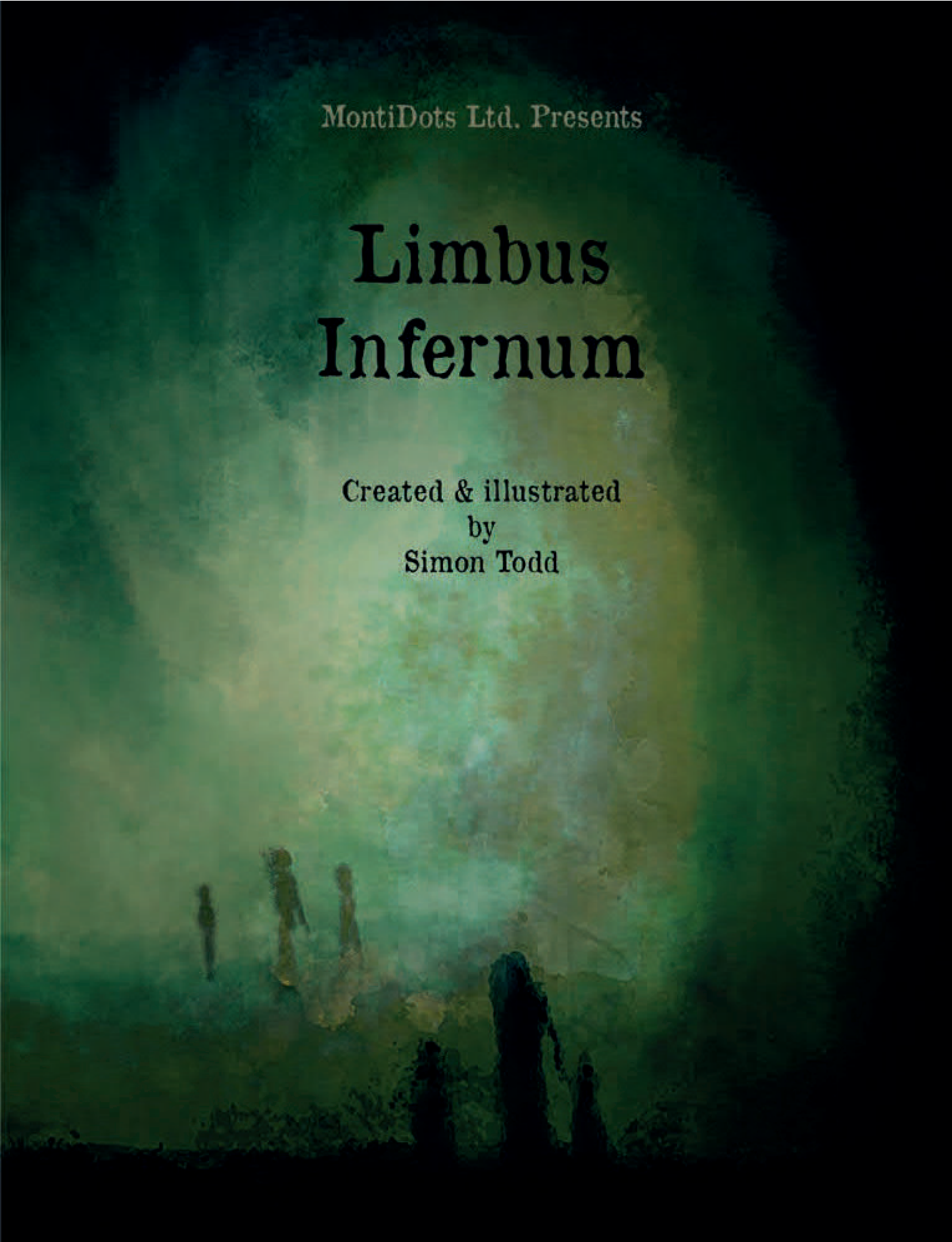


MontiDots Ltd. Presents

Limbus Infernum

Created & illustrated
by
Simon Todd



Limbus Infernum

“Into this wild Abyss
The womb of Nature, and perhaps her grave
Of neither sea, nor shore, nor air, nor fire,
But all these in their pregnant causes mixed
Confusedly, and which thus must ever fight,
Unless the Almighty Maker them ordain
His dark materials to create more worlds;-
Into this wild Abyss the wary Fiend
Stood on the brink of Hell and looked a while,
Pondering his voyage; for no narrow frith
He had to cross. ”

John Milton, Paradise Lost



Limbus Infernum

Contents

INTRODUCTION

Introduction page 2

Part One

Chapter One: Character Building	page 3
Essence	page 5
Alignment	page 8
Experience Points and Ascension	page 8
Chapter Two: Adventuring Tables	page 9
Climate	page 10
Wilderness Encounters	page 11
Skills	page 12
Equipment	page 16
Magic Items	page 17
Weapons and Armour	page 18
Spells	page 21
Memories	page 23
Chapter Three: Flora and Fauna	page 25
Demons	page 40
Humans	page 44

Part Two

Surviving Limbus Infernum	page 48
The Awakening	page 50
Encounters	page 50
The Cradle of the Dead	page 53
Shelter	page 54
Salvation	page 56
The Brimstone Pool	page 56
The Lonesome Tower	page 57
The Redoubt	page 61
The Street	page 64
The Ravine	page 71
The Grand Chasm	page 72
The Wood and the Lake	page 72
The North River and the Bridge	page 75
Boldo's Outpost	page 75
The Northern Outlook	page 80
The Demon Tower	page 81
Impenstein	page 81
The Traveller	page 90

Appendix

Tables	page 101
--------	----------

To begin with, you are dead. This must be distinctly understood, or nothing wonderful can come of the story I am going to relate.

Apologies to Charles Dickens

Many times in many games, players gather round the table and are invited to roll out their character's statistics or abilities using three or four six-sided dice. They then fill in the character's other details; their name, occupation, be it fighter, thief, magic user or cleric, and populate the rest of the character sheet with possessions, skills and perhaps a back story.

Limbus Infernum provides a unique and extremely challenging alternative to character building. But it is more than this; it is a complete adventure, a complete setting that could take many sessions of play.

The concept is simple. Characters start out dead, perhaps the remains of a previous adventurer, a character completely unknown to the player, perhaps the victim of a curse where the body is imprisoned and the soul sent down to the lower plane. The character rises from their earthen pit, grey skinned, sallow and bereft of name, identity, skill, memory or vestigial legacy of their former self. This starting point may seem callous, perhaps hopeless; for what heroic errand could possibly be achieved from such a weak, feeble and dull-witted genesis?

As if this is not a sufficient challenge, they rise out of the ashen dust of Limbus Infernum, the uppermost layer of Tartarus, though they have no knowledge of this. In all honesty they have no concept of Tartarus or the prime planes or the rest of the multi-verse in all its enormity. They are newborn, ignorant of gods, angels, demons, kings, dragons, goblins and giants. Not only are they barely more than a corpse with a soul, they now wander through a forlorn world where even food and water are hard won.

If all seems hopeless then one must ask why the local populations of human settlers, imp and demon goblin refer to them as "seekers," the "blessed" or even the "ascendants."

The reason is simple; they are not truly dead. In fact they have been given a second chance at life. More than this, Limbus Infernum is littered with many thousands of other corpses, soulless and beyond redemption yet still possessed of vestigial life energies which can be harvested, can be used by the seekers. This energy is called essence.

Essence is of great value to the residents of Limbo. Demons crave life essence like a drug, human settlements harvest the essence to supplicate the demons and for their own indulgence. Yet it is the seekers who get the greatest benefit for they can absorb the life memories that form the essence; they can regain abilities, even physical qualities such as strength, constitution and dexterity. They can acquire skills, proficiencies and spells once possessed by the corpse. They can "recall" complete memories; even knowledge their own past lives can be triggered.

Limbus Infernum

It is the ultimate aim of seekers to find essence and gain the benefits it contains. This serves to build up their ability scores, build up their skills and memories and provide them with magic to help them survive.

Raw life energy is a specific type of essence. Its quantity is calculated as experience points (xp) and each time it is ingested the seeker adds to their total experience points becoming closer to ascension in the process. Though this essence is most sought after by demons as it is the substance of the soul, it could be catastrophic for seekers for after they have ingested 2000xp of life essence they ascend. Escaping from Limbo may seem a good thing but once they ascend they reincarnate into the prime material world with their ability scores fixed and immutable. It is therefore vital seekers find a means of ingesting the minimum amount of life essence in their quest. There are means and ways to do this and even means of extending the capacity of life energy they can hold before ascending.

One further thing; the moral judgement of the seekers matters here more than anywhere. They are in the upper layer of Tartarus and their choices affect the final destination of their soul. This is their second chance and how they behave here determines where they finally end up for eternity. Therefore good deeds, murderous acts and even some of the harvested memories can dictate the nature of their alignment. Until the moment of ascension they can affect this and it is not unknown for seekers close to ascension to perform acts of selflessness in a desperate effort never to return here. They are fighting for their eternal fate.

A NOTE ON NAMES

In the classic old school role playing games the outer planes are separated by alignment types. Limbo is given a separate realm apart from Hell or Tartarus. Hades, though the name of the Greek God of the dead, is considered also to be the name of a plane for those of chaotic evil alignment. Within this setting things have changed slightly.

Limbo in its Latin form is Limbus and means "edge," referring to the edge of Hell. Hades specifically refers to the god of death and the plane is Tartarus, the Greek underworld and place of torment. I have compounded this location with Hell and removed the differentiation caused by alignment beyond the fact that the place is embodiment of evil.

Thus Limbo, or Limbus Infernum, is the uppermost layer of Tartarus, the next layer being Carceri where the Titans are imprisoned for the foreseeable future.

PART ONE

CHAPTER 1: CHARACTER BUILDING

Oh my mother, the creature whose name thou has uttered, it exists, bind upon it the will of the Gods; mix the heart of clay that is over the Abyss, the good and princely fashioners will thicken the clay. Thou, do thou bring the limbs into existence.

Enki and the Making of Man from the myths of Sumer

INTRODUCING PLAYERS TO LIMBUS INFERNUM

Whether the players are experienced in role playing games or exploring the realms of the imagination for the first time, this is an unnerving start to a game. It is up to the Game Master as to how they introduce this game; below are three approaches.

Option 1. The most brutal start presents the players with pre-written character sheets with the ability scores filled in with a straight "7" across the board and the statement that they are all human be it male or female. It is advised even with this brutal beginning the character is a young adult, though some GMs could even have the age as variable. To the questions of the starting wealth, skills, possessions, class and name, the Game Master merely announces there are none. From that point on all discoveries about how to progress through the inhospitable realm of Limbus are found through exploration and adventure.

Option2. Game Masters, at their most benevolent, can warn the players of the nature of the game beforehand, outlining the aims of finding essence to develop their characters and even where they are. Perhaps if the game is being played at a convention or with new players unfamiliar with the Game Master's game style, this may be the best approach.

Option 3. Introduce an in-game mentor for the characters. The only beings able to actually detect essence are demons and seekers equipped with an occipit, or demon eye, which they transplant into their skulls. But the upshot is that other human and humanoid inhabitants of Limbus have a distinct disadvantage. Essence is a rich seam of wealth, but without the keen eye of a seeker, essence is almost impossible to locate. A hunter or scavenger would find a new seeker invaluable and protect them and educate them to use their unique gifts.

Table 1 shows the statistics for a starting character. The GM might want to start the game running the scenarios in this book in which case turn to Part Two on page 48. The scenario entitled **The Awakening** takes the characters through their arrival in Limbo. If the GM wishes them to start elsewhere, Table 2 provides an option to furnish the new characters with the bare minimum of equipment discovered in the location where they awaken.

Limbus Infernum

STARTING CHARACTER ABILITY SCORES			TABLE 1
Ability	Score	Adjustments	
Strength	7	-1 to hit, 40lb weight allowance, open stuck doors on a 4 or less on a d20	
Intelligence	7	Cannot learn a spell*	
Wisdom	7	-1 Saving Throw vs magic, 30% spell failure*	
Dexterity	7	-	
Constitution	7	55% system shock**	
Charisma	7	3 henchmen max, -2 loyalty base, -1 reaction adjustment	
Name: none		Character level: 0 (treat as 1 for the purposes of adventure)	
Class: none		Hit Points: 6	
Proficiencies/skills: none		Possessions: none but a ragged tunic***	
Armour class: 10		Movement: 50yards per round	

* Spells gathered as an essence always function and are automatically available. **Resurrection is impossible in this setting.

*** Kind GMs may allow new characters to find useful items at start of play rolling on the New Character Discoveries Table below.

OPTIONAL NEW CHARACTER DISCOVERIES		TABLE 2
Roll 1d8	Discovery	
1	A dead seeker is found nearby with a usable vermus tongue, armour* and two weapons**.	
2	A backpack is found with three vermus corpses and a flask of salvation squash extract (enough water for 2 days). It also contains 2 pieces of equipment.***	
3	1 roll on the armour table + 1d4 rolls on the equipment table.***	
4	1d4 rolls on the Equipment table. ***	
5	1 roll on the weapon table + 1d4 rolls on the equipment table. ***	
6	In the distance a seeker is seen harvesting a corpse using a vermus tongue. They are too far away for the character to encounter directly.	
7	A dead seeker is found with vermus tongue still containing essence from the last harvest. They also have armour* and 1d6 pieces of equipment.***	
8	The character awakens with vague recollections of their own past life. If the player is basing the character on a previous player character they can choose 1d3+1 skills, 1 memory and allocate 5 ability points to their character sheet. The abilities can not exceed those of the original character.	

* Roll on the armour table. ** Roll on the weapons table. *** Roll on the equipment table.



Limbus Infernum

ESSENCE

In order for the seeker to survive and thrive they must find essence. Essence usually takes the form of a vaporous radiance. This radiance is heavier than air and can be drunk. It is a combination of vestigial memories, skills and raw life energy still lingering in corpses found throughout Limbus. Essence can be found in five sources:

In corpses. Corpses can be found throughout Limbus still carrying varying types of essence. Use Table 7 on page 11 to determine what can be harvested from a corpse.

Refined Essence. Some inhabitants of Limbus have discovered how to refine essence. This is carried out using an *essence prism* and a suitable decanter. It is a good idea to keep the secret of refining essence out of the character's reach. Refined essence is an extremely valuable commodity and its secret is jealously guarded. Refined essence can be placed in specific location within a scenario as treasure. It also appears as a potion on the random treasure tables.

Vermus. These winged maggots naturally harvest essence from the living and the dead. If killed soon after feeding they still carry essence which can be consumed by removing the essence sack and ingesting the contents. There is a 30% chance a vermus still carries essence. A vermus carries 10-40xp of life essence plus a 50% chance of another type of the Game Master's choosing.

For more information see the Flora and Fauna section in this book (page 39).

Huskweed This species of fungus thrives off corpses and absorbs essence. If this is eaten some of the essence can be ingested. There is always 1d20xp of life energy with a 10% chance of another type of essence. For more details see the Flora and Fauna section in this book (page 25).

Soul's Tear Fungus. This diminutive mushroom is found near corpses. There is a 50% chance of one essence type in each bud.

DETECTING ESSENCE

Essence is invisible to the human eye unless it has been refined and appears in potion form. Demons see essence as a bright glow but can not differentiate between types. They crave this life energy as it is the energy of the human soul. There are three ways for humans to replicate this ability:

Through spells. *Detect Essence* merely detects the presence of life force but can not differentiate by type. *Identify Essence* is far more powerful being able to split the essence radiated into the different colour types. See spell descriptions on page 21.

Potions. There are potions which replicate these spells.

Using an occiput and differential lens. An occiput is an extracted demon eye. Even detached from the demon, the eye continues to function detecting essence aura but needs to replace one of the seeker's own eyes. To determine the type of essence the user needs to use a differential lens. This is placed in head bands looking like goggles. For further details turn to page 15.

ESSENCE TYPES		TABLE 3
Colour	Type	Effect
Orange	Life	This raw life energy is the least desired essence for the character though is highly desired by demons. It is measured in experience points. A seeker ascends once they gain 2000xp. if they gain this too soon they arrive back in the prime material plane weak and with poor skills. There are ways of delaying this; see gold below.
Yellow	Magic	This essence radiates from any magic devices the character sees through the occiput with a lens. It also indicates a spell lingering in a corpse. Irrespective of how intelligent or experienced a seeker is, by harvesting a spell it becomes available to use once.
Red	Ability	Red essence is the trace of abilities in the corpse. This could be any of the six abilities, Strength, Intelligence, Wisdom, Dexterity, Constitution or Charisma. Each harvest randomly collects a single ability point.
Blue	Skill/Proficiency	Blue essence is the memory of skills and proficiencies the corpse had in their former life. One skill is attained from each harvest. Drinking more of the same skill improves that skill by +2 (or 10%).
Purple	Memory	Purple Essence is a fragment of a corpse's memory. There is a chance it could be a memory of the character's own past life.
Gold	Augmentation	Vermus harvest essences from the living and dead then take them back to their hive where they are coalesced into a viscous wax-like substance and fed to their queen, known as a hiver. This "royal jelly" is highly sought after as it extends the character's experience point requirement before they need to ascend by 500xp.

Limbus Infernum

HARVESTING ESSENCE

Essence found in vermus, in plants or in a refined form can be ingested merely by eating or drinking it. If it is still held within a corpse it needs harvesting. Corpse essence is located in the hippocampus at the base of the brain cavity and is harvested using a vermus tongue. A vermus tongue is just that, the removed syringe-like tongue of flying maggots. Ideally the tongue is removed alongside the stomach sack where the essence fluid is stored. A seeker uses the tongue to draw the life essence before ingesting the fluid to receive its benefit. Injecting the essence using the syringe also provides the seeker with the desired result but also causes 1hp damage.

