

B1

For level 18-20 or
Legend Characters

SGAA2ED06

JOURNEY TO HELL

Contains versions compatible with OSRIC and Altus Adventum
2nd Edition role-playing games.



In a desperate bid to bring his queen back to life, King Helthrop made a foolish pact with the demon, Astaroth. Astaroth has possessed the king, trapping him in hell. Now the party must make a journey into hell itself to rescue the king and save the world from a demon invasion.



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B1 Journey To Hell

An adventure for the OSRIC and Altus Adventum Role-
Playing Games



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OSRIC Version

B1 Journey to Hell

Overview: *Journey to Hell* is designed for 5-8 characters of level 18-20. Characters of lower level may not be able to survive the challenges. Conversely, more than the recommended number of characters may find the adventure too easy.

This adventure has the potential to expand into areas a lot more in depth than what is depicted here. For example, if the players explore Limbo, they may spend a significant amount of time finding other villages and talking with other people. Please feel free to expand and flesh out any area you so choose. Included are just the details needed to complete the adventure.

Note: If you are planning on being a player in this adventure, STOP READING NOW! All of the below information is for the GM eyes only.

Background: King Galidorn Heltrhop has been the ruling figure over the Kingdom of Andrimar for more than 20 years. He has ruled from the capital city of Peorth, and has been decent, if a bit underwhelming, as a king. A few years ago, he had lost his wife to a mysterious illness.

That is what the population knows. That is what his closest advisers know. That is what the characters know. But there is more. Galidorn was so overcome with grief over his loss that he made a pact with the demon Astaroth. He promised Astaroth that he would allow the demon access to the world we live in if he would in turn bring back the queen Helena from death. In his grief and haste, the king forgot that demons will lie and twist words for their own desires.

And so the agreement was made. Unbeknownst to Galidorn, the only way the demon could travel to our world is to be in a vessel born of this world. In the privacy of his chambers, upon the agreement of the pact, Astaroth leapt from his lair in hell and possessed the body of the king. The king's soul was instantly transported to Astaroth's palace in hell, where he is tortured daily.

Astaroth's plans are to masquerade as the king until he has acquired the ability to open a portal and bring forth his demon horde into the realm of man.

Naturally the behavior of the king changed as soon as Astaroth took over the body. At first most of his advisors thought this was a natural reaction to losing Helena. After the first couple of years, this behavior became more violent and dark. Despite the long history of prosperity that the Heltrhop family has brought the kingdom, this constant shift to evilness could no longer be ignored.

And so it began that questions were asked, and talk of a revolution began. As soon as the ogre army of Ketchek was defeated and that threat eliminated, the people immediately began to complain about how the king ruled the lands. The leaders of the armies who were close to the king could no longer deny the evil that emanated from him.

It was then that the high priests, at the request of the generals, began to commune with their gods to find out what to do. They were advised that the king was not the king, and that a tremendous danger faced the people. If the kingdom was to survive, the king must survive and Astaroth must be defeated on his

home plane. That is the only way the king would be released and the demon portal closed.

Player's Background: You are all legends, people who have carved out a place in history through deeds and heroic actions. You have established yourselves as above mortal men and women. It is for this reason why you are called upon once again. For you are the country's, nay, the world's, only hope.

You have received word of an urgent meeting between yourselves and the high priests of Andrimar. You have been advised of complete secrecy because the danger is greater than you can imagine.

When you arrive in Peorth, you are brought into the secret chambers of the high priests where normally only those who worship are allowed. It is here you are advised of the reason you were called.

It has been confirmed that the king has been possessed by a demon. The demon, Astaroth, is almost complete in his quest for gaining the power and resources to open a portal to hell and to bring forth a horde of demons to conquer the world. The only way to thwart Astaroth is to travel to his lair in hell itself. That's why you have been chosen, for only legends could make their way into hell and back again.

Once in his lair, you are to kill Astaroth and destroy his portal. Only then will the king's soul be freed and return to his rightful body. The priests cannot give you any reward that you don't already have, but if you don't go, surely the entire world is doomed.

A note on death: Because the characters will spend most of the adventure in Hell, death and dying works a bit differently. Resurrection spells and magic will not work. Once a player "dies" while in hell, they are immediately teleported to the appropriate layer of hell that most fits the character's personality (most will probably land in the layer of Anger, Violence, or Lust). In order to be raised or resurrected, they will have to be found first, and then the magic used.

They may also be given the amulet to use (see below), but then they could never again come back unless they died in the real world, and then there would be no leaving hell.

A note on demon deaths: Any of the unique named demons (Cerberus, Plutus, etc) that perish in combat to the characters will completely regenerate in 2d6 hours. They are unique creatures on the level of demi-gods, and cannot be permanently defeated.

Scenario I: The Portal

If the party agrees to venture into hell and take on Astaroth, they will be led deep into underground chambers where a ritual will be performed. If the party inquires as to what to expect, the priests are only able to advise them that they cannot transport them to hell itself, but to the shores of the river Acheron. There they are to gain passage from Charon into hell.

There are nine circles of hell that the party must travel through in order to reach Astaroth: limbo, lust, gluttony, greed, anger, heresy, violence, fraud, and finally treachery. The priests

know nothing specific about any of these circles—only that Astaroth makes his lair in Treachery in a great palace. In order to get to him and not some other arch demon, the players are given the symbol of Astaroth which they must etch on the floor in the portal room before activating the portal.

If the party inquires on a way back out of hell, they will be given pendants, that when thrown on the ground and shattered, will teleport the party back to this spot. However, each person can only ever use one pendant. If the character goes back to hell for whatever reason, they will be trapped there for eternity.

As soon as the party is ready, they will be placed within a circle of runes and candles, and seven priests will stand on seven points around them and begin chanting. The ritual will take one full hour to complete before the party finally is teleported to the shores of Acheron. The players will also have received a blessing that will grant a +2 bonus to all saving throws while they remain in Hell.

Acheron

The void around you begins to shimmer into vague images. Swirling drab gray and brown colors begin to take shape. After a few moments, the area around you comes into focus. You find yourself on the shores of a great river. The shore, and as far as the eye can see behind you, is nothing but slate gray rock before disappearing into swirling mists. The river is a muddy drab brown color, and nary a ripple mars its surface. A large bell hangs from a post near the water's edge.

However, what immediately grabs your attention are the hundreds of people you see with you and all around you. These people seem to be wandering around in some aimless anguish, and take no notice of you. They appear to be of every caste, from beggar to king. They are pursued by large wasps, and maggots feast on their tears and blood.

This is the river Acheron. Each of the men and women wandering the shores are those who are neither good nor evil. Rather, they wander the shores in search of some sort of self interest, being stung by wasps to represent conscience. Everyone seems to be lost in his or her own misery, and will not acknowledge the characters in any way. If the party attacks the wasps, maggots,

or people, they will be attacked themselves by giant wasps, one for each party member.

Wasps:

AC: 0, HD: 7, HP: 32 each, AT: 1, DMG: 1d8+psn, XP: 1000

If the bell is rung, within 1d4 minutes they will begin to see a ghostly figure on a small boat make its way to shore through the mists. From the poet Virgil:

*There Charon stands, who rules the dreary coast -
A sordid god: down from his hairy chin
A length of beard descends, uncombed, unclean;
His eyes, like hollow furnaces on fire;
A girdle, foul with grease, binds his obscene attire.*

Charon will dock his boat, one hand on an oar and one arm outstretched looking for payment. If the party approaches, he will address them and advise that he is reluctant to transport them as they are not dead. Only by giving up a valuable item (to be determined by you as the GM), can the party buy passage to the gates of Hell.

Gates of Hell

You know not how long you were on the boat of Charon. Time has no meaning here, and you were surrounded by nothingness. You could have been on there for weeks, but you know not for certain.

Eventually you see what appears to be a shore materializing out of the mists. Then you see a huge gate form. Then the boat docks. Charon motions you to exit the boat. When you have all departed, he turns and leaves, back into the mist.

Before you stands a huge iron gate. Mounted on the top part of the structure is a plaque that reads:

"Abandon all hope, ye who enter here."

Suddenly the gate swings open, and beyond it lies a huge plain of asphodel flowers as far as you can see.



Scenario II: Limbo

This field of flowers is actually the first ring of hell: limbo. As soon as the characters enter, the gate swings shut and disappears behind them. The areas marked “a” on the Limbo map is where the party will find themselves. There is no direction in limbo, so there is no north, south, east, or west.

As you all enter the gate, it swings shut behind you. You find yourself standing, surrounded by the large white asphodel flowers. The sky, if you can call it that, is simple gray in color with no clouds or other distinguishing features. The hazy light seems to come from nowhere yet everywhere at once, illuminating everything in a pale drab light.

To your right, you see the gray forest of coniferous trees at what you can guess is several miles away. Directly to your front the plains continue, and to your left, you see hills and deciduous forested mountains—all grayish in color.

Time also has no meaning in hell, nor does hunger or fatigue affect the players. For reference, each hex on the map equals one mile, but in reality there is no set distance. The light never changes, and the players never get hungry or tired. Simply describe to them that they seem to be travelling for an indeterminate time. An hour? Or a week? It is impossible to tell.

The party will eventually need to make their way to the Castle of Seven. It is here where they will meet Minos and be granted access to the next ring of hell. If they make it to the village, they may meet the king’s wife.

A: Starting Point

This area is where the party will enter. If they turn behind them towards the gate, they will see that it has disappeared and a gray shimmering wall prevents travel in that direction.

B: Forest of Souls

As you get closer to the forest of firs and pine trees, you see that the same grey tinge affects everything. Not even the natural green of the trees is able to fully penetrate the bleakness. The forest ahead of you quickly thickens, closing in on you like some living beast. You neither hear nor see any sound of typical forest life.

As you delve deeper into the forest, you think your ears are playing tricks on you. The faintest of sounds begin to reach your hearing, slowly growing in volume. It is the sound of anguish and longing. The moans seem to drip with regret.

It is then that you first start seeing the spirits flash from within the trees. You can’t make out any single distinguishable word, but you can’t help but get the impression that the spirits are wailing over some sort of failure.

Suddenly the forest clears before you and you see a sight that you do not expect. A corpse of a man lies on the ground before you. He is dressed in white and yellow robes, but what is most shocking is that he does not have the gray tinge that affects everything else in this plane of existence. His clothing is bright, like yours.

This is the body of an ancient priest who attempted to journey into hell himself for academic and curiosity reasons.

Obviously he did not make it far. For how long he has been dead is indeterminable as time does not exist, and therefore decay does not exist.

If the party searches the body, they will find no wounds or any other items except an amulet. The amulet is slightly different than the ones they carry, but has many of the same runes etched upon it.

C: River Tain

This river is more of a stream than a river, being no more than 20 feet wide and a few feet deep at most. The water is clean and pure, however if drunk, will not seem to quench any thirst. If the party had thirst to begin with. It can best be described as drinking nothingness. Small fish do swim in the river, and can be caught. The water flows to the left, collecting in a huge lake as marked on the map.

D: Demonic Enforcers

You have been traveling through the fields of flowers for who knows how long before you see what appears to be a small group of humanoid creatures in the distance ahead of you. You think they might be a hundred yards away...no...fifty yards? No, a mile? It’s impossible to tell the distance, but they are getting closer, and as they do, they have hulking bodies that are twisted and misshapen. You also notice that they do not have a grayish tinge to them, but their skin shines a bright red in color.

These are the “police force”, so-to-speak. They are pit fiends that are assigned to make sure that only the souls who belong in Limbo stay here. The people of the village can not see or hear them, and do not know they exist. Upon seeing the party, they will attack. Because distance is distorted, they will reach melee with the party in one full round.



Pit Fiends (4ea)

AC: -3, HD: 13, HP: 50ea, AT: 1, Dmg: 1d10+6, SD: Magic Resist 65%, XP: 8500

Each of the demons wield 2-handed axes.

E: Hills of Salvation

Eventually you see forested hills off in the distance ahead of you. These trees seem to be greener than the others you have seen, and you even think there might be an occasional breeze blowing through the leaves.

This is known as the Hills of Salvation by the people of the village. They call it so because it seems to contain life and hope that is missing and out of reach of them. Once judged, they cannot enter this forest unless given permission by one of the seven philosophers.

When the party enters the forest, they will see it teeming with life, almost like something out of a storybook. They will be overcome with a sense of peace and cannot engage in any hostile act. It simply won't occur to them to do so.

F: Hills of Limbo

Not long after entering the forest, it immediately ends. The hills become more pronounced and rocky, and no trees grow any further. The sense of peace you had leaves you, and you are immediately beset with a great thirst and hunger.

These are the hills of Limbo, and while having no serious effects to the players, there will be obvious discomfort until they exit the hills. Travel through the hills will seem like it takes weeks to the characters, in terms of time that they are familiar with. No matter how much they eat or drink, the hunger and thirst will never abate.

G: Forest of Reconciliation

Finally the barren hills end and before you in a valley lies a thick forest. Deep within the valley you see a castle rise up out of the forest. When you enter the forest, all feelings of hunger and thirst are eliminated, much to your relief. However, you now feel tortured by guilt. Images flash in your eyes of all the wrong-doings you have done in life. Every instance of greed, lust, anger, gluttony, deceit, and laziness is repeated in your brain. With each step you take deeper within the forest you feel the weight of guilt multiply.

This is the Forest of Reconciliation, where everyone must face their sins. By the time the characters exit the forest, they will each need to make a saving throw vs spells at a -2 penalty. Those that make the check will be instilled with deeper resolve and will gain a permanent 1 point to his or her wisdom attribute. Those that fail will be racked with guilt for the rest of their lives and will suffer a permanent -1 penalty to the wisdom attribute.

H: Forest of the People

At first there glance there doesn't appear to be anything unusual about this forest. In fact, there isn't. It has been placed here to give the sense to the people that they are living like they did back in the real world. This forest has wildlife to hunt, and trees to cut.

If the party journey's into the forest, it won't be long before they hear the sounds of lumberjacks. If they follow the sound, they will find a group of woodcutters just outside of the village cutting

down trees. They seem to be doing the work mechanically, and without effort or emotion that you would expect. The woodcutters appear to be of various species.

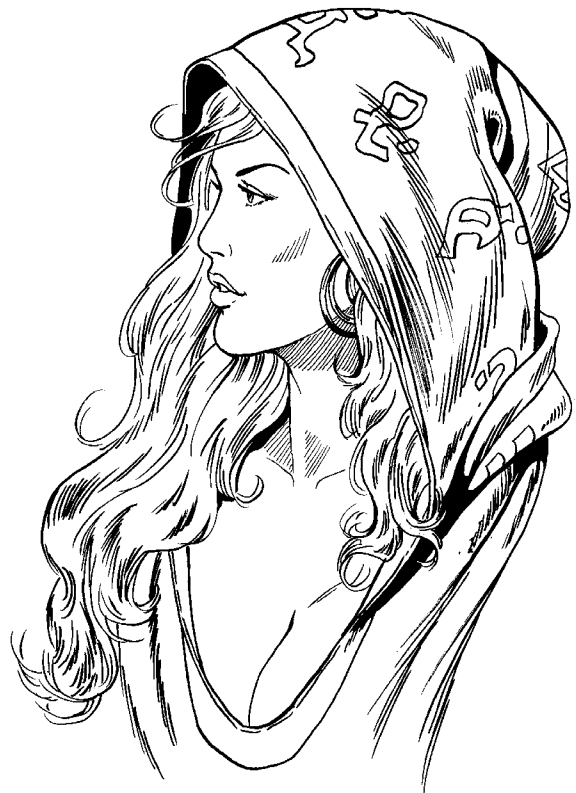
If the party nears them, the woodcutters will not be hostile. If the party attacks, the woodcutters will ignore them and the attacks will have no effect. As the party nears, the woodcutters will acknowledge them and look upon them with curiosity. The lead woodcutter will then ask them to follow him into the village, and they won't speak of anything else.

The Village

On the outskirts of the forest lies a very large village. This village is teeming with hundreds of people of all species, with clothing spanning fashions both new and ancient, each going about his or her day as if they still remained in the living world. However, with each one you pass, you can't help but notice a look of lost hope on each of their faces. None speak to you.

You are led to a large building in the center of the village, and are escorted into a large room. At the far end, sitting on an elaborately carved throne is a beautiful woman in her late 30s. She has a look of weariness and a glimmer of hope as she sees you enter.

"Welcome, those who are not condemned of this existence. I am Queen Helena Helthrop, leader of this village until the next noble shall take my place. How is it you have been able to enter this world, as you are not dead?"



074 **ELMORE**

This is in fact the dead queen of King Galidorn. She has been placed as the ruler of the village when she died, and will be replaced when the next noble ruler dies and is sent to limbo. This rule of the village has been that way for eternity. Sometimes this takes years, sometimes decades.

She will inquire as to how the party made it to limbo while still being alive, and will inquire about their mission. If she is told about what happened to her husband, a look of grief will fill her expression and she will beg the party to help him. If the party agrees, and their cause is just, she will give one of them a magic weapon (GM's discretion) that is enchanted to inflict double damage to a demon.

If questioned, she will advise that there are hundreds of thousands of villages like this one all over Limbo, housing every person who has ever lived and died who has neither been evil, or been exceptionally good. It is a land bereft of hope and punishment alike. And eternity of mediocrity. She advises the party that if any of them have committed any of the cardinal sins in the lower rings of hell, that they best take precautions to prepare themselves.

