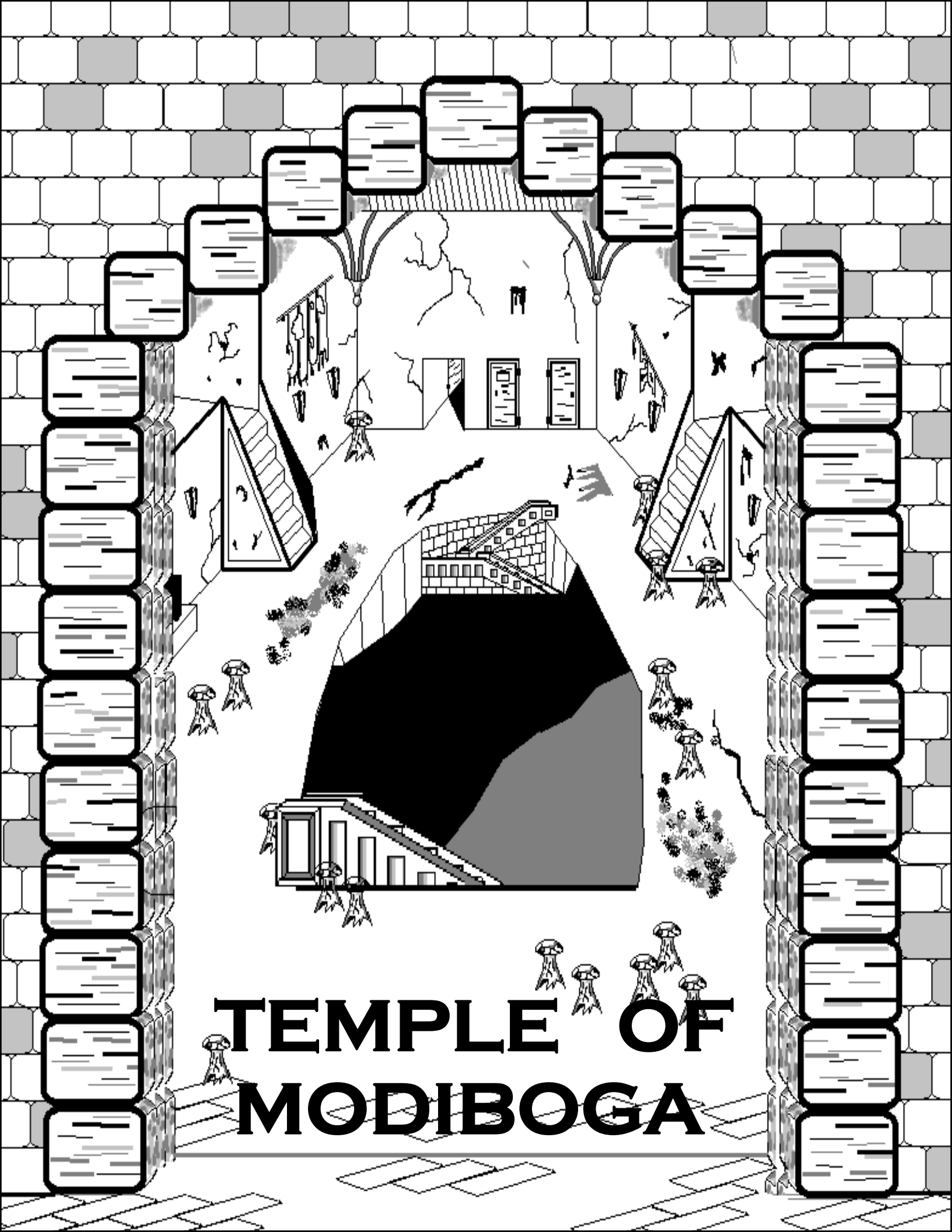




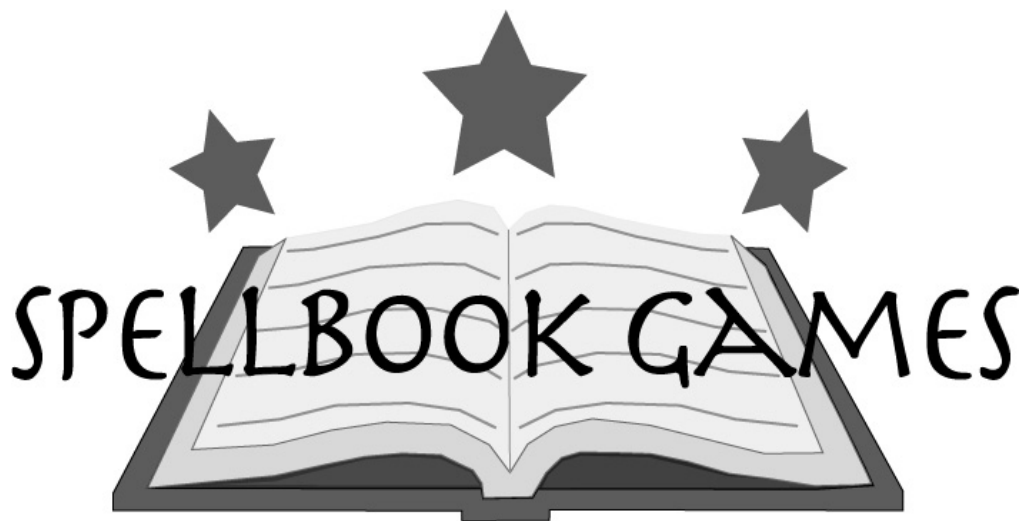
TEMPLE OF MODIBOGA

THE TEMPLE OF MODIBOGA

Writing and Production

by

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THE TEMPLE OF MODIBOGA

INTRODUCTION

This adventuring site is another in a series describing small, self-contained, and iconic areas that no extensive dungeon should be without. It is intended as an area that a Games Master can quickly and easily add to any underground complex, able to be completely explored in less than a single game session. It can be used with minimal preparation and placed virtually anywhere. While the specific descriptions are designed using Spellbook Games' *Portal to Adventure* rules, the descriptions can be used essentially as-is in campaigns using original D&D rules or similar game systems. The Games Master may want to refer to the *Master Item List*, *Monster Parts List*, and *Codicil of Maladies* (all by Spellbook Games) while using this adventure. The Temple is most suited to less experienced Adventurers, of Levels 2 to 4 – more experienced Adventurers may find Temple interesting to visit but not particularly challenging, or may use it as a transit point on the way to other areas of a dungeon.

COMMON ABBREVIATIONS

Armor Class – AC, Class Level – (Class Type) L#, Greater than or Equal to – GTET, Health Points – hp, Less than or Equal to – LTET, To Hit – TH

SITE HISTORY