It is possible to hold harvested essence in a sealed container for up to two weeks before it spoils. The container must be free from contaminants. Special containers are produced by settlers to hold the essence for longer periods.

KILLING FOR ESSENCE

Though it is possible to kill another seeker or living soul for essence, their occupit or other equipment, this is an evil act and the killer suffers the consequences when their soul is weighed in the balance upon true death. See page 8.

If a seeker or living soul is harvested, assume 1d3 abilities, 1d3 skills, 1 memory (20% chance if another seeker) and 100-300xp are drawn. The Game Master should then decide what physical weapons, armour and equipment are left behind.

ESSENCE AND NON-SEEKERS

Although seekers gain valuable benefits from taking essence it is also a very addictive drug. Demons devour the stuff with no ill effects but the non-demonic inhabitants of Limbus also use the fluid. Non-seeker humans gain no long term benefits from essence but do feel the effects listed on Table 3-1 for 1d4 hours.

SIDE EFFECTS

Any non-seeker without demonic blood in their veins is at risk of side effects from ingesting essence.

- After the effects listed in table 3-1 have worn off they become morose and lethargic for the next 4 hours unable to function or think coherently.
- They are at risk of addiction. For each dose they take, they must make a Saving Throw vs Poison or become addicted until cured.

Once a character is addicted they can only be cured using an antidote potion or a powerful spell such as *Remove Addiction* (priest/ druid spell level 3), *Cure Disease* (priest/druid spell level 3rd), *Limited Wish* (magic user spell level 7) or similar. All the character's motives and activities become focused on finding more essence. This drives all their actions including selling their soul, betraying their closest allies and performing the most evil acts. If they fail to find essence they must make a Saving Throw vs Poison each day at a cumulative -1. Failure leads to insanity.

ESSENCE & NON-SEEKERS TABLE 3-1

Orange	Raw life essence is a powerful stimulant and removes the need to sleep or rest. Non-seekers gain the following benefits: <ul style="list-style-type: none"> • Heightened awareness. Only surprised on a roll of 1 on a d10. • Heightened dexterity. Gains 1d3 dexterity points together with any other benefits. This can go beyond species limits. • Heightened constitution. Gains 1d3 points of constitution with all the benefits from that ability score. This can go over species limits.
Yellow	Yellow essence provides no pleasing effects or benefits. If the imbiber is already a magic user, they do gain the use of the spell in the essence for the next 1d4 hours.
Red	This gives no pleasing effect for non-seekers but they still suffer side effects.
Blue	This gives no pleasing effect for non-seekers but they still suffer side effects.
Purple	Non-seekers imbibing purple essence are given hallucinations and dream like visions from the ill-defined memories they have partaken of.
Gold	Non-seekers ingesting a gold augmentation nugget feel extreme euphoria for the next 8 hours.

SEEKERS AND OVERDOSING

Seekers can ingest as much of the orange life essence as they wish but this only hastens their ascension. For all the other types of essence, seekers only gain the benefits of ingesting up to two doses of a specific essence at a time. Any dose beyond that is rejected and they experience the effects of the essence as if they are non-seekers including the negative side effects. To avoid this there must be a gap of at least two hours before further doses are ingested. See the section on Augmentation on the next page for taking more than one augmentation stone at once.

MAXIMISING ABILITY

It is possible for any seeker to reach 18 on their ability scores. Once this has been achieved however they can earn no further points on that ability. If the rule for using percentages to increment super strength is used then each further strength point ingested adds 10% to the super strength bonus up to the maximum 18(100) strength. Any ability point ingested beyond these maximum ability scores result in suffering the effects as if the characters are non-seekers including the resultant side effects.

MAXIMUM SKILLS AND MEMORIES

There are no maximum skills or memories while a seeker is still in Tartarus. So the character might reincarnate with an incredible

Limbus Infernum

skill set. A level might be set by individual GMs who fear overpowering characters. Taking essence relating to a skill already achieved gives a +2 bonus for skill checks (or 10% if a percentage skill system is used).

AUGMENTATION

Augmentation stones are incredibly hard to find and it is up to the Game Master to monitor their presence. If there are a number of seekers then the Game Master might feel it is beneficial for the game if there are two or three nuggets found to allow a number of characters to benefit from the effects of extended life essence capacity.

If a character takes more than one augmentation stone at once, they must make a Saving Throw vs Death Magic or die instantly, losing their soul forever to the realms of Tartarus. If they make their Saving Throw they gain a full 1000xp extra capacity. Otherwise there must be a gap of four hours between ingesting the stones.

Further, if they have robbed another seeker the opportunity of an extended stay before ascension, their alignment is affected and obviously the other characters might react accordingly. It is never a good thing to create enemies in Limbo. See the section on alignment on the next page for further details.

COMPLETE TRANSFERENCE

Some desperate seekers have attempted a complete transference of their souls into another body. This is extremely dangerous but if a corpse of significantly superior physical condition is found it may be worth the attempt. It is obviously impossible for the seeker to perform this by themselves so a trusted assistant is necessary.

It is possible to judge whether a discovered corpse is suitable for transference from appearance though the exact nature of their state is unknown until the seeker has completely transferred. If judged well, the seeker instantly gains superior Strength and Constitution and perhaps even Dexterity and Charisma.

In order for a transference to take place the donor corpse must be free from any essence. The assistant proceeds to use a vermis tongue to completely draw all essence from the seeker and instantly injects it into the corpse. Each round the injection is delayed removes a skill, memory or ability point in wisdom or intelligence.

Any seeker undergoing transference must make a System Shock using their current ability score or simply perish in the attempt.

The transference gives a 25% chance of losing each of the following. The Game Master rolls once for each essence type and ability listed:

- 1 ability point of intelligence
- 1 ability point in wisdom
- 1 skill

The new corpse provides the following new ability scores:

- Strength: 7 +2d4
- Constitution 7 +2d4
- Dexterity 10 (+1d6 50% chance)
- Charisma 8 (+1d6 50% chance)

Some seekers have had the essence of the donor corpse placed back in them after transference for an additional harvest.

TRANSFERRING INTO A NON-HUMAN CORPSE

Success in transferring into a corpse other than a human is possible but brings with it an increased chance of rejection. This is determined by rolling a **System Shock** with the following penalties based on corpse type.

TRANSFERENCE TO NON HUMANS	
Type of Corpse	Penalty
Half blood	-20%
Sylvan	-50%
True Fae	-70%
Goblinoid	-45%
Elemental	-80%
Other Mammal	-30%
Non-Mammal	-60%
Magical	-75%
Undead	-60%
Demon	-90%

Half Blood. Such as a half elf; but any corpse with some human genetic element.

Sylvan. Elf, Halfling, Gnome, Dwarf, Brownie, etc.

True Fae. Sprite, Pixie, Lycanthrope, etc.

Goblinoid. Kobold, Goblin, Orc, Bugbear, Gnoll, Ogre.

Elemental. Giant, Dragon.

Other Mammal. Horse, Bull, Bear, Weasel. etc.

Non-Mammal Lizard, Frog, Spider, Vermus, etc.

Magical. Minotaur, Chimera, Unicorn, Centaur etc.

Undead. Zombie, Mummy, Vampire, etc. Any undead with corporeal form.

Demon. Imp, Ghoul, Demon

Once a Seeker has transferred to a non human corpse successfully, they possess the same restrictive qualities as a polymorph spell, including restrictions on innate abilities such as polymorphing, detecting skills and charm.

Limbus Infernum

ALIGNMENT

This is an optional guideline. Perhaps moral and ethical behaviour is even more important in Tartarus than on the prime material plane. The more evil and chaotic a character becomes, the less likely it is that they can ascend and if they do, their soul has been marked with a blemish that is all but impossible to remove fating them to return to Tartarus on death with no hope of redemption.

All seekers start with a completely neutral alignment. As they adventure, make choices and drink the memories of others their alignment changes. Examples of how different events affect the character's alignment are listed below:

- Murdering a human -4 to EG.
- Stealing from a human -1 to EG, -1 to CL.
- Selling or trading in a soul -3 to EG.
- Drinking essence containing the memories of others. See table 14.
- Aiding another soul for no reward +2 on EG.
- Aiding or serving a demon -3 on EG, -2 on CL.
- Aiding another intent on evil -2 on EG, -2 on CL.
- Using a wish with no benefit to the character. +4 EG

					LAW																
						12															
						11															
						10															
						9															
						8															
EVIL	1	2	3	4	5	N	8	9	10	11	12										
							5														
							4														
							3														
							2														
							1														
					CHAOS																

N = 6,7 on both axes. The column chaos to law is referred to as CL.
The row evil to good is referred to as EG

EXPERIENCE POINTS AND ASCENSION

Life energy is measured as experience points (xp). Seeker's experience points are gained by ingesting life essence. Once they have attained 2000 xps of raw life essence they are stuck with the ability scores they have acquired. They also keep their acquired skills and memories but these can obviously be built on through adventuring in the prime plane.

There are means of expanding the capacity of energy a seeker gathers in Limbus. A common way is by finding augmentation stones. This is a form of royal jelly created in the hives of vermus. It is extremely dangerous to harvest directly but if successfully acquired and eaten, expands the seeker's capacity by 500xp.

ADVENTURE EXPERIENCE POINTS

It would make the task of gathering enough essence to create a strong character nigh on impossible if experience points due to combat are included, yet it is part of the game's heart to gain experience from adventure. To embrace this, the character has a separate tally of experience points gained through adventure in Limbus. Once the character reincarnates, these experience points become the newly formed character's starting experience. It is up to the Game Master to decide whether there should be a limit to the level of newly reincarnated characters especially as there are opportunities to defeat extremely high level beings in Limbus.

If Game Masters usually give experience points for treasure including using magic items, this should be ignored while in Limbus, though experience for casting magic should be included.

EXPERIENCE POINTS AND APPEARANCE

When a seeker first emerges into consciousness they have grey blue skin, a withered appearance as of old age and the decrepit look of a zombie. As they gain experience points this appearance changes so, by the time they have gained their first 1000xp, their skin is fleshy and closer to the flesh tones the character would possess in life.

Although strictly speaking Charisma is not measured by appearance, the character should gain 1 Charisma point for each 1000xp they gain. So by the time they ascend, even if they have not found any Charisma essence they should still have 9 Charisma.

ASCENSION

Once a seeker has gained 2000xp or more in Limbo they are ready to return to the prime material plane. This happens in 4d6 rounds (4 to 24 minutes) after acquiring the experience points. It is completely up to the Game Master where they end up on the prime material plane. They arrive in a reincarnated state in a body which matches all the ability scores the character acquired in Limbus. The original identity of the body is unknown and it may be that the character arrives surrounded by incredulous people all mourning the recent death of a friend. This provides opportunities for further encounters and adventure. The character

Limbus Infernum

may be thrown immediately into a fight or arrive on a slab about to be prepared for burial. Whatever the circumstance, those around assume the character to be the previous owner of the body. No possessions from their adventures in Limbus are with them but they may already be carrying equipment the previous owner possessed. If a character has presence of mind and they have found powerful treasure they wish to keep, they might physically transfer their possessions to the realm of Typhon, which hovers over the abysmal plane, to pick up later on.

The character has the skill sets gained in Limbus and the memories gained there. This informs what character class they might be once they ascend.

The Game Master is likely to have a prepared prime material location but they are free try a new location unknown to the players. This is an opportunity for a fresh start.

MANY ASCENDANTS

The Game Master is faced with a dilemma if there are many seekers ascending at different times in game play. They may find themselves running a campaign literally on two planes of existence at once. The first ascendant has no idea if the rest of the seekers will ascend to the same location or even the same time frame. When they ascend they may not even be able to identify their friends, who take on different visual forms than those they possessed in Limbo. The first seeker ascending could wander off on adventures before the others arrive. It is therefore important the GM finds a way of keeping everything together.

If the remaining seekers still have many sessions of play in Limbo before ascending the first player might role-play a secondary character in Limbo. A handy time anomaly could ensure that despite a huge time gap between characters leaving Limbo, they arrive on the prime plane shortly after each other or all at the same time. The newly formed character on the prime plane could get advice on their colleague's arrival at a major temple or wizard's college. Any newly ascended character has incarnated into a strange new body, probably the fresh corpse of one recently deceased. This would cause much commotion and confusion for the local population alerting the waiting player character to the identity of their friend from Limbo.

To an extent allow these dilemmas to be resolved through role-play but also hint to any frustrated players that all the seekers who survive Limbo will turn up within a short period of each other in the same location to resume adventure together.

A secret club exists at Boldo's Outpost whereby any seekers close to ascension can have access to life essence to quicken their departure. This service is provided in exchange for all the goods left behind. See page 80 for more details.

RETURNING TO OLD FRIENDS

It may be feasible for the character to reincarnate into a familiar setting or campaign. This is perfectly acceptable for the purposes of game play but the character may have to fulfil certain tasks in Limbus to ensure this happens.

WHAT IS LEFT BEHIND

For those witnessing an ascension in Limbus, the character merely collapses into an empty shell with no essence. The corpse still carries any physical items including an active occupit if one was implanted.

CHAPTER 2 ADVENTURING TABLES

Characters in Limbus Infernum are going to spend a lot of time gathering resources and essence to survive and thrive. This entails travelling through the wilderness investigating mounds of human husks, exploring ruins and half buried locations and encountering singularities, the coalesced thought forms that manifest themselves from the memories of the dead. They may even dare to infiltrate inhabited locations with a view to finding valuables, or openly trade with these settlements and outposts. To determine encounters, weather conditions and treasure the Game Master needs a number of lists and tables, here provided.

TABLE OF TABLES	TABLE 4
Table	Page
Climate	page 10
Wilderness Encounters	page 11
Corpse Harvest Calculator	page 11
Essence	page 12
Ability	page 12
Skills	page 12
Weapon Skills	page 12
Non Weapon Skills	page 12
Equipment	page 16
Miscellaneous Magic	page 17
Weapon	page 18
Armour	page 20
Spells	page 21
Memories	page 23

“The souls must re-enter the absolute substance whence they have emerged. But to accomplish this, they must develop all the perfections, the germ of which is planted in them; and if they have not fulfilled this condition during one life, they must commence another..”

The Book of Zohar.

Limbus Infernum

CLIMATE

Limbus Infernum has a perpetual ashen fog giving a visual range of 50-100 yards. The temperature is generally tepid, there is no day or night and the air is infused with sulphur making it barely breathable. Even local human settlers wear masks to counter this. On occasion the weather breaks resulting in a complete change in the landscape that reveals new ruins and husk mounds but buries others. The Game Master is free to throw one of these weather conditions in at any time or use the table below.

CLIMATE	TABLE 5
Check for weather conditions once per 24 hours	
2d4	Weather Type
2	Husk Storm
3	Obsidian Hail
4	Sulphur Rain
5	Ash Mist
6	Ash Mist
7	Clear
8	Ash Storm

Ash Mist

This is the usual climate for Limbus. An ash mist filled with the fumes of the sulphurous underworld hangs in the still air. It is not toxic but is unpleasant to breath and the particles of ash cling in the mouth. Most human inhabitants wear protective masks to make life more comfortable. The visual range is between 50 and 100 feet.

Clear

Very rarely the air clears to reveal the grey blue desert stretched out before the traveller bathed in blood hews from the infinite sky. The true scale of nearby cliffs, glimmering with a faceted glass surface bounds the ashen drifts. Looking upwards the traveller sees far into upper reaches of Limbus where red lit clouds churn.

The sight of an infinite sky is truly terrifying. Characters must make a Saving Throw vs Spell +2 or cower or seek refuge from the vastness. Sounds of tortured multitudes drift on the air when the mist has cleared. These anguished cries are filled give evidence to the nature of place. Clear skies last for up to four hours.

Ash Storm

A sudden tempest whips up completely filling the sky. Visibility is reduced to 5 feet and characters stuck in the open with no protection receive 1hp damage per turn (10 minutes) until they can escape the brutal sand blast.

Whole landscapes of ash move and drift in such storms. Glades of trees disappear under dunes, rivers are buried beneath the ash and lost ruins are revealed. This is an opportunity for the Game Master to place new locations for adventure. Ash storms last for up to three hours before returning to passive ash mist.

Obsidian Hail

The wind picks up, the ash reduces vision to 20 feet and lumps of obsidian rock and sharp jagged slag the size of a fist begin to slam down into the landscape. Any caught in this hail suffer 1d2hp damage per round so this is lethal to seekers. The Game Master is advised to generally include this condition where characters are near cover. The spectacle of ear splitting drum rolls of rock pelting the landscape should be suitably terrifying and remind the players where their characters are. There should be a small hint of warning, perhaps ten minutes of small zephyrs starting to churn up the air, a change in temperature or a sudden evacuation of the local wildlife. Hail storms last for up to 30 minutes.

Sulphur Rain

Sulphur rain is the only precipitation to be found in Limbus. It is infrequent and when it happens the sky clears of ash but darkens in an angry red hew. Far above the landscape fast moving cumulonimbus clouds swell and tumble. The rain descends as fat globules of acidic water. This is an irritant on the skin causing 1hp damage for every 20 minutes of exposure. Sulphur rain lasts for up to one hour.