She advises that the party will need to visit Minos in the Castle of Seven. Only Minos can let them progress into the next layer of Hell. If the party has found the amulet in the Forest of Lost Souls, they can present it to anyone to bring them back to life. They may use it on the queen to bring her back to her husband, assuming they succeed in their mission.

Castle of Seven

Before you in a great clearing stands the Castle of Seven. It is a circular shape, with seven gates leading into the main courtyard from all directions. As you near the tower, you see that the gates are all labeled with seven different virtues:

- Humility
- Kindness
- Patience
- Chastity
- Diligence
- Temperance
- Charity

Each character should have one attribute they have shown during his or her career adventuring where at least one of the above was represented. These gates will open for that character. If a character tries to open a gate for a virtue he or she hasn't shown, then it will remain locked.

When the characters do enter, they will find themselves in a large courtyard with several buildings and other structures inside. There is a good chance that they will encounter one of the seven philosophers wandering the courtyard, deep in thought. If approached, each philosopher will only say one sentence and no more.

Averroes

'When he [- the criminal -] drinks, he will get intoxicated and once he gets intoxicated, he will utter nonsense; and once he starts uttering nonsense, he will falsely accuse other people.'

Avicenna

"I prefer a short life with width to a narrow one with length"

Aristotle

"All human actions have one or more of these seven causes: chance, nature, compulsions, habit, reason, passion, desire."

Euclid

"The laws of nature are but the mathematical thoughts of God."

Socrates

"He is richest who is content with the least, for content is the wealth of nature. "

Horace

"A portion of mankind take pride in their vices and pursue their purpose; many more waver between doing what is right and complying with what is wrong."

Lucan

"Keep to moderation, keep the end in view, follow nature"

A: Guard Towers

Each of these towers house two demon guardians who at first glance seem to be statues because they do not move at all. One demon stares outside of the castle, and one stares inside at all times. Even though they are demons, they appear as normal men dressed in white gothic plate armor and carrying glowing two-handed swords. They will remain unmoving unless the characters start engaging in hostile activities.

Demon guards:

AC: -1, HD: 17, HP: 80, AT: 2, Dmg: 1d10+6, SD: 50% magic resistance, XP: 10500

Keep of Philosophers

This building has one reception room and seven bedrooms where the philosophers above all make their homes. Those that are not wandering the castle courtyard will either be found in their rooms meditating, or in the reception room discussing philosophy. They will ignore the characters beyond saying their one sentence above.

Fountain of Lost Souls

Surrounded by white marble benches, a great white limestone fountain flows with crystal clear water. As you get closer, you swear you can see the faces of humans and other species captured within the water itself and it rushes past.

This is the Fountain of Lost Souls, and contains those who do not belong in Limbo or any other place. They are forever caught in stasis.

Room of Minos

When you enter this large building, you see that it is completely empty except a huge marble throne at the far end. White and black marble creates a reflective floor, and marble pillars rise to the roof. A shimmering portal is on the wall behind the throne.

Sitting on the throne is a giant of a man. White flowing hair flows down his face; a beard down to his torso. A golden crown rests upon a head that houses weary eyes that stare at you. A great serpentine tail rests behind him, draped over one side of the throne. He bellows out:

"You are not dead! You cannot be judged! Speak your purpose and explain your sacrilege!"

This is Minos, the judge of the dead. Because the party is not dead, Minos has no power to judge them or send them to the appropriate ring of Hell. He normally can teleport any soul to any ring, but cannot teleport the party members.

If the party attacks Minos, there will be no effect. He cannot harm them, and they cannot harm him. If the party explains their task, Minos says they will be judged worthy if they are able to pass through all the rings of Hell. He will wrap his tail around him one time, and advise the party to enter the portal, which will take them to the second ring of Hell: Lust.

Scenario III: Rings of Hell

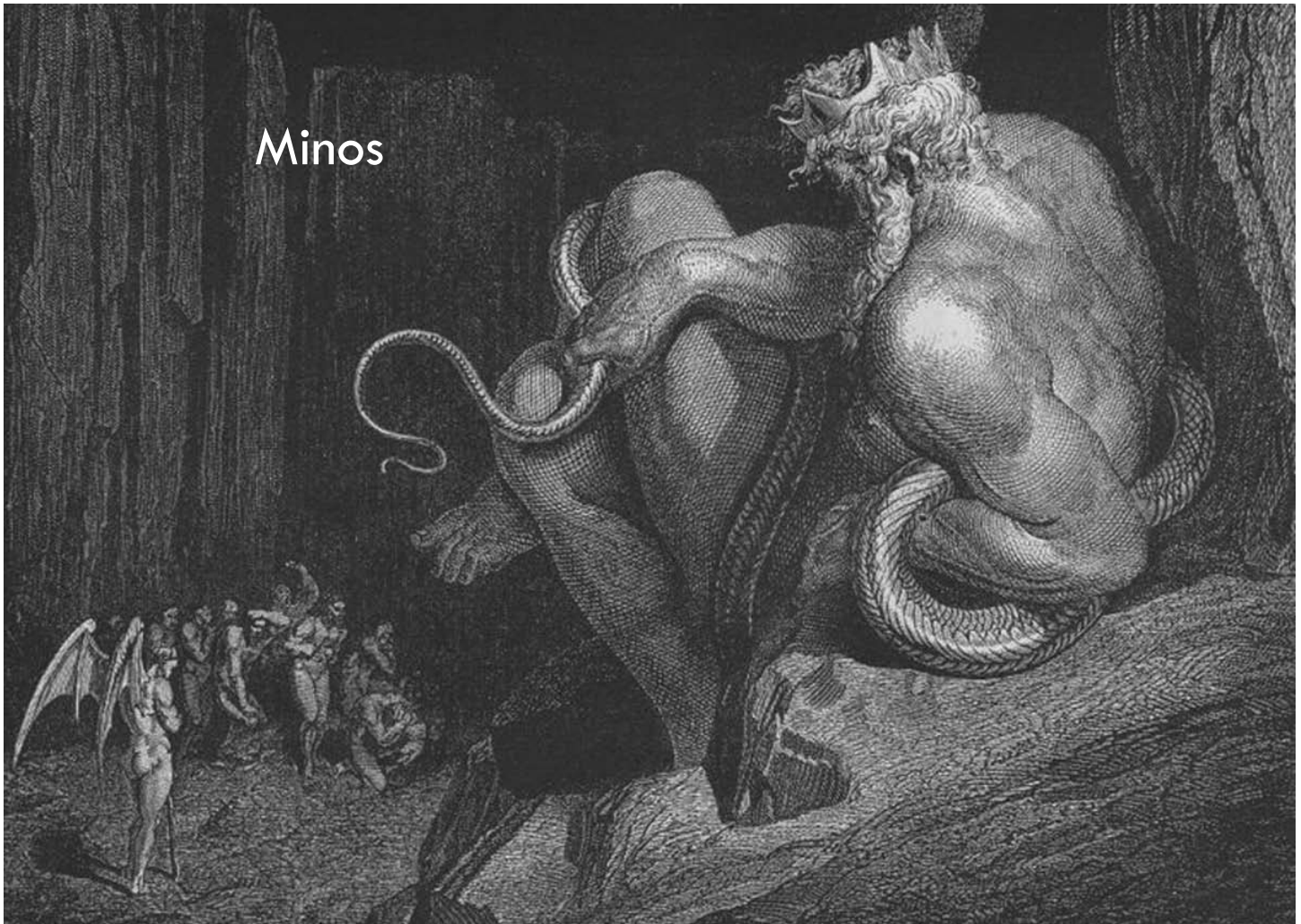
Lust

As you step through the portal, you are immediately buffeted by high wind and hailstones. You see before you hundreds of people flung about as if in a tornado. Their bodies are naked and constantly beaten with hail.

If any of the party members have engaged in significant lustful acts in their lives (such as frequent visits to brothels, etc), they will be immediately picked up by the heavy winds and will join those already sentenced to this layer of Hell.

The only way to save these characters is for them to make a saving throw vs. death. And even then, this only buys them 1d10 minutes of being able to stand on solid ground and weather the storm. Every 1d10 minutes, they will again have to make this check or be blown away. Each time they are blown away, they will immediately lose 1d4 wisdom points permanently.

It might be prudent for the other party members to tie them all together, preventing them from being lost into the winds or losing wisdom points. The portal to the next circle lies a mile ahead, and takes roughly 15 minutes to travel for normal walking speed.



Gluttony

The passageway from the circle of Lust leads down into pitch blackness. Eventually it opens up to a disturbing scene. Thousands of people lie in a filthy slush, writhing in agony as their mouths are filled with mud. A foul, icy rain pours from a sleet gray sky. A hundred yards ahead, you see a portal, which you assume leads to the next level.

As you step out of the tunnel into this circle, a ferocious three-headed giant dog leaps out from behind the portal in a fury, knowing that you are intruders who do not belong.



This is the dog, Cerberus, who guards the gluttons, and will attack all who enter this circle unwelcomed.

Cerberus:

AC: -3, HD: 20, HP: 125, AT: 3, Dmg: 1d10/1d10/1d10, SD: magic resistance 35%, XP: 25,000

Greed

The portal leads you to an usual scene. Hundreds of naked men and women push huge leather bags as large as themselves towards each other, as if in some sort of sumo-like joust. The bags appear to be full of coins and gems. The people howl with rage as they strike each other, often calling out: "Why do you hoard? Why do you squander?"

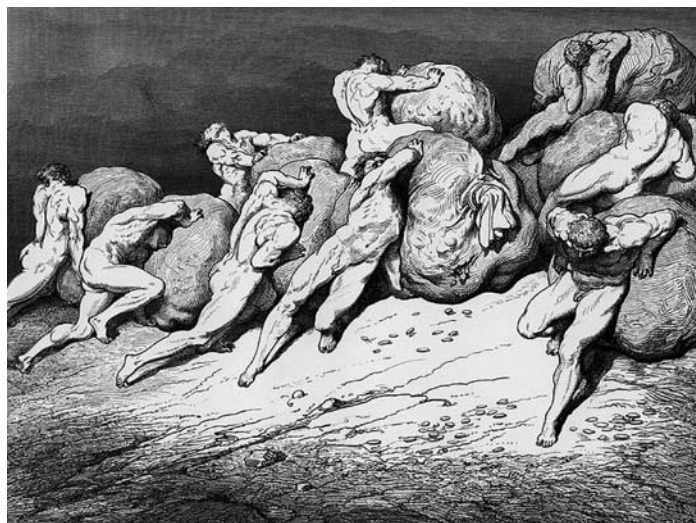
Rising out of the mass of chaos is a rocky outcropping, which has a portal rising to the dark sky. Standing near the portal is a huge giant of a demon. It is draped in jeweled finery and snaps at

the heels of anyone who is not jousting with their sacks fast enough. Upon seeing you, the great beast attacks.

Plutus:

AC: -5, HD: 20, HP: 150, AT: 1, Dmg: 2d12, SD: magic resistance 30%, XP: 20,000

Since this is the circle of greed, it would not be wise for the characters to try to take the jewels either off of Plutus or from any of the people. Doing so will instantly transport them somewhere in this circle, naked except for a sack of coins of which they must joust with, forever lost to suffer this circle's punishments.



Anger

You have stepped through the portal into a vile swamp. You are standing in a wooden skiff, with an oarsman at the rear. He is an emaciated man and stares at you with pity in his eyes.

Surrounding you are thousands of bodies in every direction that you look. Those on the surface are in a perpetual battle with each other, while those you see below the water stare at the surface with sorrow, gurgling with agony.

The oarsman bows his head, and begins rowing. After long minutes you begin to see a great walled city appear through the bog.



The oarsman is Phlegyas, and is not hostile towards the party. He simply bows his head and begins to row towards Dis. When he arrives to the rocky shore, he will motion for the party to disembark off of the skiff.

You stand on the shore of the swamp, and before you lies a great walled city several hundred yards in the distance. As you get closer, six female humanoid forms with giant bat wings launch themselves off of the great gate with piercing screams. These are the guardians to the gates of Dis.

These creatures are Erinyes; demonesses born of the blood of gods. They will attack on sight.

Erinyes:

AC: 2, HD: 6+6, HP: 20, 22, 23, 24, 26, 29, AT: 1, Dmg: 1d4+poison, SD: magic resistance 30%, XP: 1000

When the Erinyes are defeated, the players will be able to enter the gates and into the city of Dis.

Heresy

When you enter the gates, you enter into a flaming city. Oppressive heat cooks your skin, bearing down upon you. The great city of dead is full of burning tombs all around you, with screams of torment coming from those within.

This is the city of Dis, where some of the most violent and evil men are sent to suffer. Tombs, mosques, and other buildings are all aflame, with the inhabitants suffering the eternal pain of burning with no relief. The party must find their way deep into the city and find the steep descent into the next circle of hell. They will be harassed at every turn by minor demons and gremlins until they find that exit. These creatures will always remain slightly out of reach of the party, and while they cannot do any real harm, they should make the journey miserable for the party.

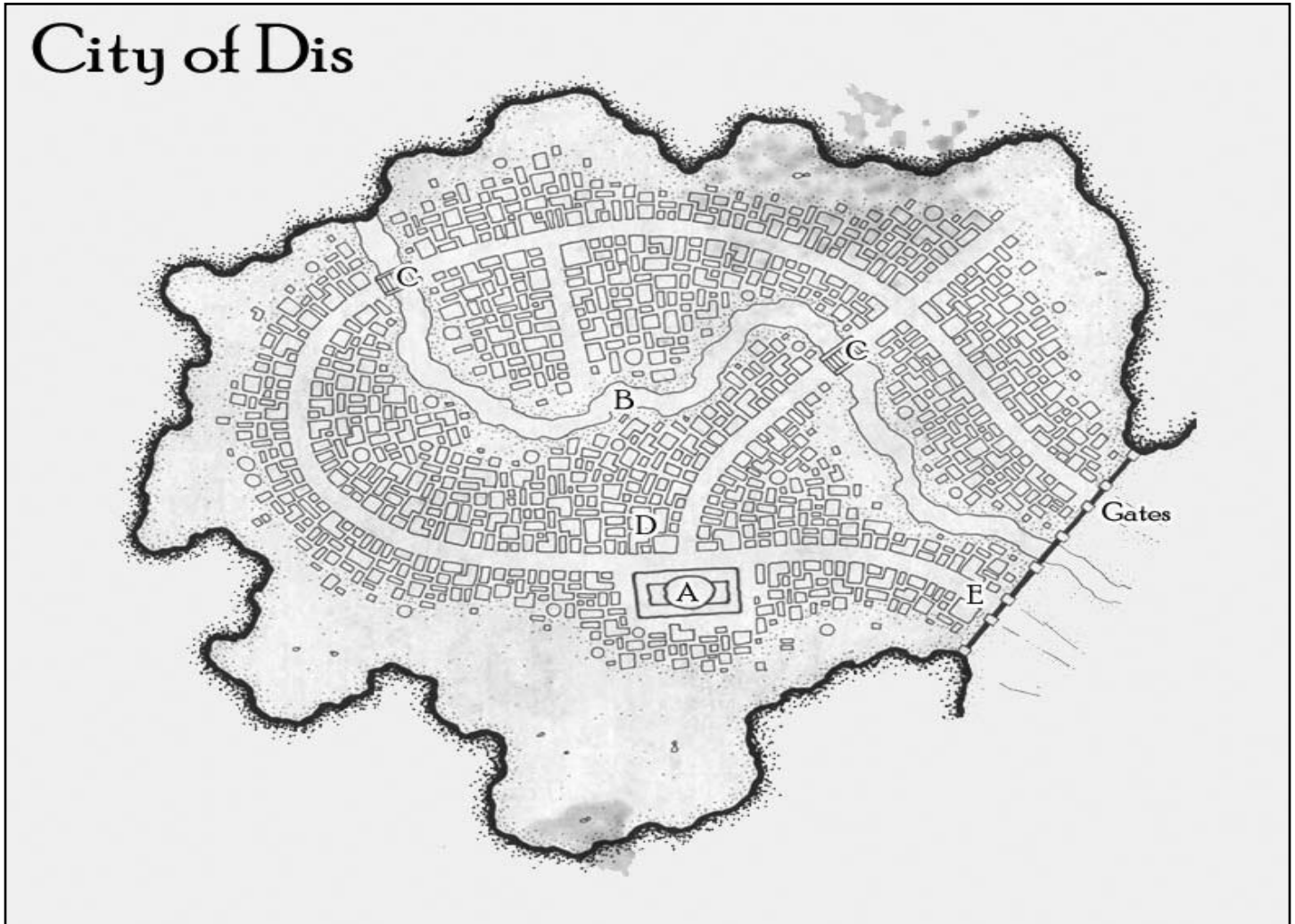
The screams of torment will also take a huge toll, and for every 30 minutes that the characters stay in the city, they will have to make a saving throw vs spells or permanently lose one intelligence point from the insanity.

A: Palace

When the party enters the palace courtyard, they will see a huge gazebo that stands over a great staircase that leads into the next layer of hell.

B: River of Fire

The river that dissects the city is made completely from lava. Flames lick the walls of the river channel, and anyone foolish enough to enter the river will perish unless otherwise protected. If one of the characters is protected from fire and searches in the lava where the "B" is marked on the map, they will find a **ring of wishes** (1 wish).



C: Bridge of Doom

Each of these two bridges of brimstone span the river of lava. When the party enters either of the bridges, four fire demons will leap out of the lava and attack them.