Six hundred years ago this area was a different place, the weather was mild, the crops productive, and the people were generally happy. Roznega, a local God of Weather and the Seasons, was the principal local deity but the people were tolerant and a variety of other gods were worshiped. At the time, Gyoerk was a minor God of Dark and the Underground, with relatively few worshipers. Then Dwarves discovered a rich vein of copper in the area and started the mine that later became the original dungeon levels. Gyoerk was a natural deity for underground hard-rock miners and his cult grew larger and more influential as the area became wealthier. As the mine expanded and the dungeon began in the mined-out areas, Dyoerk's priest, Modiboga, built a splendid temple deep inside, as appropriate for an underground deity, and to make it easier for miner's to attend.

A century after the mine opened the area was invaded by nomadic tribesmen from the steppes, worshipers of a strict and intolerant monotheistic God.

SITE HISTORY, continued

The tribes overwhelmed the largely-unprepared local population and took over as the ruling aristocracy. As the victorious barbarians intermingled with the native population, their Priests suppressed the original local deities, including Dyoerk, whom they named a God of Evil.

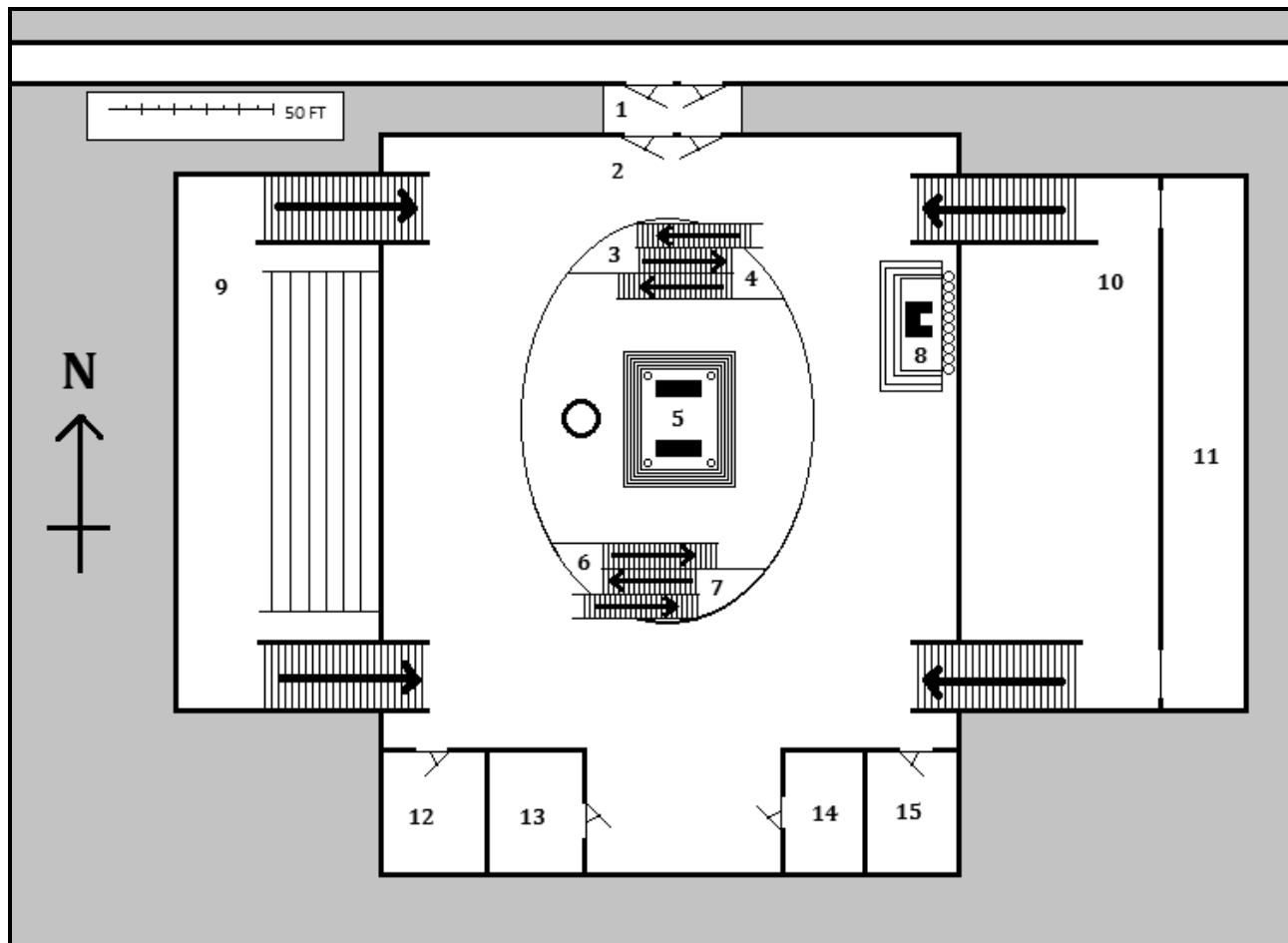
The conquered natives resisted by continuing the clandestine worship of their old gods. Since Dyoerk's temple was hidden deep underground, it was their natural refuge. This situation continued for two generations while the ruling Priests searched out temples of the old gods and destroyed them. Dyoerk's was better hidden than most, and his worshipers more careful. It took the new rulers eighty-eight years to finally find Dyoerk's hidden temple, and to slay everyone found there.

