]}), *permanent transformation* (to any Devil of the King's choice, 3/day, touch, outward form only, save 1d20 GTET [36-Stamina], Priest/Crusader +3 save bonus), *disintegrate* (versus good only, touch, 3/day, up to 800 pounds, save 1d20 GTET [32-Stamina]); **Weapon Proficiencies:** Dirk, Rapier, Scimitar, Long Sword, Two-Handed Sword, War Hammer, Throwing Hammer, Club, Great Club, Staff, War Axe, Flail, Bullwhip, Long Bow, Crossbow, Javelin, Spear, Pole Arm, Lance; **TH Modifier** +8; **Defense Modifier** (opponent): -5; **TD Modifier** +6; **Lay on Hands** (heal): 410/day at hp1d10; **1d20 Reincarnate:** 2; **1d20 Bar Undead:** HD-20; **1d20 Drive Back Undead:** HD-17; **1d20 Destroy Undead:** HD-13; **1d20 Detect Active Spells:** automatic; **1d20 Detect Active Prayers:** automatic; **1d20 Move with Stealth:** -6; **1d20 Detect Stealthy:** 2; **1d20 Negate Surprise:** 2; **1d20 Detect Enchantment on Object:** automatic; **1d20 Identify Enchanted Item:** 4; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** platinum-bladed *Sabre* +7 (Unholy, *dancing*, *neck cleaving*), electrum-bladed *Dirk* +4 (Unholy, *salt transforming*), adamantine *War Axe* +5 (Unholy, *flaming*, *humanoid-bane*), *Flail* +4 (Unholy, *immobilize*, avoid on 1d20 GTET [33-Agility], constrict 1d12/round, break free 1d20 GTET [36-Strength]), *2d8 Fire Dart* +2 x4, 1d12 Brass Knuckles +4 TD (wall breaking), *Wand of 2d8 Fireballs* (48), *Rod of Petrification* (104); **Armor:** Reflecting Shield, *Flaming Scabbard*, *Arrow Proof Cloak* (to +3), *Hood of Facelessness*; **Other Gear:** *High Jump Boots*, gold *Chain of Invisibility*, *Unholy Water* x10, *2d8 Cure Wounds Potion* x2, *1d12 Cure Wounds Potion* x3, *Magic Bag*, 500,000 GP platinum crown is studded with emeralds-rubies-sapphires-diamonds-pearls-bloodstone-jade-turquoise; 5000 GP platinum chain with a 75,000 GP platinum-ruby amulet bearing his blazon; 3x gold-ruby-emerald-sapphire rings (18,250, 20,500, 23,100 GP), a 24,240 GP platinum-diamond-jade-turquoise pin, two gold chains with pearls (11,300, 14,750 GP), 17,650 GP 10 FT cedar Staff with amethyst globe, 1d4 Scrolls (wizard), 1d4 Scrolls (priest), 16,750 GP platinum-white gold-black pearl Unholy Symbol; **Spells:** {*Basic free 28*} all spells known, all elements; {*Lesser free 25*} all spells known, all elements; {*Greater free 22*} all spells known, all elements; **Prayers:** {*Devotion free 38*} all prayers known; {*Mystery free 35*} all prayers known; {*Majesty free 31*} all prayers known; an exceptionally handsome male humanoid, 9 FT 2 IN, with short dark red hair streaked with black, four long black curved horns protruding from his head (two on the sides, two from the back; each with yellow and green stripes), rounded drooping ears (5000 GP platinum-diamond earrings), thick black brows over glowing yellow eyes with red pupils, a classic nose, wide mouth with perfect teeth, and a rounded chin. He has a thin black moustache. His clothing is equivalent to that worn by royalty, usually rich robes lined in fur, a purple cape, a purple belt with a 3000 GP gold buckle, and a 25,000 GP purple sash studded in diamonds. His voice is strong and booming but also melodious, sounding cultured and well-educated, courtly and aristocratic, with strong overtones of natural command, haughty condensation, and sarcasm; **Found at:** Multiple locations throughout the Tower. Commands Diabolic Princes and any other diabolic creature. In theory he is responsible to Lucifer but not in practice as long as Lucifer remains trapped in the ice. He is found alone (usually disguised or shapechanged) on 1d20 rolls GTET 18, otherwise he is accompanied by a bodyguard of 1d12+5 **Keres** plus 1d8 **Daityas** plus 1d12+4 **Quivaras** plus 2d12 **Jinguma**; there is an additional 75% chance of being accompanied by each of: 1d6 Evil Priests L12+1d6, 1d6 Evil Wizards L10+1d8, and a 50% chance of being accompanied by each of: a **Lich**, 1d6 **Wraiths**, 1d6 **Vampire Lords**, 1d6 **Mummy Lords**.

DENIZENS: SAZHA THROUGH SVEEMOK

Sazha; **HD/Level**: 7; 29 years; **Race**: male Hill Giant; **Moral**: Evil; **STATS**: Agility 15, Intel 13, Stamina 21, Strength 25, Will 13, Health hp38; **Special Power Modifier** +2; **AC**18; **Religion**: Jotanni, God of Giants; **Racial Abilities**: Infrared vision 100 FT, Ultraviolet vision 150 FT, immune Earth Magic, save +4 versus cold magic; **Lift/Carry**: 750 pounds; **Languages**: Common, Infernal Cant, Giantish, Goblin, Dwarvish (25%) [no reading]; **Attacks**: Punch 2d8, Kick 1d10+2; **Special Attacks**: *Surge of Strength* (thrown weapon damage +2 or thrown boulder damage +1d6, 3/day); **Weapon Proficiencies**: Dirk, Long Sword, Two-Handed Sword, Club, Great Club, War Hammer, Heavy Mace, Ball and Chain, Staff, Long Bow; **TH Modifier** +0; **Defense Modifier** (opponent): -0; **TD Modifier** +4; **1d20 Move with Stealth**: 16; **1d20 Detect Stealthy**: 11; **1d20 Negate Surprise**: 9; **Listen**: whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door**: whisper 10/speech 7/shout 3; **Weapons**: None; **Armor**: None; **Other Gear**: None; **Knowledge**: Dice, Knots and Lashing, Snares, Animal Handling (canines), Storytelling; **Description**: Stands 11 FT 4 inches, with a large bald head, black brows over green eyes, drooping ears, a wide crooked nose, and a thin brown beard; he has scars on his cheek, neck, and both shoulders. He is dressed in a toga-like lion fur with a fur loin cloth, wide-brimmed leather hat, and sandals. He strongly hates Dwarves and Gnomes, and is not interested in escape; **Found at**: Male Slave Quarters #90. He is very loyal to Reithan.

Solsep, Chief Historian of Hell; **HD/Level**: Rascal L11; 82 years; **Race**: male Cercopes; **Moral**: Evil; **STATS**: Agility 18, Intel 20, Stamina 17, Strength 13, Will 18, Health hp21; **Special Power Modifier** +2; **AC**14; **Religion**: Lucifer; **Racial Abilities**: Infrared vision, low-light vision, innate sense of underground direction and depth, save versus poisons +1, save versus snake venom +2, immune to mushroom effects, detect gems/ores 100 FT, speak to animals (burrowing); **Class Abilities**: fight versus 3 opponents no penalty, call critical hit 9/day (-3 TH), Saber/Rapier +1, two Dirk fighting +2, not permitted breastplates-backplates-plate armor-full helms-medium/large shields, not permitted long or large weapons, additional -2 penalty fighting with two-handed weapon; **Lift/Carry**: 175 pounds; **Languages**: Common, Infernal Cant, Cercopes, Gnomish (50%), 2x underground languages; **Weapon Proficiencies**: Dirk, Saber, Cutlass, Rapier, Short Sword, War Hammer, Club, Light Mace, Short Bow, Short Staff, Crossbow, Bullwhip, Blowgun, Javelin, Throwing Star, Throwing Knife, Throwing Hammer; **TH Modifier** +1; **Defense Modifier** (opponent): -1; **TD Modifier** +0; **1d20 Move with Stealth**: -8; **1d20 Detect Stealthy**: 3; **1d20 Negate Surprise**: 5; **1d20 Free Climb**: -6; **1d20 Pickpocket**: 3; **1d20 Search** {door, trap}: -10; **1d20 Open Lock**: simple -10, moderate -5, difficult 0, very difficult 6; **1d20 Disarm Trap**: simple -7, moderate -2, difficult 4, very difficult 10; **1d20 Identify Enchanted Item**: 17; **Listen**: whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door**: whisper 10/speech 7/shout 3; **Weapons**: Dirk in silver scabbard (glows blue within 100 FT of good persons), *Dirk* +2 (*poisoned*, *paralysis* 1d100 minutes, save 1d20 GTET [32-Stamina], Elves save +2); **Armor**: Shawl (*AC*+6, *Invisibility*); **Other Gear**: ivory *Earring of Telepathy*, a silver *Pendant of the Philosopher*, 2140 GP gold bracelet with 3x 10 minute *Time Stop Pearls*, Spell Storing Ring (15x *Paralyze*, 4x *Sleep*, 5x *Blindness*, 7x *Cause Fear*, left hand), 4000 GP gold-turquoise ring (right hand); **Knowledge**: Storytelling, Codes and Ciphers, Business, Cartography, Myths and Legends, Heraldry, Musician (flute), animal training (canines); **Description**: He stands 3 FT 1 inch, with a wide face, thin white hair on the crown of his head, thick white brows over yellow eyes, a thin crooked nose, wide dark lips, and a thin grey beard. He wears a multi-pocketed knee-length leather garment with a gold cord belt, brown leather skull cap, brown sandals, and a brown wool shawl. Solsep is gruff, grouchy, irritating, and irascible, but loves challenges and is an outstanding researcher. He loves books and maps and is willing to cut deals to obtain rare and unique specimens for the library's collection; **Found at**: Office #102. He has a trained HD3 War Dog.