AC: -3, HD: 13, HP: 50ea, AT: 1, Dmg: 1d10+6, SD: Magic Resist 65%, XP: 8500

D: Master of Dis

By the time the party reaches this area of the city, the master will be aware of their presence. Before the party can enter the palace, the Master of Dis will ambush them from the alleyway.

Eight barbed devils will launch themselves at the party, targeting spell casters first.

Barbed Devils

AC: 0, HD: 8, HP: 30 ea, AT: 3, Dmg: 2d4/2d4/3d4, XP: 1500

The master himself will attack the strongest looking character with his giant whip.

Master of Dis

AC: -1, HD: 18, HP: 82, AT: 1, Dmg: 3d10, SD: magic resistance 30%, XP: 18,000

E: Locked Gates

The gates here are sealed by molten platinum. No power can open them, and they were sealed to allow the Erinyes to patrol only one way into the city and to prevent anyone from leaving.



Violence

As you make your descent deep into the next circle of hell, you are met by a mighty minotaur. Crimson blood drips off of horns, and it lets out a might roar and charges you up the narrow ledge walkway.

The path to the lower level is only wide enough for one person at a time, and the minotaur will charge the closest. He is the guardian of the seventh circle, and will fight with a wild rage.

Minotaur:

AC: 0, HD: 15, HP: 60, AT: 1 gore, Dmg: 2d10, XP: 5000

After defeating the minotaur and reaching the bottom of the descent, you find yourself on a narrow walkway that circles around in a huge ring miles across. In the center is a huge shimmering wall, also in a circular fashion.

The stone walkway crosses all over the ring in a circular fashion. Wherever there is not a walkway, a mixture of boiling blood and fire gurgles. Within this fiery mixture are the bodies of thousands of people screaming in agony. Many are up to their necks in this fluid. Some you recognize as great war generals.

Patrolling the ring are several centaur armed with bows. Any who try to escape the fire are shot immediately with the arrows and fall back into the hellish fluid. A very large centaur trots over to you and asks you what you are doing here, as you do not belong... yet.

This great centaur is Chiron, who will be willing to guide the party to the shimmering wall which leads to the 2nd ring of this level of Hell. If the party is hostile, he and the other centaur will attack.

This outer ring is reserved for those who led very violent lives and inflicted violence to others.

Chiron:

AC: -2, HD: 16, HP: 66, AT: 2, Dmg: 1d8+6, XP: 8000

Centaur (12 each)

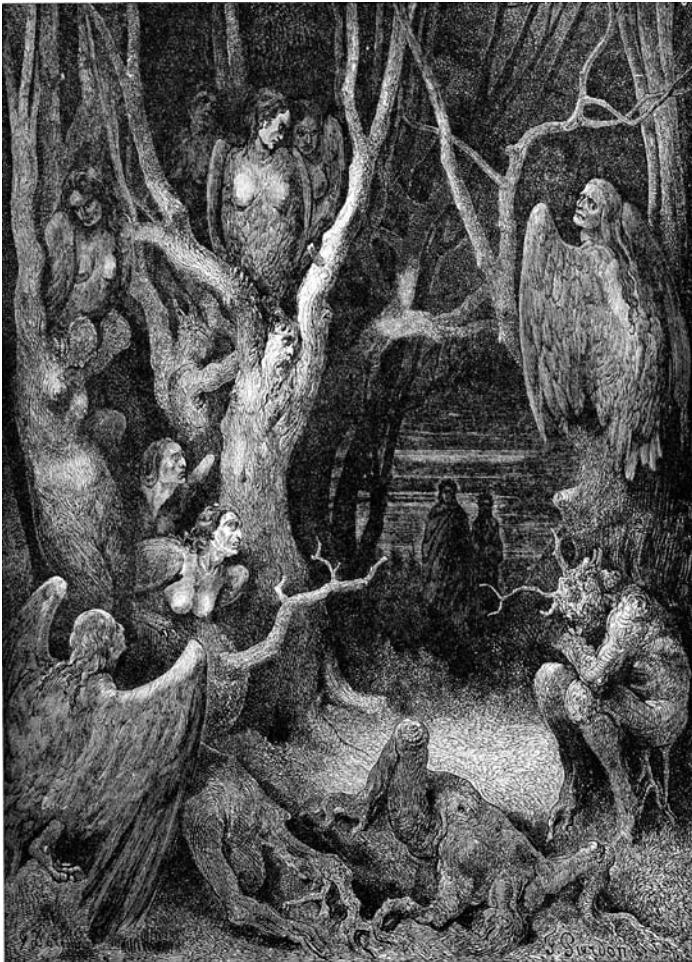
AC: 3, HD: 4, HP: 18, AT: 1, Dmg: 1d6+3, XP: 350

When the party reaches the shimmering wall, they will pass through to the middle ring of this circle of hell.

You pass through the shimmering wall into a horrific sight. Huge twisted trees surround you, tightening around you claustrophobia. Melded with these thorny plants are the bodies of thousands. They all wail in despair as several harpies are feeding upon them. Upon seeing you, and the promise of raw flesh that you provide, they attack in a frenzy.

This second ring is reserved for those who have committed suicide. Any of the bodies that the players approach will be willing to tell their tale about how they killed themselves in life.

If the harpies are reduced to less than half, they will fly away and screech at the party from the safety of the trees.



Harpies (20 ea)
 AC: 7, HD: 3, HP: 13 ea, AT: 3, Dmg: 1d3/1d3/1d6, SA: charm,
 XP: 75

Once the harpies have been defeated or avoided, and the party makes their way to the center, they will find a shimmering wall that leads the final ring of this level of Hell.

Walking through the portal, you once again are overwhelmed by heat. A fiery desert with flakes of flame raining from the sky assault you. Wandering around in this plane are thousands of people trying to flee the fire and flame, to no avail. Perched a hundred yards away on a rock jutting out of the ground is a large winged beast. It appears to have the body of a great distinguished giant, large white wings, and a long serpent's tail. Even from this distance, you can tell that he seems to have a kind face and looks upon you with a measure of resigned pity.

The beast is Geryon, who will not initially be hostile towards the party, and will carry them down past the cliffs into the eighth circle of Hell. However, unless the party has some way of protecting themselves from fire, each member will suffer 2d10 points of damage each minute (round) that they remain.

Geryon:
 AC: -2, HD: 20, HP: 118, AT: 2, Dmg: 2d12, SD: magic resistance 50%, XP: 20,000

Of course, if the party does attack Geryon and kill him, they will have to find a way down the sheer cliff face several hundred yards to the next circle of Hell.

Fraud

Geryon descends to the ground and drops you off on a ledge. This circle of Hell has ten circular ditches, each dozens of meters wide. A series of stone bridges lead over each ditch. At the far side is another portal. Each ditch has its own horrific scene of torture to the occupants therein. Screams of terror, begging, pain, misery, regret, and loathing fill the entire plane.

Each of the ten ditches are Bolgia, with a different type of occupant in each. Every participant, upon seeing the party, will beg for freedom.

Bolgia 1: Thousands of pimps and seducers march in single file in opposite directions. They are whipped constantly by several Vrock demons. These demons will ignore party members unless they intervene.

Vrocks (10 ea)
 AC: 0, HD: 8, HP: 30 ea, AT: 5, Dmg: 1d4/1d4/1d8/1d8/1d6,
 SD: magic resistance 50%, XP: 1400

Bolgia 2: Thousands of people here are buried in excrement.

Bolgia 3: The people here are head first in stony holes, with their bodies being supported somehow to be straight. Flames constantly burn holes in the bottom of the feet.



Bolgia 4: All of the men and women here have had their heads twisted around to face backwards while they can only move forwards.

Bolgia 5: The men and women here are submerged in boiling pitch. They are guarded by demons called Malebranche, which constantly fly around and push the people back under the tar. The leader, Malacoda, will approach the party and offer to guide them safely to the next bridge. The party will be betrayed and the demons will attempt to push them into the pitch as well.

The bridge is only 10' wide, and anyone falling into the pitch will suffer 1d10 points of damage automatically every round until they can get pulled out.

Each time a demon hits with at least 3 of its five attacks, the character will need to make a strength check or be thrown in to the boiling pitch. For every demon that assists the one attacking, a -1 penalty is enforced to the strength check.

The demons are:

- Alichino
- Barbariccia
- Cagnazzo
- Calabrina
- Ciriatto
- Draghignazzo
- Farfarello
- Graffiacane
- Libicocco
- Rubicante
- Scarmiglione



Each are Vrock:

AC: 0, HD: 8, HP: 30 ea, AT: 5, Dmg: 1d4/1d4/1d8/1d8/1d6, SD: magic resistance 50%, XP: 1400

Malacoda, greater demon

AC: -2, HD: 14, HP: 55, AT: 2, Dmg: 2d10/2d10, SD: magic resistance 50%, XP: 8800

Bolgia 6: The people here all wear leaden cloaks that drag their bodies down. These are the hypocrites.

Bolgia 7: Within this ditch are men and women who are constantly pursued and bitten by snakes and poisonous spiders. However, rather than dying when bitten, they begin to change shape into that of another person within the pit. These are thieves, and are punished by losing their identity to that of another.

Bolgia 8: Everyone in this ditch are enclosed in individual pillars of flame. They are constantly screaming out in agony. These are the people who used positions of power to cause others to lie.

Bolgia 9: All of the people in this ditch are hacked to pieces by demons wielding huge swords. After each hit strikes, the wounds immediately begin to heal themselves, only to be hacked apart again by another demon. If any of the party members go into the ditch, they will be attacked by one of these demons (standard greater demons).

AC: -2, HD: 14, HP: 55, AT: 2, Dmg: 2d10/2d10, SD: magic resistance 50%, XP: 8800

Bolgia 10: All of the people in this ditch suffer from horrific diseases. Swollen appendages are puss filled, skin flakes off in huge swaths, eyes bleed, etc. Any character that comes within 10' of any of these people, or any character that goes in the ditch, will suffer a horrific disease that will cause him or her to wither away in 1d4 days unless cured by the most powerful magic.

At the far end of the Bolgia lies the portal to the ninth circle of Hell.

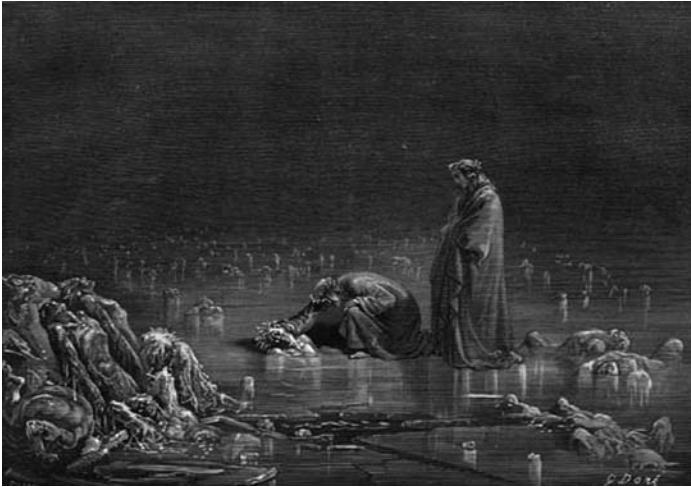
Treachery

Before you lies a great lake of ice. Stony outcroppings and stalactites hang from the darkened ceiling. The lake seems to be divided into four concentric zones, with the people in each zone buried a different amount in the ice.

Those closest to you are buried up to their waist. Those in the second zone are encased up to their necks. Those in the third zone are prone and only their faces are exposed, and those in the final zone are completely encased in ice. In the center is a stone palace of huge proportions. Demons, not paying any attention to you, gnaw on the flesh of the screaming people imprisoned in the ice.

This is the final level of Hell, and contains the palace in which Astaroth makes his home. The demons will for the most part ignore the party as long as the party does not intervene with any of the people in the ice.

This plane of hell is actually incredibly huge, with several palaces and castles belonging to various arch demons. In order to get to the palace that they need, the players will need to use Astaroth's symbol in the portal room in order to activate the portal that will transport them to his personal lair.



Demon Palace

When you near the great palace, you see that it seems as if everything is double the size from what you're used to. A square building roughly 200 yards wide and with walls sixty feet high, it has 200 foot tall towers on each corner and huge 40 foot wide doors leading in. Standing guard on either side of the doors are two huge demons. Fire burns from their eyes, and clawed hands rest on great two-handed swords that burn in flame. At present they are unmoving and you are unsure if they are statues or not.

These are guardian demons, and if any party member tries to open the door without saying the name of the demon he or she is looking for, the demons will attack instantly.

Guardian Demons:

AC: -2, HD: 14, HP: 55, AT: 1, Dmg: 1d10+8+1d8, SD: magic resistance 50%, XP: 8800

Each of the **two handed swords** is enchanted with a +4 bonus, as well as inflicting an additional 1d8 points of flame damage.

Once the demons are destroyed, or if one of the characters says Astaroth's name, the doors will open.

A: Entrance Parlor

The great iron doors open into a huge hall more than 150 feet wide and 200 feet long. The ceiling is more than 50 feet above you. Black marble makes up the floor, and two obsidian demon statues more than 30 feet tall gaze down upon you from your left and right. At the far end of the hall, two great doors lead to an exit out of this hall.

Sitting at a mahogany table in the center of the room is a child sized demon. He wears spectacles and seems to be busy scribing something in a great leather-bound book. His barbed tail seems to bob and weave absentmindedly as he works. As you enter, he looks up to you in obvious annoyance and says:

"Huh? Visitors? You're not on my log, and you're definitely not scheduled."

He lets out a sigh of resignation.

"Alright, tell me what you're here for, and who you are here to see."

He looks up at you expectantly.

This is the imp scribe Antonious. His sole purpose is to log everything, and has no interest in fighting and really doesn't care why the characters are here. He only cares about making sure everything is in the log.

When the characters give the info, he will wave his hand and the doors behind him will open.

Antonious:

AC: 2, HD: 2+2, HP: 18, AT: 1, Dmg: 1d4+psn, XP: 290

B: Beelzebub's Ambassador

As soon as you open the door to this room, your senses are almost overwhelmed by the foul stench of decay and rot. Another door lies on the opposite side of the room, but to your right is a huge obese demon covered in filth and rotted food. He is so large that that you can barely make out the huge iron bed that he rests on. When you enter, he roars out, "Who dares disturb the rest of the ambassador of Beelzebub!" He wields two huge chains made of razor links and barbed wire in each hand that begin to weave menacingly at you.

This demon will not move off the bed, but his chains can reach to the far end of the room, and he will attack all who enter. Anyone struck by his chains has a 25% chance of contracting leprosy. He also has telekinesis at will, allowing him to shut the door if the party refuses to enter.

Beelzebub Ambassador:

AC: 0, HD: 18, HP: 81, AT: 2, Dmg: 2d12/2d12, XP: 13,000

C: Asmodeus's Ambassadors

When you enter this lavish and plush room, the smell of an arousing perfume causes sensations to stir within you that you would not expect in a castle in Hell. A door lies on the opposite side of the room, and to your left is a huge bed of pillows. But what immediately draws your attention are the three beautiful nude creatures on the pillows, silk bolts of cloth barely offering a hint of modesty.

These are the ambassadors to Asmodeus, three elder succubae/incubi (depending on the gender of party members). They are androgynous, being equally attractive to both men and women. When the party enters, they will immediately attempt to charm three of the party members and then order them to attack the rest of the party.

Elder Succubae/incubi

AC: 0, HD: 8+8, HP: 42, AT: 2, Dmg: 1d6+energy drain, SD: magic resistance 70%, XP: 5,500

Each creature will attack with clawed hands after the charm attempts. The three target characters must pass a willpower check in order to avoid being charmed.

Each of the creatures also wear an amulet given to them by Asmodeus himself. These **amulets** will grant a +2 bonus to wisdom when worn, but will not stack with other items that also grant bonuses to this attribute.

D: Portal Room

When you get close to this set of double doors, you notice that there are four holes in various shapes in the middle of the doors, two on each door. The door refuses to open at any attempt. The four symbols are: a square, a circle, a diamond, and an inverted cross.

These doors to the portal room will only open if the party has collected the four keys located at the top of each tower. If they do have the keys, read the following:

You enter into a large circular room. At the far end is a black granite statue of a huge horned demon that holds a golden rod. On the floor before him is a large carved pentagram, with the point of the star pointing towards you.

If the characters have followed directions, they will know that they need to etch the symbol of Astaroth on the floor before the portal will open. To do this, one of the players needs to draw the symbol of Astaroth in the center of the pentagram with the golden rod, and then place the rod back into the hands of the demon statue. Once that is done, the portal will open and the characters will be transported to Astaroth's private lair (marked **g** on the map).