This occurred more than four hundred years ago, now the remains of Modiboga's temple lie down a narrow hallway, hidden behind several layers of secret doors, ladders, locks, and traps

MAP AREA DESCRIPTIONS

1. **Entry Room.** A rectangular room with a pair of bronze double doors on the north side, a pair of silver double doors on the south side. The north doors are stuck in the half-open position, the gap between them is completely filled by cobwebs. The remains of thick timbers are braced against the doors (the timbers now rotted). The walls have thin cracks, and the walls and floor show smoke and fire damage. Several unidentifiable bones are on the floor along with four broken blades, a damaged ceramic pot, and several moldy pieces of black cloth. A flawed bloodstone is found in one corner (value 15 SP). A tripwire stretches across the room, 7 inches off the floor (avoid 1d20 roll GTET [32-Agility], the trap it was connected to no longer works). The south pair of doors is closed and each door requires Strength GTET 35 to pull open. Devotees of air, sky, or light Deities have to roll 1d20 GTET [33-Will] to be able to enter the temple (room 2). If Adventurers listen at the door they hear sounds of fighting and low guttural voices on 1d20 rolls GTET 13 (Elves +3 bonus; the language is identified as Goblin on 1d20 rolls GTET [38-Intelligence-Level] or by Adventurers familiar with the language).

AREA MAP



Map Arrows are from higher to lower elevation.

MAP AREA DESCRIPTIONS

2. **Main Floor.** A large rectangular space entered through a pair of silver doors on the north side, with a deep (30 FT) oval pit in the center, stairs to elevated areas on the east and west, and four rooms along the south wall. The arched ceiling is more than 50 FT high. Stairs on the north and south sides lead down into the pit. A marble rail surrounds the pit, inlaid with gold, amber, and black ivory. The east and west walls are stone covered in beaten silver, now marked with colored stains, scorch marks, and dried blood. Sheets of cobwebs hang in corners. The floor is made up of inlaid ceramic tile frescos. The area is covered by dust, with cobwebs, smashed furniture, parts of broken weapons, bat droppings, and other refuse.

(#2 continued) Three stone Goblin figures stand on the south side. A huge pipe organ is on the east side (see #8).

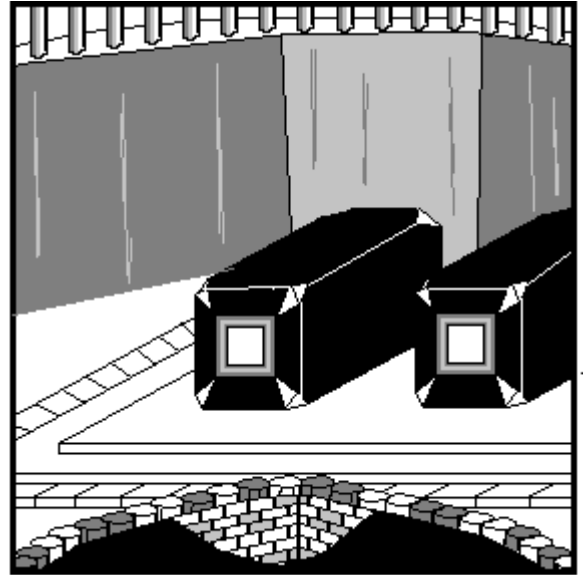
A group of eight **Goblins** (2 at HD 3, 2 at HD 2, 4 at HD1; armed with spiked clubs and knives, three have short Bows and twenty arrows) is found standing around a Garm's (huge two-headed bulldog) corpse; two Goblin corpses are nearby. A group of 20-30 bats (HD0, hp2, bite hp1) hang from the ceiling, with a few (1d4) flying about; the bats ignore both Goblins and Adventurers.

3. **First Landing North.** A landing area 12 FT below the main floor. A headless female statue stands here.