Husk Storm

This hideous spectacle is usually forecast by a slight clearing of the ash mist allowing a view into the upper cloud base boiling above their heads about 10,000 feet. A colossal segmented abdomen as of a maggot or worm body is revealed squirming through the upper clouds, (this is Typhon). As it does so pores open along its length spewing out corpses that plummet into the ash. Any struck by a corpse suffers 10d6hp damage (Saving Throw vs Dragon Breath for half damage). Once passed, all manner of scavengers populated the landscape harvesting the windfall. Roll 5d6 to discover the amount of husks near the character; 30% have any Essence. The Game Master must also roll immediately for wilderness encounters (Table 6) to check what other scavengers are in the area. Luckily they are more interested in the new fallen husks than the seekers unless the seekers go out of their way to disturb the feasting. Husk storms last up to 20 minutes.

Limbus Infernum

WILDERNESS ENCOUNTERS

Descriptions of the flora and fauna, human and demonic beings encountered can be found from page 25.

WILDERNESS ENCOUNTERS TABLE 6	
Check for encounters once per six turns. To check roll a d8, a 1 indicates an encounter.	
2d6	Encounters
2	1d3 Outpost Scavenger
3	1d4+1 Imp
4	2d4 Giant Centipede
5	1d3 Large Spider
6	Husk
7	1d4 Vermus
8	1d2 Tartaran Rat
9	Salvation Squash or Deathwort
10	Small Corpse Mound
11	1d2 Goblin Demon
12	Seeker or Hunter



HUSK HARVESTING

Whenever a character is scavenging equipment or essence from a husk use the tables below. As usual the Game Master can override any roll made. Use the tables on the following pages to determine the exact finds.

CORPSE HARVEST CALCULATOR TABLE 7	
2d8	Description
2	1000xp + Special.
3	100-1000xp.
4	40-240xp + essence + equipment.
5	20-120xp + spell + weapon.
6	10-80xp + ability.
7	10-60xp + essence.
8	Armour + equipment x2.
9	10-40 xp + weapon + skill point.
10	1-20 xp + roll twice on special table.
11	1-100xp + ability.
12	10-40xp + ability + skill.
13	30-180xp + equipment + special.
14	10-40xp + roll twice on essence table.
15	Ability + spell + skill.
16	Roll twice on the ability table + skill + weapon.

SPECIAL CORPSE CALCULATOR TABLE 7-1	
1d6	Special Find
1	Ability Point <i>red</i> (Table 9)
2	Skill Point <i>blue</i> (Table 10)
3	Spell <i>yellow</i> (Table 14)
4	Memory <i>purple</i> (Table 15)
5	Weapon (Table 12)
6	Armour (Table 13) or Equipment (Table 10)

Colours refer to the colour of the essence if seen through a differential lens.

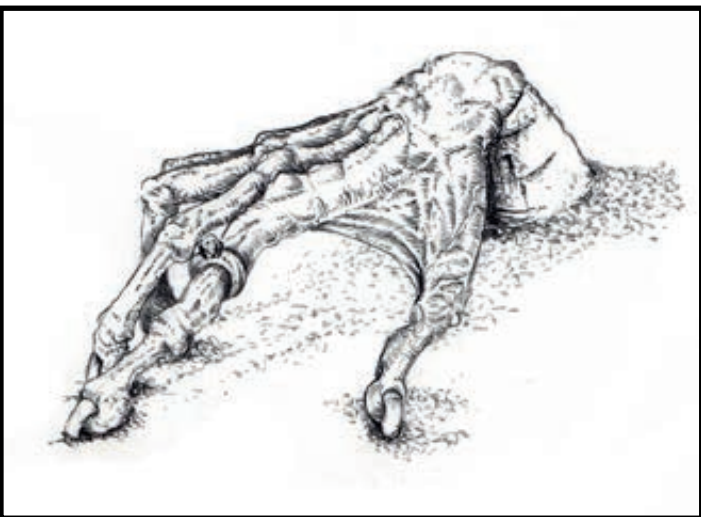
Limbus Infernum

ESSENCE TABLE		TABLE 8
d8	Essence Type	
1-3	Skill	
3-6	Ability	
7	Memory	
8	Spell	

ABILITY TABLE		TABLE 9
1d6	Ability	
1	Strength	
2	Intelligence	
3	Wisdom	
4	Dexterity	
5	Constitution	
6	Charisma	

SKILLS TABLE		TABLE 10
1d6	Ability	
1-2	Weapon skill(See Table 10.1)	
3-6	Non-Weapon skill (See Table 10.2)	

WEAPON SKILLS TABLE		TABLE 10-1
1d6	Skill Type	
1	Weapon: Long Blade	
2	Weapon: Short Blade	
3	Weapon: Bow	
4	Weapon: Blunt/Axe	
5	Weapon: Spear/Staff	
6	Weapon: Sling/exotic	



NON WEAPON SKILLS		TABLE 10-2
1d100	Skill	Ability
1-5	Agriculture	Intelligence
6	Ancient History	Intelligence
7-8	Animal Handling/Training	Wisdom
9	Animal Lore	Intelligence
10	Artistic Ability	Wisdom
11	Armourer	Intelligence
12	Appraising	Intelligence
13-15	Barter	Charisma
16	Blacksmith	Strength
17	Blind Fighting	NA
18	Bowyer/Fletcher	Dexterity
19-20	Brewing	Intelligence
21	Brewing Potions	Intelligence
22	Carpentry	Dexterity
23	Charioteering/ Carriage Driving	Dexterity
24-28	Cooking	Intelligence
29	Climb Walls	Strength
30-34	Dancing	Dexterity
35	Direction Sense	Wisdom
36	Disguise	Charisma
37	Endurance	Constitution
38	Engineering	Intelligence
39-40	Etiquette	Wisdom
41	Fire Building	Wisdom
42	Gaming	Charisma
43	Gem Cutting	Dexterity
44	Healing	Wisdom
45	Herbalism	Intelligence
46	Hiding in Shadows	Dexterity
47	Hunting/ Set Snares	Wisdom
48	Juggling	Dexterity
49	Jumping	Strength
50	Language	Intelligence
51	Language, Ancient	Intelligence
52	Leather-work	Dexterity
53	Local History	Intelligence
54	Memorising	Intelligence
55	Move Silently	Dexterity

Limbus Infernum

56	Musical/Singing/Oratory	Dexterity
57	Navigation	Intelligence
58	Pick Locks/ Small mechanical	Dexterity
59	Pick Pockets/ Sleight of Hand	Dexterity
60	Planar Lore	Intelligence
61	Plant Lore	Intelligence
62-72	Reading/Writing	Intelligence
73	Reading Lips	Wisdom
74-78	Religion	Wisdom
79-80	Riding	Wisdom
81	Riding Airborne	Wisdom
82	Rope Use	Dexterity
83	Running	Constitution
84	Seamanship	Dexterity
85	Spell Craft	Intelligence
86	Stone Mason	Strength
87	Survival	Wisdom
88-90	Swimming	Strength
91	Tracking	Wisdom
92-93	Traps, Find and Remove	Wisdom
94	Tumbling	Dexterity
95	Ventriloquism	Intelligence
96	Weapon Smith	Intelligence
97-100	Player's Choice	-

SKILLS

Seekers begin with no skills. During the course of play they acquire these by retrieving essence from corpses. These skills are kept when they ascend. In most cases knowledge based skills are limited to information about the prime material plane, the world where the source of the skill originated but these may be adapted to their current surroundings..

Common sense should be used by the GM when determining the success of a character attempting to perform any skill.

Each skill has an associated ability such as Strength or Intelligence and the player rolls d20; any number equal to or less than the associated ability score means success.

Bonuses and penalties can apply at the GM's discretion. The GM could opt to use the percentage system for determining the level of skills. Thus an ability score of 7 would convert to 35% (5% per ability point.) In the descriptions any point bonus or penalty has a percentage equivalent in brackets. When a character finds repeat skills they add further bonuses of +2 (or +10%) on their skill according which system is preferred.

THIEF BASED SKILLS

Thief skills are Pick Pockets (sleight of hand), Pick Locks (small mechanical), Traps (find and remove), Hide in Shadows, Move Silently, Climb Walls.

GENERAL SKILL DESCRIPTIONS

Some skills are not affected by the location of Limbo and thus are not mentioned here.

Agriculture *intelligence*

Farming practices with both livestock and crops. This may have little value here though it confers +2 (+10%) bonuses to Plant Lore, Animal Lore and Animal Handling.

Ancient History *intelligence*

Ancient history of the location of the past life of the corpse who donated the essence. Rarely (20%) it refers to the character's own past life being jogged. What that fragment of ancient history is, is up to the GM.

Animal Handling/ Training *wisdom*

This refers to creatures familiar in the prime material plane.

Animal Lore *intelligence*

Knowledge of animals from the prime material plane.

Armourer *intelligence*

The character needs appropriate tools and a workshop to perform this skill. They have a chance of working with exotic materials found in Limbo with a -2 (-10%) penalty until the GM feels they have enough experience with these.

Appraising *intelligence*

The character can appraise based on the values of the location on the prime material plane where the essence originated. They must have experience of the value systems in Limbo to acquire knowledge here.

Barter *charisma*

The character has a -2 (-10%) on this skill until they have had experience in the market places of Limbo.

Blacksmith *strength*

The character must have access to the appropriate tools and equipment to be able to perform this skill.

Limbus Infernum

Bowyer/Fletcher *dexterity*

The character must seek alternative flights to feathers and prime material plane woods; both hard to come by in Limbo.

Brewing *intelligence*

Not affected by location, though the character must acquire a knowledge of the raw ingredients available in Limbo. They also need appropriate equipment.

Carpentry *dexterity*

Not affected by location though the character needs appropriate tools and knowledge of local materials.

Cooking *intelligence*

Not affected by Location though it is imperative the character is aware of the local ingredients.

Direction Sense *wisdom*

This is only applicable to the original prime material plane where the essence came from. Direction sense is based on the movement of the sun and stars and the growth of plant life. Limbo does not have these patterns.

Disguise *charisma*

This is not affected by location. Demons have a natural ability to sniff out souls. This could negate this skill.

Etiquette *wisdom*

This is purely based on the etiquette of the originating prime material plane location. This is not an effective skill until the character has sufficient experience in Limbo.

Fishing *wisdom*

Bodies of water in Limbo are usually toxic and filled with inedible creatures.

Healing *wisdom*

The character needs a knowledge of healing properties of various ingredients in Limbo for this to be effective.

Herbalism *intelligence*

Only knowledge of plants from the prime material plane origin of the essence is gained. This is useless in Limbo.

Language *intelligence*

Seekers always have a basic knowledge of verbal language though not written. This skill refers to languages from the origins of the essence.

Language, Ancient *intelligence*

As with Language, Ancient Language refers to an archaic language from the place of origin of the essence. This might be a demonic tongue with a slender probability (5%).

Leather work *dexterity*

This skill needs to be adapted to new types of hide available in Limbo, but is essentially the same as used in the prime plane. Tools of the trade must be to hand.

Local History *intelligence*

The local history of a location in the prime material plane and takes the form of a clear recollection of a locality including its customs and practices.

Memorise *intelligence*

This is a specific skill used by stationers and bards. It is a kind of photographic memory where a written or oral message, is memorised by the character for future recollection. The message length is equal to one quarter the character's intelligence in minutes rounded up to the next whole minute. Thus a character with 12 intelligence can recall word-for-word a 3 minute message. Any written message must take the same amount of time to read out. A typical side of script with normal sized writing takes 2 minutes to read out. This skill extends to tunes and images as judged by the GM.

Any stationer or bard character learns to memorise more and more as they gain levels adding 1 minute for each level they attain. A character or stationer has the added skill of being able to compartmentalise memory so they are unable to recall it unless a specific password is uttered unlocking the memory. This ensures some messages remain unknown even to the stationer until delivered. A stationer or bard can also actively forget a specific memory once it is delivered. This ability does not extend to, skill sets or proficiencies. High intelligence characters also gain additional bonus time.

Memorise Time Bonus

Intelligence	Bonus time
15	+30 seconds
16	+ 1 minute
17	+ 1 minute 30 seconds
18	+ 2 minutes

Limbus Infernum

Planar Lore *intelligence*

The seeker becomes aware of their current location and Limbo's relationship with the multi-verse. Without this, the notion of a prime material plane and other realms of existence seems strange and unrealistic.

Plant Lore *intelligence*

Plant Lore has no bearing on the flora of Limbo.

Reading/Writing *intelligence*

A character needs this skill to use any scroll. The skill always refers to the common tongue of a realm on the prime material plane. Scrolls specifically written in magical script or demonic continue to be unreadable unless that language is part of a received memory.

Reading Lips *wisdom*

The language being uttered must be known by the character.

Religion *wisdom*

This skill refers to memory's original prime plane mythos and includes knowledge of the various gods from that mythos and their role. It may also include a knowledge of the titans imprisoned in Carceri..

Riding *wisdom*

This refers specifically to horse back riding and does not transfer to the beasts of Limbo.

Spellcraft *intelligence*

The seeker gains access to written spells on scrolls ordinarily requiring *read magic* on the prime material plane. This rule only applies when a character is in Limbo.

Survival *wisdom*

This skill has a -20% penalty until the character has gained enough knowledge of the wilderness of Limbo. Survival can work cumulatively with other skills such as Animal Lore and Plant Lore.

NEW EQUIPMENT

DIFFERENTIAL LENS

The differential lens splits auras given off by essence into different colours similar to a prism's effect on light. This is invaluable if a character wishes to be selective in which essence they harvest. These lenses are usually sewn into head bands or goggles.

ESSENCE PRISM

Essence takes the form of a fluid radiance and found as a mixture of the different types making it almost impossible not to ingest everything at once. An essence prism needs to be placed in a large hour-glass shaped decanter at the narrow central juncture. Any essence poured through it is split into its pure types. These remain separated in the base of the vessel in separated layers and may be decanted off in a pure form.

HUSK SUPPRESSOR GRENADE

These are ceramic grenades filled with a gas designed to suppress the huskweed that drives the mobility of husks. They shatter on impact covering a radius of 10 feet. All husks within the area of effect collapse for the next 30 minutes. The grenade has a range of 10 yards short range/20 yards medium range/ 50 yards long range. Huskweed receives a Saving Throw vs Poison as a 1HD monster.

LIMBUS SCAVENGER APPAREL

A well prepared scavenger intending to spend extended periods in the wilderness wears a face mask and goggles to protect them from the sulphurous stench and particles of ash floating in the atmosphere. This protective wear is sometimes incorporated in a single piece of leather headgear. Alongside this, the well prepared traveller wears a snood, elbow length leather gauntlets and a long coat to prevent dust irritating the skin.

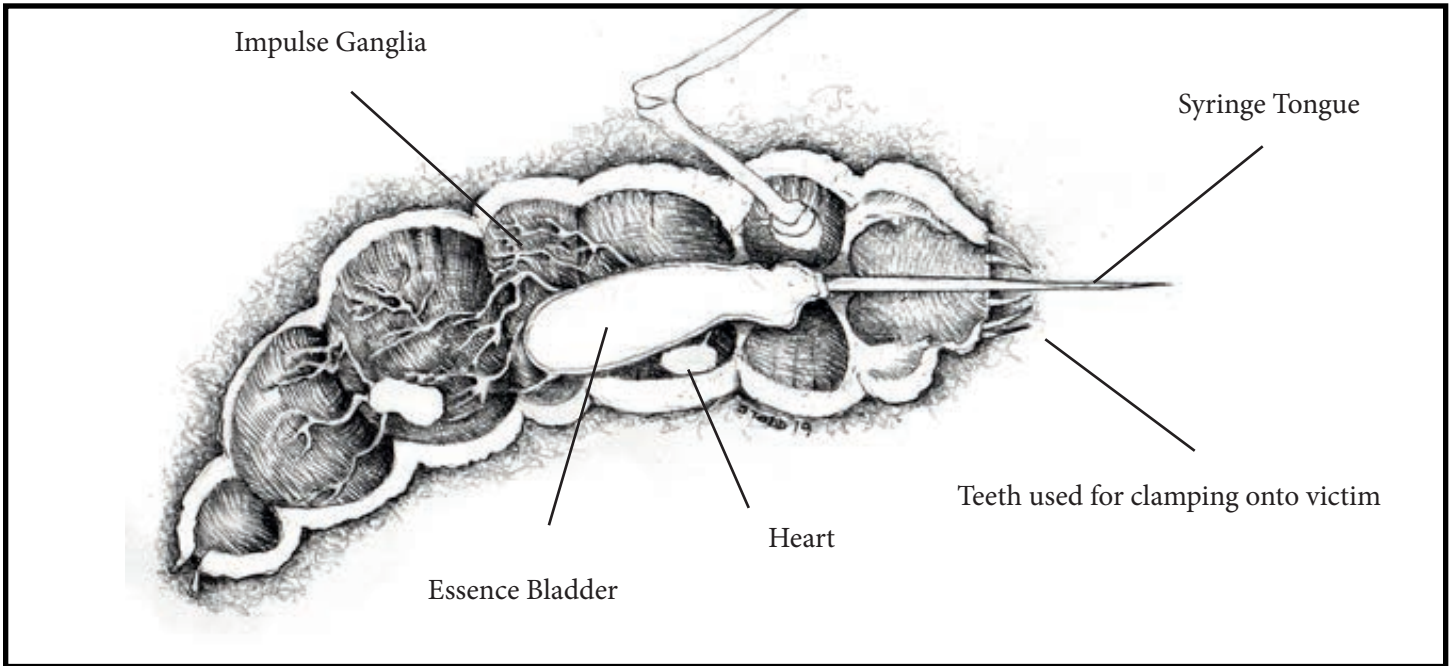
OCCUPIT

This is vital to determine the presence of essence. Detecting essence can be achieved using spells but many seekers go for a more permanent option by implanting an occupit into one of their eye sockets. Of course they must have a vacant socket available to do this. This excruciating operation costs the character 1d6hp and is ideally carried out by someone else with curatives to hand such as spells, potions or a bunch of freshly cut deathwort. Occupits are harvested from dead demons, usually the winged hunters known as Scucca. Occupits survive for many years once extracted and glow with high magical energy when viewed through another occupit or if *detect magic* is used. Once implanted, the character can determine whether essence is present and how much there is, though they can not determine its type.