E: Courtyard of Suffering

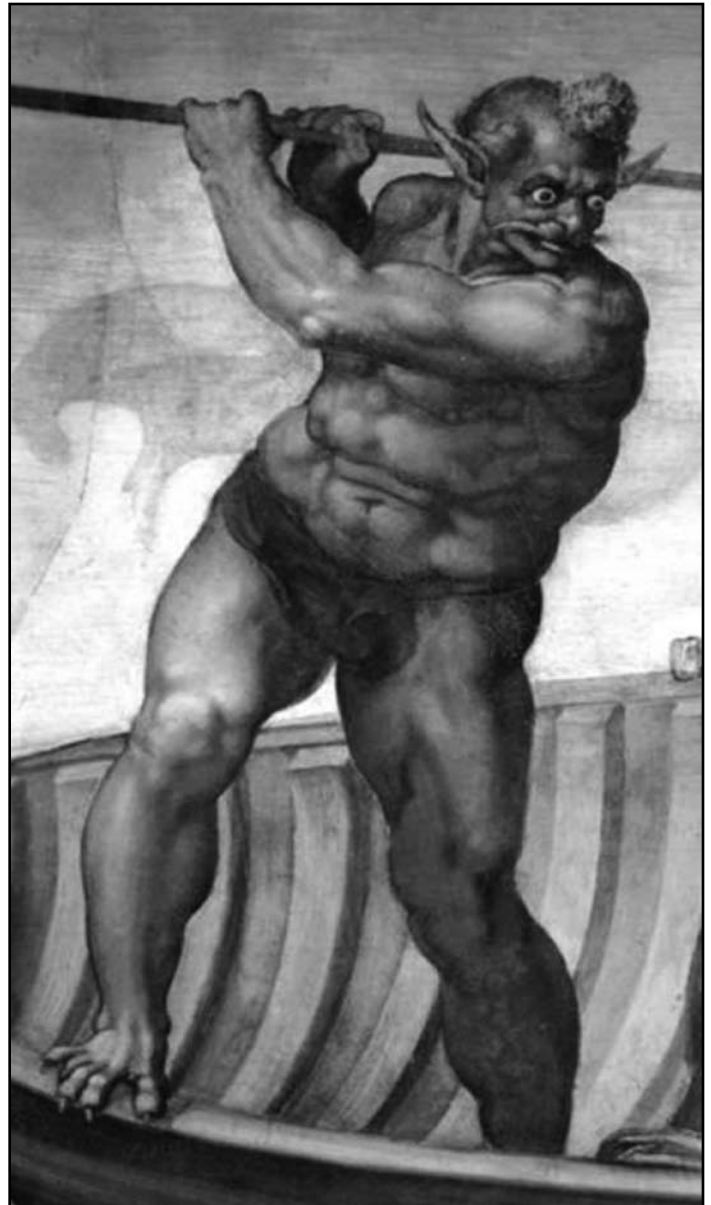
This huge courtyard spans both sides of the inner building. On each corner, the wall opens up to a circular tower with spiral stairs leading upwards.

As soon as you open the door, your attention is immediately drawn to the huge 50 foot tall iron statue in a large courtyard directly in front of you. It is a statue of a demon wielding a huge whip in mid strike. All round the statue are ghostly images of people of all species and gender being tortured and beaten, as if the statue was a live being whipping them in submission. These ghosts do not pay any attention to you.

The courtyard has more than a hundred of these ghosts, which can be avoided if the party is careful. If any of the players try to interact with one of the ghosts, or if any of the statues are touched, they will animate and attack. Otherwise they will remain in statue form.

Statues (iron golem):

AC: 3, HD: 16, HP: 80, AT: 1, Dmg: 4d10, XP: 8500



F: Towers

Each of the four towers are the exact same in construction, having a total of three levels above the ground level. Each level has a circular staircase leading upward. Like everything else here, it seems to be doubled in size than what is normal human size.

Each tower has its own challenge that the characters need to defeat in order to acquire. The challenges are such:

NW Tower: Test of strength. Has square key

SW Tower: Test of will, has inverted cross key

SE Tower: Test of agility, has circle key

NE Tower: Test of intellect, has diamond key

NW Tower:

On the second level there are three iron weights on the floor, and three pedestals equally set apart. The stairs will not appear until the three weights are placed upon the pedestals at the same time. Each weight requires 18 strength to lift.

On the third level, a guardian demon of great bulk will must be defeated before the stairs will appear. The demon:

AC: -2, HD: 14, HP: 65, AT: 1, Dmg: 1d10+8, SD: magic resistance 50%, XP: 8800

After the demon is defeated the stairs will appear and the trap door will be available. On the fourth level, the square key will be suspended in a red light and may be retrieved.

SW Tower:

On the second level, all of the characters will be overcome with a sense of fear. Each character will need to make a saving throw vs fear. Those that fail will flee back to the first level and cannot ever climb back up, regardless of any magic used.

On the third level will be a demon cloaked completely in black so that nothing of its body is visible. It will challenge one of the party to a test of will. This will be the best of three contests. The demon and the player must make a wisdom check for each contest. Whoever succeeded by a greater amount will have won. The demon cannot be hurt by any weapon or magic, and has an effective wisdom of 16.

Any character who fails the test will permanently lose 2 wisdom points, and another character may take the test. Once the demon loses, the trap door will open, allowing access to the inverted cross key.

SE Tower:

The second level of this tower has no floor. Rather, the stairs simply end. Before the stairs will appear to level 3, the challenge must be passed. Characters may notice that magic no longer works in this tower.

On the wall of the tower out of reach are four levers. There are a series of small floating disks at floor level that hover. The characters will need to attempt to leap from disk to disk until they can flip all four levers. A dexterity check will be needed for each lever. Failure means the character will fall to the first level, suffering 2d10 points of damage, and will be unable to re-ascend the staircase.

On the third level sits a demon next to a wooden table, with a chair on the opposite side. Sticking up from the table is a long sharp knife. Before the stairs appear, the demon's contest must be passed. His challenge is to one of the players to a game of five finger fillet. The game will last until someone either loses all of his or her fingers, or they give up. Regeneration magic will not work to heal back the lost fingers.

The contest will start by both participants making a dexterity check. Whoever succeeds by the greatest margin will win and the other person will lose one finger. The demon cannot be defeated in combat so attacking him is moot. He has an effective dexterity of 15.

Once the demon is reduced to no fingers left (he has four to begin with), he will disappear and the trap door will open, allowing access to the circle key.

NE Tower:

When the party reaches the second level, they will see a series of numbers on the floor placed within a square grid (see handout). In order for the staircase to appear to the next level, each number will have to have a series of straight line connections between each number and its pair. No lines can cross.

When the party reaches the third level, there will be two demonic faces on the wall, and two sets of stairs that lead up. The demonic faces begin to speak:

"One of us always tells the truth, while the other always lies. One of the staircases leads to certain death and eternal suffering, while the other leads to the key. You may ask one question of us before we must leave. STOP! Think before you speak. Only one question may be asked."

The demons will in fact only answer one question and then will disappear. Then it's up to pure luck which staircase to use. Any character that chooses the wrong staircase will immediately disappear and reappear on a respective layer of hell as a permanent resident. The left staircase is the one that leads to the key. The right staircase leads to death.

The players do not know which demon lies, and which one tells the truth. The answer to this riddle is to ask one of the demons (doesn't matter which one): "Would he say that this is the staircase to the key" while pointing at one of the staircases. If the answer is "yes", then the other staircase is the one that leads to the key. If the answer is "no", then the staircase the character is pointing to is the one that leads to key.

Here's why. If the character is pointing to the right staircase (death) and asks the demon that only speaks the truth, that demon will say "yes" because he knows the other demon would lie. If he or she asks the demon that always lies, then the answer would still be "yes" because that demon knows that the truth-telling demon would say "no", but he always lies and therefore would give the opposite answer of what the truth-telling demon would say.

Once ascended, the left staircase will lead to a trap door that leads to the roof of the tower. On a pedestal is the key for this tower.

G: Lair of Astaroth

You begin to rematerialize into a huge, circular dark chamber more than 150 feet in diameter and a ceiling that rises into the darkness. You appear in the center of a huge pentagram drawn in some sort of thick crimson liquid. Off to your right you hear the groans of a man chained to the wall. But your attention is immediately drawn to the huge black granite throne in front of you. Sitting on the throne is a well-built man, nude except for the golden scepter he holds in one hand and a viper in the other. A golden crown rests upon his youthful face, and a pair of angelic wings sprout from his back. He peers at you with the most evil eyes you have ever seen.

At the foot of the throne is a great beast larger than any horse you've seen. Its snarl drips with bile and filth as it gazes upon you with a great hunger.

When you've all finally materialized into the chamber, he says to you in a deep honey-like voice, "Whereas I knew those pitiful priests would try to save their king (he motions to the figure chained on the wall), I have to admit that I'm a bit surprised you were able to make it this far. No matter (he begins to rise). It has been too long since I tasted the sweet flavor of living flesh."

At this point, Astaroth will mount his beast and charge into the party. Keep in mind that anyone using any large area of effect spells may inadvertently affect the king as well.

Astaroth, arch-demon

AC: -2, HD: 22, HP: 160, AT: 2, Dmg: 1d20/1d20, SA: see below, SD: see below, XP: 40,000

Powers:

- shapechange
- regenerate 5hp per round
- fly at will
- charm person
- immune to non-magic
- magic resistance of 50%
- cast any level 1st through 8th level MU spell at will.

Astaroth's Beast

AC: 0, HD: 15, HP: 60, AT: 1, Dmg: 3d10+poison, XP: 7500

Astaroth will attack with the viper as if it were a whip. On every successful strike, the character will need to make a saving throw or be poisoned. Every round, the character will lose one Constitution point. When this reaches zero, the character will perish. The golden scepter allows him to travel freely between all planes of existence.

If Astaroth is defeated, he will erupt in a pillar of flame and disintegrate. If his beast isn't already dead, it too will disintegrate. At that point however, he will begin to regenerate as all unique demons cannot ever truly be killed short of a wish spell. His body will begin to reshape and after 2d10 minutes, will be back at full power.

If the king survives the battle and is examined, he will be found to be in a near comatose state. He does, however, seem to be moaning in some sort of inner torment as his eyes stare vacantly into nothingness. Around his neck is a pulsating stone (the **possession stone**). If the stone is taken off, the king will gasp and color will return to his eyes as they begin to focus on the party for just an instant before he disappears.

The king will have been freed back to his own body. Now it is time for the party to return to their world. This can be done by using the talismans they were given by the priests, or one of them (whoever commands the scepter) can use that. If any of the players do not have a way of transporting back to their world, they will become permanent residents of hell, to be generals of Astaroth and will become NPCs.

Finishing the Adventure

The party has freed the king, and may have even freed the queen as well. The king and the priests will naturally be elated with the party for helping him, and if the queen has been brought back as well, then the King will profess his infinite gratitude and say he is forever in their debt, promising them anything in his power to give. To which the queen will kindly remind him that doing that is what caused the mess in the first place. However, they both feel a reward is necessary.

The king will offer a national holiday in the party's honor, and will summon his wizard to offer each character a **limited wish** spell.

Upon completion of the adventure, each party member will be awarded with 100,000 experience points. If they also freed the queen, this will be a 150,000 experience point award instead.



Pre-Rolled Characters

Haganar, 9th level dwarven fighter, 8th level cleric

Str: 17 (22 /w girdle) +4 to hit, +9 damage
Int: 13
Wis: 15
Dex: 14
Con: 19 +5 hp
Chr: 10

Special Abilities: 60' infravision, detect passages and slopes, +6 to saving throws vs. magic

HP: 79 AC: -5 THACO: 12
Align: CG

Spells per level: 4/3/3/2

Weapons:

Holy Mace+1 (+5d4 vs undead & demons)

Armor:

Plate mail+3
Shield +4

Misc. Magic:

Potion of resurrection
Staff of healing (9 charges)
Ring of regeneration +1 hp/rnd
Girdle of giant strength 22

Glatius, 19th level human fighter

Str: 18/92 9 +2, +5
Int: 11
Wis: 13
Dex: 11
Con: 18
Chr: 14

HP: 111 AC: -4 THACO:2
Align: NG

Weapons:

Long sword +3 (light, fly once per day, telepathy, detect evil 60'r, +1 d8 points of frost damage)

Armor:

Plate Mail+3
Shield +3

Misc. Magic:

Bag of holding
Instant Fortress
Horn of Blasting



Maximus, 20th level human MU

Str: 9
Int: 18
Wis: 17
Dex: 15
Con: 12
Chr: 14

HP: 33 AC: 3 THACO: 15
Align:

Spells per level: 5/5/5/5/5/5/4/3/2

Weapons:

Staff of Wizardy (22 charges)

Armor:

Robe of the Arch-magi

Misc. Magic:

Ring of protection +2
Elixir of health
Vibrant purple loun stone

Spellbook:

1st: magic missile, burning hands, sleep, mending, light, jump, shield, read magic, write, push, protection from evil
2nd: forget, invisibility, web, wizard lock, shatter, strength, ESP, Detect Evil, Continual Light
3rd: fireball, lightning bolt, fly, tongues, water breathing, slow, haste, hold person, dispel magic, blink
4th: charm monster, confusion, dig, dimension door, ice storm, fumble, fire shield, Monster summoning II, polymorph other, polymorph self, wall of ice, wall of fire, wizard eye
5th: animal growth, couldkill, contact other plane, feeblemind, hold monster, magic jar, passwall, stone shape, teleport, wall of iron
6th: anti-magic shell, death spell, disintegrate, geas, legend lore, monster summoning IV, stone to flesh
7th: charm plants, delayed blast fireball, instant summons, mass invisibility, power word stun, statue
8th: clenched fist, mass charm, mind blank, symbol, power word blind
9th: astral spell, crushing hand, meteor swarm



Andrix, 19th level halfling thief

Str: 15 (18/00 /w gauntlets) +3, +6
Int: 13
Wis: 12
Dex: 19 -5 AC
Con: 13
Chr: 15

HP: 52 AC: -1 THACO: 12
Align: CG

Thief Skills:

CW: 99%, FT: 99%, HN: 72%, HiS: 99%, MQ: 99%, OL: 99%, PP: 99%, RL: 94%

Weapons:

Dagger of venom
Short sword +3, dancing
Short bow +2 /w 24 +3 arrows

Armor:

Leather armor +4

Misc. Magic:

Boots of speed
Cloak of arachnida
Portable hole
Gauntlets of ogre power



Lothean, 18th level human cleric

Str: 14
Int: 15
Wis: 18
Dex: 10
Con: 15
Cha: 15

HP: 61 AC: -3 THACO: 10
Align: LG

Spells per level: 10/10/8/7/6/4/1

Weapons:

Vorpall Hammer+3

Armor:

Chain mail +4
Shield +3

Misc. Magic:

Periapt of Wisdom
3ea potions of extra healing
Cloak of protection +2
Gem of seeing

Galendeal, 11th level elven MU, 7th level fighter

Str: 16 +1 dmg
Int: 16
Wis: 13
Dex: 15 -1 AC
Con: 10
Chr: 11

HP: 45 AC: -1 THACO: 14
Align: NG

Spells per level: 4/4/4/3/3

Weapons:

Long sword +4, defender
2ea javelins of lightning

Armor:

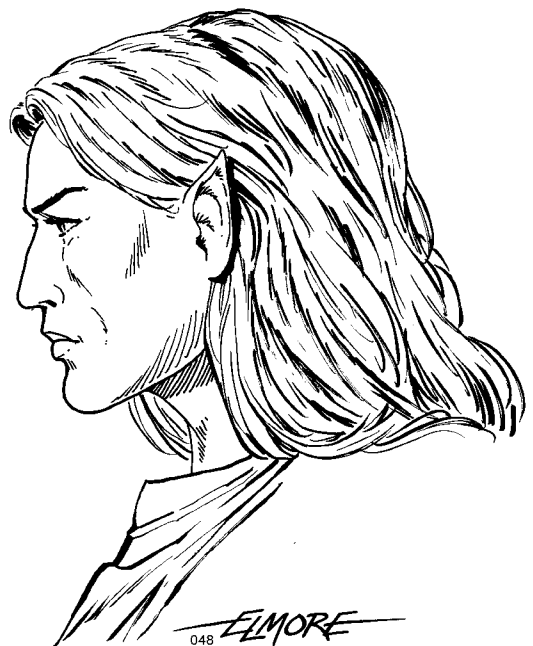
Bracers of defense AC 0

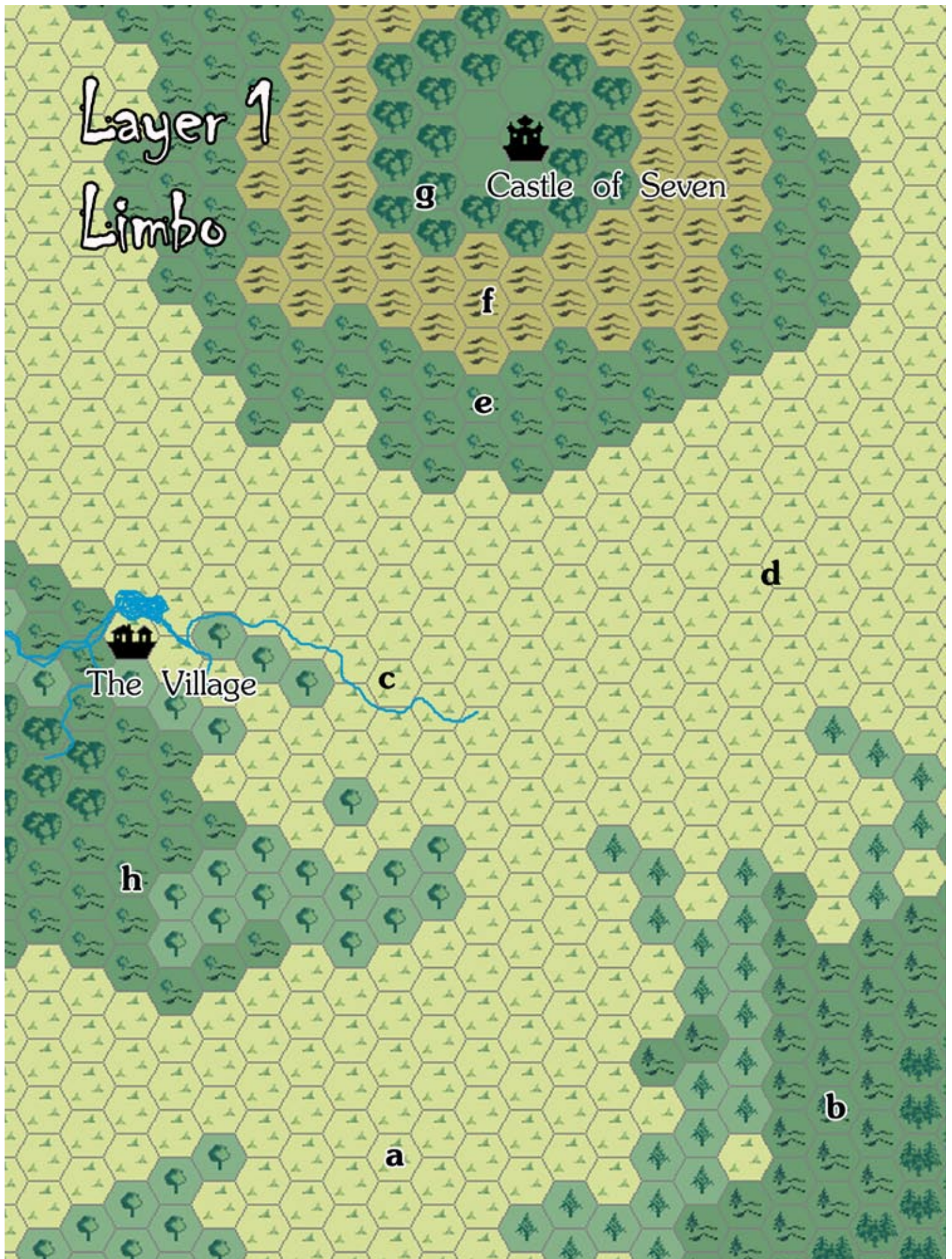
Misc. Magic:

Wand of magic missiles (13 charges)
Wand of Ice (9 charges)
Ring of Wizardry (level 4 spells)

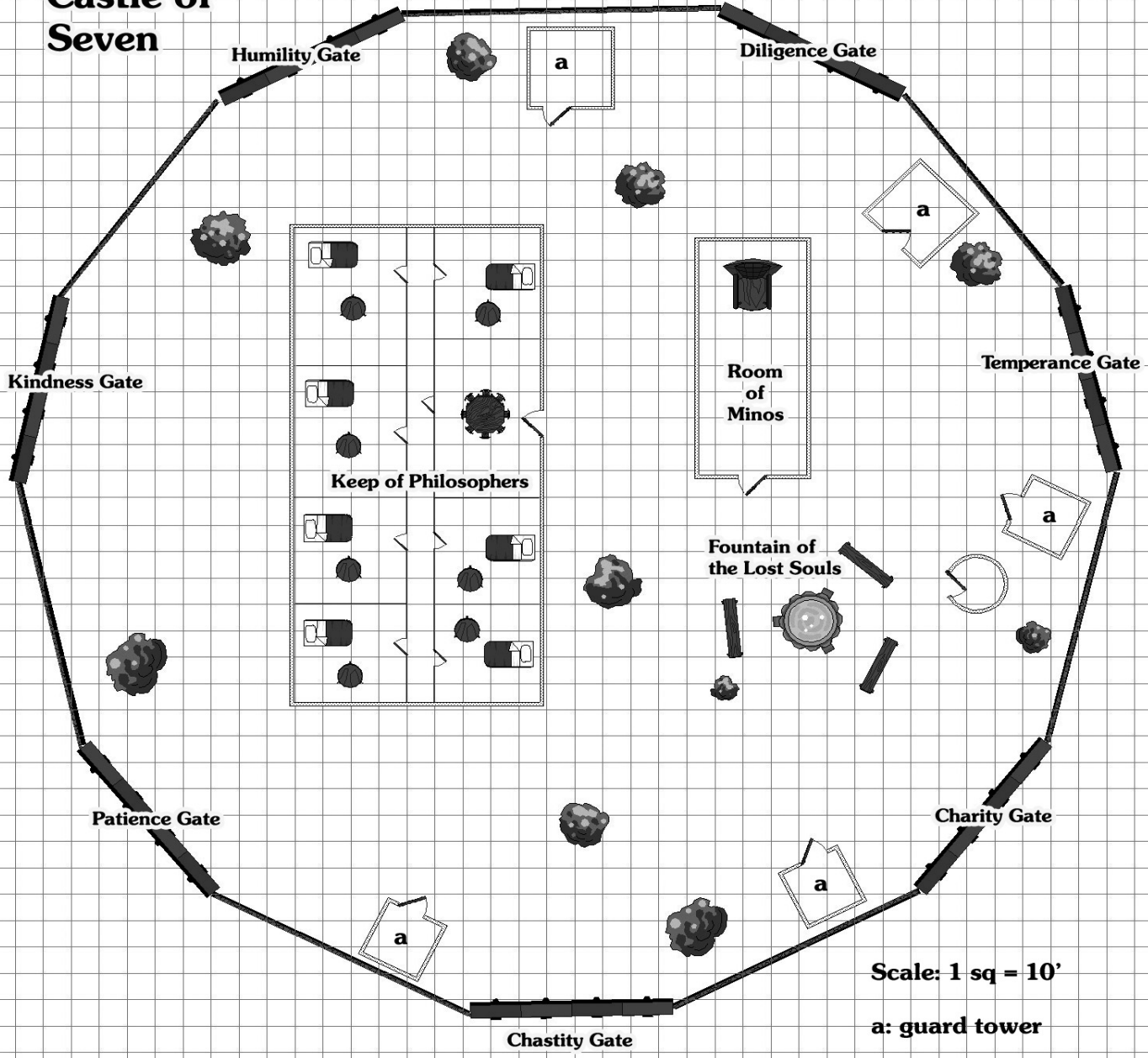
Spellbook:

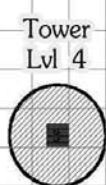
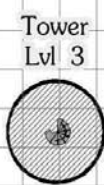
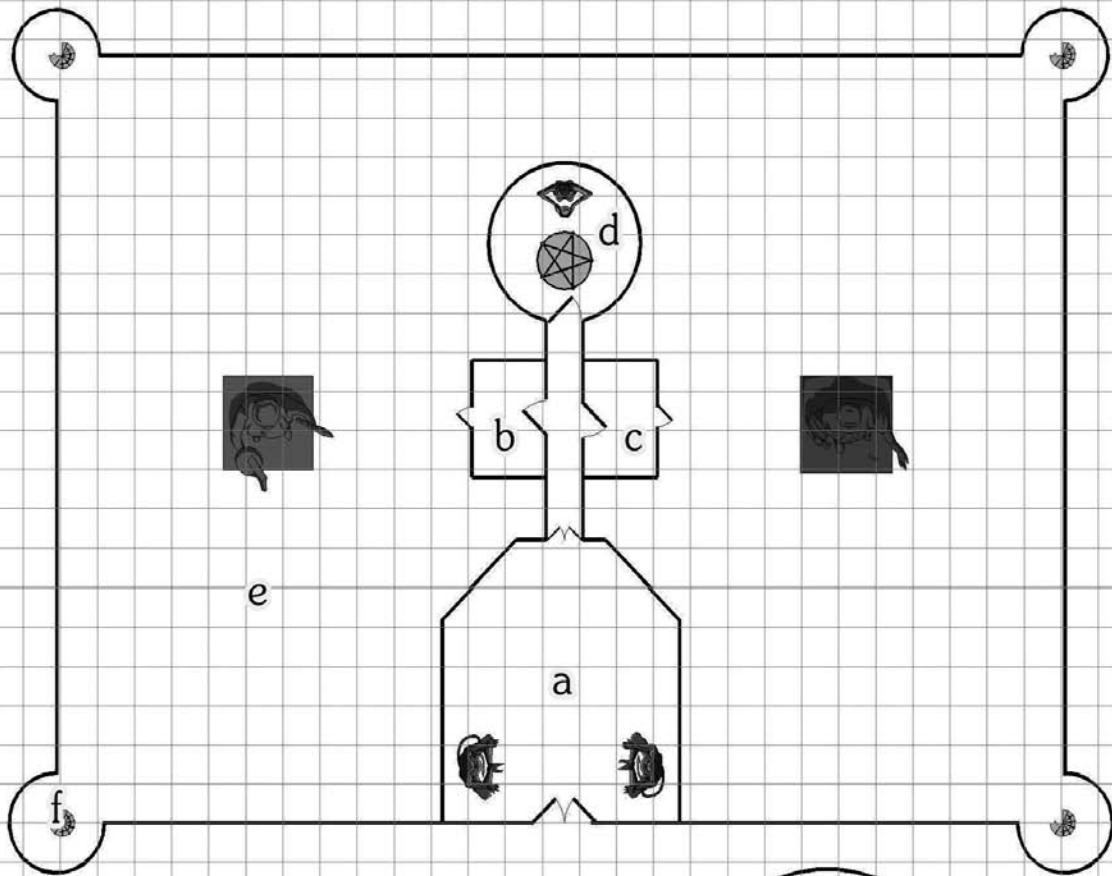
1st: magic missile, sleep, charm person, dancing lights, jump, push
2nd: rope trick, mirror image, continual light, audible glamour
3rd: fireball, lightning bolt, fly, haste, tongues, slow, phantasmal force
4th: fear, fumble, massmorph, minor globe of invulnerability, polymorph self, remove curse
5th: teleport, wall of force, transmute rock to mud, cone of cold, interposing hand



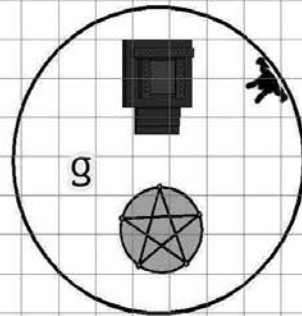


Castle of Seven



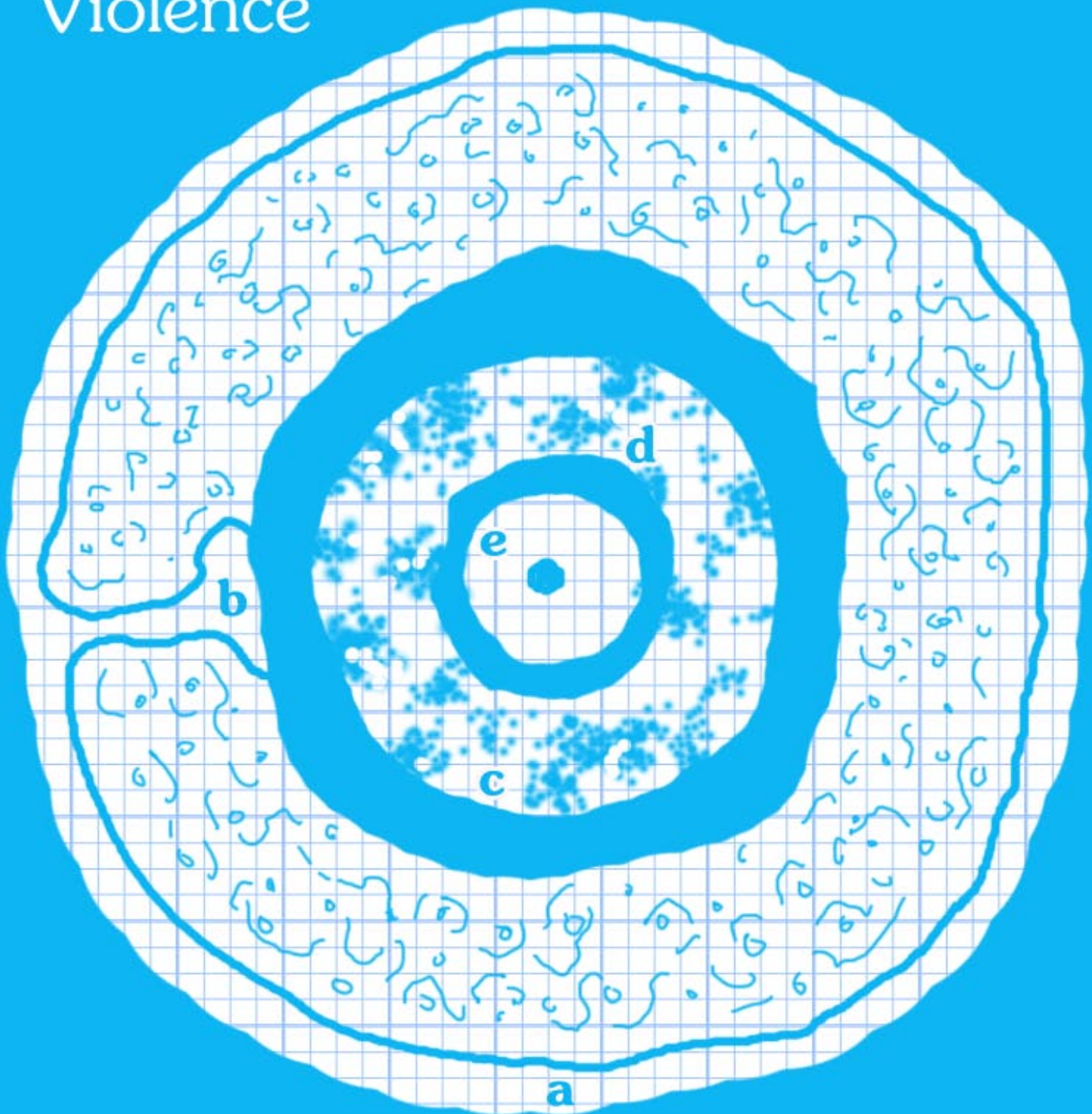


Scale: 1 sq=20 ft



Symbol of Astaroth

Violence



- a: entrance to outer ring
- b: portal to middle ring
- c: entrance to middle ring
- d: portal to inner ring
- e: entrance to inner ring

Scale: 1 sq = 100 yd

Tower Grid Problem

				1	2	
				4		
		1				4
3				2		3

Solution

				1	2	
				4		
		1				4
3				2		3

Altus Adventum Version

B1 Journey to Hell

Overview: *Journey to Hell* is designed for 5-8 characters of Legend Experience Title Level. Characters of lower experience title level may not be able to survive the challenges. Conversely, more than the recommended number of legendary characters may find the adventure too easy.

Note: If you are planning on being a player in this adventure, **STOP READING NOW!** All of the below information is for the GM eyes only.

Background: King Galidorn Helthrop has been the ruling figure over the Kingdom of Andrimar for more than 20 years. He has ruled from the capital city of Peorth, and has been decent, if a bit underwhelming, as a king. A few years ago, he had lost his wife to a mysterious illness.

That is what the population knows. That is what his closest advisers know. That is what the characters know. But there is more. Galidorn was so overcome with grief over his loss that he made a pact with the demon Astaroth. He promised Astaroth that he would allow the demon access to the world we live in if he would in turn bring back the queen Helena from death. In his grief and haste, the king forgot that demons will lie and twist words for their own desires.

And so the agreement was made. Unbeknownst to Galidorn, the only way the demon could travel to our world is to be in a vessel born of this world. In the privacy of his chambers, upon the agreement of the pact, Astaroth leapt from his lair in hell and possessed the body of the king. The king's soul was instantly transported to Astaroth's palace in hell, where he is tortured daily.

Astaroth's plans are to masquerade as the king until he has acquired the ability to open a portal and bring forth his demon horde into the realm of man.

Naturally the behavior of the king changed as soon as Astaroth took over the body. At first most of his advisors thought this was a natural reaction to losing Helena. After the first couple of years, this behavior became more violent and dark. Despite the long history of prosperity that the Helthrop family has brought the kingdom, this constant shift to evilness could no longer be ignored.

And so it began that questions were asked, and talk of a revolution began. As soon as the ogre army of Ketchek was defeated and that threat eliminated, the people immediately began to complain about how the king ruled the lands. The leaders of the armies who were close to the king could no longer deny the evil that emanated from him.

It was then that the high priests, at the request of the generals, began to commune with their gods to find out what to do. They were advised that the king was not the king, and that a tremendous danger faced the people. If the kingdom was to survive, the king must survive and Astaroth must be defeated on his home plane. That is the only way the king would be released and the demon portal closed.

Player's Background: You are all legends, people who have carved out a place in history through deeds and heroic actions. You have established yourselves as above mortal men and women. It is for this reason why you are called upon once again. For you are the country's, nay, the world's, only hope.

You have received word of an urgent meeting between yourselves and the high priests of Andrimar. You have been advised of complete secrecy because the danger is greater than you can imagine.

When you arrive in Peorth, you are brought into the secret chambers of the high priests where normally only those who worship are allowed. It is here you are advised of the reason you were called.

It has been confirmed that the king has been possessed by a demon. The demon, Astaroth, is almost complete in his quest of gaining the power and resources to open a portal to hell and to bring forth a horde of demons to conquer the world. The only way to thwart Astaroth is to travel to his lair in hell itself. That's why you have been chosen, for only legends could make their way into hell and back again.

Once in his lair, you are to kill Astaroth and destroy his portal. Only then will the king's soul be freed and return to his rightful body. The priests cannot give you any reward that you don't already have, but if you don't go, surely the entire world is doomed.