Sveemok, Head Librarian; **HD/Level**: 8; 3119 years; **Race**: Zoybim Devil; **Moral**: Evil; **STATS**: Agility 15, Intel 26, Stamina 14, Strength 12, Will 21, Health hp33; **Special Power Modifier** +3; **AC**30 (requires enchanted/blessed weapons to injure); **Religion**: Lucifer; **Lift/Carry**: 150 pounds; **Languages**: Common, Infernal Cant, Original Dwarvish, Archaic Dwarvish, Dwarvish, Gnomish, Goblin, Cercopes, Giantish, Troll, 3x foreign languages, 2x Outer Plane languages; **Attacks**: Bite 1d2, Claws 3x 1d4; **Special Abilities**: Infrared vision 150 FT, low light vision 100 FT, true sight 50 FT, x-ray vision 10 FT, detects incorporeal creatures 30 FT, extraordinary hearing 75 FT, immune to poison, *produce flame*, *telekinesis* 25 FT/15 pounds, *magic arrow volley* (20 FT, 3 arrows/1/day), call fog 5/day, wall of stone 3/day, visual replay 1/day (memorize scene then project the memory); **Weapon Proficiencies**: Dirk, Short Sword, Cutlass, Flail, Light Mace, War Axe (single Blade), Throwing Knife, Throwing Star, Cudgel, Short Bow; **TH Modifier** +0; **Defense Modifier** (opponent): -0; **TD Modifier** +0; **1d20 Detect Active Spells**: 12; **1d20 Detect Active Prayers**: 14; **1d20 Move with Stealth**: 11; **1d20 Detect Stealthy**: 10; **1d20 Negate Surprise**: 12; **1d20 Detect Enchantment on Object**: 12; **1d20 Identify Enchanted Item**: 17; **Listen**: whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door**: whisper 10/speech 7/shout 3; **Weapons**: adamantine *Dirk* +1, *Dagger of Wounding* (1d3 for 1d6 rounds, *poisoned* {*sleep*, 3d20 minutes, save 1d20 GTET [30-Stamina]}), *Viper Rod* (39); **Armor**: None; **Other Gear**: 2x 1d10 *Cure Wounds Potions*, 2d8 *Cure Wounds Potion*, first aid kit, 2x Oil Flasks, *Ring of Telepathy*; **Knowledge**: Book Restoration, Librarian, Scholar (infernal, arcane, history), Linguist; **Description**: A 7 FT six-legged bat-like creature with a feline head and a forked tail, leathery black scalloped wings each spanning 4 FT, rounded heads with short pointed ears, small eye sockets holding glowing gold eyes, a short snout with thick gold whiskers, a small jaw with many sharp teeth, and a single vertical gold horn grows from their forehead. They have a small 'sail' on their back and four-toed claws, and are mostly orange with darker brown stripes on their backs. Sveemok is wearing a short-sleeved grey tunic, dark grey leather belt with two leather pouches; **Found at**: Librarian's Office.

DENIZENS: UTHUR THROUGH VARKONY

Uther Cynric Florentius; **HD/Level**: Priest L15; 617 years; **Race**: male Elf; **Moral**: Neutral; **STATS**: Agility 15, Intel 19, Stamina 20, Strength 18, Will 15, Health hp24; **Special Power Modifier** +5; **AC**9; **Religion**: Shodassa, Goddess of Justice, Oaths, Protection; **Racial Abilities**: low light vision, navigate by stars, +5 bonus versus lost, +1 persuasion, Bow +1; **Religious Abilities**: +2 TH versus Evil (10 rounds, 2/day), +2 save versus poisons/venoms; **Lift/Carry**: 300 pounds; **Languages**: Common, Elvish, Dwarvish, 2x foreign languages; **Weapon Proficiencies**: Dirk, Cutlass, Light Mace, Heavy Mace, War Hammer, Club, Staff, Throwing Axe, Blowgun, Long Bow, Crossbow; **TH Modifier** +0; **Defense Modifier** (opponent): -0; **TD Modifier** +3; **Lay on Hands** (heal): 4/day at hp1d6; **1d20 Raise the Dead**: -8; **1d20 Reincarnate**: -12; **1d20 Bar Undead**: HD-14; **1d20 Drive Back Undead**: HD-10; **1d20 Destroy Undead**: HD-6; **1d20 Detect Active Spells**: 6; **1d20 Detect Active Prayers**: -10; **1d20 Move with Stealth**: 8; **1d20 Detect Stealthy**: 3; **1d20 Negate Surprise**: 4; **1d20 Free Climb**: -2; **1d20 Pickpocket**: 7; **1d20 Search** {door, trap}: 8; **1d20 Open Lock**: simple 2, moderate 6, difficult 10, very difficult 15; **1d20 Disarm Trap**: simple 4, moderate 8, difficult 13, very difficult 18; **1d20 Detect Enchantment on Object**: 14; **1d20 Identify Enchanted Item**: 8; **Listen**: whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door**: whisper 10/speech 7/shout 3; **Weapons**: None; **Armor**: None; **Other Gear**: None; **Prayers**: {*Devotion free 17*} *Animate Bones*, *Armorskin AC+25*, *Bar Creature*, *Blur Sight*, *Command Minor Undead*, *Commune with Spirits*, *Create Minor Food*, *1d8 Cure Wounds*, *Detect Poisons*, *1d8 God's Bolt*, *God's Fist*, *1d10+2 God's Missile*, *Immunity to Disease*, *Minor Escape*, *Minor Prayer*, *Reveal Hidden*, *Speak to Animals*, *Sword Blessing*; {*Mystery free 15*} *Aura of Belief*, *Aura of Calm*, *Banish Confusion*, *Banish Disease*, *Banish Fatigue*, *Banish Paralysis*, *Banish Spells*, *Deflect Magic*, *Detoxify Poisons*, *2d8+5 God's Fire*, *God's Serpent*, *1d12 Heal Wounds*, *Inflict Panic*, *Know Enemy*, *Restore Sight*; {*Majesty free 12*} *Aura of Heroism*, *Break Curse*, *Creature's Form*, *2d8+4 Heal Wounds*, *4d8 God's Brimstone 25x25 FT*, *Kill*, *Parting*, *Walk on Air*; **Knowledge**: Religious Ceremony, Acting, Chess, Oration, Cartography, Tracking, Rock Climbing, Voice Imitation; **Description**: He stands 6 FT 9 inches, with light silver hair, long solemn face, white brows over light green eyes, a thin nose, wide lips, and a small light brown beard. Uther is wearing a white tunic, thin brown leather belt, ragged grey cloth pants, and sandals. He will go with any party that releases him, and wants to take the most direct route out of Hell; **Found at**: Torture Chamber #164. Uther is found drugged (wears off in 14 hours), disoriented, and partially blind.