PYROLITH BOLTS

These crossbow bolts do 1d4hp piercing damage but explode on impact for a further 1d4hp damage. Large versions of these can be produced as ammunition for ballistae. Ballista pyrolith bolts cause 3d10hp damage plus 5d4 explosive damage, effecting a range of 5' radius.

Limbus Infernum



EQUIPMENT TABLE		TABLE 11
2d12	Equipment	
2	Augmentation Stone	
3	Soul Stone	
4	Vermus Tongue	
5	2d4 Gems/ Essence Prism	
6	Healing Herbs (1d4 Doses)	
7	Thieve's Picks and Tools	
8	Mallet	
9	4 Spikes	
10	Flint and Steel	
11	Rope, 20'	
12	Backpack	
13	1d3 Flask of Water	
14	Rations 1d3 Days	
15	Boots	
16	Scavenger Apparel	
17	1d3 Flask of Oil	
18	1d4 Pyrolith Bolts	
19	Occupit	
20	1d3 Jewellery	
21	Differential Lens	
22	1d3 Potions	
23	1d2 refined Essence	
24	Miscellaneous Magic	

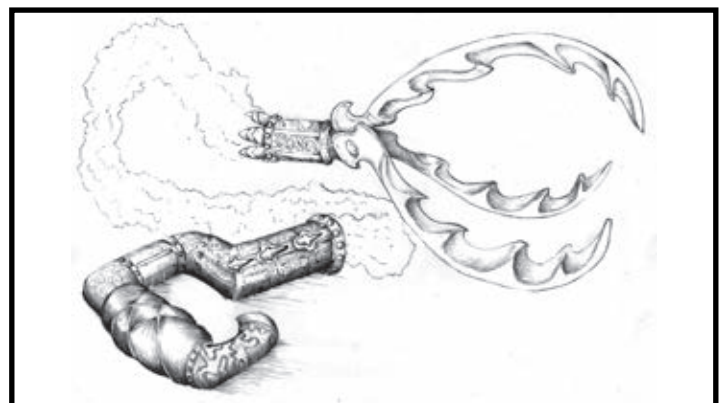
SOUL STONE

These translucent stones are about 6 inches across and are used to imprison souls for easy transport and trade in the lower planes. The soul is still living and could be transferred into a body with the right magic. The alignment and identity of the soul can all be discovered with spells. Any who knowingly trade in souls are doomed to spend eternity in the lower planes after their own death unless a supreme power deems otherwise.

VERMUS TONGUE

The vermus tongue is taken from a vermus, a loathsome winged maggot found throughout limbus. They thrive off sucking essence from the living and dead using a rigid syringe like tongue attached directly to their stomach. If the tongue together with the stomach is removed from a vermus it can be used for harvesting essences of all types. Some have taken the syringe and constructed more sophisticated harvesting devices.

Once the tongue has been used to harvest essence, the liquid stored in the stomach sack can be drunk by seekers to acquire its benefits. If a character injects themselves with the fluid, this also works though causes 1hp damage per application.



Limbus Infernum

MISCELLANEOUS MAGIC		TABLE 12
2d8	Magic Item	
2	Ring of Poison Resistance/ potion Demon Drink	
3	Girdle of Strength (+ 4 to strength)	
4	Ring of Knocking (2d4 charges)	
5	Balin's Hook	
6	Boots of Silence (+50% on Move Silently)	
7	Windwalker Boots	
8	Potion: Identify Essence	
7	Scroll: Invisible to Vermus/Ratchet	
9	Potion: Detect Essence	
10	Amber Stone	
11	Ring Protection +1/ Cloak of Protection +1	
12	Potion of Treasure Finding/ Random Potion	
13	Scroll of 1d4 spells	
14	Ring of Soul Concealment	
15	Thinking Cap (+4 to intelligence)/ Hat of Inspiration (+ 4 to wisdom)	
16	Girdle of Endurance (+4 to constitution)	

NEW MAGIC ITEMS

THE AMBER STONE

This amber pebble has a rune carved on it and a petrified spark glowing within. If thrown the amber liquefies and spreads around a small to medium sized victim's body and for the next three rounds causes 3d6hp electrical damage once per round. This also prevents the victim from being able to attack from beneath the amber. There are versions of this holding acid and fire.

BALIN'S HOOK

This tool uses a grapple as a projectile. The grapple latches onto any solid form man-sized or larger. The lower section is nothing but a pommel held in the hand looking somewhat like a hand gun and detached from the grapple section. As soon as the grapple latches onto a target it connects to the pommel up to 120 feet away via a cord of energy. Touching the cord causes no damage but gives a constant vibrating sensation. It would require a +1 or better magical blade to cut the cord and it can not be pulled apart. On command, or via button on the pommel, the user can lengthen or shorten the cord and, by this means, pull themselves up to the location of the grapple.

GLOBE OF RADIANCE

This remarkable globe is made from a combination of brass and crystal. It radiates light invisible to the naked eye that interacts with the presence of essence, revealing its quantity and type. It is charged with up to 36 uses (6d6) and is operated by twisting the lower portion of the globe. Across the wastes there are some who

have even left undetectable signs and scripts only detectable by this device and other magic.

RING OF SOUL CONCEALMENT

This ring prevents other seekers or demons from detecting any essence or trace of human soul within the wearer.

DEMON DRINK

This brew has a number of functions. It gives the imbiber the appearance of a demon of roughly the same stature. It subdues the soul and any essence within the drinker but does not confer the abilities of a demon. This potion lasts 4 hours plus 1d4 hours.

GLASS OF THE HARPIES

This is a telescopic device fashioned with lenses at each end. The viewing lens has the same properties as a harpy's eyes and is able to penetrate the fog of Limbo. It extends the vision of any who look through it to 300 yards.

THE GOBLIN COIN

This coin activates any magic portal. It can be used once for the person holding it before fragmenting into dust. These coins are given out as a means of activating gates and portals. If a character tosses the coin while standing within 20 feet of a magic gate, it always opens.

THE MANNEQUIN

The mannequin is the insane creation of an imp inventor named Victor Impenstien. He spent years studying the nature of the chosen ones, the seekers, and discovered their trick of being able to absorb the essence of the husks. He succeeded in creating a huge figure, carved in gyganta wood looking like a faceless human puppet with basic limbs. Symbols are etched onto it containing powerful magic and it is drenched in the blood of many seekers so it can now absorb essence. Impenstien has kept this quiet even from the demon overlords until it is imbued with enough essence to become powerful. This mannequin transforms the more essence it acquires, growing features, intelligent thought, supreme strength and even multiple levels of power.

The mannequin begins as a lifeless wood carving but gains abilities, skills and even memories in a same way as a seeker. It can reach a limit of 22 on Strength, Constitution, 18 on Dexterity and Charisma, and 16 on Intelligence and Wisdom. It can reach a maximum class level of 8 but can gain multiple classes including spell casting abilities. See Impenstein (page 81).

POTION OF DETECT ESSENCE

Drinking this potion allows the character to see any essence within a range of 30 feet. The potion can determine the amount of essence but not its type. The potion's effects are blocked by 2' of ash, 12" of wood, 4" of stone, 1" metal. This potion lasts 1d6 rounds + 10 rounds.

POTION OF IDENTIFY ESSENCE

This is a more powerful version of *Detect Essence* allowing the viewer to determine the exact nature of the essences visible. The range is 30 feet and the potion lasts 10 rounds +1d6 rounds.

Limbus Infernum

POTION: REMOVE ADDICTION

This potion is very useful for any who have overdosed on essence.

SCROLL: INVISIBLE TO VERMUS/RATCHET

The character must have the Read/Write Common skill (this includes English or any other chosen common language of the prime material plane). Once they read the scroll they become invisible to the named creature for 1d4 turns + 4 turns. The GM could create other scrolls including invisible to humans, demons, imps, goblinoids, insects etc.

SOUL READER

This apparatus assesses the quality and level and alignment of a soul contained within a Soul Stone but not its identity. It takes the form of a pair of scales. This device is commonly found with those who trade in souls.

WINDWALKER BOOTS

These boots prevent the wearer from losing their footing. This is very useful on board ships in a hurricane, They also add 30% to any climbing checks. They function with a command word, written on the inside of the leather. When activated the wearer is prevented from running.

NEW MAGIC WEAPONS

DETECT ESSENCE

These weapons detect essence. Some have to physically touch the object or being for the user to see the essence. Some also split the aura into the full prism of essence types. Some weapons allow the user to see the aura to a range of 30 feet, others even have an occupit with differential lens housed within the pommel.

Only 10% of weapons can differentiate between types of essence. The amount of essence can be seen by its brightness.

ESSENCE STEALER

Essence stealer weapons do not immediately transfer essence to the user. Instead the essence is stored. The weapon does not distinguish between types of essence.

Weapons have a capacity of essence before being fully charged. This is 1000xp of life energy and a total of six of any other type. Some weapons require a password to access this energy, others merely have a compartment in the pommel. The energy is then passed to the user as a vaporous radiance or can be decanted into a vessel. For the user to separate the types of essences from the stored energy, they would require further magics or devices such as an essence prism.

On a successful hit these weapons drain essence from the target. The target must have essence within them in the first place so this limits the success to living humans, husks and vermus. The amount of essence is generally 10-40% of the total, starting with the raw life force before draining other types of essence. This is similar to level draining weapons on the prime plane except these take a certain amount of experience points from the target instead of whole levels. It is extremely rare to find a weapon that only

drains a certain type of essence. Most of these weapons are made by demon smiths.

Essence draining weapons could be considered to be evil and if the wielder targets foe specifically for their essence their alignment shifts by 1 point toward the evil spectrum for each kill.

INVISIBLE TO DEMONIC BEINGS

These weapons usually have 2 uses per 24 hours, each time lasting 10-30 rounds. This causes the user to become invisible to any non-human resident of Limbo including imps, ratchets, vermus and other scavenging creatures as well as the pure demons. It does not conceal sounds.

ORGANIC DEMON WEAPONS

Some of the more horrific denizens of Tartarus include grotesque demons whose very limbs form fleshy blades, spears and maces. These can be removed from the host demon (usually once they are dead) and converted into usable weapons by others. Some are huge and heavy requiring a strength of 15 or higher to wield. All demon weapons are +2 to hit and can all hit beings of the demonic plane. There is a 10% chance they have one of the following additional abilities on the table below.

WEAPON TABLE		TABLE 13
2d8	Weapon	
2	Demon Weapon**	
3	Spear	
4	Quarterstaff	
5	Crossbow + 1d8 Bolts	
6	Short Bow + 1d6 Arrows	
7	Long Sword	
8	Short Sword	
9	Dagger	
10	Sling And 2d8 Bullets	
11	Two Handed Sword	
12	Hand Axe	
13	Morning Star/Scourge	
14	Battle Axe	
15	War Hammer	
16	Magical Weapon*	

*Reroll to find the weapon type and use the table below.

** See new weapon descriptions

Most metallic weapons found here are made from Tartaran steel or Tantalum.

Limbus Infernum

MAGIC WEAPON BONUSES TABLE 13-1	
d100	Magic Bonus
01-45	+1
46-60	+2
61-70	+1, +2 vs Demonic*
71-80	+1, +2 vs Non Demonic**
81-85	+1, +3 vs Soulless***
86-90	+2 Essence Stealer†
91-94	+2, Detects Essence †
95-97	+3, 1d3 spell use once per day†
98-99	+3 Invisible to Demonic Beings†
100	Hellbane†

*This includes all entities native to the planes of Tartarus.

**This includes any entity who has originated from any plane other than Tartarus.

*** Any being with no soul, any non human.

† See new weapon descriptions.

DEMON WEAPON SPECIAL ABILITY	
1	Know Alignment 20' radius
2	Essence Drain 10-40xp per hit
3	+4 vs Hades Born Beings
4	+4 vs Demons
5	+4 vs Good Alignment Beings
6	Detect Lie 3/day 30' Radius
7	Detect Magic 3/day 30' radius
8	Detect Soul 3/day 30' Radius
9	Protection vs Good
10	Protection vs Charm Based Effects
11	Ability Drain*
12	Memory Drain*

* This functions of a roll of 18 or higher on the d20 hit dice.

TANTALUM AND TARTARINE STEEL BLADES

Tantalum and Tartarine Steel within this game system is a variant on the actual "real life" element. This metal is found in great quantities throughout the lower planes and is used extensively for creating weapons and armour by demon armies. Further to this the metal is favoured by faerie as they do not suffer the same aversion as handling iron. Tantalum and Tartarine Steel weapons and armour in all other respects are comparable with iron. Tantalum is slightly lighter, Tartarine Steel much heavier.

SPELL USING WEAPONS

The Game Master can either select the spells available or randomly roll them on Table 15.

HELLBANE

These weapons are extremely rare and have been brought down into Tartarus by Crusaders of the Light, Paladins of Prometheus and beings from the upper planes with specific missions in Tartarus. They all conform to the following benefits:

- +2 vs any evil, +4 vs any lower plane creature.
- +1d6hp damage caused to any non good aligned opponent in addition to weapon damage.
- Detect evil 30' radius.
- Divine light 10' radius. Divine Light causes any evil being, within the area of effect, to be at -2 to hit and -2 on all saving throws.
- Causes 1d6hp per round when touched by any non-good alignment being.

A few Hellbane weapons (5%) have even more power giving divine insight 1/day and access to benevolent priest spells as if the caster were on the prime material plane. 10% of these special weapons are intelligent.



Limbus Infernum

ARMOUR TABLE		TABLE 14
2d8	Armour	
2	Magic Armour*	
3	Hide Armour, Boots and Helmet	
4	Hide and Helmet	
5	Hide	
6	Shield	
7	Helmet and Boots	
8	Leather	
9	Leather and Helmet	
10	Boots, Helmet, Studded Leather and Gauntlets	
11	Chain Mail	
12	Chain Mail and Shield	
13	Banded Mail	
14	Banded Mail and Shield	
15	Plate Mail and Helmet	
16	Demon Armour	

* Reroll on this table then select a single piece of armour to assign magical qualities to.

MAGIC ARMOUR BONUSSES		TABLE 14-1
d100	Magic Bonus	
01-70	+1	
71-80	+2	
81-85	+3	
86-90	+1, +20% to Moving Silently	
91-92	+2, +4 vs Poison	
93-95	+2, +4 vs mind based attacks	
96-98	+3, Protection vs Evil 5'radius	
99-100	+4, change self 3 per day*	

*See section on time in Limbo.

LIMBUS HIDE ARMOUR

The defensive value of hide armour depends on the nature of the hide used. Settlements tend to use hide armour fashioned from the thick hides of kine of Geryon. This provides a rating of AC4 but weighs 40lb.

RAG ARMOUR

Rag armour has been assembled from collecting rags and scraps from husks. This weak protection is mainly valuable for keeping the irritating dust off. This armour provides a rating of AC8.

DEMON ARMOUR

Demon armour has been forged from rare metals from Carceri but includes elements of Tantalum. Demon armour is usually in the form of banded mail, plate mail or full plait. It weighs 80lb

but adds an automatic +2 to the armour type's usual armour rating. Further, any wearing the armour assumes some of the reaction adjustments of a demon. All humans on Limbus are scared of any wearing this armour unless they are 4th level or higher. Any wearing this armour are considered demon graced. If this reputation gets out of hand, the demon overlords become interested in the imposter.

CARAPACE ARMOUR

Armourers of Limbus have devised a way of creating armour from the shells of giant insects such as antlion roaming the planes. They can only be created by those with specialist knowledge and have combined strengths of a good armour class (AC5) and lightweight fit (weighing 20lb).

SPIDER WEAVE

Mist spiders of Limbus create a viscus fluid web used as a glue to catch flying creatures and any husks falling out of the sky. This fluid thread can be harvested and cured over a period of 30 days. A complete body weave weighs as little as 10lb and can protect the wearer from piercing or cutting damage (AC2) but only dampens attacks using blunt weapons. (Treat as AC5 for blunt weapons.) This weave can be worn easily beneath other clothing and is perfect for those who wish to go unnoticed.



Limbus Infernum

SPELLS LEARNED FROM ESSENCE

A seeker is able to absorb any lingering information from husks. This includes remembered spells. Material components may still be required. The character could adapt the type of component for their current environment. Once the character ascends all spells are wiped from their memory within 24 hours of their ascension. Use OSRIC or equivalent rule book systems to find descriptions of the spells. Treat all spells learned from essence as cast by a 7th level magic user. Note there are no specific priest spells in the list. Although priest husks are found here, no divine or diabolic spells survive. These spells are always successfully cast unless the casting is interrupted by external means. Spells such as *Detect Essence* and *Identify Essence* are specific to Limbus and not found in the memories.

* These spells have further descriptions relating to their use in Limbo.