4. **Second Landing North.** A landing area 24 FT below the main floor. A black marble font (3 FT across) is dry; any follower of a deity dedicated to the earth, underground, dark, or mining is healed hp 1 by touching the font (limit 1d3/person-day).
5. **Pit Bottom/Altar Area.** Two black stone block altars are located on a raised rectangular area surrounded by six grey stone steps. The remains (black stone feet) of four statues are on the steps, with broken stone pieces on the floor. An open (sacrificial) pit is immediately west of the altar area. Eight stone armored goblin figures stand on the floor posing with drawn weapons. A shallow and wide brass vessel on the pit floor holds several pieces of rotting raw meat, a second vessel is filled with water. A **Cockatrice** (HD6, hp52, AC24, beak/claws, stoning touch; on 1d20 rolls GTET 15 two **Cockatrice** are present) has nested between the altar blocks using ruined fabrics, straw, broken furniture pieces, and other refuse; the Cockatrice is found sleeping on 1d20 rolls GTET 14 (wakes if Adventurers do not enter stealthily). 1d3 Cockatrice eggs are found in the nest, along with 3d20 GP, four diamonds (1842 GP, 2274 GP, 4871 GP, 7903 GP), two silver flasks (81 GP, 144 GP), four silver arrowheads, and two reptile-scale cloaks. The nest gives some protection from missile weapons (-2 to hit from east/west), the altars give good protection from missile weapons (-6 to hit from north/south).

The Goblins treat the Cockatrice as both tribal Deity and Executioner; they will defend the Cockatrice against any attacking Adventurers, and pursue any Adventurers who injure or kill it. They bring raw meat to feed it every two or three days. Once every ten days a Goblin Shaman conducts a ceremony in front of the nest to invoke the Cockatrice's protection and stoning power.

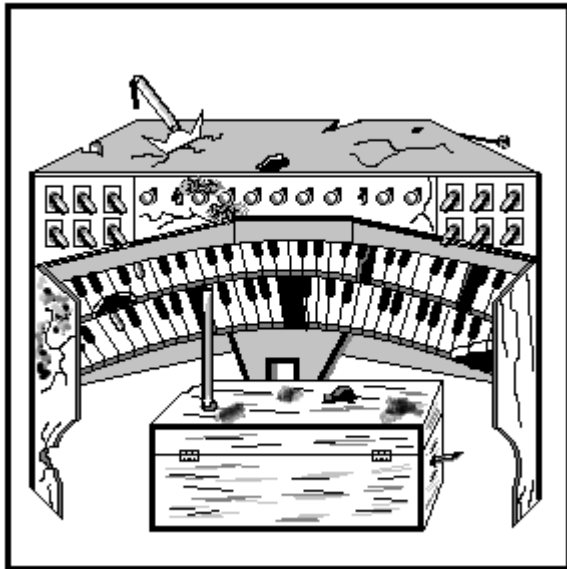
The altars retain an aura of divine power and give off warmth (Priests and Crusaders feel a warning not to touch on 1d20 rolls GTET [26-Intelligence]). Persons touching either altar are *petrified* (stoned) unless saving (1d20 roll GTET [34-Stamina], Priests and Crusaders of a deity of the underground are immune, Dwarves +4 bonus, Elves and Gnomes -2 penalty); petrification lasts [32-Stamina] days).



(#5 continued) The sacrificial pit is 6 FT wide, surrounded by a silver collar, 8 FT down the pit widens to 10-12 FT across. The pit is 28 FT deep with 2 FT of water at the bottom. 20 FT below the surface is a 4 FT-tall horizontal tunnel that leads to a lower dungeon level; the Goblins do not know about this tunnel. Adventurers searching the pit bottom find 1d100 loose gems (values 1d100*1d12*1d6 GP), 2d100 silver objects (each valued at 1d100*1d8*1d6 GP), 3d20 gold objects (values 1d100*1d20*1d12 GP), 1d20 ivory objects (values 1d100*1d12 GP), and 1d100 objects of polished stone (values 2d20*1d10). The badly-rusted remains of several iron weapons are also found, along with a few bones. Two **Recluse Spiders** (HD2, hp17, AC18, fatal bite, gangrene) lair in the tunnel; if there is activity in the pit they emerge to attack with surprise (+2).

A **Phantasm** (*Eigonore*) appears 1d20 rounds after Adventurers reach the bottom of the pit. Eigonore appears as a translucent blue figure (glowing, incorporeal) dressed in clergyman's robes, with two arrows in his torso, lacking a head; the temperature 20 FT around Eigonore is below freezing, there is frost on the ground, and all of a mortal's hair stands up on their heads.

6. **Second Landing South.** A landing area 24 FT below the main floor. A headless female statue stands here, 10 inches from the wall; a hand-sized area is hollowed out in the center of its back, a platinum *Armoire Charm* is found inside the hollow. When invoked, the summoned armoire has *exploding glyphs* (range 12 FT, 1d20 damage, save on 1d20 roll GTET [35-Agility]) written on the inside of each door. The armoire is found holding: an *Ellekamen's Tome* (Gyoerk becomes the reader's only deity, save [37-Will]), a *Key of Knowledge* book (reader selects one skill to gain at expert proficiency), a *Language Librium* (confers knowledge of Dwarvish at native proficiency), a *Clergy Codicil* (1d100*1d100*1d6 XP to Priests), a *Manual of Endurance* (permanent +1d6 to Stamina), a *Book of Forgetting*, and a *Codicil of Transformation* (permanent change into a HD8 Senmura, save [38-Stamina]).
7. **First Landing South.** A landing area 12 FT below the main floor. A headless female statue stands here and the broken blade of a short sword sticks into the wall.
8. **Pipe Organ.** A wrap-around pipe organ console on a rectangular dais, the vertical brass organ pipes are mounted to the east wall (behind).