Varkony, Samael's Valet; **HD/Level**: 10, Warrior L6, Rascal L9; 3626 years; **Race**: male Human Vampire (origin in a foreign country); **Moral**: Evil; **STATS**: Agility 20, Intel 22, Stamina 14, Strength 20, Will 18, Health hp80; **Special Power Modifier** +6; **AC**40; **Religion**: Lucifer; **Racial Abilities**: Acrobat +1, Puzzle Solving +1, Long Sword +1, Spear +1; **Class Abilities**: fight versus 3 opponents no penalty, call critical hit 9/day (-3 TH), Saber/Rapier +1, two Dirk fighting +2, not permitted breastplates-backplates-plate armor-full helms-medium/large shields, not permitted long or large weapons, additional -2 penalty fighting with two-handed weapon; **Lift/Carry**: 575 pounds; **Languages**: Common, Infernal Cant, Gnomish, Cercopes, Elvish (30%), Lycanthrope, Harpy, Centaur, Minotaur, archaic foreign language and modern language, 3x foreign languages; **Attacks**: Bite 1d4, Punch 1d10, Strangle 1d12; **Special Abilities**: excellent Infrared vision and hearing, does not cast a shadow, does not show in a mirror, immune to plant and chemical poisons, immune to alcohol, temporarily incorporeal when reduced to HP0 unless staked through the heart with wood, *shapechange* (bat-rat-wolf-dense fog, 15 minutes, 5/day), immune to Basic Earth magic, +6 save versus Lesser and Greater Earth magic, *fly* 30 minutes 1/day, *invisibility* 30 minutes 1/week, *summon monsters* (1d20 HD3 **Giant Bats** OR 1d12 HD5 **Giant Wolves**, 15 minutes, 3/day), *summon monsters* (1d4 HD6 **Vampires**, 15 minutes, 1/week), *dominate animal* (**bats-rats-wolves**, 50 FT); he requires 16 ounces of fresh human blood per week; **Special Attacks**: *Aging Touch* {increases physical age 6 years plus reduce experience 1d100*1d10 XP, save 1d20 GTET [33-Stamina]/touch}, *Dominating Gaze* {25 FT, dominate person, save 1d20 GTET [48-Level-Will] checked every 2 minutes, limit 4 persons, Gnomes immune}, bite transmits *disease vampiricism* {save 1d20 GTET [30-Stamina]/bite}; **Weapon Proficiencies**: Dirk, Cutlass, Rapier, Scimitar, Club, Light Mace, Heavy Mace, Staff, Cudgel, Bullwhip, Bolo, Short Bow, Crossbow, Blowgun, Throwing Star; **TH Modifier** +2; **Defense Modifier** (opponent): -2; **TD Modifier** +3; **1d20 Move with Stealth**: -10; **1d20 Detect Stealthy**: 4; **1d20 Negate Surprise**: 5; **1d20 Free Climb**: -12; **1d20 Pickpocket**: 4; **1d20 Search** {door, trap}: -6; **1d20 Open Lock**: simple -12, moderate -7, difficult -1, very difficult 5; **1d20 Disarm Trap**: simple -10, moderate -5, difficult 1, very difficult 8; **1d20 Detect Enchantment on Object**: 7; **1d20 Identify Enchanted Item**: 12; **Listen**: whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door**: whisper 10/speech 7/shout 3; **Weapons**: *Rapier +4* (*aura of evil*, stabs through the heart on natural rolls of 20, wounds versus good/neutral persons bleed hp1d3 for 1d8 rounds/hit) in a gold scabbard (gold sword belt); **Armor**: None; **Other Gear**: *Vest of Many Pockets* (gold *Necklace of Slavery* and black ivory *Pendant of Amnesia* plus 1d8 valuable items); 12,503 GP adamantine neck chain with electrum-ruby-emerald pendant shaped like a sword piercing a balance (official symbol; *auras of enchantment and evils*, the location of the pendant is *always known to Samael*, *wearer is dominated* by Samael or any Devil Prince {save 1d20 GTET [58-Level-Will]}), thick 7264 GP gold-pearl ring (right hand), gold *Ring of Command* (right hand, 104), adamantine-jade *Spell Storing Ring* (3x *Magic Arrow Volley* {1d8 arrows at 1d4}, 2x *1d12+1d6 Lightning Bolt*, *Mass Sleep*, 5x *Call Flames*, 3x *Dominate Person*, 3x *Fear the Reaper*, 3x *1d12 Ice Ray*; left hand), 2324 GP onyx-sapphire bracelet around his left wrist, 828 GP pair of silver-diamond cuff links, ivory-amber *Locket of Truthfulness* pinned inside his vest; **Knowledge**: Disguise, Sleight of Hand, Forgery, Wood Carving, Scrimshaw, Voice Imitation, Persuasion, Animal Training (bats, wolves), Court Etiquette, Law, Poisoner, Surgery; **Description**: He stands 6 FT 3 inches with a narrow face, thick short silver hair hidden under a curled white wig, a long thin pointed nose, jutting chin, and a silver-white goatee. He wears high quality clothing with elaborate cuffs, collars, and ruffles, a silk vest, black knee-length silk knickers, and antique black leather shoes; **Found at**: the Receiving Room #118, Varkony's Workroom #119, or Varkony's Larder #120. Varkony is an exceptional master carver and has sold ivory carvings across the world for 700 years using the pseudonyms Nehemiah the Blind, Jedediah the Younger, Tochmura Dallin, Sir Conrad of Elrad, and Maetyas Van der Herrick.

DENIZENS: VARIEINNI THOUGH VENCOLL

Ambassador Varsieinni; HD/Level: 15, Wizard L14 (Air, Water); 829 years; **Race**: male **Efreet**; **Moral**: Evil; **STATS**: Agility 21, Intel 21, Stamina 18, Strength 17, Will 19, Health hp80; **Special Power Modifier** +6; **AC**20 (requires enchanted/ blessed weapons GTET +3 to injure); **Religion**: Buicago, God of Efreet; **Racial Abilities**: sees invisible, immune to ordinary fire or Fire magic, suffers double damage from Water magic, summons flames at will, 1 Limited Wish per day and 1 Full Wish per week; **Lift/Carry**: 325 pounds; **Languages**: Common, Infernal Cant, Efreet, Djinn, Thief's Cant, Elemental (Air), Avian, 3x Outer Plane languages; **Attacks**: Punch 1d12; **Special Abilities**: ; **Special Attacks**: ; **Weapon Proficiencies**: Dirk, Cutlass, Scimitar, Two-Handed Sword, Staff, Bladed Staff, Flail, Ball and Chain, Crossbow, Javelin, Spear; **TH Modifier** +4; **Defense Modifier** (opponent): -4; **TD Modifier** +1; **1d20 Detect Active Spells**: -4; **1d20 Detect Active Prayers**: -1; **1d20 Move with Stealth**: 4; **1d20 Detect Stealthy**: 6; **1d20 Negate Surprise**: 9; **1d20 Detect Enchantment on Object**: -5; **1d20 Identify Enchanted Item**: 11; **Listen**: whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door**: whisper 10/speech 7/shout 3; **Weapons**: *Dirk* +3 (*Good Bane*, save 1d20 GTET [30-Will]), *Scimitar* +2 (*Unholy, flaming, limb cleaving* on natural roll GTET 16, save 1d20 GTET [32-Agility]), smoke grenade, 2x 1d12 grenade; **Armor**: ; **Other Gear**: 50 GP silver chain around his neck with a 500 GP gold sun-shaped pendant, ivory *Pendant of Mental Resolve* as a wrist band, *Oil of Slipperiness*, gold *Scarab of Beetle Summoning* on his shirt, 2x Oil flasks; **Spells**: {*Basic free 16*} *1d6 Lightning/Cold Attack, Amphibian Form, Audibles, Banish Liquids, Brain Freeze, Create Water, Foul Wings, Instant Freeze, Purify, Putrid Scent, 1d8+3 Sound Blast, Speak with Avians, Speak Languages, 1d6 Steam Breath, Summon HD6 Poisonous Frogs, Target Missiles, Telekinesis*; {*Lesser free 14*} *2d6 Lightning/Cold Attack, Acrobat's Guile, Area Deafen, Area Silence, Arrow Shield, Breathe Poisonous Fumes, Choke, Control Storm, Disperse Magic, Float Objects, Hold in Place, Ice Bridge, Ice Encasement, Invisibility, Shield versus Lightning, Summon HD6 Air Elemental, Summon HD8 Undine*; {*Greater free 10*} *Banshee's Wail, Blizzard 10 min/1d12-min, Chain Lightning d10-d12-d10-d8-d6-d4, Gravity Well, Ice Road, Toxic Fume Cloud, Protective Wards, Summon HD12 Water Elemental, Wall of Force*; **Knowledge**: Court Etiquette, Diplomacy, Persuasion, Lying, Espionage, Teaching, History, Law, Heraldry, Haggliness; **Description**: He stands 7 FT 2 inches, a man's torso on a cone of fire; he is bald with a large head, drooping ears, black brows over orange eyes, a wide long nose, thin lips with a thick long handlebar moustache (very vain) and small black goatee. He is dressed in a blue turban held together with a 2660 GP gold-sapphire pin, a long-sleeved light blue satin shirt, dark blue leather vest embroidered with gold and silver thread, a wide white cummerbund, and a curved dirk in a gold belt sheath; **Found at**: Varsieinni's Suite, #99, #100, #101.