** All elemental spells including those concerning light and darkness function at maximum power in Limbo.

SPELLS FROM ESSENCE	
d100	Spells
1	Affect Normal Fires**
2	Alarm
3	Alter Self
4	Armour
5	Audible Glamer
6	Bind
7	Blindness
8	Blink
9	Blur
10	Burning Hand **
11	Change Self
12	Charm Person or Mammal
13	Chill Touch
14	Clairaudience
15	Clairvoyance
16	Colour Spray **

17	Comprehend Languages
18	Continual Light **
19	Control Husk
20	Dancing Lights **
21	Darkness 15' Radius **
22	Deafness
23	Delude
24	Detect Evil
25	Detect Invisibility
26	Detect Magic
27	Detect Undead*
28	ESP
29	Enlarge
30	Feather Fall
31	Fireball **
32	Flame Arrow **
33	Flaming Sphere **
34	Fly
35	Fog Cloud **
36	Fool's Gold
37	Forget
38	Friends
39	Gaze Reflection
40	Glitterdust
41	Glyph of Warding
42	Grease
43	Haste
44	Hold Person
45	Hold Portal
46	Hold Undead*
47	Hypnotic Pattern
48	Hypnotism
49	Identify
50	Improved Phantasmal Force
51	Infravision
52	Invisibility
53	Invisibility 10' Radius
54	Irritation
55	Item
56	Jump
57	Knock
58	Know Alignment

59	Levitate
60	Light **
61	Lightning Bolt **
62	Locate Object
63	Magic Missile **
64	Mending
65	Message
66	Mirror Image
67	Misdirection
68	Monster Summoning I
69	Mount
70	Non-Detection
71	Phantasmal Force
72	Phantom Steed
73	Protection from Evil
74	Protection from Evil 10' r
75	Protection from Normal Missiles
76	Pyrotechnics **
77	Ray of Enfeeblement
78	Read Magic
79	Rope Trick
80	Scare
81	Shatter
82	Shield
83	Shocking Grasp **
84	Sleep
85	Slow
86	Spectral Force
87	Spectral Hand
88	Spider Climb
89	Stinking Cloud
90	Strength
91	Suggestion
92	Summon Swarm
93	Tongues
94	Unseen Servant
95	Vampiric Touch*
96	Ventriloquism
97	Wall of Fog **
98	Water Breathing
99	Web
100	Wraithform

Limbus Infernum

NEW & ADJUSTED SPELLS

Control Husk (Plant)

Level: 3 MU/Priest	Component: V, S,
Range: 0	Casting Time: 4 segs
Area of Effect: 30 feet radius	Saving throw: None
Duration: 1 turn +1 rd/ level	

Although husks behave in an identical manner to zombies they are not undead and can not be turned as they are motivated by huskweed, a plant capable of utilising intelligence essence drawn from husks. This spell enables the caster to empathically control simple actions of wandering husks. They control up to 3d6 husks present in the area of effect and can instruct them to stop all activity, move away from the caster or attack a specific target within sight. Once the husk has left the area of effect it ceases to be under the influence of the spell. The caster can issue new commands as long as the duration of the spell lasts.

Detect Essence

Level: 1 MU/Priest/Any	Component: V, S,
Range: 0	Casting Time: 4 segs
Area of Effect: 30 feet radius	Saving throw: None
Duration: 1 turn	

The caster can see the aaura of essence to a distance of 30'. The spell is blocked by 2' of ash, 12" of wood, 4" of stone, 1" metal. This does not differentiate types of aura but does indicate quantity by the degree of brightness of the aura.

Detect Undead, Hold Undead. Seekers are considered undead until they have gained 1000xp of life essence. Until this point they are still effectively physical shells housing souls. As seekers get closer to ascendance, they become more resistant to these spells.

Identify Essence. This third level spell is identical to *Detect Essence* but the caster is able to see different hues of colour within the aura indicating types of essence present.

Monster Summoning. All summoned monsters are native species of Limbus Infernum of an appropriate Level.

Vampiric Touch. The Game Master must consider whether the use of this spell is an act of evil and alter the character's alignment accordingly. In any case there is a 50% chance they take life essence alongside replenished hit points. If this happens they draw 4d10xp of energy. If taken from seekers, this is drawn from their life essence pool. The caster is unable to control what is drawn by this spell.

GATHERED MEMORIES

When a character drinks the essence of a fallen husk, they could pick up fragmentary life memories or even jog the memories of their own past life. This is almost as valuable as finding an augmentation stone as the character gains collections of skills and abilities from the memory.

USING PAST CHARACTERS

There is a slim chance the character could revive a memory of their own past lives (a previous character played by the player). In this case the player and the GM could discuss which skills and abilities to add.

ABILITIES

Ability limits apply. No character can have more than 18 in any ability.

SELECTING EFFECTS

The GM could randomly select from the list of skills available with the memory or allow them all.

ALIGNMENT FROM MEMORIES

Together with the beneficial effects of the memory, the character also picks up traces of the past live's tendencies and morals. In the case of the player's own previous character this can be discussed between the player and the GM. Otherwise the past life nudges the character's alignment based on memory type. See the section on alignment on page 8 to note how this affects things.



Limbus Infernum

GATHERED MEMORIES			TABLE 16
1d24*	Essence Memory	Effect	Alignment**
1	Bandit	1 Dexterity point Skill in riding, bow, short blade	-2 on EG
2	Monk	1 Wisdom point, 1 Charisma point 1 Dexterity point Skill in unarmed combat plus religion, ancient history, Read and write common	2 toward neutral
3	Foot Soldier	1 Constitution point Skill in agriculture plus pole arm, short blade	-
4	Assassin	1 Dexterity point and 1 Charisma point Skill in short bladed weapons plus move silently, hide in shadows	-3 on EG
5	Gladiator	1 Strength point and 1 Dexterity point Skill in two hand weapons plus tumbling, jumping	+2 on CL
6	City Guard	1 Strength point Skill in a pole arm, local history	+2 on CL
7	Skyship Aeronaut	1 Dexterity point Skill in airborne riding, weather sense, rope use, navigation	-
8	Alchemist	1 Intelligence point, 1 Charisma point Skill in Planar Lore plus Brewing Potions, ancient history, religion, demonic language. Read and write common.	-
9	Armourer	1 Constitution point Skill as an armourer, fire building	-
10	Healer	1 Wisdom point Skills in healing plus herbalism, plant lore	+2 on EG
11	Magic User	1 Intelligence point Able to read magic script Skills in brewing potions, spell craft, read and write common	-
12	Demon Hunter's Aid	1 Wisdom point, 1 Intelligence point Saving throw vs fear +2 Skill in planar lore, spellcraft, religion, Read and write common	+3 on CL +2 on EG
13	Castle Guard	1 Strength point Skill in crossbow, spear	+1 on CL
14	Bard	1 Charisma point and 1 Dexterity point Saving throw vs charm based attacks +2 Skill in a music/oratory/singing, Read and write common, ancient history	-3 to CL
15	Martyr	1 Wisdom point and 1 Charisma point Saving throw vs fear at +4 Skill in religion, ancient history	+4 on LG

* Roll a d6 and d12. If the d6 roll results in 4-6 then use d12+12. ** See the alignment grid on page 7.

Limbus Infernum

16	Merchant	1 Charisma point Skill in barter, appraising, Read and write common	-1 to CL
17	Fighter	1 Constitution point Skill in a weapon type of the player's choice	-
18	Thief	1 Dexterity point Skill in 1d3 thief specialist skills	-2 to CL
19	Priest	1 Wisdom point Skill in religion, Read and write common plus one other language, spell craft	Depends on faith
20	Player's Past Character	2d4 ability points 2d4 skills from character sheet	As previous character
21	Druid	1 to Wisdom Skill in animal lore and plant lore	2 toward neutral
22	Stationer	1 Intelligence point Skill in memorising, Read and write common	+3 to CL
23	Paladin	1 Wisdom point, 1 Charisma point Skill in long blade, riding and religion	+4 to EL +4 to CL
24	Barbarian	1 Constitution point and 1 Strength point Skill in two weapon types and endurance	-3 to CL



Limbus Infernum

CHAPTER 3 FLORA AND FAUNA

FLORA

There are two locations for plant life in Limbus. They cluster round sources of the sulphurous waters springing from the ground or sometimes rising out of mounds of corpses found throughout the wastes. Most species of plant life are found cohabiting single locations thus, if atlas trees are present, it is likely that deathwort and Tartaran Squash is also at the same location. If a biome of plants is discovered it is likely that vermus, mist spiders, giant centipedes, antlion and ratchets are in the locality feeding off any creature approaching.

ATLAS TREE

The atlas tree has a single thick trunk with a smooth skin rising up to sixty feet to a dense clump of broccoli like clumps. The diameter of the trunk is up to six feet across and, alongside gyganta, acts as an equivalent for wood in Limbo. Once cut down it is cured for a period before becoming useful for construction and making implements. The atlas tree has a pallid white trunk with dense purple blue clumps of foliage at the top. The sap is blood red and the roots take the form of viscous red worm-like masses, each with fine filaments. They appear like mounds of millipedes constantly squirming round each other in a sticky bloody goo. They are harmless but disconcerting. The atlas tree is the chief residence of the mist spider.

DEATHWORT

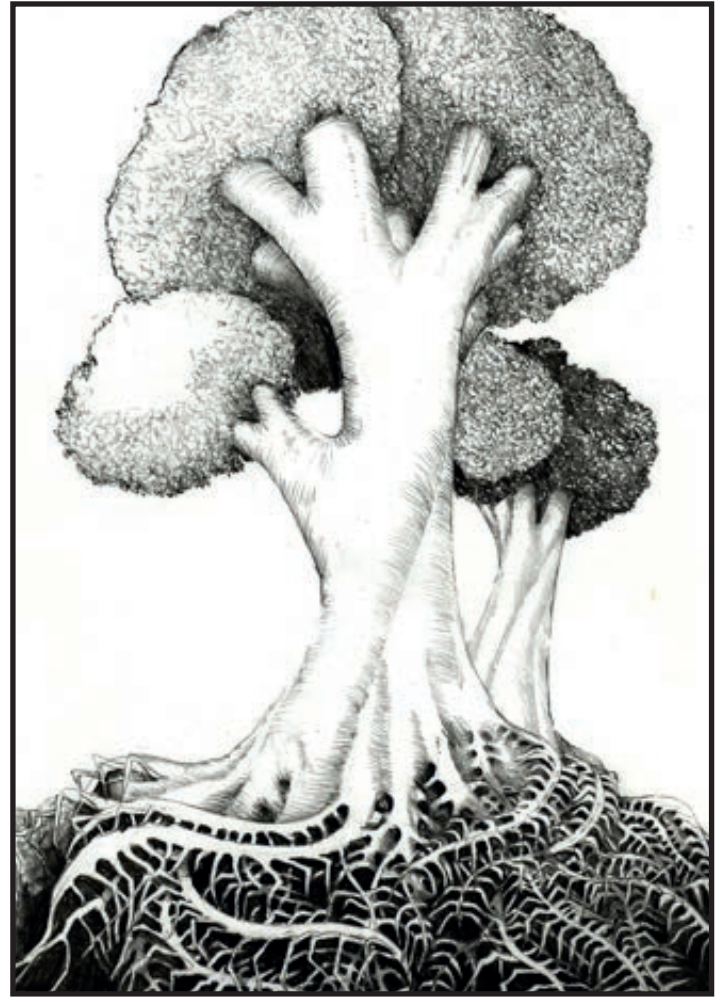
These plants appear like rigid blades of rust coloured cane whose length is interspersed with cankerous bulbs. They reach up to two feet in height with up to six stems ending in small splaying flowers. Once cut from the root bulb and dried they maintain their healing qualities, often being made into a tea. Although not very nice to eat, deathwort has curative properties with each cane restoring 1d4hp.

DREADROOT

The dread root is a type of fungal system covering a vast area beneath locations where there is a supply of animal carcasses. The root systems run just beneath the surface and are sensitive to movement. Should it pick up vibrations in an area it reaches out and attempts to wind round the legs of victims. It needs do no more as the local scavengers become aware of the easy meal. The dread root then feeds off any remains left by the scavengers. Treat it as a 3HD monster to calculate its chance to hit with +2 from surprise. Victims can free themselves from its grasp on a successful Bend Bars check, or by causing it 15hp damage; this root has AC9. This does not kill the plant, but merely severs that feeder. The root is susceptible to plant based spells.

HUSKWEED

The huskweed's main source of nutrients come from the corpses of the dead. It appears as long fronds of blood red hair sprouting



from the host corpse. It tastes of blood but is edible. Huskweed is unique in that it can also absorb some of the essence contained within the husk it thrives off.

If the huskweed contains any essence there is always 1d20xp of life energy with a 10% chance of another type of essence.

Huskweed has a unique way for propagating. If it has acquired any Intelligence through absorbing essence this activates the host corpse. It spreads its pollen among 2d4 other corpses in the area. These newly activated "slave" husks follow the "prime" husk and collapse as soon as the prime husk is killed. Huskweed corpses behave like zombies, slowly ambling through the wastes until more corpses are found. Once discovered these ambling corpses collapse allowing the huskweed to harvest more nutrients.

Huskweed corpses appear as skeletal humans with grey dried skin falling from their wasted bodies. Fungoid blood red fronds are clustered in odd locations on their bodies. See

GYGANTA

These disconcerting trees consist of huge limbed trunks rising 30 feet into the air with thick branches taking on the appearance of vast ogres and giants petrified to the spot. They are bereft of foliage and appear to be dead. The wood is as strong as iron wood

Limbus Infernum

and it requires a character of 14 strength or greater to cut into them. The sap oozing from the gyganta is deep green. This is extremely viscous and acts as a glue. Once left exposed to the air the sap hardens to a tough solid in 24 hours. It can be collected and used for closing wounds. It is also used for repairs and construction.

LIMBUS FUNGI

The fungi of Limbus grows in the caves and along the river banks where they thrive off the minerals and damp conditions.

- 80% of all fungi in Limbus are toxic for humans. Any who try poisonous mushrooms roll a saving throw vs poison. If they succeed, they feel stomach cramps for 1 hour and may throw up. If they fail they are incapacitated for 2d4 hours in cold sweat and agony, losing 1d3hp.
- 20% of fungi may taste foul but have more interesting effects. See the table below.

TARIAN CREEPER

The Tarian Creeper is a member of the fungus family whose roots cling firmly to the ceiling of natural caves and caverns and from trees in dense wooded areas; typically where there are avian insects to feed on and a relatively moist atmosphere. Though the creeper actively attacks its prey it would not attack anything medium sized such as a human. From their multi-stranded root systems they extend downwards to a length of up to twenty feet as thick pallid ropes covered in fine hairs. These hairs exude globules of sweet glue used for catching insects and often Tarian Creepers appear at a distance as a mass of mottled black spots; the carcasses of their prey. If touched with a bare hand these hairs sting like stinging nettles but offer no further harm. The sweet glue blobs would not hold the weight of anything larger than a vermus. At the very end of this tuberous rope is an array of rust red leafy fronds used to pick up vibrations in the air current. The creeper has limited movement but can flick out to take nearby prey.

The creeper is immensely strong and can easily be climbed or swung on. If cut down, the creeper can be cured and used as leathery rope.

The syrup on the hairs can be carefully harvested to be used as an ingredient as a sweetener in food but also has magical properties to aid in Spider Climb spells and potions.

FUNGI AND EFFECTS			
1d8	Name	Description	Effects
1	Black Musk Cap	Six inches broad flat shelves black on top, off white beneath.	Heals 1d6hp.
2	Dead Man's Fingers	Coral like pink and red fingers growing up to 18 inches	Levitation for 1d10 + 4 rounds.
3	False Huskweed	Grows in weeping red hair about an anemone like gelatinous sponge.	Cures all poison effects.
4	Purple Rag	Massive plates of thick purple flesh on multiple stems up to 4 feet across.	Inedible. The skin acts like leather and can be turned into clothes and armour.
5	Soul's Tear	Diminutive pale white buds on fine stems. They are extremely rare and can only be found hidden amid clusters of other fungi. Only 1d3 buds are ever found.	50% chance of one essence type in each bud.
6	Baalzebub's Ear	Long floppy lobes dripping down from vertical surfaces. They syphon off clean water and nutrients, leaving a toxic residue dripping beneath them. Their flesh is edible.	One meal per person per lobe.
7	Kobal's Crown	These red fungi always grow as a ring centred on a buried corpse or other energy source such as magic treasure or even magic portals. It feeds off the radiating energies of these. Kobal's crown induces hysterical laughter and is highly addictive. After each dose a saving throw vs poison -2 is made or the character becomes addicted.	Removes fear. Highly addictive Grown over possible treasure.
8	Stygian Deathcap	This fungi is related to the shrieker. It takes on a appearance of a distorted human skull and clings to any surface near a supply of corpses letting out a loud keening sound when it detects movement within 20', alerting any scavengers nearby.	Warns of movement within 20'. Is edible and contains 2d10 xp of life essence. Much enjoyed by demons.

Limbus Infernum

TARTARAN SQUASH "SALVATION"

Spring water emerging from the land of Limbo is sulphurous and poisonous to drink. Tartaran squash, also known as the "Salvation," grows near these sources of water. It appears as a huge pumpkin-like sphere rising up from a single stump measuring up to two feet across. The whole plant is no more than three feet off the ground. An orifice lined in tough teeth opens at the top and a red sinuous tongue-like whip constantly wavers in the air seeking insects. It survives by luring insects into the pure water then absorbing their nutrients. Though filled with dead insects this water is not toxic but the pulp is inedible due to high sulphur content. Such is the life-giving value of these plants that most settlements have plantations of squash providing the main source of water. In Limbus acts of kindness are rare and whoever controls the water in a settlement controls the settlement. These plantations are usually protected by high walls and guards.

- One mature squash provides enough drinking water for one person for two days.
- If emptied without cutting into the gourd, they replenish the supply of clean water in two days.