(#8 continued) The console has gashes and scorch marks, and the brittle remains of two daggers are thrust into the keyboard. The organ remains partially functional; some of the upright pipes are bashed in, gashed, bent, and broken. The organ is trapped with a paralyzing gas (persist 25-Stamina hours, save 1d20 roll GTET [35-Stamina]) that is disarmed by tapping the left-most key four times; the gas fails to have effect on 1d20 rolls GTET 18 (too old).

When mortals approach within 25 FT of the organ a **Phantasm** (*Phorigast*) appears on the organ bench on 1d20 rolls GTET 7 and 'plays' (no music is heard). Phorigast is a pulsating yellow incorporeal bearded man wearing a hooded cowl and rope belt; a pair of gloves and a holy symbol [mushroom] hang from his belt; his body is rent with several long stabbing wounds.

The organ seat is a rectangular chest (latch, no lock), with the moldy remains of ornate cushions on top. The chest hinges are rusty, requires Strength GTET 22 to open (break on 1d20 rolls GTET 12). Most of the contents are scrolls of sacred music that disintegrate when the lid is raised. The chest has a false floor (-4 to find) that conceals a golden Holy Symbol of Dyoerk (2853 GP), a leather bag with 30 pearls (each valued 1500*1d12 GP), a silver *Sallon's Circlet* [increases Priest SPM and effect], a gold *Chain of Srying*, and a platinum *Inaegor's Pendant* [prevents spell casting].

When a mortal sits at the organ it begins to play itself on 1d20 rolls GTET 6, playing one of six songs as determined by 1d6: (1) *illusion* [15 FT tall avatar of Gyoerk appears], (2) *weakness* [listener's Strengths are reduced by 1d8 points], (3) *religious awe* [all listeners prostrate themselves and worship], (4) *blindness*, (5) *deafness*, (6) *fear* [all mortals immediately run from the room]; effective range 50 FT; all saves are 1d20 roll GTET [34-Will]; effects persist 1d20+10 minutes. The music does not affect worshippers of any deity of the earth, underground, or dark.

9. **Pew Balcony.** A rectangular area located 20 FT above the main floor reached by two wide stairs. Six rows of wood pews are staged in tiers set 2 vertical FT apart. The east (back) wall is covered in black soot and surface mold, with patches of ordinary grey shelf fungus. The ceiling is 15 FT high at the back wall and is painted with images of Gyoerk's underground castle, Faldorock (murals now damaged, chipped, peeling, with patches of mold). The pews are covered in thick black dust and show divots and cuts made by axes and swords. The fabric seat cushions are moldy and have an awful odor. Several small skeletons are found between pews, their clothing having rotted away except for small leather shoes. A careful search (-5 penalty to find) reveals a gold chain with gold/amber/jade locket (14,083 GP) wedged under the fourth pew.

10. **East Balcony.** A rectangular area 20 FT above the main floor reached by two wide stairs. The ceiling here is 12 FT high, with a geometric pattern in black, white, orange, and purple ceramic tile (now damaged, with a layer of soot and black surface mold). Six **Hanging Fungi** (HD8, hp50, AC10) are attached to the ceiling; an Adventurer must be directly beneath them to be attacked by their tip, their spores have an effective range of 15 FT. A long narrow space on the east side is entered through two stone arches aligned with the stairs.

A **Phantasm** (*Allaphia*) appears in 1d12 rounds after Adventurers climb the stairs and remains for 1d20 minutes. Allaphia is a thin green incorporeal figure (almost translucent) of a chubby female infant wrapped in swaddling clothes, floating 3 FT off the floor, with a piece of broken spear pointing downward through her middle. While Allaphia manifests a baby's crying is heard throughout the Temple area. On 1d20 rolls GTET 15 all food carried by Adventurers is immediately spoiled. Female mortals of LTET 40 years break down and cry for 1d12 minutes when seeing Allaphia (save 1d20 GTET [34-Will], range 25 FT).

11. **East Balcony Back Room.** A long narrow space entered from the balcony through two stone arches on the west side aligned with the stairs from the Main Floor.

(#11 continued) The floor and walls are white marble, the 10 FT ceiling is black marble. Red marble fonts shaped like gargoyles holding wide cauldrons are attached to the north and south ends of the room. A 6 FT black stone statue of Gyoerk stands at the room midpoint (defaced, with hammer cracks, several holes have been drilled in the chest). A 5 FT rough hewn tunnel exits the northeast section of the room, proceeds east 90 FT, turns to the northeast and runs 200 FT while climbing at an 8% grade, then connects with a vertical shaft with ladders in it; the shaft leads to Goblin tunnels and their village, Vernygat.

Four **Goblin** guards (HD3, hp25, chainmail, open helm, studded leather gloves, short bows, 14 arrows) protect the tunnel entrance. An additional 1d12 **Goblins** (HD2, hp15, studded leather armor, leather cap, leather gloves, short Sword) are met in the tunnel. A **Goblin Shaman** (HD4, hp34, studded leather armor, open helm, chainmail gauntlets, Shaman L5) is met in the tunnel on 1d20 rolls GTET 17. A Goblin Shaman has three uses of *petrifying touch* as a gift from his deity (persists 1d100*1d20 minutes, save 1d20 roll GTET [35-Stamina]).