Vencoll, Clerk Supervisor; HD/Level: 8; 117 years; **Race**: male **Minotaur**; **Moral**: Evil; **STATS**: Agility 11, Intel 20, Stamina 20, Strength 19, Will 16, Health hp40; **Special Power Modifier** +1; **AC**26; **Religion**: Lucifer; **Racial Abilities**: extraordinary hearing, good scent detection, reduce Earth Magic damage by 90%, save versus prayers +4; **Lift/Carry**: 300 pounds; **Languages**: Common, Infernal Cant, Minotaur, Centaur, Harpy; **Attacks**: Punch 1d6, Kick 1d2, Strangle 1d12, Gore 1d12; **Weapon Proficiencies**: Dirk, Long Sword, Scimitar, War Axe, Club, Great Club, Ball and Chain, Javelin, Cavalry Bow, Throwing Knife, Dart, Spear, Pole Arm; **TH Modifier** +0; **Defense Modifier** (opponent): +1; **TD Modifier** +3; **1d20 Move with Stealth**: 12; **1d20 Detect Stealthy**: 7; **1d20 Negate Surprise**: 8; **1d20 Free Climb**: 14; **1d20 Pickpocket**: 16; **1d20 Search** {door, trap}: 8; **1d20 Open Lock**: simple 11, moderate 16, difficult 21, very difficult 26; **1d20 Disarm Trap**: simple 13, moderate 18, difficult 24, very difficult 29; **1d20 Identify Enchanted Item**: 16; **Listen**: whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door**: whisper 10/speech 7/shout 3; **Weapons**: *Dirk* +1, *Flail* +3 (paralyzes Dwarves 1d100 minutes, save 1d20 GTET [30-Stamina] per hit), 3x 1d10 grenades, smoke grenade; **Armor**: None; **Other Gear**: knee-length *Winged Boots*, three 800 GP gold neck chains (one with a gold *Pendant of the Messenger*), 4818 GP gold-amethyst ring (left hand), 1000 GP silver-aquamarine ring (right hand, *summons HD4 Unseen Servant*), platinum *Talisman of Protection* (AC+12, +2 save, +1 defense), 3x *Unholy Water*, *2d8 Cure Wounds Potion*; **Knowledge**: Bribery, Flattery, Politics, Business, Foraging, Counter Espionage, Fortune Telling (tea leaves), Butcher; **Description**: He stands 7 FT 2 inches, with a Bull's head on a man's body; his fur is red-brown with dark red eyes; he has a red mane with three 50 GP gold clips in it; he has a 100 GP gold nose ring. He is dressed in a white long-sleeve linen shirt, embroidered red wool vest, red leather belt, orange pants with a dark red stripe down the seam; **Found at**: Samael's Clerks #132. He carries a leather bag with leather shoulder strap which contains a *Deck of Fortune*, a *Dritch's Evergrowing Mushroom*, a 106 GP carved ivory pipe decorated in a horn motif, six 10 GP pouches of good quality pipeweed, 2380 GP 20-power magnifying spectacles made with gold frames, a pewter *Flask of Endless Beer*, a *Gravity Wand* (23), three flasks with *1d12+1d6 Vapors of Healing*, two pots of *Salve of Wakening*, an Amulet of Luck (with no enchanted effect), and a *Shapechanging Potion* (**Common Devil**).

DENIZENS: VESSAWIN THROUGH VLADINNA

Vessawin the Chief Clerk; HD/Level: 13; 157 years; **Race:** female Frost Giant; **Moral:** Evil; **STATS:** Agility 14, Intel 20, Stamina 23, Strength 21, Will 16, Health 40; **Special Power Modifier** +3; AC35; **Religion:** Ekikloxi, Greater Ice Demon; **Racial Abilities:** Ultraviolet vision, low light vision, see invisible 25 FT, immune normal cold, immune cold magic, freeze liquids 25 FT, lower temperature 75 FT, speak with animals (arctic fox, arctic wolf, arctic owl), save +5 versus Air Magic, suffers triple damage versus Fire Magic; **Lift/Carry:** 400 pounds; **Languages:** Common, Infernal Cant, Giantish, Dwarvish, Gnomish, Centaur, Minotaur, Harpy, Loxi Cant (religious), foreign language; **Attacks:** Punch/Kick 1d12; **Special Attacks:** *1d20 cold ray* (30 FT, avoid 1d20 GTET [32-Agility], 4/day); **Weapon Proficiencies:** Dirk, Short Sword, Club, Great Club, War Hammer, Heavy Mace, Cudgel, Staff, Ball and Chain, Flail, Boar Spear, Javelin, Dart, Throwing Hammer, Throwing Star, Boulder; **TH Modifier** +0; **Defense Modifier** (opponent): -0; **TD Modifier** +3; **1d20 Detect Active Spells:** 16; **1d20 Detect Active Prayers:** 20; **1d20 Move with Stealth:** 11; **1d20 Detect Stealthy:** 8; **1d20 Negate Surprise:** 7; **1d20 Detect Enchantment on Object:** 8; **1d20 Identify Enchanted Item:** 14; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** silver-bladed *Dirk* +2, gold-bladed *Dirk* (*poisoned, paralysis* 1d100 minutes, save 1d20 GTET [32-Stamina], fatal to Elves/save 1d20 GTET [34-Stamina]), *Heavy Mace* +1 (limb crushing on natural rolls GTET 17, save 1d20 GTET [30-Agility]); **Armor:** Cape AC+16; **Other Gear:** silver ring embossed with crossed scrolls (Chief Clerk's emblem, left hand), gold-emerald *Ring of the Dark* (right hand), silver *Charm versus Mental Influences*, ivory *Luck Charm* (+15%); **Knowledge:** Arithmetic, Business, Engineer, Foraging, Fortune Teller (runes), Law, Poetry, Bribery, Snow Shoeing; **Description:** She stands 9 FT 11 inches, with long white hair worn in a bun with a 300 GP silver clasp; she has a wide face with silver brows over pale blue eyes, an aristocratic nose, wide blue lips, and a rounded chin. She has wide shoulders and a large bust. Vessawin is dressed in a dark blue and green short sleeved knee-length tunic, black leather belt, embroidered muskrat-skin cape, oversized black leather belt pouch, and a dirk in a leather scabbard. She considers herself the natural leader among tower servants and is quick to anger when not given respect; **Found at:** #104 Clerks Room, #105 Office, #112 Bedroom.

Vladinna; HD/Level: 5; 35 years; **Race:** female Lycanthrope, Leopard; **Moral:** Evil; **STATS:** Agility 22, Intel 15, Stamina 12, Strength 13, Will 13, Health 32; **Special Power Modifier** +4; AC14 (requires silvered weapons to injure, suffers triple damage from silver); **Religion:** Hylollis, Ovojjan Cat Goddess; **Racial Abilities:** Infrared vision, Ultraviolet vision, extraordinary hearing, enhanced scent ability, understands felines (1d20 GTET 11, checked per cat), lemons are poisonous, immune to snake venoms, 1d8 self-heal when brought to hp0 (9x per lifetime), *shapechange* (Leopard, 15 minutes, 1/day), *shapechange* (forced, at full moon); **Lift/Carry:** 125 pounds; **Languages:** Common, Infernal Cant, Lycanthrope, Thief's Cant, foreign language; **Attacks:** (as human) Punch 1d3, Strangle 1d8, (as Leopard) Bite 1d6, Claws 2x 1d6; **Special Attacks:** bite carries disease *lycanthropism* (save 1d20 GTET [30-Stamina], checked per bite), *four claw pounce* (as Leopard, 3d6, 3/day); **Weapon Proficiencies:** Dirk, Short Sword, Spear, Throwing Knife, Throwing Star; **TH Modifier** +5; **Defense Modifier** (opponent): -40; **TD Modifier** +0; **1d20 Move with Stealth:** 6; **1d20 Detect Stealthy:** 9; **1d20 Negate Surprise:** 9; **1d20 Free Climb:** 11; **1d20 Pickpocket:** 8; **1d20 Search** {door, trap}: 12; **1d20 Open Lock:** simple 8, moderate 12, difficult 16, very difficult 20; **1d20 Disarm Trap:** simple 10, moderate 15, difficult 20, very difficult 26; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** Dirk, Cudgel; **Armor:** None; **Other Gear:** None; **Knowledge:** Cards, Fires, Forgery, Horsemanship, Small Boats, Hypnotism, Mountaineering; **Description:** (Human form) She stands 5 FT 2 inches, with long yellow hair usually braided, a small almost point face with blonde brows over dark brown eyes, thin round pointed nose, thinner lips, pointed chin. She has a slender frame with a smaller bust, and long arms and legs. She is dressed in a short-sleeve white blouse with a red skirt and red slippers, and a silver collar (-10 open lock, *Collar of Unchanging* to prevent shapechanging). Vladinna would like to take over as Head Female Slave but can't out-fight Eulalia; she doesn't trust Gossalia. Vladinna hates Elves and elf-like races. She is open to the idea of escape; **Found at:** Female Slave Quarters, #86.