Limbus Infernum

FAUNA

Most of the creatures found in Limbo are lethal for seekers; some having almost god-like power. Fortunately seekers are a pitiful prey with very little life energy to feast on and are therefore generally ignored by the demon overlords. Even so, most creatures mentioned here would devastate any seekers in moments.

CHIMERA	
Climate/Terrain	Any Wilderness
Diet	Any
Intelligence	Semi
Alignment	Chaotic Evil
Number Appearing	1-4
Armour Class	6/5/2
Movement	9
Hit Dice	9
Number of Attacks	6
THACO	11
Damage/Attack	1-3/1-3/2-8/2-8/2-12/3-18
Special Attacks	Breath Weapon
Special Defences	Nil
Magic Resistance	Nil
Size	L (5' at the shoulder)
Morale	13-14
XP Value	5000

Some believe the chimera is the manifestation of the insane rage of incarcerated Titans. It has the hindquarters of a huge goat, the forequarters of a lion and springing from the thick maned neck are three heads of the goat, lion and dragon. Large leathery dragon wings enable flight for short distances.

In combat this grotesque attacks six times in a round and is capable of attacking three victims at once with mighty lion claws (D:2d4/2d4), the goat horns (D:1d3/1d3) and the bight from the lion (D2d6) and dragon heads (D:3d6).

Further, the chimera breathes flame from its dragon head in a stream five yards long causing 3d8hp damage (Saving Throw vs Breath Weapon for half damage). The different parts of the chimera have a different armour class; Dragon, AC2 (flank); Lion, AC5 (front); Goat AC6 (rear).

Some of these beasts have a serpentine head at the end of their tail. This has AC 3, with independent 12hp. This can give a venomous bight to anything approaching the rear for 1d3hp damage. The victim receives a Saving Throw vs Poison to avoid death.

CYCLOPS	
Climate/Terrain	Wilderness
Diet	Omnivore
Intelligence	Average (8-10)
Alignment	Neutral Evil
Number Appearing	1d4+1
Armour Class	4 (0)
Movement	15
Hit Dice	12+2-7
Number of Attacks	1
THACO	9
Damage/Attack	1d6+8/1d6+8 or by weapon
Special Attacks	Strength bonus +8
Special Defences	Only surprised 1 in 12 Immune fire and poison
Magic Resistance	Nil
Size	Giant 15'+ tall
Morale	17
XP Value	18000

Cyclopes are giants possessing a single eye in the centre of their head. The true Tartaran cyclops is vast; the males reaching a massive 20' in height. What it lacks in stereoscopic vision it makes up for in the senses of hearing and touch. A cyclops is able to detect movement up to half a mile away from sound and vibrations beneath its feet. Cyclopes live in small family units surviving from hunting and farming. They have a skill in smithing and weapon making that is legendary. The unit typically consists of one or two families in a complex of caves or built dwellings always including a large smithy at their heart as well as strong fortifications. They also usually have devil's ratchet guard dogs. They are immune to poisons and heat, able to draw white hot materials from the forge to work with by hand. Cyclopes live off a diet of meat and can drink from any water source in Limbus. A cyclops prepared for combat typically wears a purpose built helmet, bracers, breast plate, pteruges (a kind of plate skirt) reducing their AC to 0. They use huge spears or sling shot and hoplite styled swords. The spear is used either as a pole arm or may be thrown up to a range of 500 yards. Sling shot is of a huge size and has a range of 400 yards. As these weapons have been made by master smiths, they are all of quality adding +1 to damage.

Spear. These giant spears are 12 feet in length weighing 50lb. Speed Factor: 9 Ranges: 60 yards/150 yards/500 yards. Damage 2d6+9.

Hoplite Sword. The hoplite sword, though appearing as a short sword when held by a cyclops is still 7 feet long, weighing 60lb. Speed Factor:9 Damage: 2d8+9.

Limbus Infernum

Sling Shot. Shot bullets are about the size of a human head weighing 20lb each. A cyclops carries a sack of 12 of them with a large hide sling.
Speed Factor: 12. Range: 40 yards/120 yards/400 yards.
Damage: 3d8+8

Cyclops clans always have a treasure hoard as follows: 1-3000sp (30%), 1-4000gp (60%), 5d12 ingots of precious metals (85%), 3-30 gems (30%), 1-4 potions (50%), 1d3 magic weapons (20%).

DERELOTH	
Climate/Terrain	Wilderness
Diet	Any
Intelligence	Low
Alignment	Neutral
Number Appearing	1
Armour Class	1
Movement	15
Hit Dice	19
Number of Attacks	2
Damage/Attack	2d12+8/12d8
THACO	4
Special Attacks	Bites in half on 18 or better
Special Defences	Nil
Magic Resistance	Nil
Size	Giant (24' tall)
Morale	20
XP Value	24,000

The dereloth is over twenty feet tall with dun coloured dense leathery hide. The eyes are hardly visible beneath large bony folds. Long squirming tendrils run from the head down to the base of its spine. Its tree-trunk arms are thick even in proportion to its body ending in vast taloned claws capable of excavated earth and stone but also used as devastating weapons dealing 2d12+8hp damage each. If a victim is unlucky enough to be bitten they suffer 12d8 hp damage and are bitten in half on a 18-20 on a d20. It eats anything, meat, bone, armour or any other inanimate material. Periodically it spews forth anything indigestible. It relies on sound for hunting and has poor eye sight.

DEVIL'S RATCHET	
Climate/Terrain	Anywhere
Diet	Essence/Flesh
Intelligence	Low (5)
Alignment	Chaotic Evil
Number Appearing	1-4
Armour Class	4
Movement	15
Hit Dice	3
Number of Attacks	1
THACO	17
Damage/Attack	1-8
Special Attacks	Fire Breath/ Fear
Special Defences	See Below
Magic Resistance	nil
Size	Medium
Morale	18
XP Value	320

Devil's ratchets, or hell hounds, are often used as hunting dogs by demons in Limbo, otherwise they appear in wild packs throughout the wilderness. Their high keening wails send terror into the hearts of all who hear them. Even if a character merely hears the baying of the pack they must make a Saving Throw vs Fear (spell) or run mindlessly for the next 2d4 rounds.

Ratchet hounds can send out a scorching fire up to 10' away causing 5hp damage unless the victim makes a Saving throw vs breath weapon for 3hp damage. When a ratchet attacks with its dreadful bite, if it scores 18 or more on the attack roll it automatically locks its jaw and continues to cause damage each subsequent round until either it or its victim are dead.

When sleeping, the ratchet is only surprised on a 3 or less on a d10 even if the characters moving silently. The only way to avoid waking it is to hide scent as well as sound.

Once the ratchet hounds have picked up the scent of a soul they are relentless in their pursuit.

Limbus Infernum

ANTLION	
Climate/Terrain	Wilderness
Diet	Carnivore
Intelligence	3
Alignment	Neutral
Number Appearing	1-4
Armour Class	3/5
Movement	12
Hit Dice	3+1
Number of Attacks	2
THACO	17
Damage/Attack	2d4
Special Attacks	Surprise
Special Defences	See Below
Magic Resistance	Nil
Size	Small (5' long)
Morale	16
XP Value	125

The antlion has a large armour plated body and a flattened head. It has two large protruding mandibles used for trapping its prey. The antlion burrows just beneath the surface of the ash waiting for any creature to pass by. When the victim passes within 10 feet it erupts out of the ground. It surprises on a 1-6 on a d10. If the antlion gets surprise it adds +2 to the attack roll and the AC of the victim only includes any magic protection; not armour or Dexterity. The attack incurs 2d4hp damage and the antlion then drags the victim into the pit it emerged from. The victim has one chance to avoid this by attacking the creature at -2 to hit or pulling the jaws apart requiring a *bend bars* check with a +20% bonus.

These are the pupae of scucca demon though at this stage do not have demonic abilities.

The carapace makes excellent armour equivalent of banded mail and the pit has a 10% chance of containing treasure from previous meals. This are usually husks; use the Corpse Harvest Calculator on page 103.

DRACAENA	
Climate/Terrain	Limbus woods & caves
Diet	Carnivore
Intelligence	High (15-16)
Alignment	Chaotic Evil
Number Appearing	1d3 see below
Armour Class	5 (4)
Movement	12
Hit Dice	5 (7)
Number of Attacks	1
THACO	15 (13)
Damage/Attack	1d3 or by weapon
Special Attacks	See below
Special Defences	Nil
Magic Resistance	Nil
Size	M 10' long
Morale	14
XP Value	350 (525)

Dracaena are a serpent race. Their skin is covered in scales predominately purple blue in colour with deep red patterns. Their heads are serpentine though their torso is human with powerful human arms. Female are larger; the figures on the table in brackets for Hit Dice, AC and THACO apply to them. Dracanea are carnivores eating most of the creatures native to their area including mist spider, vermus and tartaran rat, though they find humans to be a rare delicacy. If there is an opportunity dracaena farm humans, keeping them alive in pens to use either as slaves or for meals during high festivals and ceremonies.

A dracaena bite causes 1d3hp damage but the victim must make a Saving Throw vs Poison or become paralyzed for 2d4 hours. Dracaena use swords or spears as weapons which they tend to coat in saliva. The poison on the blade is effective for only one successful strike though the dracaena can spend a round in combat opting to replenish the poison coating.

If encountered in the wilderness there are always 1d3 dracaena, in their lair there are 4d6. Egg clusters can number fifty or sixty.

Spear. Speed Factor: 5 Ranges: 10 yards/20 yards/40 yards. Damage: 1d6

Dracaena Short Sword. Speed Factor: 3 Damage: 1d6

Dracaena do not wear armour apart from bracers giving them AC4 in total. They do not carry any treasure beyond supplies for hunting. In their lair they may have 5-50 gems (30%), 4-16 jewellery (20%) 1d4 potions (60%) and 1d3 other magic (75%)

Limbus Infernum



HARPY	
Climate/Terrain	Cliffs and mountains
Diet	Carnivore
Intelligence	Low (5)
Alignment	Chaotic Evil
Number Appearing	2-12
Armour Class	7
Movement	6/15
Hit Dice	3
Number of Attacks	2
THACO	17
Damage/Attack	1-3/1-3
Special Attacks	See below
Special Defences	Nil
Magic Resistance	Nil
Size	M
Morale	12
XP Value	230

Harpies are believed have the same origins as chimera, projected thought forms of the Titans. They represent vindictiveness and spite. Harpies live in hills and mountains though it is believed they sometimes nest in floating lairs among the lower clouds hanging over Limbus. They are carnivorous primarily feeding off carcasses left by other hunters though if they see humans they delight in hunting these.

They have the unique natural ability to see through the ashen mist that cloaks Limbus making them devastating hunters dropping out of the sky silently through the mist with a +2 on their initial round of attacks for double damage with their claws. They attack in flocks of up to 6 harpies raking their prey with sharp talons before ascending into the mist once more. After the first round of surprise they terrify the prey with ear piercing shrieks causing any who hear to make a Saving Throw vs Spell or run in mindless panic unable to defend themselves or cast spells.

Harpies do not keep treasure though harpy feathers make good material components for spells and add +1 to hit when used as arrow flights. Some seekers have experimented with implanting a harpy eye in their skull. They must make a Saving Throw vs Poison or the eye is rejected. Otherwise this allows seekers to see through the mist. Demon overlords sometimes keep harpies as pets.



Limbus Infernum

HECATONCHEIRES	
Climate/Terrain	Wilderness
Diet	Any
Intelligence	Special
Alignment	Neutral Evil
Number Appearing	1 (2d6)
Armour Class	8
Movement	12
Hit Dice	6+6
Number of Attacks	16
THACO	15
Damage/Attack	1d6 x 4 per target
Special Attacks	Suffocation
Special Defences	Can not be surprised.
Magic Resistance	Nil
Size	Large (8')
Morale	20
XP Value	1250

Hecatoncheires are described by the ancients as having one hundred hands and fifty heads. In reality they are even more hideous as their form bares no similarity with the human anatomy. These hulking masses may be likened to perambulating anemone, smothered in squirming tentacles, some ending in proto-optic clusters and sharp ridged orifices. They appear to have no other purpose than to devour anything they encounter. They are motivated purely on instinct, shambling toward anything within a 200 yard range that makes a sound. Despite the presence of eyes, hecatoncheires have poor visual acuity and rely on touch, picking up the vibrations of their prey. If a victim manages to keep perfectly still these monsters have been known to pass by without attacking. Some demons can control these mindless masses commanding them to sleep or attack; keeping them as guardians for their wealth.

The hecatoncheires can attack in any direction landing four attacks on any human sized victim getting within close range, each causing 1d6hp pummelling damage. If all four attacks hit an opponent, it draws them in and suffocates them the following round. They have a single *Bend Bars* check to escape this.

Legend tells of a vast hecatoncheires, a single source of godlike power and hideous alien intelligence, one of the monstrous spawn of the earliest Titans. It is said to exist on the lower layers of Tartarus sending out spores to devastate the planes.

HIVER	
Climate/Terrain	Wastelands underground
Diet	Essence
Intelligence	1
Alignment	Neutral
Number Appearing	1
Armour Class	2
Movement	Nil
Hit Dice	8
Number of Attacks	6
THACO	13
Damage/Attack	4d6
Special Attacks	See Below
Special Defences	See Below
Magic Resistance	Nil
Size	Large
Morale	20
XP Value	1250

The hiver is the queen of the vermus colony. She appears as a huge swollen stalagmite covered in an encrusted skin, long whipping tendrils and orifices scattered about the body. Within her hollow carapace she nurtures up to 30 vermus eggs and up to four soldier vermus, specifically adapted to defend her should she be threatened.

She is highly sought after as within her carapace can be found 1d4 augmentation stones, each capable of extending the Limbo life of a seeker by 500xp, and being a great delicacy for the ruling classes of Limbo.

The hiver can detect movement up to twenty feet away sending out soldier vermus as the first line of defence.

If the threat persists and gets within 10 feet she attacks with tendrils. Only one tendril can attack a target each round due to their location on the body. If her foe surround her she can use all six tendrils as defence.

Apart from the resident soldier vermus the hiver can spit out acidic fluid toward one victim per round. The range is 10' causing 2d8hp damage with a saving throw vs breath weapon halving the damage. Clothing and equipment caught by this corroding paste must all make a saving throw vs acid attack or be destroyed. A hiver is resistant to charm and cold based attacks.

Apart from the augmentations stones, other treasure from unlucky adventurers remains scattered in her lair.

Limbus Infernum

HUSKWEED CORPSE (HUSK)	
Climate/Terrain	Wastes
Diet	None
Intelligence	1
Alignment	Neutral
Number Appearing	1-8
Armour Class	9
Movement	3
Hit Dice	½
Number of Attacks	1
THACO	20
Damage/Attack	1-2
Special Attacks	None
Special Defences	None
Magic Resistance	Nil
Size	Medium
Morale	20
XP Value	35

Huskweed absorbs nutrients and residual essence from corpses. If Huskweed acquires intelligence through absorbing essence then this activates the host corpse into motion. It proceeds to spread pollen among neighbouring corpses thus up to eight corpses can be effected.

Huskweed corpses behave like zombies, though they are not undead and can not be affected by spells concerning evil. They slowly amble through the wastes until more corpse piles are discovered. On finding this new pile they collapse allowing the huskweed to create a new colony. The primary host leads the other huskweed corpses via an aura of biochemical gas and if that one is killed, the rest collapse.

20% of husks carry essence with them with the prime husk always having 1pt of Intelligence. Use the Corpse Harvest Calculator (Table 7, page 11) to determine the nature of the essence.

Huskweed corpses appear as skeletal humans with grey dried skin. Fungoid blood red fronds are clustered in odd locations on their bodies. They are attracted to vibrations in the ground and follow these attacking anything they encounter, always attacking last in the round.

Huskweed corpses are immune to charm or mind based spells, though are susceptible to plant based spells.