A note on death: Because the characters will spend most of the adventure in Hell, death and dying works a bit differently. Resurrection spells and magic will not work. Once a player "dies" while in hell, they are immediately teleported to the appropriate layer of hell that most fits the character's personality (most will probably land in the layer of Anger, Violence, or Lust). In order to be raised or resurrected, they will have to be found first, and then the magic used.

They may also be given the amulet to use (see below), but then they could never again come back unless they died in the real world, and then there would be no leaving hell.

A note on demon deaths: Any of the unique named demons (Cerberus, Plutus, etc) that perish in combat to the characters will completely regenerate in 2d6 hours. They are unique creatures on the level of demi-gods, and cannot be permanently defeated.

Scenario I: The Portal

If the party agrees to venture into hell and take on Astaroth, they will be led deep into underground chambers where a ritual will be performed. If the party inquires as to what to expect, the priests are only able to advise them that they cannot transport them to hell itself, but to the shores of the river Acheron. There they are to gain passage from Charon into hell.

There are nine circles of hell that the party must travel through in order to reach Astaroth: limbo, lust, gluttony, greed, anger, heresy, violence, fraud, and finally treachery. The priests know nothing specific about any of these circles—only that Astaroth makes his lair in Treachery in a great palace. In order to get to him and not some other arch demon, the players are given the symbol of Astaroth which they must etch on the floor in the portal room before activating the portal.

If the party inquires on a way back out of hell, they will be given pendants, that when thrown on the ground and shattered, will teleport the party back to this spot. However, each person can only ever use one pendant. If the character goes back to hell for whatever reason, they will be trapped there for eternity.

As soon as the party is ready, they will be placed within a circle of runes and candles, and seven priests will stand on seven points around them and begin chanting. The ritual will take one full hour to complete before the party finally is teleported to the shores of Acheron. The players will also have received a blessing that will raise their willpower attribute by 10 points while they remain in Hell.

Acheron

The void around you begins to shimmer into vague images. Swirling drab gray and brown colors begin to take shape. After a few moments, the area around you comes into focus. You find yourself on the shores of a great river. The shore, and as far as the eye can see behind you, is nothing but slate gray rock before disappearing into swirling mists. The river is a muddy drab brown color, and nary a ripple mars its surface. A large bell hangs from a post near the water's edge.

However, what immediately grabs your attention are the hundreds of people you see with you and all around you. These people seem to be wandering around in some aimless anguish, and take no notice of you. They appear to be of every caste, from beggar to king. They are pursued by large wasps, and maggots feast on their tears and blood.

This is the river Acheron. Each of the men and women wandering the shores are those who are neither good nor evil. Rather, they wander the shores in search of some sort of self interest, being stung by wasps to represent conscience. Everyone seems to be lost in their own misery, and will not acknowledge the characters in any way. If the party attacks the wasps, maggots, or people, they will be attacked themselves by giant wasps, one for each party member.

Wasps:

ADP: 20, DDP: 20, DRL: 25, RR: 4, WP: 99, L: 99, WT:

-	-	20	10
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If the bell is rung, within 1d4 minutes they will begin to see a ghostly figure on a small boat make its way to shore through the mists. From the poet Virgil:

*There Charon stands, who rules the dreary coast -
A sordid god: down from his hairy chin
A length of beard descends, uncombed, unclean;
His eyes, like hollow furnaces on fire;
A girdle, foul with grease, binds his obscene attire.*

Charon will dock his boat, one hand on an oar and one arm outstretched looking for payment. If the party approaches, he will address them and advise that he is reluctant to transport them as they are not dead. Only by giving up a valuable item (to be determined by you as the GM), can the party buy passage to the gates of Hell.

Gates of Hell

You know not how long you were on the boat of Charon. Time has no meaning here, and you were surrounded by nothingness. You could have been on there for weeks, but you know not for certain.

Eventually you see what appears to be a shore materializing out of the mists. Then you see a huge gate form. And then the boat docks. Charon motions you to exit the boat. When you have all departed, he turns and leaves, back into the mist.

Before you stands a huge iron gate. Mounted on the top part of the structure is a plaque that reads:

"Abandon all hope, ye who enter here."

Suddenly the gate swings open, and beyond it lies a huge plain of asphodel flowers as far as you can see.

Scenario II: Limbo

This field of flowers is actually the first ring of hell: limbo. As soon as the characters enter, the gate swings shut and disappears behind them. The areas marked "a" on the Limbo map is where the party will find themselves. There is no direction in limbo, so there is no north, south, east, or west.

As you all enter the gate, it swings shut behind you. You find yourself standing, surrounded by the large white asphodel flowers. The sky, if you can call it that, is simple gray in color with no clouds or other distinguishing features. The hazy light seems to come from nowhere yet everywhere at once, illuminating everything in a pale drab light.

To your right, you see the gray forest of coniferous trees at what you can guess is several miles away. Directly to your front the plains continue, and to your left, you see hills and deciduous forested mountains—all grayish in color.

Time also has no meaning in hell, nor does hunger or fatigue affect the players. For reference, each hex on the map equals one mile, but in reality there is no set distance. The light never changes, and the players never get hungry

or tired. Simply describe to them that they seem to be travelling for an indeterminate time. An hour? Or a week? It is impossible to tell.

The party will eventually need to make their way to the Castle of Seven. It is here where they will meet Minos and be granted access to the next ring of hell. If they make it to the village, they may meet the king's wife.

A: Starting Point

This area is where the party will enter. If they turn behind them towards the gate, they will see that it has disappeared and a gray shimmering wall prevents travel in that direction.

B: Forest of Souls

As you get closer to the forest of firs and pine trees, you see that the same grey tinge affects everything. Not even the natural green of the trees is able to fully penetrate the bleakness. The forest ahead of you quickly thickens, closing in on you like some living beast. You neither hear nor see any sound of typical forest life.

As you delve deeper into the forest, you think your ears are playing tricks on you. The faintest of sounds begin to reach your hearing, slowing growing in volume. It is the sound of anguish and longing. The moans seem to drip with regret.

It is then that you first start seeing the spirits flash from within the trees. You can't make out any single distinguishable word, but you can't help but get the impression that the spirits are wailing over some sort of failure.

Suddenly the forest clears before you and you see a sight that you do not expect. A corpse of a man lies on the ground before you. He is dressed in white and yellow robes, but what is most shocking is that he does not have the gray tinge that affects everything else in this plane of existence. His clothing is bright, like yours.

This is the body of an ancient priest who attempted to journey into hell himself for academic and curiosity reasons. Obviously he did not make it far. For how long he has been dead is indeterminable as time does not exist, and therefore decay does not exist.

If the party searches the body, they will find no wounds or any other items except an amulet. The amulet is slightly different than the ones they carry, but has many of the same runes etched upon it.

C: River Tain

This river is more of a stream than a river, being no more than 20 feet wide and a few feet deep at most. The water is clean and pure, however if drunk, will not seem to quench any thirst. If the party had thirst to begin with. It can best be described as drinking nothingness. Small fish do swim in the river, and can be caught. The water flows to the left, collecting in a huge lake as marked on the map.

D: Demonic Enforcers

You have been traveling through the fields of flowers for who knows how long before you see what appears to be a small group of humanoid creatures in the distance ahead of you. You think they might be a hundred yards away... no...fifty yards? No, a mile? It's impossible to tell the distance, but they are getting closer, and as they do, they have hulking bodies that are twisted and misshapen. You also notice that they do not have a grayish tinge to them, but their skin shines a bright red in color.

These are the "police force", so-to-speak. They are demons that are assigned to make sure that only the souls who belong in Limbo stay here. The people of the village can not see or hear them, and do not know they exist. Upon seeing the party, they will attack. Because distance is distorted, they will reach melee with the party in one full cycle.

Greater Demons (4ea)

ADP: 20, DDP: 15, DRL: 20, RR: 3, WP: 75, L: 60

WT:

20	16	14	13
20	16	14	13
20	16	14	13
20	16	14	13

Each of the demons wield 2-handed axes that are enchanted with a +3 bonus to ADP and DRL.

E: Hills of Salvation

Eventually you see forested hills off in the distance ahead of you. These trees seem to be greener than the others you have seen, and you even think there might be an occasional breeze blowing through the leaves.

This is known as the Hills of Salvation by the people of the village. They call it so because it seems to contain life and hope that is missing and out of reach of them. Once judged, they cannot enter this forest unless given permission by one of the seven philosophers.

When the party enters the forest, they will see it teeming with life, almost like something out of a storybook. They will be overcome with a sense of peace and cannot engage in any hostile act. It simply won't occur to them to do so.

F: Hills of Limbo

Not long after entering the forest, it immediately ends. The hills become more pronounced and rocky, and no trees grow any further. The sense of peace you had leaves you, and you are immediately beset with a great thirst and hunger.

These are the hills of Limbo, and while having no serious effects to the players, there will be obvious

discomfort until they exit the hills. Travel through the hills will seem like it takes weeks to the characters, in terms of time that they are familiar with. No matter how much they eat or drink, the hunger and thirst will never abate.

G: Forest of Reconciliation

Finally the barren hills end and before you in a valley lies a thick forest. Deep within the valley you see a castle rise up out of the forest. When you enter the forest, all feelings of hunger and thirst are eliminated, much to your relief. However, you now feel tortured by guilt. Images flash in your eyes of all the wrong-doings you have done in life. Every instance of greed, lust, anger, gluttony, deceit, and laziness is repeated in your brain. With each step you take deeper within the forest you feel the weight of guilt multiply.

This is the Forest of Reconciliation, where everyone must face their sins. By the time the characters exit the forest, they will each need to make a willpower check at a -10 penalty. Those that make the check will be instilled with deeper resolve and will gain a permanent 10 points to his or her willpower attribute. Those that fail will be racked with guilt for the rest of their lives and will suffer a permanent -10 penalty to the willpower attribute.

H: Forest of the People

At first there glance there doesn't appear to be anything unusual about this forest. In fact, there isn't. It has been placed here to give the sense to the people that they are living like they did back in the real world. This forest has wildlife to hunt, and trees to cut.

If the party journey's into the forest, it won't be long before they hear the sounds of lumberjacks. If they follow the sound, they will find a group of woodcutters just outside of the village cutting down trees. They seem to be doing the work mechanically, and without effort or emotion that you would expect. The woodcutters appear to be of various species.

If the party nears them, the woodcutters will not be hostile. If the party attacks, the woodcutters will ignore them and the attacks will have no effect. As the party nears, the woodcutters will acknowledge them and look upon them with curiosity. The lead woodcutter will then ask them to follow him into the village, and they won't speak of anything else.

The Village

On the outskirts of the forest lies a very large village. This village is teeming with hundreds of people of all species, with clothing spanning fashions both new and ancient, each going about his or her day as if they still remained in the living world. However, with each one you pass, you can't help but notice a look of lost hope on each of their faces. None speak to you.

You are led to a large building in the center of the village, and are escorted into a large room. At the far end,

sitting on an elaborately carved throne is a beautiful woman in her late 30s. She has a look of weariness and a glimmer of hope as she sees you enter.

"Welcome, those who are not condemned of this existence. I am Queen Helena Helthrop, leader of this village until the next noble shall take my place. How is it you have been able to enter this world, as you are not dead?"

This is in fact the dead queen of King Galidorn. She has been placed as the ruler of the village when she died, and will be replaced when the next noble ruler dies and is sent to limbo. This rule of the village has been that way for eternity. Sometimes this takes years, sometimes decades.

She will inquire as to how the party made it to limbo while still being alive, and will inquire about their mission. If she is told about what happened to her husband, a look of grief will fill her expression and she will beg the party to help him. If the party agrees, and their cause is just, she will give one of them a magic weapon (GM's discretion) that is enchanted to inflict double the normal wounds to a demon that would normally have been inflicted.

If questioned, she will advise that there are hundreds of thousands of villages like this one all over Limbo, housing every person who has ever lived and died who has neither been evil, or been exceptionally good. It is a land bereft of hope and punishment alike. And eternity of mediocrity. She advises the party that if any of them have committed any of the cardinal sins in the lower rings of hell, that they best take precautions to prepare themselves.

She advises that the party will need to visit Minos in the Castle of Seven. Only Minos can let them progress into the next layer of Hell. If the party has found the amulet in the Forest of Lost Souls, they can present it to anyone to bring them back to life. They may use it on the queen to bring her back to her husband, assuming they succeed in their mission.

Castle of Seven

Before you in a great clearing stands the Castle of Seven. It is a circular shape, with seven gates leading into the main courtyard from all directions. As you near the tower, you see that the gates are all labeled with seven different virtues:

- Humility*
- Kindness*
- Patience*
- Chastity*
- Diligence*
- Temperance*
- Charity*

Each character should have one attribute they have shown during his or her career adventuring where at least one of the above was represented. These gates will open for that character. If a character tries to open a gate for a virtue he or she hasn't shown, then it will remain locked.

When the characters do enter, they will find themselves in a large courtyard with several buildings and

other structures inside. There is a good chance that they will encounter one of the seven philosophers wandering the courtyard, deep in thought. If approached, each philosopher will only say one sentence and no more (see handout)

Averroes

"When he [- the criminal -] drinks, he will get intoxicated and once he gets intoxicated, he will utter nonsense; and once he starts uttering nonsense, he will falsely accuse other people'."

Avicenna

"I prefer a short life with width to a narrow one with length"

Aristotle

"All human actions have one or more of these seven causes: chance, nature, compulsions, habit, reason, passion, desire."

Euclid

"The laws of nature are but the mathematical thoughts of God."

Socrates

"He is richest who is content with the least, for content is the wealth of nature. "

Horace

"A portion of mankind take pride in their vices and pursue their purpose; many more waver between doing what is right and complying with what is wrong."

Lucan

"Keep to moderation, keep the end in view, follow nature"

A: Guard Towers

Each of these towers house two demon guardians who at first glance seem to be statues because they do not move at all. One demon stares outside of the castle, and one stares inside at all times. Even though they are demons, they appear as normal men dressed in white gothic plate armor and carrying glowing two-handed swords. They will remain unmoving unless the characters start engaging in hostile activities.

Demon guards:

ADP: 21, DDP: 18, DRL: 25, RR: 6, WP: 99, L: 99

WT:

-	-	25	15
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Keep of Philosophers

This building has one reception room and seven bedrooms where the philosophers above all make their homes. Those that are not wandering the castle courtyard will either be found in their rooms meditating, or in the

reception room discussing philosophy. They will ignore the characters beyond saying their one sentence above.

Fountain of Lost Souls

Surrounded by white marble benches, a great white limestone fountain flows with crystal clear water. As you get closer, you swear you can see the faces of humans and other species captured within the water itself and it rushes past.

This is the Fountain of Lost Souls, and contains those who do not belong in Limbo or any other place. They are forever caught in stasis.

Room of Minos

When you enter this large building, you see that it is completely empty except a huge marble throne at the far end. White and black marble creates a reflective floor, and marble pillars rise to the roof. A shimmering portal is on the wall behind the throne.

Sitting on the throne is a giant of a man. White flowing hair flows down his face; a beard down to his torso. A golden crown rests upon a head that houses weary eyes that stare at you. A great serpentine tail rests behind him, draped over one side of the throne. He bellows out:

"You are not dead! You cannot be judged! Speak your purpose and explain your sacrilege!"

This is Minos, the judger of the dead. Because the party is not dead, Minos has no power to judge them or send them to the appropriate ring of Hell. He normally can teleport any soul to any ring, but cannot teleport the party members.

If the party attacks Minos, there will be no effect. He cannot harm them, and they cannot harm him. If the party explains their task, Minos says they will be judged worthy if they are able to pass through all the rings of Hell. He will wrap his tail around him one time, and advise the party to enter the portal, which will take them to the second ring of Hell: Lust.

Scenario III: Rings of Hell

Lust

As you step through the portal, you are immediately buffeted by high wind and hailstones. You see before you hundreds of people flung about as if in a tornado. Their bodies are naked and constantly beaten with hail.

If any of the party members have engaged in significant lustful acts in their lives (such as frequent visits to brothels, etc), they will be immediately picked up by the heavy winds and will join those already sentenced to this layer of Hell.

The only way to save these characters is for them to make a luck check followed by a willpower check. And even then, this only buys them 1d10 minutes of being able to stand on solid ground and weather the storm. Every 1d10 minutes, they will again have to make these checks or be blown away. Each time they are blown away, they will immediately lose 1d6 willpower points permanently.

It might be prudent for the other party members to tie them all together, preventing them from being lost into the winds or losing willpower points. The portal to the next circle lies a mile ahead, and takes roughly 15 minutes to travel for normal walking speed.

Gluttony

The passageway from the circle of Lust leads down into pitch blackness. Eventually it opens up to a disturbing scene. Thousands of people lie in a filthy slush, writhing in agony as their mouths are filled with mud. A foul, icy rain pours from a sleet gray sky. A hundred yards ahead, you see a portal, which you assume leads to the next level.

As you step out of the tunnel into this circle, a ferocious three-headed giant dog leaps out from behind the portal in a fury, knowing that you are intruders who do not belong.

This is the dog, Cerberus, who guards the gluttons, and will attack all who enter this circle unwelcomed.

Cerberus:

ADP: 22, DDP: 20, DRL: 22, RR: 2, WP: 90, L: 90

WT:

-	-	30	20
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Greed

The portal leads you to an usual scene. Hundreds of naked men and women push huge leather bags as large as themselves towards each other, as if in some sort of sumo-like joust. The bags appear to be full of coins and gems. The people howl with rage as they strike each other, often calling out: "Why do you hoard? Why do you squander?"