SAMAEI'S TOWER BESTIARY

The creatures listed below are not described in either the *Portal to Adventure* RPG rule book, or *Inferno: Bestiary*, Second Edition. Games Masters should refer to those sources for all other creatures, or to equivalent sources.

Animate Shields. Appears as a 6 FT Tower Shield with an 8 inch adamantine spike in the center; the shield bears Samael's Blazon on the front; a *Glyph of Blindness* is inscribed on the reverse side {range 8 FT, 3d100 minutes, avoid viewing 1d20 GTET [42-Level-Will], save 1d20 GTET [33-Will]}. Attacks as a **Warrior L8**, AC50 (reduce damage from edged and piercing weapons by -hp2), hp25, Bash 1d6, Spike 1d8, reflects Air Magic on 1d20 rolls GTET 8, suffers double damage from Water Magic. Found in the Lesser Throne Room, #12. The shields work together with and attempt to protect the **Animate Flails**.

Animate Flails. Appears as 5 FT long flails with eight 6 FT adamantine chains ending in spiked adamantine balls, Samael's Blazon is embossed on the haft. Attacks as a **Warrior L11**, AC18, hp26, +2 TH versus Gnomes and Dwarves, 1d10 Barbed Head {permanently reduces armor AC-2/hit on natural rolls 17-19; *knock out* 2d100 minutes on natural 20 roll, save 1d20 GTET [30-Stamina]}. Found in the room Lesser Throne room, #12. The flails work together with the **Animate Flails**, using them for cover when possible.

The Beast. Appears as a large **Manticore** when first encountered then changes its physical form every subsequent 3 minutes thereafter (to a **Chimera**, **Olympian Sphinx**, **Wyvern**, and **Three-Headed Hydra**, then back to a **Manticore** and another cycle). HD13, hp100, AC66, Agility 15, Intelligence 13, Stamina 19, Strength 22, Will 15, enchanted/blessed weapon GTET +3 required to injure, *regenerates* hp3/round (not versus acid or fire), +5 save versus Basic spell/Devotion prayer, +2 save versus Lesser spell/Mystery prayer. Found in the room inside the Second Floor maze, mirror at #21J.

Prince's Simulacrum. Appears as a 7 FT 4 inch dark-skinned Humanoid with short black hair, black brows over shining red eyes, two short curved black horns on their forehead, long thin nose, thin red lips, with a slender frame; they are dressed in gold chainmail over a silver shirt, black leather pants, a black cape, and black boots (wears the face of the **Diabolic Prince** whose portrait has been disturbed). Warrior L13, *Trident of Domination* +3 {Unholy, *wounds bleed* hp1d4 for 1d12 rounds; save versus *domination* 1d20 GTET [45-Level-Will]/hit}, hp70, AC50, Agility 19, Intelligence 15, Stamina 19, Strength 21, Will 14, *2d8 Lightning Bolt* 30 FT 3/day, *2d8 Fireball* 40 FT 3/day, *Hold in Place* 2d20 minutes 30 FT 3/day, *Blindness* 1d100 minutes 3/day, *Magic Arrow Volley* 5/day (1d8 arrows at hp1d4, 50 FT), *Choke* 25 FT 3/day, *1d12+1d6 Cold Ray* 25 FT 3/day, required enchanted/bless weapons GTET +3 to injure, immune to Basic Magic (all elements), save +3 versus Lesser Magic, immune to Devotions, save +3 versus Mystery-category prayers. Found in the Lesser Throne Room #12.



SAMAEI'S TOWER TREASURY

The items listed below are not described in either the *Portal to Adventure* RPG rule book or in *Inferno: Treasury*. Games Masters should reference those sources for specifics about all other treasure and enchanted items, or should refer to equivalent sources.

The Crown Jewels of Hell. Applies to the **Scepter**, **Ring**, and **Crown of Hell** generically: cursed (to give up the item after GTET 15 minutes of possession requires 1d20 roll GTET [33+{# 12 hour periods in possession}-Level-Will], apply a -4 roll penalty if two or three items are possessed. Good persons suffer 1d20 fire damage and neutrals hp1d12 on touch (save 1d20 GTET [35-Stamina]). Good/neutral persons donning any item become permanently evil (save 1d20 GTET [55-Level-Will], checked every 5 minutes of use). **Abilities** (item must be worn to use abilities or spells): bearer is unaffected by any spell/prayer/special attack from any Devil except **Samael**; bearer regenerates hp5/round, bearer is unaffected by Fire Magic, bearer is unaffected by cold magic, bearer is unaffected by temperature extremes of hot/cold; the bearer's location is known to any Diabolic or Demonic creature (10 miles); bearer's location is known to Extra (Outer) Planar creature GTET HD12 (5 miles). **Spells:** *aura of heroism* (permanent, +3 TH & +1 TD, evil creatures only, half-mile), *aura of fear* (300 FT, save 1d20 GTET [30-Will], 5/day), *choke* (versus good only, 250 FT, save 1d20 GTET [44-Level-Stamina], 5/day), *summon monster* (1 Devil/round, Types 1A through 6C only). **Background:** Each item was constructed by Lucifer about 17,000 years ago, at the Telchinne Hall of the city of Glasya-Labolos, with the help of Princes Samael, Asmodai, and Belial. **When a single individual wears all three objects** they gain additional abilities. **Abilities:** *Catastrophic Ruin* (1 hour rain of fire and stones destroys all structures {to 10 inch stone thickness}, 2 square mile area, 1/month), *Mass Kill* (creatures 0-15HD, 1 mile, save 1d20 roll GTET [36-Stamina], hp3d6 on save, 1/week), *Mass Whither* (limbs of all humanoid creatures, 1 square mile, save 1d20 GTET [35-Stamina], Stamina reduced 6 points for 1 month on save, 1/3 day period), *Plant Mutations* (permanently mutates/disfigures, 1 square mile, plants become strongly poisonous and self-propelling, capable of grasping or enveloping animals, release poisonous/hallucinogenic gasses/spores, fires pointed projectiles/giant thorns, 1/10 day period).

Crown of Hell. Appears as a seven-point crown of white gold with the image of Lucifer in yellow gold at its apex with glowing 100 carat emeralds on each point, with ten pearls and ten bloodstones embedded in the circlet, lined inside with purple silk; the Crown is sized for a giant but *magically sizes* itself to fit any wearer. The Crown is intelligent and evil with statistics Intelligence 22 and Will 28; it speaks Common/Infernal Cant/Elvish/Dwarvish (40%), and reads Infernal Cant/Elvish. The Crown's mission is to unite all evil creatures in the worship of Lucifer. *See the generic attributes of the Crown Jewels of Hell.* **Bonus:** +4 saving roll (Intelligence, Will attribute). **Abilities:** true sight 250 FT, see invisible/ displaced/ethereal/astral 100 FT. **Spells:** *globe of force* (30 FT radius, 15 minutes, 5/day), *hold in place* (all in 500 FT, 30 minutes, save 1d10 GTET [30-Strength], 1/day), *no-magic zone* (100 FT, 1 hour, 4/day), *summon monster* (HD6 **Mummy**, 6/day), *summon monster* (HD8 **Vampire**, 4/day), *summon monster* (HD10 **Fire Elemental**, 3/day). **Prayers:** *1d8 cause wounds* (at will, 25 FT, save 1d20 GTET [36-Stamina]), *complete heal* (evils only, 100 FT, 3/day), *major curse* (100 FT, save 1d20 GTET [45-Level-Will], 5/day), *raise the dead* (evil only, 100 FT, limit 72 hours, requires body), *regenerate* (major body part to 100 pounds, touch, 1/day). **Penalties:** Whenever the wearer creates a no-spell zone or globe of force, curses, performs a complete heal or regeneration or resurrection, or summons, the wearer has the potential for being permanently banished into the Ethereal Plane [the Crown does not accompany the affected person], save 1d20 roll GTET [30+{# months of possession}-Will], checked per power use. Found in the Black Coffin room, #154.