Limbus Infernum

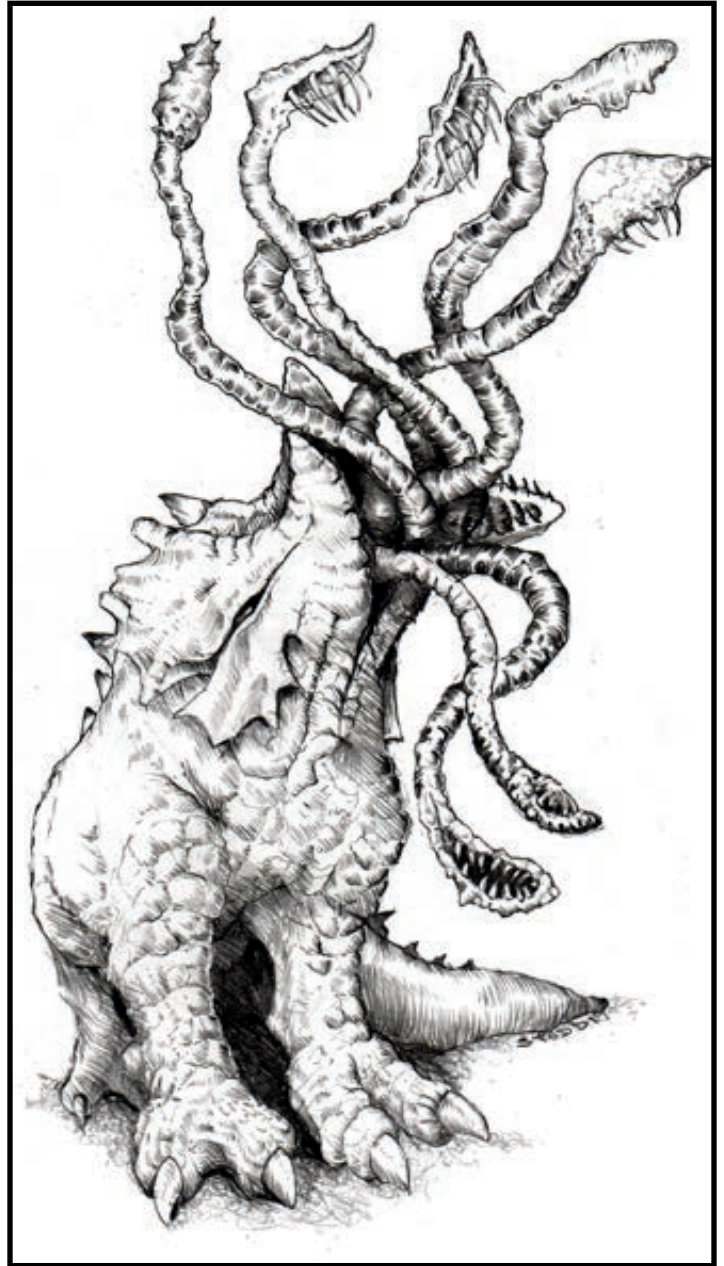
HYDRA	
Climate/Terrain	Caves and swamps
Diet	Carnivore
Intelligence	Low (5)
Alignment	Chaotic Evil
Number Appearing	1
Armour Class	3 (6)
Movement	9
Hit Dice	12
Number of Attacks	6
THACO	15
Damage/Attack	1d8
Special Attacks	Nil
Special Defences	Regeneration
Magic Resistance	Nil
Size	Giant 30' tall
Morale	16
XP Value	2500

The true hydra of Tartarus has a powerful reptilian scaled body with a long tail of equal length to the body. The body and tail combined run to a length of 30 feet in a mature hydra. Ridged jagged plates run along its back from the base of the neck along to the end of the tail. It is carried by four thick limbs ending in robust talons but these are not used in combat. Where one might find a neck and head there is a single orifice out of which spring six long tongues ending in fang-lined pads. These tongues can extend up to 15 feet from the body and at a distance take on the appearance of six heads. The hydra can lose all these tongues and regenerate them within 3 days. Like many creatures native to Limbus the hydra uses vibration to detect prey; its eyes being small and ineffective sitting either side of the neck orifice.

Combat. The main body of the hydra consists of thick hide giving it AC3, the tongues are less protected only having AC6. Each tongue takes 10hp to lop off in a single cut or can take 18hp damage in multiple locations before becoming useless. Irrespective of the amount of tongues removed the body is 12HD and the only way to kill a hydra is by killing the body.

In combat a hydra can attack up to 3 victims simultaneously with 2 attacks on each of them or it can land up to six attacks a round on a single victim. The hydra has got the THACO of a 6HD creature as it suffers from poor vision during actual combat relying on vibration.

Hydra do not crave treasure though a hydra carcass can bring in much wealth for the value of the hide, meat and blood used for regeneration based magic and food.



Limbus Infernum

KINE OF GERYON	
Climate/Terrain	Wilderness & Settlements
Diet	Omnivore
Intelligence	Low (5)
Alignment	Neutral
Number Appearing	4d8
Armour Class	5
Movement	12/24
Hit Dice	6
Number of Attacks	1
THACO	15
Damage/Attack	2d10+6
Special Attacks	See Below
Special Defences	See Below
Magic Resistance	None
Size	Large
Morale	15
XP Value	400

The Kine of Geryon are a huge grotesque distortion of prime plane cattle. They have hairless skin akin to rhino hide covered in encrusted patches of fur which act as plates of hardened bone. They have short thick limbs supporting a vast bulking girth and thick plated tails. Their heads are bony with twisted horns protruding in asymmetrical locations.

Kine of Geryon feed of any vegetable matter but are happy to crunch their way through any corpses and in the wild are known to excavate mounds to reach the husks. They do not store any essence from these. When disturbed or attacked they release foul plumes of stench. Any unprotected from such gaseous clouds must make a Saving Throw vs Poison +2 or be unable to do anything but stagger away from the area. Kine are prone to stampeding if aware of a sufficient threat, reaching twice their usual speed. Anything caught in the path of a single stampeding kine receives 3d8hp damage. If caught by a heard of these rampaging beasts they could receive multiple injuries.

Kine of Geryon are kept in settlements as beasts of burden as well as to supply meat, hide and bone. Their milk is sulphurous and disgusting though farmers have succeeded in using salvation squashes to filter the milk. Once filtered it can make a range of dairy products.

MINOTAUR (TARTARAN)	
Climate/Terrain	Any
Diet	Omnivore
Intelligence	Average (10-12)
Alignment	Neutral Evil
Number Appearing	1 (2d4)
Armour Class	6
Movement	12
Hit Dice	6+3
Number of Attacks	2
THACO	See below
Damage/Attack	1d6+6/3d6 +6 or by weapon
Special Attacks	See Below
Special Defences	Nil
Magic Resistance	Immune to Charm Spells
Size	L 10' tall
Morale	20
XP Value	625

Tartaran Minotaur are vast brutes with the head of a bull and the body of an ogre. It stands 10' in height with a fierce aggressive temperament in combat. Minotaur charge into combat using their horns to ram their victim causing 3d6+6hp damage. They are hardly ever found without their weapon of choice, a double headed axe, but if they are, they use their fists causing 1d6+6 damage. Their huge double headed axes are made from Tantalum and cause 2d6+6 damage and decapitate on a natural 20. They are specialised with the double-headed axe, attacking three times every two rounds. Minotaurs never wear armour.

A Minotaur has full knowledge of every aspect of the terrain around their lair. This includes all paths and tracks, all natural features and buildings. If an ash storm sweeps over the land, they always spend the following week exploring their land once more. They are excellent hunters and once they have pledged to hunt down prey will tirelessly seek their bounty.

In the wilderness Minotaur hunt alone but they live in small family groups of up to 8 including 4 children. They hate human settlements and demon enclaves and avoid these areas.

Limbus Infernum

PENITENT BUGS	
Climate/Terrain	Near meat, water or heat sources
Diet	Rotting Meat
Intelligence	Nil
Alignment	Neutral
Number Appearing	100+
Armour Class	Special
Movement	15
Hit Dice	-
Number of Attacks	1
Damage/Attack	6-60hp per round
Special Attacks	Special
Special Defences	Special
Magic Resistance	Nil
Size	Swarm up to 10 feet across
Morale	20
XP Value	325

Penitent bugs, also known as soul bugs, appear as huge flies with human heads. These are the souls of the dead who are beyond any hope of redemption and hold no value to demons. They have been condemned to eternal existence in swarms seeking rotten flesh to feast upon.

A swarm of keening bugs is impossible to attack using any mundane weapon, yet it is very vulnerable to fire, cold and other effects that cover an area.

If a victim is attacked by a swarm any normal armour and dexterity bonuses are ignored and they automatically hit. Any magic protection of any type prevent any successful attack from soul bugs.

Even if they do not physically attack their sound can be devastating. A swarm of penitent bugs lets out a humming murmuring cacophony of the endless anguish of the souls consigned to their fate. Measures can be taking to avoid this such as stopping the ears or silence spells, otherwise any who hear this dismal sound make a Saving Throw vs Spell or run in fear and despair. If they can not escape the sound they must make a further Saving Throw vs Spell. If this fails they are driven insane.

RAT (TARTARAN)	
Climate/Terrain	Any
Diet	Omnivore/Scavenger
Intelligence	Low
Alignment	Neutral
Number Appearing	1-4 (2-16+2)
Armour Class	6
Movement	12
Hit Dice	½
THACO	20
Number of Attacks	1
Damage/Attack	1d3
Special Attacks	Burrowing
Special Defences	Burrowing
Magic Resistance	Nil
Size	Small
Morale	18
XP Value	35

Tartaran rats are very similar to species of giant rat throughout the multiverse. These have coarse hair bonded in places to form tough armour plating giving them a high armour class. They are capable of burrowing underground in an instant when encountered in the ash strewn wastes of Limbus. These rats are therefore able to escape from combat in an instant as long as they have a superior initiative. They can not then join combat for the next round but can appear anywhere in the combat area surprising an active opponent 50% of the time; an unwary opponent 100% of the time.

The numbers appearing are low in wilderness encounters but there are higher numbers within the lair. They are uninterested in treasure but incidental finds may appear where they are scavenging.

Tartaran rat is surprisingly edible.



Limbus Infernum

SHUDDER	
Climate/Terrain	Wilderness
Diet	None
Intelligence	Average
Alignment	Neutral
Number Appearing	1
Armour Class	8
Movement	12
Hit Dice	3
THACO	17
Number of Attacks	1
Damage/Attack	1d3+2
Special Attacks	Mind blast
Special Defences	None
Magic Resistance	Immune to Charm
Size	Medium
Morale	20
XP Value	275

The shudder is the insane manifestation of a powerful soul reduced to wandering the ashen plane in perpetual torment. Although it has average intelligence it is utterly insane. It takes the form of a human of any period, gender or place from a classic fantasy setting, a period of Earth history or indeed someone from a distant future. It dresses in the garments according to its origin. Its face is usually hidden behind its hands as though weeping and it seems to shudder from one reality to another like a distorted recording of a being. The shudder emits tortured suppressed moans and appears oblivious of any other beings around it.

If any approach within 20 feet it suddenly lurches forward, rushing to grab the victim with its powerful arms. These have the same powerful strength irrespective of the form it takes. There is a chance the victim is surprised with a 4 in 10 chance unless the character has announced it has prepared for combat. A successful surprise gives the shudder +2 on their attack. The shudder attempts to grasp hold of its victim staring straight into their eyes with an insane beseeching glare followed by a screech of a damned soul doomed to know its fate. The victim suffers 1d3+2hp damage from the grasp and must make a Saving Throw vs Death Magic or succumb to the madness of the shudder, losing the will to resist. All within 30' of the shudder hearing this screech must also make this saving throw or run mindlessly for 4d6 rounds -1 round for each point they have over 15 in Wisdom. The shudder then siphons the victim's life essence through its gaze at a rate of 100xp per round. Those looking on see the orange radiance of the victim's soul passing in a mist into the eyes of the monster. Unless prevented from doing so, the shudder drains the victim. If they are reduced to 0xp they perish with no chance of revival.

FLOATING SKULL	
Climate/Terrain	Caves, Dungeons
Organization	None
Diet	Fear
Intelligence	Low
Treasure	Incidental
Alignment	Evil
Number Appearing	4d6
Armour Class	8
Movement	6
Hit Dice	1-1
THACO	20
Number of Attacks	Nil
Damage/Attack	Nil
Special Attacks	Magic
Special Defences	None
Magic Resistance	Nil
Size	Small
Morale	20
XP Value	65

Floating skulls are commonplace in Tartarus. They are the last glimmering fragments of the life they once possessed. They instinctively attack anything that they become aware of. Demons can control them at will and often use them as guards for treasure.

If there is any living soul within 30 feet a skull rises off the ground. Each skull has either *magic missiles* coming from the eyes (01-50%) (D: 1d4+1 per eye) or a mini *fireball* emanating from the mouth (51-100%) (D:2d4).

There is a 20% chance a skull also has one of the following spells available that it uses as an action for the round instead of attacking: *Slow*, *Hold Person*, *Forget*, *Mirror Image*, *Blink*, *Blur*.



Limbus Infernum

MIST SPIDER	
Climate/Terrain	Plant Biomes/ Underground
Organization	1
Diet	Carnivore
Intelligence	Low
Treasure	Incidental
Alignment	Neutral
Number Appearing	1
Armour Class	6 (4)
Movement	9
Hit Dice	2
THACO	19
Number of Attacks	1
Damage/Attack	1d4
Special Attacks	Poison Spit / Sticky Webs
Special Defences	Black Mist
Magic Resistance	Nil
Size	Small
Morale	18
XP Value	270

Mist spiders surround themselves in a dense black cloud and lurk in the upper reaches of trees or amid plant biomes alongside water courses. Their appearance is easily identified by the presence of saliva dripping strands of web that span between the trees and across the rivers. These sometimes inadvertently capture vermin but this is not their main prey. As corpses intermittently rain down onto the landscape of Limbo, some are captured in the webbing making an easy meal for the arachnids.

Outside of their mist cloud, these spiders are no less hideous. They have humanoid heads perched onto grotesque bulbous black abdomens held aloft on six serrated hinged limbs. Their front two limbs have been adapted to allow them to defend themselves and pierce through the hides of their food.

Attempting to attack a spider enshrouded in mist gives it a bonus of +2 on armour class of AC4. When fully visible they have AC6.

They do not actively attack living targets but can use poison spit to a 20' distance if cornered or threatened. Any successful hit causes 2d6hp damage (halved if the victim makes a Saving Throw vs Poison). They do not use their webs in combat but if any are caught in the saliva webbing they can only break free on a successful Open Doors roll.

The webbing can be harvested and used to create a flexible armour called spider-weave.

PAJAKA SPIDER	
Climate/Terrain	Anywhere
Organization	Pack
Diet	Essence/ Flesh
Intelligence	Low (1)
Treasure	Incidental
Alignment	Chaotic Evil
Number Appearing	1-3
Armour Class	7
Movement	9
Hit Dice	2+2
THACO	19
Number of Attacks	1
Damage/Attack	1-4
Special Attacks	See Below
Special Defences	See Below
Magic Resistance	Nil
Size	Small
Morale	14
XP Value	375

Pajaka Spiders are more often discovered near portals leading to Limbo than in Limbo itself. When discovered in Limbo they are hunting souls for more powerful demons. Up to three are found in a pack.

A character bitten must make a Saving Throw vs Poison +2. If this fails the bite mark leaves a black spot. A failed saving throw indicates the victim is cursed. Their soul is destined to end in Tartarus. They know this and need to make a Wisdom Check once each week to avoid descending into morbid depression. They either become despondent or are diverted from any other task to save their soul. This can only be achieved with powerful magics and prayers to the powers of the upper outer planes. Even a complete body transfer is ineffective as the spider's mark effects the soul.

Pajaka impersonate human speech to sound like distant conversation, cries of agony or other human sounds. They often use this to lure adventurers. They cast webs to trap prey (like the *web* spell). Victims make a Saving Throw vs Breath Weapon to avoid being stuck.

Pajaka spiders have limited *blink* ability. Able to blink to a location within 20 feet.

Limbus Infernum

VERMUS	
Climate/Terrain	Wastelands
Organization	Hive
Diet	Essence/blood
Intelligence	None
Treasure	See Below
Alignment	Neutral
Number Appearing	1-3 (4d6)
Armour Class	9
Movement	15
Hit Dice	1-1
THACO	17
Number of Attacks	1
Damage/Attack	1d2
Special Attacks	See Below
Special Defences	See Below
Magic Resistance	Nil
Size	Small 2' long
Morale	14
XP Value	75

Vermus appear like large flying maggots with white segmented bodies and a ring of needle sharp teeth in an orifice at one end. They do not possess eyes but seem to be able to detect life energy through some other means.

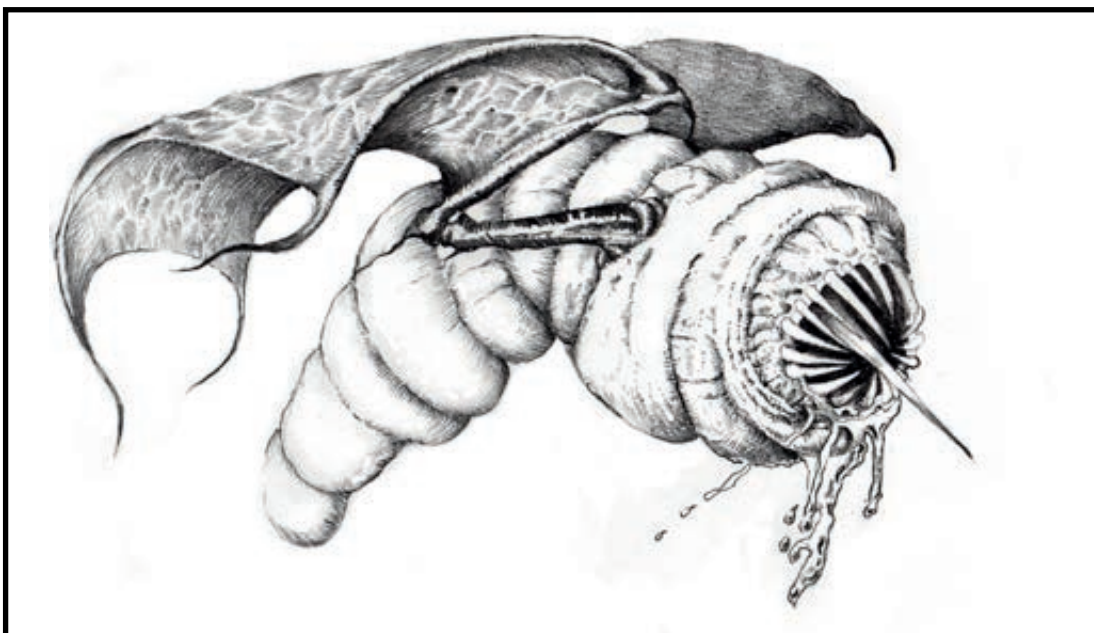
Vermus have a particular feature that gives them great value especially to seekers. Their tongues are in the form of stiff syringes attached to a stomach sack within their bodies. These tongues can be taken together with the stomach sack from dead vermus and used by seekers to harvest essence.