Rising out of the mass of chaos is a rocky outcropping, which has a portal rising to the dark sky. Standing near the portal is a huge giant of a demon. It is draped in jeweled finery and snaps at the heels of anyone who is not jousting with their sacks fast enough. Upon seeing you, the great beast attacks.

Plutus:

ADP: 24, DDP: 21, DRL: 25+1 wound, RR: 5, WP: 99, L: 90

WT:

-	-	30	20
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Since this is the circle of greed, it would not be wise for the characters to try to take the jewels either off of Plutus

or from any of the people. Doing so will instantly transport them somewhere in this circle, naked except for a sack of coins of which they must joust with, forever lost to suffer this circle's punishments.

Anger

You have stepped through the portal into a vile swamp. You are standing in a wooden skiff, with an oarsman at the rear. He is an emaciated man and stares at you with pity in his eyes.

Surrounding you are thousands of bodies in every direction that you look. Those on the surface are in a perpetual battle with each other, while those you see below the water stare at the surface with sorrow, gurgling with agony.

The oarsman bows his head, and begins rowing. After long minutes you begin to see a great walled city appear through the bog.

The oarsman is Phlegyas, and is not hostile towards the party. He simply bows his head and begins to row towards Dis. When he arrives to the rocky shore, he will motion for the party to disembark off of the skiff.

You stand on the shore of the swamp, and before you lies a great walled city several hundred yards in the distance. As you get closer, three female humanoid forms with giant bat wings launch themselves off of the great gate with piercing screams. These are the guardians to the gates of Dis.

These creatures are Erinyes; demonesses born of the blood of gods. They will attack on sight.

Erinyes:

ADP: 21, DDP: 19, DRL: 23, RR: 4, WP: 85, L: 80

WT:

-	30	20	12
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When the Erinyes are defeated, the players will be able to enter the gates and into the city of Dis.

Heresy

When you enter the gates, you enter into a flaming city. Oppressive heat cooks your skin, bearing down upon you. The great city of dead is full of burning tombs all around you, with screams of torment coming from those within.

This is the city of Dis, where some of the most violent and evil men are sent to suffer. Tombs, mosques, and other buildings are all aflame, with the inhabitants suffering the eternal pain of burning with no relief. The party must find their way deep into the city and find the steep decent into the next circle of hell. They will be harassed at every turn by minor demons and gremlins until they find that exit. These creatures will always remain slightly out of reach of the party, and while they cannot do any real harm, they should make the journey miserable for the party.

The screams of torment will also take a huge toll, and for every 30 minutes that the characters stay in the city, they will have to make a willpower check or permanently lose one willpower point from the insanity.

A: Palace

When the party enters the palace courtyard, they will see a huge gazebo that stands over a great staircase that leads into the next layer of hell.

B: River of Fire

The river that dissects the city is made completely from lava. Flames lick the walls of the river channel, and anyone foolish enough to enter the river will perish unless otherwise protected. If one of the characters is protected from fire and searches in the lava where the "B" is marked on the map, they will find a **ring of wishing**.

C: Bridge of Doom

Each of these two bridges of brimstone span the river of lava. When the party enters either of the bridges, four fire demons will leap out of the lava and attack them.

ADP: 20, DDP: 20, DRL: 25+1 wound, RR: 5, WP: 90, L: 90
WT:

-	-	15	10
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D: Master of Dis

By the time the party reaches this area of the city, the master will be aware of their presence. Before the party can enter the palace, the Master of Dis will ambush them from the alleyway.

Eight minor demons will launch themselves at the party, targeting spell casters first.

Minor Demons

ADP: 15, DDP: 15, DRL: 20, RR: 4, WP: 70, L: 70
WT:

-	20	15	5
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The master himself will attack the strongest looking character with his giant whip.

Master of Dis

ADP: 22, DDP: 20, DRL: 30+1 wound, RR: 5, WP: 88, L: 90
WT:

-	-	30	15
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E: Locked Gates

The gates here are sealed by molten platinum. No power can open them, and they were sealed to allow the Erinyes to patrol only one way into the city and to prevent anyone from leaving.

Violence

As you make your descent deep into the next circle of hell, you are met by a mighty minotaur. Crimson blood drips off of horns, and it lets out a might roar and charges you up the narrow ledge walkway.

The path to the lower level is only wide enough for one person at a time, and the minotaur will charge the closest. He is the guardian of the seventh circle, and will fight with a wild rage.

Minotaur:

ADP: 20, DDP: 20, DRL: 25+1 wound, RR: 3, WP: 80, L: 70
WT:

-	30	20	15
---	----	----	----

After defeating the minotaur and reaching the bottom of the descent, you find yourself on a narrow walkway that circles around in a huge ring miles across. In the center is a huge shimmering wall, also in a circular fashion.

The stone walkway crosses all over the ring in a circular fashion. Wherever there is not a walkway, a mixture of boiling blood and fire gurgles. Within this fiery mixture are the bodies of thousands of people screaming in agony. Many are up to their necks in this fluid. Some you recognize as great war generals.

Patrolling the ring are several centaur armed with bows. Any who try to escape the fire are shot immediately with the arrows and fall back into the hellish fluid. A very large centaur trots over to you and asks you what you are doing here, as you do not belong...yet.

This great centaur is Chiron, who will be willing to guide the party to the shimmering wall which leads to the 2nd ring of this level of Hell. If the party is hostile, he and the other centaur will attack.

This outer ring is reserved for those who led very violent lives and inflicted violence to others.

Chiron:

ADP: 24, DDP: 20, DRL: 22+1 wound, RR: 5, WP: 99, L: 90
WT:

-	-	30	20
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Centaur (12 each)

ADP: 20, DDP: 17, DRL: 20, RR: 6, WP: 80, L: 80
WT:

-	30	20	8
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When the party reaches the shimmering wall, they will pass through to the middle ring of this circle of hell.

You pass through the shimmering wall into a horrific sight. Huge twisted trees surround you, tightening around you claustrophobia. Melded with these thorny plants are

the bodies of thousands. They all wail in despair as several harpies are feeding upon them. Upon seeing you, and the promise of raw flesh that you provide, they attack in a frenzy.

This second ring is reserved for those who have committed suicide. Any of the bodies that the players approach will be willing to tell their tale about how they killed themselves in life.

If the harpies are reduced to less than half, they will fly away and screech at the party from the safety of the trees.

Harpies (20 ea)

ADP: 15, DDP: 15, DRL: 20, RR: 4, WP: 70, L: 70

WT:

-	20	15	5
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Once the harpies have been defeated or avoided, and the party makes their way to the center, they will find a shimmering wall that leads the final ring of this level of Hell.

Walking through the portal, you once again are overwhelmed by heat. A fiery desert with flakes of flame raining from the sky assault you. Wandering around in this plane are thousands of people trying to flee the fire and flame, to no avail. Perched a hundred yards away on a rock jutting out of the ground is a large winged beast. It appears to have the body of a great distinguished giant, large white wings, and a long serpent's tail. Even from this distance, you can tell that he seems to have a kind face and looks upon you with a measure of resigned pity.

The beast is Geryon, who will not initially be hostile towards the party, and will carry them down past the cliffs into the eighth circle of Hell. However, unless the party has some way of protecting themselves from fire, each member will suffer 1d4 severe wounds each minute (cycle) that they remain.

Geryon:

ADP: 25, DDP: 25, DRL: 30 +1 wound+poison, RR: 4, WP: 99, L: 90

WT:

-	-	-	30
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Of course, if the party does attack Geryon and kill him, they will have to find a way down the sheer cliff face several hundred yards to the next circle of Hell.

Fraud

Geryon descends to the ground and drops you off on a ledge. This circle of Hell has ten circular ditches, each dozens of meters wide. A series of stone bridges lead over each ditch. At the far side is another portal. Each ditch has its own horrific scene of torture to the occupants therein. Screams of terror, begging, pain, misery, regret,

and loathing fill the entire plane.

Each of the ten ditches are Bolgia, with a different type of occupant in each. Every participant, upon seeing the party, will beg for freedom.

Bolgia 1: Thousands of pimps and seducers march in single file in opposite directions. They are whipped constantly by minor demons.

Bolgia 2: Thousands of people here are buried in excrement.

Bolgia 3: The people here are head first in stony holes, with their bodies being supported somehow to be straight. Flames constantly burn holes in the bottom of the feet.

Bolgia 4: All of the men and women here have had their heads twisted around to face backwards while they can only move forwards.

Bolgia 5: The men and women here are submerged in boiling pitch. They are guarded by demons called Malebranche, which constantly fly around and push the people back under the tar. The leader, Malacoda, will approach the party and offer to guide them safely to the next bridge. The party will be betrayed and the demons will attempt to push them into the pitch as well.

The bridge is only 10' wide, and anyone falling into the pitch will suffer 1 sever wound automatically every 6 segments until they can get pulled out. This wound cannot be reduced by any magical means or learned skill. Each time an attack succeeds, the character will need to make a strength check or be thrown in to the boiling pitch. For every demon that assists the one attacking, a -10 penalty is enforced to the strength check and a +2 bonus is given to the ADP of the demons.

The demons are:

- Alichino
- Barbariccia
- Cagnazzo
- Calabrina
- Ciriatto
- Draghignazzo
- Farfarello
- Graffiacane
- Libicocco
- Rubicante
- Scarmiglione

Each are minor demons:

ADP: 9, DDP: 9, DRL: 10, RR: 7, WP: 35, L: 35

WT:

5	5	4	2
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Malacoda, greater demon

ADP: 17, DDP: 15, DRL: 20, RR: 3, WP: 75, L: 60

Bolgia 6: The people here all wear leaden cloaks that drag their bodies down. These are the hypocrites.

Bolgia 7: Within this ditch are men and women who are constantly pursued and bitten by snakes and poisonous spiders. However, rather than dying when bitten, they begin to change shape into that of another person within the pit. These are thieves, and are punished by losing their identity to that of another.

Bolgia 8: Everyone in this ditch are enclosed in individual pillars of flame. They are constantly screaming out in agony. These are the people who used positions of power to cause others to lie.

Bolgia 9: All of the people in this ditch are hacked to pieces by demons wielding huge swords. After each hit strikes, the wounds immediately begin to heal themselves, only to be hacked apart again by another demon. If any of the party members go into the ditch, they will be attacked by these demons (standard greater demons).

Bolgia 10: All of the people in this ditch suffer from horrific diseases. Swollen appendages are puss filled, skin flakes off in huge swaths, eyes bleed, etc. Any character that comes within 10' of any of these people, or any character that goes in the ditch, will suffer a horrific disease that will cause him or her to wither away in 1d4 days unless cured by the most powerful magic.

At the far end of the Bolgia lies the portal to the ninth circle of Hell.

Treachery

Before you lies a great lake of ice. Stony outcroppings and stalactites hang from the darkened ceiling. The lake seems to be divided into four concentric zones, with the people in each zone buried a different amount in the ice.

Those closest to you are buried up to their waist. Those in the second zone are encased up to their necks. Those in the third zone are prone and only their faces are exposed, and those in the final zone are completely encased in ice. In the center is a stone palace of huge proportions. Demons, not paying any attention to you, gnaw on the flesh of the screaming people imprisoned in the ice.

This is the final level of Hell, and contains the palace in which Astaroth makes his home. The demons will for the most part ignore the party as long as the party does not intervene with any of the people in the ice.

This plane of hell is actually incredibly huge, with several palaces and castles belonging to various arch demons. In order to get to the palace that they need, the players will need to use Astaroth's symbol in the portal room in order to activate the portal that will transport them to his personal lair.

Demon Palace

When you near the great palace, you see that it seems as if everything is double the size from what you're used to. A square building roughly 200 yards wide and with walls sixty feet high, it has 200 foot tall towers on each corner and huge 40 foot wide doors leading in. Standing guard on either side of the doors are two huge demons. Fire burns from their eyes, and clawed hands rest on great two-handed swords that burn in flame. At present they are unmoving and you are unsure if they are statues or not.

These are guardian demons, and if any party member tries to open the door without saying the name of the demon he or she is looking for, the demons will attack instantly.

Guardian Demons:

ADP: 22, DDP: 20, DRL: 25+1 wound, RR: 5, WP: 90, L: 90

WT:

-	-	25	15
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Each of the **two handed swords** is enchanted with a +4 bonus to ADP and DRL, as well as inflicting an additional flame based wound of the type rolled.

Once the demons are destroyed, or if one of the characters says Astaroth's name, the doors will open.

A: Entrance Parlor

The great iron doors open into a huge hall more than 150 feet wide and 200 feet long. The ceiling is more than 50 feet above you. Black marble makes up the floor, and two obsidian demon statues more than 30 feet tall gaze down upon you from your left and right. At the far end of the hall, two great doors lead to an exit out of this hall.

Sitting at a mahogany table in the center of the room is a child sized demon. He wears spectacles and seems to be busy scribing something in a great leather-bound book. His barbed tail seems to bob and weave absentmindedly as he works. As you enter, he looks up to you in obvious annoyance and says:

"Huh? Visitors? You're not on my log, and you're definitely not scheduled. "

He lets out a sigh of resignation.

"Alright, tell me what you're here for, and who you are here to see."

He looks up at you expectantly.

This is the demon scribe Antonious. His sole purpose is to log everything, and has no interest in fighting and really doesn't care why the characters are here. He only cares about making sure everything is in the log.

When the characters give the info, he will wave his and the doors behind him will open.

Antonious:

ADP: 11, DDP: 10, DRL: 10+psn, RR: 4, WP: 80, L: 75

WT:

8	6	4	2
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B: Beelzebub's Ambassador

As soon as you open the door to this room, your senses are almost overwhelmed by the foul stench of decay and rot. Another door lies on the opposite side of the room, but to your right is a huge obese demon covered in filth and rotted food. He is so large that that you can barely make out the huge iron bed that he rests on. When you enter, he roars out, "Who dares disturb the rest of the ambassador of Beelzebub!" He wields two huge chains made of razor links and barbed wire in each hand that begin to weave menacingly at you.

This demon will not move off the bed, but his chains can reach to the far end of the room, and he will attack all who enter. He has the option of defense of thorns, has master critical, and also has counterattack skills. He also gets two attacks each turn similar to the dual wield skill chain. His final power is that of telekinesis, allowing him to close the door if the party refuses to enter the room.

Beelzebub Ambassador:

ADP: 22, DDP: 20, DRL: 25, RR: 5, WP: 95, L: 80

WT:

-	-	20	17
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C: Asmodeus's Ambassadors

When you enter this lavish and plush room, the smell of an arousing perfume causes sensations to stir within you that you would not expect in a castle in Hell. A door lies on the opposite side of the room, and to your left is a huge bed of pillows. But what immediately draws your attention are the three beautiful nude creatures on the pillows, silk bolts of cloth barely offering a hint of modesty.

These are the ambassadors to Asmodeus, three elder succubae/incubi (depending on the gender of party members). They are androgynous, being equally attractive to both men and women. When the party enters, they will immediately attempt to charm three of the party members and then order them to attack the rest of the party.

Elder Succubae/incubi

ADP: 20, DDP: 19, DRL: 20, RR: 3, WP: 90, L: 80

WT:

30	20	15	10
----	----	----	----

Each creature will attack with clawed hands (2 attacks per action) after the charm attempts. The three target characters must pass a willpower check in order to avoid being charmed.

Each of the creatures also wear an amulet given to them by Asmodeus himself. These **amulets** will grant

a +10 bonus to willpower and luck when worn, but will not stack with other items that also grant bonuses to these attributes.

D: Portal Room

When you get close to this set of double doors, you notice that there are four holes in various shapes in the middle of the doors, two on each door. The door refuses to open at any attempt. The four symbols are: a square, a circle, a diamond, and an inverted cross.

These doors to the portal room will only open if the party has collected the four keys located at the top of each tower. If they do have the keys, read the following:

You enter into a large circular room. At the far end is a black granite statue of a huge horned demon that holds a golden rod. On the floor before him is a large carved pentagram, with the point of the star pointing towards you.

If the characters have followed directions, they will know that they need to etch the symbol of Astaroth on the floor before the portal will open. To do this, one of the players needs to draw the symbol of Astaroth in the center of the pentagram with the golden rod, and then place the rod back into the hands of the demon statue. Once that is done, the portal will open and the characters will be transported to Astaroth's private lair (marked **g** on the map).

E: Courtyard of Suffering

This huge courtyard spans both sides of the inner building. On each corner, the wall opens up to a circular tower with spiral stairs leading upwards.

As soon as you open the door, your attention is immediately drawn to the huge 50 foot tall granite statue in a large courtyard directly in front of you. It is a statue of a demon wielding a huge whip in mid strike. All round the statue are ghostly images of people of all species and gender being tortured and beaten, as if the statue was a live being whipping them in submission. These ghosts do not pay any attention to you.

The courtyard has more than a hundred of these ghosts, which can be avoided if the party is careful. If any of the players try to interact with one of the ghosts, or if any of the statues are touched, the statues will animate and attack. Otherwise they will remain in statue form.

Statues:

ADP: 22, DDP: 18, DRL: 25+1 wound, RR: 6, WP: n/a, L: n/a

WT:

-	-	25	20
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F: Towers

Each of the four towers are the exact same in construction, having a total of three levels above the ground level. Each level has a circular staircase leading upward. Like everything else here, it seems to be doubled in size than what is normal human size.