Dagger of Jayzo. Appears as a common iron Dirk with black leather wrappings and an iron ball on the pommel (strong aura of *enchantment*). **Attack:** 1d10 (+2 TD used by neutral). **Bonus:** +1 (wielded by good or evil, all hair on a good/neutral dirk wielder falls out), +3 (wielded by neutral, transforms into any edged weapon up to 6 FT in length on command). **Abilities** (can only be used by a neutral wielder; may use five abilities/day and no single ability more than 3/day): *blade transforms* to silver 30 minutes, transforms into an iron mace 30 minutes, *limb-cleaving* {15 minutes or 1 combat, whichever is shorter, save 1d20 GTET [29-Agility]}, *armor ripper* {15 minutes or 1 combat, whichever is shorter}, fights *versus invisible* creatures as if visible 10 minutes, fights *versus incorporeal* {smoke/fog form, 15 minutes or 1 combat, whichever is shorter}, blade *lights* as a torch 1 hour, blade *transforms* to skeleton key 5 minutes {any not-enchanted lock}. Opponents attack at -1 TH (parry). **Penalties:** At the end of any day in which any Dirk powers were used, the wielder permanently loses 1 point from their Stamina (save 1d20 GTET [6+{# weeks of possession}-Stamina]). After losing 10 points of Stamina the wielder becomes incorporeal (save 1d20 GTET [28-Stamina], checked at the start of every hour). The wielder *permanently transforms* into a mindless HD9 **Wraith** when their Stamina is reduced to zero. A wielder is *compelled* to permanently keep the Dagger after losing 2 points of Stamina (1d20 GTET [53-Level-Will], checked at dawn). **Background:** Created for warlord Commander Iudic the Red by the Gnome Craftmaster Lari Gleinguld 1830 years ago, as ransom for his wives Elowen and Quisiterria, and children Annest, Samahaoir, and Leomenes. When Iudic transformed into a Wraith 13 years later, the Dirk remained in his tomb for 420 years before he was killed by Palemon, Crusader of Waiquill (Elven Goddess of Winds and Flying Creatures). Found at Scaly Statue, #145.

SAMAEI'S TOWER TREASURY

Haerood's Rod. **Appears** as an adamantine rod 2½ inches in diameter by 30 inches long, with a large ruby on the upper end, a large sapphire on the lower end, with flecks of black ivory inlaid along the shaft. **Bonus:** +2 TH, +1 TD, +2 on any Stamina-based saving roll, +1 save versus Shaman magic, +2 SPM when wielded by a Shaman. **Attacks:** 1d10 (1d12+2 if Strength GTET 19); *shape-shifting curse* {save 1d20 GTET [30-Will]}; humanoids killed by the Rod rise in 1d10 as HD3 **Zombies** whose touch *passes on the shape-shifting curse*. **Abilities** (must be held): *transforms* on command into any direct combat weapon (no missile weapons); wielder is proficient with whatever weapon it becomes; *shapechange* (any humanoid creature, 1 hour, 2/day, no attributes); sees the true shape of living creatures. *Involuntary shapechange/day:* at waking the wielder rolls 1d20 to determine their race transformation for that day according to 1d20: (1-8) Human, (9-10) Dwarf, (11) Elf, (12) Gnome, (13) Goblin, (14) Cercopes, (15) Leprechaun, (16) Minotaur, (17) Centaur, (18) Skeleton, (19) Mer-man, (20) Beast-Man (does not gain racial knowledge, languages, abilities from the transformation). The rod has Intelligence 17 and Will 20, is neutrally-aligned, acts as a Shaman L6; *dominates the wielder* (any person who touches the rod, save 1d20 GTET [45-Level-Will], checked daily; the rod changes wielders only when an obviously superior person can be dominated. Its purpose is to spread uncertainty and the worship of Natholiadus, Demon of Chance. **Spells:** {Basic free 8} 1d6 Force Attack, Confuse Weapons, Dominate Animal, Jaco's Mesmerize, Remove Confusion, Remove Panic, 1d10 Shocking Arrow; {Lesser free 6} 2d6 Force Attack, Aura of Heroism, Cloud the Mind, Disperse Magic, Dominate Creature, Stun, Mental Whisper; {Greater free 3} Clone Person, Minor Time Walk, Raise Statistic, Sleep Zone; **Background:** This rod was crafted 690 years ago by the Hrathimian Master Yuan Fraghee, in Cuor Rang (an Outer Plane known to Devils as "Domimattil"). The rod was used during the Gunguinne Wars 1600 years ago as a Scepter of Office by the Demoness Surchocha, commander of Prince Merguado's Legion VII. Found in the Second Floor Maze at location 21J.

Kynitet's Scepter. **Appears** as silver rod with a plain shaft 28 inches long by 2 inches in diameter, topped by a 7 inch diameter solid adamantine ball, encrusted with a ring of ten pearls on top, a ring of twenty-five emeralds around the center, and a ring of twelve bloodstones around the shaft; the rod butt is capped in gold, the grip is made of hydra-leather. **Bonus:** +1 TH, +2 TH when wielded by a Priest or Crusader, +4 SPM when wielded by a Priest or Crusader. **Attacks:** 1d8 (1d10 if Strength GTET 18). **Abilities** (while held): *telepathy* 25 FT, *know lies* 50 FT, *compel truthfulness* (10 minutes, save 1d20 GTET [36-Will], 10/day). The Scepter is evil, Intelligence 19, Will 21, and has expertise in debate, contracts, and law; *dominates the wielder* (save 1d20 GTET [45-Level-Will], checked daily; a dominated wielder is obsessed with enforcing rules, agreements, contracts, promises, oaths, and laws; they are very unconcerned with the effects of enforcement; they are compelled to punish all lies. The wielder becomes totally uninterested in loot/treasure/goods and donates all treasure to the nearest temple/church of a Deity of Judgement (regardless of alignment). **Spells:** *globe of force* (15 FT diameter, 30 minutes, 5/day), *confuse speech* (1d100 days, save 1d20 GTET [45-Level-Will], 5/day), *stun* (25 HD/Levels, 25 FT, 1d100 minutes, save 1d20 GTET [30-Stamina], 5/day), *paralyze* (25 HD/Levels, 25 FT, 1d100 minutes, 5/day), *grand crusade/geas* (1d100 days, save 1d20 GTET [45-Level-Will], 2/day), *dominate person* (25 FT, save 1d20 GTET [48-Level-Will], forced to reveal their true intention/purpose, 2/day), *summon monster* (HD4 **Giant Owl**, 30 minutes, telepathic contact within 2 miles and see/hear what the owl does, 1/day), *shapechange* (Giant Owl, 1 hour, 1/day). **Background:** The scepter was made 1720 years ago in the Great Keep of Daesogar by the Shaman Theodulleus. It was intended to house the spirit of the wisest and greatest Magistrate-King of Geudro, Bretwalda the Just, however the ritual (and soul) was corrupted by Theodulleus' assistant Lanslot, under a compulsion by Prince Paimon.

Lucifer Signet. **Appears** as a thick 90 inch gold chain with an oval gold medallion 34 inches across inscribed with the speared scales, in rings of rubies, emeralds, pearls, and sapphires around the outer edge; the chain and medallion are sized for a very tall person (strong auras of *evil, enchantment*); the chain magically *resizes itself* to fit any the wearer; the chain *strangles* any good/neutral person who dons it (save versus death 1d20 GTET [34-Strength] checked/round; a 1d20 roll GTET [48-Strength-Will] is required to remove; a *Banish Curse* prayer is required to remove the Signet from their corpse). **Bonus:** AC+25, Strength+4, Will+6, +10 save versus Lesser Magic/Mystery Prayers, +6 save versus Greater Magic/Majesty Prayers, +8 persuasion to recruit/command evil persons/creatures. **Abilities:** *detects good* persons/ objects 10000 FT, wearer is immune to Basic Spells/Devotion prayers, *dominate Undead* (to HD12, 100 FT, limit 12 creatures), *pain wrack touch* (2d20 minutes, 4d8+6 damage, save 1d20 GTET [30-Stamina], 3/day), *destroy Devil* (to HD12, 1/day, no save). **Spells:** Wizard L10 (SPM+7, Basic free 15, Lesser free 12, Greater free 9; Air/Fire, all spells known), *telekinesis* 100 FT/50 LBS, *invisibility* (at will), *incorporeality* (at will), *aura of heroism* (allies +3 TH, 500 FT), *kill prayer* (100 FT, save 1d20 GTET [32-Will], 1/day), *planar transport* (at will, self only, Material Plane to/from Gehenna). **Background:** The Signet was personally crafted by Lucifer 6827 years ago in the city of Glasya-Labolos. It has been worn by Samael for the last 3834 years. Found in Samael's Robing Room, #116.