12. **Exploding Fungus Room.** A rectangular room entered from the main floor through a door on the north side. The walls are splashed with layers of dried red liquid, now covered with dust, soot, and green algae. The floor and ceiling is tan tile. The floor is filled with miscellaneous bones, rotting fabrics, broken pieces of wood, and pieces of broken glass and pottery. Eight **Explosive Fungus** (HD2, hp11, AC6) grow on the walls; a fungus explodes for 1d12 (range 10 FT) when a mortal approaches within 8 FT on 1d20 rolls GTET 12; when a second fungus is inside the blast radius it also explodes on 1d20 rolls GTET 15. Any explosions draw the attention of the **Goblins** and the **Cockatrice(s)**.

13. **Dressing Room.** A rectangular room entered from the main floor through a door on the east side. The walls are oak paneling, now with a thin layer of dust and dark green algae. An 8 FT by 8 FT thick rush mat covers the floor in the room's center, blotted with several dark red stains. The north wall has been defaced with the painted Holy Symbol (horse head and sickle) of the attackers, the paint now peeling and faded with time (continued next page).

(#13, continued from previous page) Several moldering and torn black robes are on the floor by the west wall; an Adventurer handling these robes contracts *Leprosy* unless succeeding on a 1d20 roll GTET [32-Stamina].

Beneath the rush mat is inscribed a holy circle; Priests and Crusaders see it outlined in purple lines. Followers of Gyoerk who step into the circle are transported [*teleportation*] to (a location determined by the Games Master), as are followers of deities of earth, underground, or the dark. The ritual was performed long ago and does not always work as designed, so other persons stepping into the circle are also transported on a 1d20 roll GTET [36-Will]. 1d20 rounds after this room is entered, 3 **Hell Hounds** (HD5, hp34, AC30, flame breath) appear in the circle. The hounds have gold collars with a tag labeled 'T' (each valued 1539 GP).

14. **Sacristy Room.** A rectangular room entered from the main floor through a door on the west side. The splintered remains of wood cabinets are mounted to the south wall and two armoires are pushed over on the ground and partially-burned. Crude images of the Holy Symbol (horse head and sickle) of the attackers are painted on the walls. The floor is littered with scraps of cloth and leather, with a few small toadstools. Among the litter are a silver-bladed Dirk, a silver hip flask (32 GP), 10 SP, and a dented hooded lantern. Inside an armoire are two empty clay flasks, two brass vials of Holy Water (Gyoerk), a metal flask of rubbing alcohol, a flask labeled as a Healing Potion (actually, a *fatal poison* with effect in [40-Stamina] rounds, save 1d20 roll GTET [34-Stamina]), and three broken flasks.

A stationary **Phantasm** (*Salagaria*) is at the center of the room. Salagaria is a bright white incorporeal female figure in clergy robes hanging from the ceiling in a hangman's noose. A knife is embedded in her gut with only the hilt visible.

15. **Wraith Crypt.** A rectangular room entered from the main floor through a door on the north side. The walls are blue ceramic tile, the ceiling white plaster painted with mural showing an important Priest blessing this Temple.

(#15 continued) The walls are now covered black stains, colored algae, and faded yellow horse head and sickle Holy Symbols; black paint has been splashed on sections of the mural. There are several pieces of broken and smashed furniture in the area.

The room contains an eight-sided stone platform, 3 FT high by 9 FT across. A dark blue stone sarcophagus is on the platform, the exterior carved with images of a tall bearded man in Priest's garb – hammers have defaced the sarcophagus in several places. The sarcophagus lid is light blue stone and a line of lead solder fills the gap (once loosened, the lid requires Strength GTET 32 to be moved) – faded yellow horse head and sickle symbols have been painted on the lid. The sarcophagus contains **Modiboga's** moldering bones, some of which are now brittle and powdery, the remains of several rich burial robes, a *Cutlass* +2 with glowing blade (*Weak Opponent Finding*), a silver-bladed *Dirk* +1 with ornate gem-inlaid hilt (value 17,038 GP), and a glowing *Staff* (+1 when wielded by a follower of Gyoerk; *Prayer-Storing* to 10 Devotions, 6 Mysteries, and 2 Majesties). The current number and type of Prayers found in the Staff are at the Games Masters discretion).

Two **Wraiths** (HD10, hp74, AC120 ferrous, AC48 silver, fear gaze, touch) appear when the sarcophagus is opened. One is the *Wraith of Modiboga*, wielding an incorporeal staff, the other is a *Medusa's Wraith* – the wraiths do not attack unless: (1) one or more evil persons are in the room, (2) a Priest or Crusader is within 50 FT [does not apply to Priests of Gyoerk], or (3) Adventurers loot Modiboga's staff. Adventurers directly fighting the Medusa Wraith behold her hair every round of combat and are *petrified* (save 1d20 roll GTET [25-Stamina], petrification lasts 3d100 minutes).

ADVENTURE HOOKS

A Games Master may wish to incorporate some of these plot elements to guide Adventurers towards visiting Modiboga's Temple:

A high-level Earth Wizard is offering 10,000 GP to Adventurers for the live-capture and retrieval of a Cockatrice. He has determined that one is living on the (insert the dungeon level where the Temple is located) level. The Wizard will supply a blanket that when thrown over the beast reduces it to the size of a kitten as long as it remains in the blanket (item must be returned after capture).