Each tower has its own challenge that the characters need to defeat in order to acquire. The challenges are such:

NW Tower: Test of strength. Has square key
SW Tower: Test of will, has inverted cross key
SE Tower: Test of agility, has circle key
NE Tower: Test of intellect, has diamond key

NW Tower:

On the second level there are three iron weights on the floor, and three pedestals equally set apart. The stairs will not appear until the three weights are placed upon the pedestals at the same time. Each weight requires 100 strength to lift.

On the third level, a guardian demon of great bulk will must be defeated before the stairs will appear.

The demon:

ADP: 22, DDP: 22, DRL: 25+1 wound, RR: 5, WP: 70, L: 70

WT:

-	30	20	12
---	----	----	----

After the demon is defeated the stairs will appear and the trap door will be available. On the fourth level, the square key will suspended in a red light and may be retrieved.

SW Tower:

On the second level, all of the characters will be overcome with a sense of fear. Each character will need to make a willpower check. Those that fail will flee back to the first level and cannot ever climb back up, regardless of any magic used.

On the third level will be a demon cloaked completely in black so that nothing of its body is visible. It will challenge one of the party to a test of will. This will be the best of three contests. The demon and the player must make a willpower check for each contest. Whoever succeeded by a greater amount will have won. The demon cannot be hurt by any weapon or magic, and has an effective willpower of 85.

Any character who fails the test will permanently lose 10 willpower points, and another character may take the test. One the demon loses, the trap door will open, allowing access to the inverted cross key.

SE Tower:

The second level of this tower has no floor. Rather, the stairs simply end. Before the stairs will appear to level 3, the challenge must be passed. On the wall of the tower out of reach are four levers. There are a series of small

floating disks at floor level that hover. The characters will need to attempt to leap from disk to disk until they can flip all four levers. An agility check will be needed for each lever. Failure mean the character will fall to the first level, suffering 1d4 severe wounds, and will be unable to re-ascend the staircase.

On the third level sits a demon next to a wooden table, with a chair on the opposite side. Sticking up from the table is a long sharp knife. Before the stairs appear, the demon's contest must be passed. His challenge is to one of the players to a game of five finger filet. The game will last until someone either loses all of their fingers, or they give up. Regeneration magic will not work to heal back the lost fingers.

The contest will start by both participants making an agility check. Whoever succeeds my the greatest margin will win and the other person will lose one finger. The demon cannot be defeated in combat so attacking him is moot. He has an effective agility of 80.

Once the demon is reduced to no fingers left (he has four), he will disappear and the trap door will open, allowing access to the circle key.

NE Tower:

When the party reaches the second level, they will see a series of numbers on the floor place within a square grid (see handout). In order for the staircase to appear to the next level, each number will have to have a series of straight line connections between each number and its pair. No lines can cross.

When the party reaches the third level, there will be two demonic faces on the wall, and two sets of stairs that lead up. The demonic faces begin to speak:

“One of use always tells the truth, while the other always lies. One of the staircases leads to certain death and eternal suffering, while the other leads to the key. You may ask one question of us before we must leave. STOP! Think before you speak. Only one question may be asked.”

The demons will in fact only answer one question and then will disappear. Then it's up to pure luck which staircase to use. Any character that chooses the wrong staircase will immediately disappear and reappear on a respective layer of hell as a permanent resident. The left staircase is the one that leads to the key. The right staircase leads to death.

The players do no know which demon lies, and which one tells the truth. The answer to this riddle is to ask one of the demons (doesn't matter which one): “Would he say that this is the staircase to the key” while pointing at one of the staircases. If the answer is “yes”, then the other staircase is the one that leads to the key. If the answer is “no”, then the staircase the character is pointing to is the one that leads to key.

Here's why. If the character is pointing to the right staircase (death) and asks the demon that only speaks the truth, that demon will say “yes” because he knows the other demon would lie. If he or she asks the demon that always lies, then the answer would still be “yes” because that

demon knows that the truth telling demon would say “no”, but he always lies and therefore would give the opposite answer of what the truth telling demon would say.

Once ascended, the left staircase will lead to a trap door that leads to the roof of the tower. On a pedestal is the key for this tower.

G: Lair of Astaroth

You begin to rematerialize into a huge, circular dark chamber more than 150 feet in diameter and a ceiling that rises into the darkness. You appear in the center of a huge pentagram drawn in some sort of thick crimson liquid. Off to your right you hear the groans of a man chained to the wall. But your attention is immediately drawn to the huge black granite throne in front of you. Sitting on the throne is a well built man, nude except for the golden scepter he holds in one hand and a viper in the other. A golden crown rests upon his youthful face, and a pair of angelic wings sprout from his back. He peers at you with the most evil eyes you have ever seen.

At the foot of the throne is a great beast larger than any horse you’ve seen. Its snarl drips with bile and filth as it gazes upon you with a great hunger.

When you’ve all finally materialized into the chamber, he says to you in a deep honey-like voice, “Whereas I knew those pitiful priests would try to save their king (he motions to the figure chained on the wall), I have to admit that I’m a bit surprised you were able to make it this far. No matter (he begins to rise). It has been too long since I tasted the sweet flavor of living flesh.”

At this point, Astaroth will mount his beast and charge into the party. Keep in mind that anyone using an large area of effect spells may inadvertently affect the king as well.

Astaroth, arch-demon

ADP: 25
 DDP: 24
 DRL: 35
 PR: 15
 RR: 3
 WP: 95
 L: 80
 Str: B

DA:

Immune	Immune	Immune	50
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Powers:

- shapechange
- regenerate 1 svr per 6 segments
- fly at will
- charm at -20 penalty
- immune to non-magic
- immune to magic of less than PR of 10

Astaroth’s Beast

ADP: 20, DDP: 20, DRL: 30, RR: 5, WP: 90, L: 90
 WT:

-	-	20	15
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Astaroth will attack with the viper as if it were a whip. On every successful strike, the character will need to make a willpower check or be poisoned. At the start of every new cycle, each person poisoned will lose 1d10 endurance points. When they reach zero, the character will perish. The golden scepter allows him to travel freely between all planes of existence.

If Astaroth is defeated, he will erupt in a pillar of flame and disintegrate. If his beast isn’t already dead, it too will disintegrate. At that point however, he will begin to regenerate as all unique demons cannot ever truly be killed. His body will begin to reshape and after 2d10 minutes, will be back at full power.

If the king survives the battle and is examined, he will be found to be in a near comatose state. He does, however, seem to be moaning in some sort of inner torment as his eyes stare vacantly into nothingness. Around his neck is a pulsating stone (the **possession stone**). If the stone is taken off, the king will gasp and color will return to his eyes as they begin to focus on the party for just an instant before he disappears.

The king will have been freed back to his own body. Now it is time for the party to return to their world. This can be done by using the talismans they were given by the priests, or one of them (whoever commands the scepter) can use that. If any of the players do not have a way of transporting back to their world, they will become permanent residents of hell, to be generals of Astaroth and will become NPCs.

Scenario IV: The King Lives!

At this point it is assumed that the king has been freed of his possession and the party has returned back to their home worlds. Each player should receive up to 2 experience points for completing the adventure and freeing the king in addition to any given during the adventure for skill use. If the players also freed the queen, they will receive a bonus 2 experience points, along with the gratitude of the king.

New Items

Ring of Wishing: This ring has one wish that is stored within it. Anyone wearing the ring who utters a wish will have it granted. Wishes are very tricky, and should not be taken lightly. Whereas they can accomplish anything, care should be taken that this power is not abused. For example, a character wishing for a million gold pieces may have that gold land on him or her, or may have the gold belong to some king who now is in search of the thief.

Pre-Rolled Characters

Haganar, dwarf

Str: 100
End: 88
Agil: 54
Int: 49
WP: 77
L: 69

DA: 8+5 = 13

16	12	11	9
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Armor:

10	8	6	5
----	---	---	---

Total

29	23	20	17
----	----	----	----

Skills:

Epic WG: large blades (11, +3, -1 RR)-23
Heavy armor-7
Master armor max (+3)-12
Master WF-b sword (+3 ADP, +5 DRL)-9
Master critical (+2)-8
Adv shield (+1)-4
Roll /w punches (ignore 1st wnd)-4
Spirit of warrior (+1d4 wnds)-3
Parry-2
Disarm-3
Master shield+wpn (15)-15
Master fort (+5)-15

Weapons:

Frostbite, broad sword +2 ADP, +4 DRL, +1d4 wounds of type rolled against fire creatures. (ADP: 23, DDP: 22, DRL: 27 +1 wnd, RR: 4)
Throwing axe +3 ADP, DRL (ADP: 16, DDP: 16, DRL: 17, RR: 4)
Shield +2 (ADP: 22, DRL: 26)

Armor:

Gothic Plate +2 WT
Large steel shield +2 DDP

Magic Items:

Cloak of deflection (most svr wnd ignored)
Gauntlets of War +2 ADP



Glatius, human

Str: 100
End: 100
Agil: 43
Int: 39
WP: 66
L: 49

DA: 10+5 = 15

20	16	14	13
----	----	----	----

Armor:

10	10	10	10
----	----	----	----

Total

30	26	24	23
----	----	----	----

Skills:

Epic WG: large blades (11,+3,-1 RR)-23
Master WF-halberd (+3 ADP, +5 DRL)-9
Heavy armor-7
Master armor max (+3)-12
Master Fort (+5)-15
Defense of Thorns-3
Master 2-h (+1 DDP, +4 DRL, -1 RR)-9
Spirit of Warrior (+1d4)-3
Power Attack-1
Parry-2
Spirit of Barbarian (ignore 3 wds)-4
Spirit of Hero (+3)-5
Master critical (+2 wnds)-8
Counterattack-4

Weapons:

Halberd of the ancients, +3 ADP/DRL, -1 RR.
(ADP: 22, DDP: 19, DRL: 32+1 wound, RR: 5)

Armor:

Fire dragon armor (10 to each WT)

Magic Items:

Bracers of defense +2 DDP
Potion of healing



Maximus, human

Str: 34
End: 40
Agil: 42
Int: 100
WP: 100
L: 86
PR: 30

DA: 4

8	7	6	5
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Armor:

4	4	4	4
---	---	---	---

Total:

12	11	10	9
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Skills:

Master Channeling-15
Master Mental-15
Master Enh PR-19
Arcane Grandmaster (+1 wnd)-6
Mystic Explosion (+1 svr)-6
Meditation-1
Identify Magic-1
Read magic-1
Magic sense-1
Master's degree (+2)-4
Quickspell-4
Master mystic fort (+5)-15
Master WG-axe/club (11, +3)

Weapons:

Staff of the gods. +2 PR, +2 ADP/DDP, +3 DRL,
teleport 1x/day (ADP: 18, DDP: 18, DRL: 18, RR: 6)

Armor:

Robes of the wizards +4 WT

Magic Items:

Potion of healing
Circlet of power +2 PR, +10 WP
Ring of luck +10

Spells: (+1 wnd, +1 svr wnd, -1 RR)

1st: light, drowsy, create water, magic shield
2nd: energy bolt (ADP: 26, DRL: 20), darkness,
feast, levitate, silence, wall of brambles
3rd: acid mist (DRL: 8, 1d4+5 min), adamantine
skin (+2 WT), create major item, meld plants, minor
blizzard, flight
4th: crystal skin (5 wnds reduced), dome of
shielding, energy ball (ADP: 30, DRL: 30, Radius: 30'),
major illusion, minor shapechange, meld stone
5th: mass teleport, major shapechange, lightning
strike (ADP: 26, DRL: 30)

Mental Magic

1st: cell repair, comprehend, ESP
2nd: cure minor disease, leap, stop missile,
telekinesis
3rd: moderate cell repair, anti-spell barrier, charm
mind, haste
4th: choke, control animal, major suggestion,
paralyze
5th: control mind, regenerate, cure magical disease



Andrix, gnome

Str: 55
End: 52
Agil: 100
Int: 53
WP: 61
L: 96

DA: 5+5 = 10

10	9	6	4
----	---	---	---

Armor

5	5	4	4
---	---	---	---

Total:

15	14	10	8
----	----	----	---

Skills:

Epic WG, s blades (11, +3, -1 RR)-23
Master WF-dagger (+3 ADP, +5 DRL)-9
Epic WE, thrown (11, +3, -1 RR)-23
Light armor-1
Armor prof-2
Needlestorm-4
Master dodge-6
Master dual weapons (+2 DDP)-12
Master backstab (+4 ADP, +2 wnds)-8
Hiding (95%)-1
Silent Walk (99%)-1
Lock picking (88%)-1
Disarm Traps (80%)-1
Cheat Death-4
Master fort (+5)-15

Weapons:

2ea daggers +4 ADP/DRL. On a natural '20' for damage, target is poisoned. (ADP: 26, DDP: 20, DRL: 19+1 wound, RR: 2)

8ea throwing daggers +2 ADP/DRL. (ADP: 23, DDP: 16, DRL: 14, RR: 2)

Armor:

Midnight leather +3 WT, +10% stealth skills

Magic Items

Potion of healing
Cloak of deflection (most svr wnd ignored)
Magic rope
Ring of disguise



Lothean, elf

Str: 75
End: 100
Agil: 56
Int: 49
WP: 83
L: 81
PR:

DA: 10 + 5 = 15

20	16	14	13
----	----	----	----

Armor

17	15	13	12
----	----	----	----

Total

37	31	27	25
----	----	----	----

Skills:

Epic WG: axe/club (11, +3, -1)-23
Master WF: axe (+3, +5)-9
Master WG: thrown (11, +3)-15
Master fort (+5)-15
Master mystic fort (+5)-15
Heavy armor-7
Advanced shield (+1)-4
Master armor max (+3)-12
Counterattack-4

Weapons:

Axe of Lords. +3 ADP, +4 DRL, can be thrown and returns to thrower (ADP: 22, DDP: 22, DRL: 26+1 wound, RR: 5)

Armor:

Gothic deflection plate +4 WT
Large steel shield +2 DDP

Magic Items:

Via of curing
Adventurer's pack



Galendeal, elf

Str: 66
End: 72
Agil: 83
Int: 57
WP: 72
L: 63
PR: 11

DA: 7

11	10	8	6
----	----	---	---

Armor:

8	7	6	6
---	---	---	---

Total:

19	17	14	12
----	----	----	----

Skills:

Epic WG: Bows (11, +3, -1 RR)-23
Master WF-long bow (+3, +5)-9
Master Totem-15
Master Totem Enh (+4, +1 wnd)-12
Master mystic fort (+5)-15
Master WG: small blades (11, +3)-15
Medium armor-3
Master armor max (+3)-12

Weapons:

Long bow of lightning. Shoots lightning bolts, unlimited ammo. +3 ADP, +4 DRL. (ADP: 23, DDP: 15, DRL: 26+1 wound, RR: 5)

Short sword +3 ADP/DRL (ADP: 20, DDP: 17, DRL: 18, RR: 5)

Armor:

Armor of the woodlands, medium armor (8/7/6/6), 75% silent walk and 75% hiding

Spirit Companion, wolf:

ADP: 19, DDP: 20, DRL: 19, RR: 6

24	20	18	17
----	----	----	----

Totems:

Novice: bull, gecko, fox, raven

Adept: bear, dove, griffon, unicorn

Skilled: animal shape, Pegasus, tortoise, viper

Advanced: basilisk, angel, dragon (ADP: 11, DRL:

11, PR: 6), porcupine

Master: creature shape, sacred spirit, phoenix

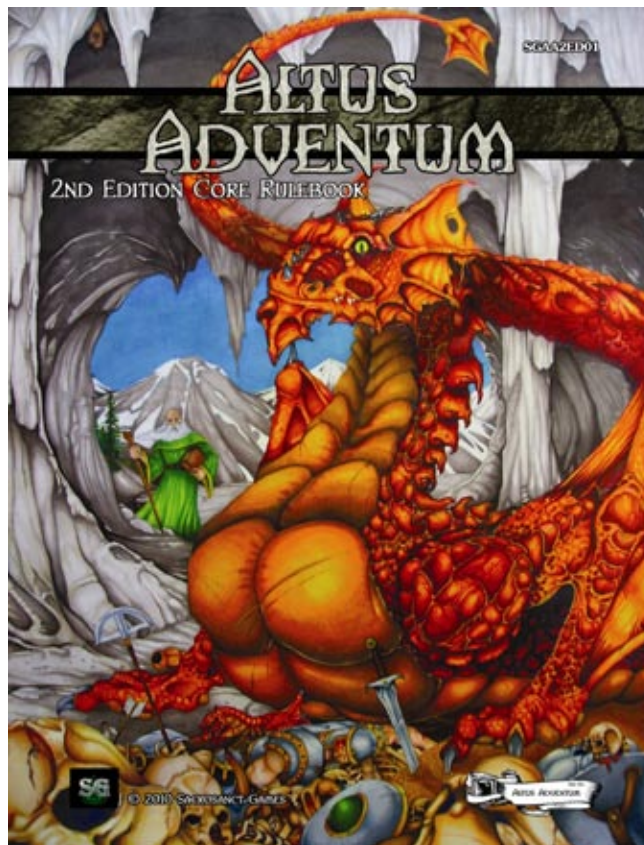


014 ELMORE

Thank you for choosing this adventure. I hope you had fun playing it, and if so, don't miss out on the following adventures also by Sacrosanct Games:

- A1: Lair of the Goblin King
- A2: Lost Treasure of Actzimotal
- A3: Hunt for the Ogre Lord
- A4: Rise of the Bloodwolf

And of course, don't forget the Altus Adventum 2nd edition core rulebook!



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