SAMAEI'S TOWER TREASURY

Red Crystal Key. **Appears** as four-toothed polished red stone key, 22 inches long by 7 inches by 1 inch thick, with a pewter ball on the butt end which is always cold to the touch. **Abilities** (five abilities can be used/day, no single ability can be used GTET 3/day): wielder is immune to poisons/venoms (continuous), wielder is immune to paralysis/ holding/stopping (continuous), *disperse magic*, opens any lock with three taps, closes any lock and three taps prevents it from opening for 24 hours, four taps prevents any trap from firing for 24 hours, wielder sees all secret doors (40 FT, 30 minutes), wielder sees all traps (40 FT, 30 minutes, all doors within 100 FT immediately close, *hold creature* (one, to Strength 30, 40 FT, 1 hour), banish paralysis/hold/webs/sleep/memorization 100 FT, summon monster (HD8 Crystal Elemental OR HD9 Crystal Golem, 30 minutes. Any weapon parried by the Key flies out of the opponent's hand (avoid 1d20 roll GTET [28-Strength])). **Penalties:** At the end of any day in which the Key is used to disperse spells, hold an opponent, banish or summon, a portion of the wielder's skin permanently turns to red crystal (save 1d20 GTET [30-Stamina], Elves apply a +3 bonus); the wielder's Agility statistic is permanently reduced 1 point per transformation, their Stamina statistic is raised 1 point every third transformation. People are repelled by the appearance of a transformed person (-1 reaction penalty per transformation). After the tenth crystal event, the wielder's leg' become sufficiently crystalline that they cannot move, and after the twentieth event they transform into a motionless red crystalline statue. The wielder suffers permanent mental damage (permanent Intelligence-4 reduction) if the key leaves their possession, after six powers have been used. **Background:** This key is made from red malachite mined by the Dwarves of Dareemesbad 1530 years ago. The key was made by the Elven Wizard, Ceadach Kynnor, and he kept it in his laboratory for 179 years until the complex exploded and burned after the Vampire Demian Lostblood attacked with his undead minions. Found at Scaly Statue, #145.

Ring of Hell. **Appears** as a giant-sized gold ring set with a perpetually glowing 130 carat ruby with an inlaid ring of black ivory on both inner and outer surfaces, with the ruby surrounded by the engraved words in Infernal Cant which translate as, "*The Pit, the Whip, and the Flame for Guilt.*" The ring is always warm to the touch. The Ring is not intelligent. *See the generic attributes of the Crown Jewels of Hell.* **Bonus:** save+2 (Agility, Stamina, Strength attributes). **Abilities:** Infrared vision 200 FT, wearer is *invisible to Infrared* vision, *incorporeal* (30 minutes, 3/day), wearer fights against incorporeal/ displaced opponents as they were ordinary opponents. **Spells:** *blinding cloud* 15x15 FT 1/day, *call flames* (at will), *circle of fire* (20 FT radius, 20 FT tall, 15 minutes, 3/day), *daylight* 30 FT 4/day, *disintegrate* (300 LBS, 15 FT, 5/day), *disperse magic* 3/day, *1d12+1d6 fireball* 3/day, *1d12+1d6 magic grenade*, *summon monster* (HD9 **Fire Giant**, 15 minutes, 3/day). **Prayers:** *armorskin* AC+15 10 minutes 3/day, *control undead* (to HD25, 15 minutes, save 1d20 GTET [25-HD], 10/day). **Penalties:** Whenever the wearer becomes incorporeal, uses Fire spells, summons, or controls Undead, they *permanently transform* into a HD6 **Salt Golem** (save 1d20 GTET [25+{# weeks of possession}-Stamina]). Found in Black Coffin, #154.

Samael-faced Coin. **Appears** as a gold coin approximately the size of a US half-dollar, cast with the horned face of Samael on one side and the image of Cerberus (auras of *evil* and *enchantment*) on the reverse. **Bonus:** +1 TH and +1 TD versus good, +1 SPM, additional +2 free basic spells or prayers. **Abilities:** bearer speaks/understands/reads Infernal Cant, bearer is immune to mineral-based poisons, Devils GTET HD8 detect coins at 1000 FT. **Spells:** *summon monster* (**Zoybim** Devil, 15 minutes, 1/day, summoning costs one-fiftieth of their soul), *summon monster* (1d10 HD4 **Giant Goats**, 15 minutes, forced *shapechange to ordinary goat* 1d100+1d20 days, save 1d20 GTET [22-Will], 3/day). **Background:** Crafted in Samael's Tower and distributed on the Material Plane by diabolic agents. With every use of the coin's powers the bearer transforms into an ordinary Goat for 1d6 days on rolls GTET 98 on 1d100.

Samael's Robe. **Appears** as any of seven scarlet ankle-length robes lined in purple with fur collars and ten large gold buttons, the buttons having the impaled scale symbol on them. The robes have gold and platinum piping along the collars, the arms and hems, and are sized for a giant-sized person. There are three interior pockets, each with a ruby clasp. A robe *magically sizes* itself to whomever wears it; a good/neutral person donning the robe *becomes permanently evil* (save 1d20 GTET [48-Level-Will], checked every 5 minutes). **Bonus:** AC+20, +3 TH and +2 TD versus good, Intelligence+3, Will+2, +3 SPM Wizards/ Priests/Crusaders/Warlocks, +5 save versus spells, +3 save versus prayers. **Abilities:** wearer speaks/ understands/reads Infernal Cant, wearer is immune to poisons and diseases, wearer is immune to ordinary and enchanted fire, wearer has Infrared vision 150 FT and Ultraviolet vision 100 FT and sees the invisible 75 FT, the robe reflects missile weapons back to the source {limit +2 missiles}, *invisibility to Devils* (10 minutes, 3/day), walks through walls in the Tower (self only, 6/day). **Spells:** Basic Fire Magic (free 10, all spells known), Lesser Fire Magic (free 7, *2d6 Fire Attack*, *Blindness*, *Daylight*, *Disperse Magic*, *Flame Trap*, *Invisibility*, *Protect versus Blindness*, *Vision*), *2d8 Fireball* 50 FT 10/day, *summon monster* (HD12 **Fire Elemental**, 15 minutes, 2/day), *summon monsters* (1d20 **Zoybim** 5/day, 1d12 **Jinguma** 3/day, 1d4 **Quivaras** 2/day, 1d2 **Keres**, 1/day). **Prayers:** Devotions (free 14, all prayers known), Mysteries (free 10, *Banish Confusion*, *Banish Paralysis*, *Banish Spells*, *Blind Undead*, *Detoxify Poisons*, *2d8+2 God's Fire* 10x10 FT, *God's Serpent*, *1d12 Cure Wounds*, *Knock Out*, *Know Enemy*, *Restore Sight*). **Background:** Woven 3184 years ago by Ghittrathis, Telchine Master Weaver in the city of Glasya-Labolas. Found in Samael's Robing Room, #116.

SAMAEI'S TOWER TREASURY

Samael's Lesser Throne. **Appears** as a massive gold chair (auras of *evil* and *enchantment*) sized for a giant-sized person, the seat is 7 FT high, the back 18 FT, the seat is 6 FT wide with a scarlet satin pillow sewed with platinum thread; the Throne sits on a 15 FT by 8 FT polished black stone platform. The throne is inlaid with 100 each of emeralds, rubies, sapphires, diamonds, pearls, jade pieces, turquoise, and bloodstones with a total value GTET 1 million GP. The back is topped by ten skulls made of solid platinum with ruby eyes. The Throne weighs GTET 14,000 pounds, and is firmly anchored (hp300 to break) to its platform. A mortal must have an Intelligence+Will+Level sum GTET 50 and must be evil to use the powers of the Throne. Mortals who occupy the Throne *become permanently evil* (resist 1d20 rolls GTET [48-Level—ill], checked every minute on the Throne). Good persons who occupy the Throne are *permanently shapechanged* into a HD1 **Giant Cockroach** (save 1d20 GTET [42-Level-Will], one time roll). **Bonus:** Intelligence+4, SPM+4, Will+6 (all while occupying the Throne). **Abilities:** creates a *circle of fire* (at will, 15 FT tall, 4d12 damage to cross), *circle of force* (15 FT tall, impenetrable, 1d100 minutes, 3/day), *lock the doors* 100 minutes (resists *open lock* spells). **Spells:** *dominate person* (at will, forces all to their knees before the Throne, 1d20*5 seconds, save 1d20 GTET [33-Will]), *hurricane blast* 1d6/round for 2d20 rounds 10/day; *poisonous cloud* 1d100 minutes 8/day, *remove air* 1d100 minutes 5/day, *summon monster* 1d12 **Keres** 5/day, *summon monster* 1d3 HD12 **Chimera** 3/day, *summon monster* HD18 **Red Dragon** 1/day, *chain lightning* d20-d12-d10-d8-d6-d4 3/day, *zone of darkness* 1d100 minutes (at will, affects Infrared vision, light spells are ineffective). **Background:** The Throne was crafted 13,502 years ago by Durphrai, Master Craft-Devil of the Telchine Devils. Found in the Lesser Throne Room, #12. **Samael** is immediately aware when the Throne is touched by any mortal, as long as he is in Gehenna (when the mortal is good 1d8 **Keres** are dispatched on 1d20 rolls GTET 5, if neutral on rolls GTET 13, if evil on rolls GTET 17).