The local authorities have tracked an infamous local bandit to the (insert the dungeon level where the Temple is located) dungeon level, where his gang has established a safe hideout. The Adventurers are offered 5000 GP for the bandit and 1000 GP for each follower (he is believed to have 7 men and 2 women) captured alive; dead bodies are worth one-tenth the reward. *If this scenario is used:* the bandit is Goeran (Warlock L6), with followers Adreas (Warrior L4), Megyer (Warrior L5), Peza (female Rascal L5), Hogan (Warrior L4, bow specialist +3 with bow), Oszlar (Warlock L5), and Galbert (Earth Wizard L4). Although the authorities describe Goeran as a bandit, he tells Adventurers he is the grandson of the current King's (or other local authority-figure) great-uncle, being hunted by the local authorities to better secure the local potentate's power base (he or she used faked documents to suborn authority).

A bounty of 50 GP is offered for each Goblin killed or captured and directions are obtained to the Goblin Caves (the village is one-half mile inside the caves). The Goblins fight to cover the retreat of woman, children, and the elderly, who follow the tunnel to the Temple. While as much of the tribe escapes out the front door as possible, the Goblin rear guard tries to lure the Cockatrice to the tunnel to stone their pursuers and make escape easier.

A covert follower of Gyoerk hires the Adventurers to locate the Temple and retrieve Modiboga's artifacts. He gives them a scroll with a spell that opens an enchanted (hidden) panel in the north Altar block, inside the panel are a set of consecrated silver worship dishes (set valued at 31,077 GP).

A high-status Priest in the local religious hierarchy hires the Adventurers to locate the Temple and retrieve Modiboga's bones and artifacts. She intends to use both in a Ritual that will wipe out all traces and memory of the evil cult of Gyoerk.

A shadowy group of uncertain motives hires the Adventurers to find a path from the (insert Level here) to the (insert Level here); the Temple is between the two. The only path leads through the sacrificial pit in the Temple.

RUMORS ABOUT THE TEMPLE

A Games Master may wish to incorporate some of these rumors to make Adventurers aware of the Temple's existence, or to guide them toward visiting the Temple:

Modiboga, the Arch-Priest of Gyoerk, is buried in the temple he built deep underground. His staff is a very valuable religious relic and was placed in his tomb.

The Turziel tribe of Goblins live in deep caves near the dungeon. They grown large mushrooms, mine silver ore, and are known to trade Cockatrice feathers.

One route to the (put in name of an area in Games Master's dungeon) area is through a pit in a ruined temple. The pit is inhabited by a weak Demon who commands giant poisonous snakes.

When the Temple of Gyoerk was sacked, the defenders hid most of the temple's gems, and the hoard was never discovered. A Seer claims that playing (put in a song's name) on a musical instrument in the temple area reveals a magically-hidden door to the treasury.

The ancient underground Temple of Gyoerk was sacked centuries ago. The defenders live on as Skeletal Warriors, Ghouls, Zombies, Specters, and Wraiths. The relics of Saint Modiboga are still somewhere in the temple complex.

The ancient underground Temple of Gyoerk was sacked centuries ago, and all of the defenders were slaughtered, including their families. Any person who performs a Ritual of Atonement in the old temple will be rewarded by Gyoerk with the location of a hoard of gold, and a Priest's artifact.

All monsters native to underground areas found in the ruins of the ancient Temple of Gyoerk are made invulnerable by the god.

Savadar is an evil High Priest run out of the area (insert local town) two years ago for rituals involving the sacrifice of young women. He is thought to have escaped into the dungeon and is now living in the ruins of the old Temple of Gyoerk. He is the Shaman commanding a tribe of fierce Cave Trolls.

CREATURE

PHANTASM – An incorporeal projection of a deceased mortal that may occur in many different colors, generally depicting their time and means of death. A Phantasm is not an Undead creature, is not hostile, and has no effective attacks against Adventurers. It has no armor class and is unaffected by physical weapons. Phantasms cannot perceive mortal creatures and ignore them.

OTHER SPELLBOOK GAMES PRODUCTS

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Adventure Modules and Encounters

INFERNO: JOURNEY THROUGH MALEBOLGE
The expansion and completion of the description of Dante's Hell. The ten Circles of Hell are described in three books and more than 300 pages. It includes two scenarios for entering Hell and more than 70 adventuring areas that are described in detail. Book 3 includes an appendix of more than 75 persons and creatures found in Hell.

GAZETTEER OF HELL: FIRE AND ICE

A gazetteer of locations in Hell that may be of interest to Adventurers. Fire and Ice maps the Seventh, Eighth, and Ninth Circles as a scale of 1 mile/hex, including the Desert of Fire, the Pits of Torment, frozen Cocytus, Lucifer and the escape from Hell. It provides short descriptions of more than 450 locations that can be developed by Games Masters into adventures in Hell.

GAZETTEER OF HELL: BLOOD AND MIRE

A gazetteer of locations in Hell that may be of interest to Adventurers. Blood and Mire maps the Fifth and Sixth Circles as a scale of 1 mile/hex, including the Styx Swamp, City of Burning Tombs, River of Blood, and the Wood of Suicides. It provides short descriptions of more than 350 locations that can be developed by Games Masters into adventures in Hell.