Samael's Talisman. *Found transformed:* appears as a thick weathered and battered antique leather notebook filled with indecipherable symbols; *True Form:* a rectangular black wood tablet, 20 inches long by 9 inches wide by 2 inches thick, with a curved top, painted in the image of Samael, with emeralds for eyes, and rubies on the tips of his horn and tail; on the reverse side a phrase is written in Infernal Cant in glowing red letters which translates as "*The law shall make you mine.*" (very strong auras of *enchantment* and *evil*, consecrated to Lucifer). **Diabolic Transformation** (daily 1d12 check, on each roll of 12 the bearer permanently takes on an element of a Devil's appearance). First: Devil's horns; Second: barbed tail; Third: red bat's wings; Fourth: wings become functional; Fifth: clawed reptilian feet; Sixth: taloned hands; Seventh: leathery warted skin; Eighth: acquire the powers of a Diabolic Sergeant; Ninth: acquire the powers of a Diabolic Officer; Tenth: acquire the powers of a Diabolic Earl. When a mortal transforms into an Earl they are immediately transported to the Hippodrome in the Wood of Suicides (Sixth Circle) to battle-to-the-death with the lowest-ranked Devil Prince, with the winner retaining the status of Prince and the loser becoming a Mane of the Seventh Circle. No further changes occur after giving up the Talisman. **Bonus:** Intelligence+5, Will+4, SPM+3, AC+12, +5 to find, +5 to open (only while the Talisman is borne). **Abilities:** good persons cannot approach closer than 25 FT (save 1d20 GTET [48-Level-Will]), bearer has Infrared vision/Ultraviolet vision/sees invisible/sees displaced creatures 250 FT, bearer speaks/reads Infernal Cant with perfect fluency, bearer knows the abilities of all Devils and creatures and plants found in Gehenna, the bearer is unaffected by the special or magical attacks of any Devil, bearer is unaffected by extreme heat or cold, bearer is unaffected by noxious atmospheres throughout Gehenna, bearer knows the locations of all Devils, Demons, Djinn, Efreet, Elementals, and other extra-planar creatures (1 mile), bearer commands all Devils within 500 FT, bearer can command three actions each from Samael and each Diabolic Prince, the bearer *cannot voluntarily give up* the Talisman after carrying it 12 hours (1d20 roll GTET [44+{number of transformations}-Level-Will], checked once/day at dawn). **Spells:** Basic Magic (all elements, all spells known, *free 10*), Lesser Magic (all elements, all spells known, *free 5*), aura of heroism (permanent aura, +3 TH versus good, evil creatures only, quarter-mile range), dominate creature (200 HD evil creatures, 20 minutes, 500 FT, no save, 5/day), shapechange (at will, humanoid forms only), stun (200 HD good/neutral creatures, 50 FT, 2d20 minutes, save 1d20 GTET [32-Will], 5/day), summon monster (at will, 3 **Jinguma**, 5 minutes between summons), summon monster (at will, Samael, all Diabolic Princes/Dukes/Earls/Generals), telepathy (at will, any Diabolic and Demonic creature, 25 miles), walk on lava (2 minutes, 5/day). **Prayers:** complete heal (50 FT, one/creature/day, 12/day), disintegrate (any Devil below the rank of Diabolic General, 300 FT, no save, 12/day), kill (50 FT, save 1d20 GTET [34-Will], 10/day), major curse (100 FT, save 1d20 GTET [34-Will], 3/day), walk on air (10 minutes, 10/day), walk on water (at will). **Background:** The talisman was created 9360 years ago by Zepherin Aceollus, Demonic Craft-Master, as a ransom after Samael defeated his master, Prince Gruimizlai the Gruesome, and locked him in the Spire of Silence. Found in Samael's Office (desk), #131.

Scepter of Hell. **Appears** as a 40-pound gold rod 30 inches long by 8 inches in diameter, with a 200 carat diamond on the upper end and a platinum band around the bottom with four bloodstones and four moonstones, the grip wrapped in the highest quality Manticore leather, twenty ever-burning phoenix feathers are attached at the bottom of the grip. The Scepter is highly intelligent and evil with Intelligence 25 and Will 26; speaks Common and Infernal Cant and three foreign language, and reads Infernal Cant and two foreign languages. *See the generic attributes of the Crown Jewels of Hell.* **Bonus:** Will+1, save +2 versus Undead attacks. **Attack:** +2 weapon bonus, hp1d12 (2d8 versus good/neutral; *dominates* 1d20*15 minutes on natural rolls GTET 15, save 1d20 GTET [31-Will]), *triple spell* (three simultaneous spells {straight ahead plus 45° angle forward to both sides} every 5th round of combat, first: 1d12 *fireball*, second: 1d12+1d8 *lightning bolt*, third: 2d8 *cold ray*; fourth: 2d12 *missile blast*, fifth: 1d12 *acid spray* then back to first), *stoning* (first 3 hits/day, save 1d20 GTET [33-Stamina]), *permanent alignment change* (good/neutral to evil, save 1d20 GTET [38-Will], 3/day). **Abilities:** all attackers apply -2 TH {parry}, *telepathy* 250 FT {intelligent evil creatures to 1 mile}, *command creatures* (HD150, evil creatures only, 250 FT, 30 minutes, 2/day).

SAMAEI'S TOWER TREASURY

Scepter of Hell, continued...**Spells:** Wizard L10 (Fire; Basic free 12 {all spells known}; Lesser free 10 {2d6 *Fire Attack*, *Blindness*, *Control Temperature*, *Darkness Zone*, *Daylight*, *Disperse Magic*, *Fire Ring*, *Invisibility*, *Shield versus Fire*}; Greater free 6 {*Blinding Cloud*, *Burn through Wall*, *Confusion*, 3d8 *Fire Hail 15x15 FT*, *Summon HD8 Djinn*}), summon monster (HD15 adult Red Dragon, 15 minutes, 1/day), *telekinesis* (150 FT, 50 LBS, 5 minutes, 5/day). **Prayers:** *detect truth* (continuous, 50 FT), *compel truth* (1 hour, touch, save 1d20 GTET [32-Will]). **Penalties:** Each time the wearer summons, uses ranged attacks, uses Fire magic, dominates an opponent, or alters an alignment, they lose one-twentieth piece of their soul (save 1d20 GTET [32-Stamina]; once half their soul is gone they transform into a **Type 1A Devil** upon their death. If all of their soul is lost they immediately transform into a HD10 **Specter** (no save). Found in Black Coffin, #154.

Suppni's Boots. **Appears** as a worn pair of brown leather boots sized for a small human, with a cat's face of sewn onto the cuff; the boots *magically size* themselves to whomever touches them (to persons 10 FT tall). The boot leather extends itself along the wearer's body when donned until they are completely encased in leather, with a cat's mask forming around their head (AC75, 10 LBS; no other armor can be worn over the Boots). The wearer is viewed as repulsive by most persons (save 1d20 GTET [28-Will]). **Attack:** 1d12 Punch, 1d8 Kick. **Bonus:** Agility+2, Strength+2, +1 save versus spells, +2 save versus prayers. **Abilities:** wearer sees/breathes normally (including poisonous and oxygen-deficient atmospheres, and underwater), a hole forms in the mask on command for eating/drinking, wearer is protected versus cold to -100°F and heat to +150°F, walk on water OR trackless movement OR spider walk (each 15 minutes, total uses 3/day), reduces damage from Fire Magic and Cold Magic by one-quarter (e.g. 75%), leap 20 vertical FT, leap 26 horizontal FT. **Penalties:** removing the Boots requires a 1d100 roll GTET [cumulative # times the Boots have been worn]; after a removal check has been failed, the Boots can only be removed on the death of the wearer; the leather becomes AC10; a putrid gas emanates from the leather for 5 minutes after every hit against the wearer; persons react to the wearer as if they are abhorrent and disgusting (nobody approaches within 50 FT, save 1d20 GTET [30-Will]). **Background:** Crafted 910 years ago by the Wizard, Suppni Dagarrsson, who specialized in enchanted clothing. Suppni sold the Boots to the Jarl Jodoc Bloody Axe, who wore them while forcing all other Jarls in the Hellekin District to swear binding oaths to him as the King of Hellekinholm. Found at Scaly Statue, #145.



NPC SPELLS AND PRAYERS

The following spell and prayer lists are representative of those known by Devils, Warlocks, Wizards, Crusaders, and Priests found in Malebolge (Inferno); assume an average SPM value of +4. Encountered Warlocks, Crusaders, Wizards and Priests remain subject to the spell and prayer limitations of Gehenna; for example, an opponent's 'Teleportation' spell still does not function. Spells cast by Devils may not be subject to the same limitations.

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

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

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

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

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

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

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

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

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

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