GAZETTEER OF HELL: LEAD AND HOUNDS

A gazetteer of locations in Hell that may be of interest to Adventurers. Lead and Hounds maps the Third and Fourth Circles as a scale of 2 miles/hex, including the lairs of Cerberus and Diabolic Earl Plutus. It provides short descriptions of more than 400 locations that can be developed by Games Masters into adventures in Hell.

GAZETTEER OF HELL: REALMS OF SHADOW

A gazetteer of locations in Hell that may be of interest to Adventurers. Realms of Shadow maps the Zero, First, and Second Circles as a scale of 2-3 miles/hex, including the Gates of Hell, River Archeron and Landing of Lost Souls, Noble Castle, and Minos' Palace. It provides short descriptions of more than 700 locations that can be developed by Games Masters into adventures in Hell. JUNE 2015.

INFERNO 1980

The original Hell, first published by Judges Guild in 1980. It describes the entry to Hell, along with sections of the first Four Circles of Hell. This edition features all new maps and art. Still approved for AD&D

INFERNO: OASIS OF KOESSA

An Egyptian-themed oasis in the middle of the Desert of Fire on Seventh Circle of Hell, including the Mummy King's tomb, a Funerary Temple, and the dungeon of the Sphinx. DECEMBER 2015

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A murderous Lycanthrope is using the Inn as a base to ambush unwary travelers. An excellent low to mid-Level Adventure as unwary Adventurers try to survive an unexpected threat.

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A library of wisdom and magic, located deep underground. An excellent dungeon destination.

CAVE OF YEARS

A complex cave with more than 10 areas found on three elevations, with complex pathways. Time runs differently in the cave and its many exits lead to different times from the dawn of civilization to the age of space travel. Adventurers may meet denizens of many ages.

ENCOUNTER WITH JARULATH

A local girl has been taken captive by a wandering Giant. Can she be found before he trades her away to settle an old debt?

GROTTO OF SAINT RITHANASKOR

A complex cave featuring a large multi-elevation grotto with several side caves and related areas. The cave contains the Saint's personal altar, along with religious artifacts. Two Devils invaded the shrine decades ago and have been trapped inside by the Deity's power. An excellent adventure for mid-Level Adventurers.

ORC FORTIFICATION

A small two-room adventuring site suitable for beginning Adventurers. This room is intended to be dropped into any underground dungeon or other area. FREE PRODUCT.

TROLL BRIDGE

A wide and deep underground chasm is a major impediment to dungeon travel. This toll bridge is one of the few ways across.

UNDERGROUND RIVER

Stone walkways and bridges follow along a river for several miles, with several encounter areas along the way. A good way to connect points of interest in a campaign.

WARROCK'S FARM

A small farming region is being terrorized by unknown marauders, until they hit an outlying farm and kidnap two children. Can the Adventurers find the Trolls before they eat their captives? An excellent adventure for lower-Level Adventurers.

WIZARD'S WORKROOM

A small Wizard's complex located deep in a dungeon. An interesting place for Adventurers to visit.

Rules and Games Master Aids

PORTAL TO ADVENTURE RPG RULES

Our concise fantasy RPG rule set. We present all the essential rules for both players and Games Masters in 50 pages. Appendices provide spell lists, monster data, and information about loot. 114 total pages.

FREE PRODUCTS: 22 Terrific Tables for
Portal to Adventure, Character Sheet for
Portal to Adventure

EIGHTY TOMBS

Short descriptions of eighty stand-alone tombs and monuments, that can be placed anywhere in a dungeon or other wild place to add some local interest.

GEHENNA PRIMER

An overview of the rules pertaining to Gehenna, Plane of Devils, and to Malebolge-Inferno. The information in this Primer applies to all of the Inferno gaming products.

GHOST STORIES

Provides the back-stories for sixty ghosts who can be placed anywhere in a campaign. These ghosts provide quests and missions and can be used to bring Adventurers to other campaign locations.

INFERNO: BESTIARY

A complete guide to the Devils and monsters of Hell. More than 80 unique Devils are described, from Diabolic Princes down to lowly Troopers of the Diabolic Legions.

INFERNO: CODICIL OF MALADIES

Background information about Gehenna and Hell. Provides a complete listing of the diseases of Hell and their effects.

INFERNO: DENIZENS

A compendium of the descriptions and game statistics for more than 75 persons and creatures found in Hell. This compendium of NPC's may be useful to Games Masters in need of powerful foes and villains, but who does not own Inferno: Journey. This book duplicates the appendix found in Inferno, Book 3.

INFERNO: TREASURY

A complete guide to the artifacts and enchanted items found throughout Hell. Many of these items are cursed or have unanticipated side effects. This guide may be very useful to Games Masters in need of new and unique campaign items.

THE MASTER LIST

An alphabetical list of more than 5000 items that Adventurers may need or want to buy. Includes price, weight, and rarity information.

MONSTER PARTS

A listing of the saleable body parts that can be salvaged from monster carcasses and their value.

SEER DELIGHT

Provides quick methods for Games Masters to generate answers when Adventurers consult seers, fortune tellers, and prognosticators. The tables cover most subjects that may be of interest to Adventurers.

TOWN GENERATOR

A guide to essential Adventurer services from banking to healing to henchmen. This book gives random tables to help the Games Master figure out what is available, and where. Includes naming tables for people and places.