Vermus attack as a 3HD creature. Once a vermus has latched onto a corpse or a living victim they sink the ring of needle teeth in and probe the victim with the syringe like tongue. They take a small amount of life energy and blood for themselves automatically causing 1d2hp damage per round and also take 4-24xp energy each round. Once a vermus has taken 50xp of life energy it detaches itself. The drawn energy first comes from the adventure experience points of a seeker. If the seeker has no experience points from adventure, this is drawn from life essence. A seeker with no experience points in either field is not attacked. Other types of essence are harvested in this manner though this is not the intent.

Once they have supped enough life energy they return to their hive where the essence is coagulated into viscous gold globules. These have been called augmentation stones by seekers and are highly sought after. A single augmentation stone can increase a seeker's longevity in Tartarus by 500xp. Unlike essence, these stones must be eaten whole.

Treasure. If a vermus is killed which has harvested essence from a victim within the last hour, (give a 25% chance per creature encountered) it still carries that essence in the stomach and this can be ingested by a seeker to gain its benefits together with any unwanted life essence. A vermus has 50xp of life essence and a 10% chance of a different type of essence.

The flesh of the vermus is pulpy with a slight sour taste. It is nutritious. Usually the flesh is cured and smoked for flavour.



Limbus Infernum

SOLDIER VERMUS	
Climate/Terrain	Hiver lairs
Intelligence	1
Treasure	Augmentation Stone
Alignment	Neutral
Number Appearing	2d4
Armour Class	6
Movement	12
Hit Dice	2
THACO	19
Number of Attacks	3
Damage/Attack	1d2/1d4/1d4
Special Attacks	See Below
Special Defences	None
Magic Resistance	Nil
Size	Small
Morale	20
XP Value	125

These more aggressive mutation of the vermus have been created specifically to defend a hiver and vermus colony. They do not venture into the wilderness but aggressively attack any threat with no fear for their own survival. Soldier vermus are equipped with a ring of needle sharp teeth similar to their more common cousins (D:1d2), but do not have a syringe tongue. They do possess four limbs; the front set designed to cause damage in combat and cling on to victims (D: 1d4/1d4). Once the soldier vermus has attached itself to a victim (on a roll of 18 or more) it automatically causes damage until removed. Ripping a soldier vermus from a victim causes a further 1d4hp damage. A hiver, the queen of the vermus, always houses up to 4 soldier vermus in her carapace; but there may be others on patrol throughout the cavern.

DEMONS IN LIMBO

Although technically all indigenous inhabitants of Limbo are classed as demonic a distinction must be drawn between the low to animal intelligent flora and fauna and the agents of evil who inhabit the plane. The latter for the most part have very little to do with humans already in Limbo apart from enslaving them for an eternity, feeding off them, or merely torturing them for pleasure. It would take a powerful highly experienced human adventurer to divert the overlords of the plane. If a spirit bearer such as an elf found their way into Limbo demons would then pay attention. Elf spirits are highly prized. It is more likely the seekers encounter the least powerful demonic denizens; the imps and goblinoid beings. The major demons are only mentioned in passing here.

For the purposes of magic devices and spells which specifically involve demons, any indigenous creature is effected. In all other senses true demons are the powerful lords, and overseers of the place. It is highly unlikely a seeker would encounter such a being yet there are a few sent out into the wilderness to human settlements. These emissaries, while still considered lesser demons are terrifying beings exuding pure evil. The scuccan demon is a good example of this though is far from the most powerful of lesser agents of evil. True demon overlords are godlike.

IMMUNITIES

All true demons have some immunities and partial immunities against certain types of attack. This does not include goblinoid races or imps.

DEMON CHARACTERISTICS	
Attack Form	Maximum Damage is
Acid	full
Cold	half
Electricity	half
Fire	half
Gas	half
Iron	full
Magic Missile	full
Poison	full
Silver	As weapon type

Common Abilities

All demons have the following abilities:

Infravision (fae sight)	Teleportation (no error)
Darkness (radius varies)	Gate (type varies)

Demons can understand all languages.

DEMON NAMES

Knowing a demon's true name is the only way to attempt to use charm and control based spells. Demons are particularly aware of this weakness. Any who utter a demon name have a 5% chance of alerting the demon in question.

Limbus Infernum

SCUCCAN (SHUCK-KAHN) DEMON	
Climate/Terrain	Wilderness
Intelligence	Very
Alignment	Neutral Evil
Number Appearing	1 (1d3)
Armour Class	0
Movement	9/15
Hit Dice	8
THACO	13
Number of Attacks	3 (2)
Damage/Attack	1d4+3/1d4+3/1d6+3
Special Attacks	See Below
Special Defences	See Below
Magic Resistance	50%
Size	1 (7' tall)
Morale	18
XP Value	1500

Scuccan demons are sometimes called the "Hounds of Armoni," the demonic overlord responsible for punishment and condemnation, other times they are called "Shocks." These are the bounty hunters of the demons. They are sent out either alone or in groups of up to three for reconnaissance, hunting down other beings or to carry out the dicta of the overlords.

Scucca appear much like classic gargoyles with long humanoid bodies, powerful human arms but with hairless goat-like hooved legs. They have vast bat wings and a long whip-like tail armed in a barb.

These demon travel to localities using their teleportation abilities then tend to find outcrops to keep watch and survey the area before descending on outstretched wings to attack with three pronged spears. These spears cause 3d8hp damage, doubled if the attack is part of a flying dive. Once in stationary combat, the scucca makes use of their tail piercing its victim on an unadjusted roll of 18-20 causing double damage (D:2d6+6). Once pierced, a victim can be lifted into the air and carried off or dropped from a height.

If they are instructed to capture prey alive, they make use of nets which act as a magic shield preventing the victim from using any spell or magic device from within the net. This includes magic power in weapons.

Scuccan demon can shape change into humanoid form if desired. In this form they have red and black mottled skin and wear dark robes. Their teeth appear serrated and their tongue forked. They use no further spells.

GOBLIN DEMON	
Climate/Terrain	Wilderness
Intelligence	Average
Alignment	Lawful Evil
Number Appearing	1d4 (5d6+4)
Armour Class	7
Movement	12
Hit Dice	2
THACO	17
Number of Attacks	3/2 See Below
Damage/Attack	1d3/1d3/1d2/ or by weapon +1d2
Special Attacks	See Below
Special Defences	See Below
Magic Resistance	20%
Size	Small (3' tall)
Morale	15
XP Value	125

Small satyr like demons with dark hairless skin, glowing red eyes, horned heads with goat-like ears. They have short stubby bat wings of no practical purpose.

Goblin demon can wear armour and carry short weapons. They are fond of spears, short swords, bows and daggers. They have long whip tails used in combat (D:1d2). On a hit with the tail of 18 or more they have curled the tail round a limb, neck or weapon.

Goblin demon can blink 3 times a day up to a distance of 120 feet. They can do this and still get an attack at the end of a combat round.

They are natives of Limbus and tend to steer clear of the great demonic overlords living in caves in communities of up to 40. They worship the demons of the lower levels.

Limbus Infernum

IMP (TARTARAN)	
Climate/Terrain	Any
Diet	Omnivore
Intelligence	Average
Alignment	Neutral Evil
Number Appearing	1-6
Armour Class	7-4
Movement	12/f124
Hit Dice	1-4
Number of Attacks	2 or weapon
THACO	By Hit Dice
Damage/Attack	1d3/1d3 or by weapon
Special Attacks	See below
Special Defences	None
Magic Resistance	None
Size	See Below
Morale	16
XP Value	See Below

Tartaran imp are three feet of gnarled swart goblinoid menace. Their heads are disproportionately large for their bodies and their bat wings fold behind them like leathery bone-filled sacks. They have prominent bone ridges along their spines which transform into short thorny tails. They wear any armour that fits. In combat they use weapons appropriate to their size and wield slings and spears as missile weapons, prizing pyrolith for its explosive impact on targets.

THE MUTATIONS OF IMP			
Type	Hit Dice	Description	xp
Grub	1	3' tall, poison	50
Squab	2+1	4' tall, poison	120
Boss	3+2	5' tall, Str17(+1,+1), Int +2	180
Heavy	4+3	5'6" tall, Str 18 (+1,+3), Int -3	250

The transformation process between the stages of development of imp is tortuous and painful. The rest of the imp would find this agony most amusing but they are cautious about what their colleague is about to turn into. It is unclear why certain imp mutate.

Grub. Most imp spend their lives as 1 hit dice grubs whose sole duty is to do what they are told when they are told. Their only concern is fighting each other for the best gear. They carry short blades and short stabby spears but do have a mild poison in their saliva (see below).

Squab. These 2 Hit Dice imp gain an extra foot in height. They tend to be used for scavenging parties and guard duty as well as bossing the grubs about. Squabs also have poison saliva.

Boss. A mutated squab becomes a boss. In some cases boss imp take over the imp lair due to their increased intelligence and strength. This is the ideal mutation for an imp craving power but they lose their poison saliva. In combat they are +1 to hit, and +1 damage due to strength.

Heavy. On the rare occasion squabs suffer extreme mutation. In this case they grow to 5' and gain 18 Strength but their intelligence is lowered making them powerful but stupid. They also lose their poison saliva. In combat they are +1 to hit and +3 damage due to strength. Heavies, though they still have wings, have lost the power of flight.

Special Attacks: Poisoned saliva. Imp (of the grub and squab variety) have a venomous saliva which they apply to their weapons. They reapply this every other round as it dries. The saliva causes an extra 1d4 damage (1hp if the victim Saves vs Poison). If they do not have a weapon they use their raking claws with a two attacks a round for 1-3/1-3hp damage. Their bite causes 1-2hp damage but has the additional effect of containing the poisonous saliva.

Magic & Protection: Imps are fond of magic defences such as rings and bracers as they are easy to wear and do not impede movement, otherwise they are happy with small magical bucklers and shields. They only carry weapons suitable for their size.



Limbus Infernum

SHOEL WORM	
Climate/Terrain	Bone Heaps, in foul areas
Diet	Carnivore
Intelligence	Low
Alignment	Chaotic Evil
Number Appearing	10 x d100 see below
Armour Class	9
Movement	9
Hit Dice	1
Number of Attacks	2 or weapon
THACO	20
Damage/Attack	1d3
Special Attacks	Poisoned saliva.
Special Defences	None
Magic Resistance	None
Size	Small (3' tall)
Morale	8
XP Value	35

Shoel Worms, also known as larva, form from the many teeming souls who end up in Hades from the many prime planes. If these beings survive their first few years without being eaten by more powerful demons and other monstrous beings they form a chrysalis and emerge as a lesser pajaka spider. Shoel worms appear as human-headed centipedes with a myriad limbs. Their mouths are ridged with needle sharp teeth. They make shrill calls mimicking a human in hellish agony and pursue any prey in packs, heeding the call of their kind. Their tails have a phosphorescent glow.

In Limbo they gravitate to areas rich in corpses and foul pits of detritus. Though there may be 1000 present they do not seek to attack the living as they are usually well fed. They only attack instinctively any nearby movement. Typically up to six will attack.

The empty chrysalis can be powdered and used for protective spells.

SPIDERKIN GOBLIN	
Climate/Terrain	Wilderness
Diet	Flesh
Intelligence	Low (5)
Alignment	Chaotic Evil
Number Appearing	1-4
Armour Class	8
Movement	12/4 see below
Hit Dice	1-1
Number of Attacks	1
THACO	20
Damage/Attack	1d6 (spear or blade)
Special Attacks	See Below
Special Defences	See Below
Magic Resistance	nil
Size	Small
Morale	18
XP Value	320

Spiderkin goblin are the mutated spawn of the corrupter god Arlor. They appear to be a cross between a goblin and a spider. These tiny mutants can climb even the obsidian cliffs at 40 yards a round. Different goblin all have different mutations and it is up to the GM to identify these before an encounter. There is a 20% chance a spiderkin has more than 1 mutation.

All spiderkin goblin can climb walls 95% at a movement rate of 4".

SPIDERKIN MUTATION TABLE	
d6	Mutation
1	Extra arms. Can climb walls 100% rate 6" and gains 1 extra attack by weapon.
2	Spider mouth, gains extra attack from bite causing 1d4hp damage, saving throw vs poison +4 for double damage.
3	Extra eyes. Goblin can not be surprised.
4	Spider legs, enables jumping ability, up to 20 feet.
5	Web spitter. Once every three rounds the spiderkin is able to spit webs to blind victims on a successful hit.
6	Natural Armour. The goblin is covered in exoskeleton plates giving them AC4.

Limbus Infernum



HUMANS IN LIMBO

**"Of four infernal rivers that disgorge
Into the burning lake their baleful streams;
Abhorred Styx the flood of deadly hate,
Sad Acheron of sorrow, black and deep;
Cocytus, nam'd of lamentation loud
Heard on the rueful stream; fierce Phlegethon
Whose waves of torrent fire inflame with rage.
Far off from these a slow and silent stream,
Lethe the River of Oblivion rolls
Her wat'ry Labyrinth whereof who drinks,
Forthwith his former state and being forgets,
Forgets both joy and grief, pleasure and pain."**

Milton

Within the embrace of these fell floods a vast range of mountains formed of granite, obsidian and adamantite reach up beyond the acrid mantle. The very peaks of these form an archipelago known as Typhon, islands rearing over a perpetual maelstrom inhabited by humans, dwarves, and dusky elves as well as planar travellers of many kinds. There are some means of passage leading from Typhon including vessels piloted by soul traders selling slaves,

human souls and captured elves to the demons below. For a significant sum they accept passengers and are renowned for their code of honesty despite the nature of their merchandise.

There are other ways by taking secret paths down through the mountains of Halfring and Ulfring though these would make a gruelling adventure descending to the ashen plane.

Rarely some curse of powerful magic sends a human soul into Limbo though it is unheard of that a soul could merely cast magic to escape. It is said a mystical deck has one doom-laden card which, if drawn, sends the unfortunate victim into Tartarus. They invariably end up in Limbo.

Everybody dies. Once death has occurred the soul takes its final journey to the appointed place in the outer plane dictated by the individual's acts in life. However things are not always that simple and though the vast majority of souls descending into Tartarus become consciously aware of their eternal fate with no reprieve, a select few are blessed; given a second chance and become seekers. No sage can account for this though some assign cause to the gods of luck, charity and forgiveness or similar benevolent portfolio. Perhaps a solitary act of kindness in a life of selfish pursuits provides this one lifeline, perhaps a wish has been cast, or a prayer from one who loves and yet lives.

No one is sure how long soul trade has been going on but humans tend to form settlements where there is trade and towns have sprung up in Limbo centred round the trade in souls and the supply of slaves and food to the demonic overlords. These settlements are usually governed by the humans of a thoroughly evil disposition. The demonic overlords do not mind as evil begets evil and as long as fresh souls are being delivered into the plane they care little for the means of delivery. Demons are constantly planning wars; when not with the angelic host then with each other. For this, they need supplies of weapons and impermeable defences and human slaves are convenient for these arduous tasks, mining ore, quarrying stone and building vast fortifications.

The settlements are not the only gatherings of humanity on the face of Limbo. Apart from the huge slave conclaves of the demons there is one more group; the Forsaken. Even before the settlements formed there were tribes of humanity somehow existing in the wastes of Limbo, worshipping their own particular deities, strange gods appearing part demon, part titan. The trade settlements refer to them as the Forsaken as if even the powers of Tartarus have overlooked their existence.

SETTLEMENTS & OUTPOSTS

Most settlements of humans and humanoids throughout Limbo are run by a non-demonic governor. The three main lucrative concerns within these settlements are soul trading, slave trading and water. Whoever is in charge of a settlement tends to have control of at least one of these markets, usually more than one. Whoever the governor is, they are allowed to carry out their business and run their settlement with no interference from the demonic overlords. After all this is the very realm where the cut throat market is welcomed. The only provision for this is the

Limbus Infernum

steady supply of slaves, life essence and souls. Each season the demons send a quota to the settlements of human offerings and each season settlers are sent off. For the rest, if they behave and follow orders they may achieve a devil's mark giving them some measure of protection.

SLAVERY

It is a fact of existence on Limbo that the demonic overlords demand souls either to devour or use as slaves for their many grand schemes. The governors of the settlements are usually given a quota of slaves to fill as a tithe to the nearest demonic pack. They attempt to do this by capturing folk from neighbouring settlements, kidnapping travellers who wander into the territory or sending scavengers out to gather together any sentient souls who have arrived in Limbo. Some demons accept life essence as payment so settlers are eager to collect this valuable commodity to avoid losing too many neighbours to the "rack-rent." As an extension of this solution seekers become an invaluable means of safely locating essence and are always welcomed by settlements.

Other denizens such as the Tartaran imp and the goblin demon also trade in slaves.

SOUL TRADERS

Though this is related to the slave trade there is an added benefit to having dealings with soul traders. Soul traders pilot ships which can travel between Typhon and Limbo. This means they can trade living souls, and even spirit beings such as elves. They can also traffic weapons, armour, equipment and other artefacts from beyond Limbo. This gives the governor where they trade a profound advantage. Soul traders are only found in major settlements.

THE DEVIL'S MARK

A devil's mark comes in two forms. If a demon desires ownership of a soul for their personal use, they imprint their thumb on the forehead. This mark wards against any other demon gaining use, and prevents the human leaders from having ownership of the individual. Only demons of superior rank can override this mark. The second form is a tattoo placed on the forehead to indicate that the settler is spared from the quotas of slavery unless the leaders deem they have committed a crime.

OUTPOSTS

Outposts are isolated communities centred on a source of water and a plantation of salvation squash to purify it. Out of necessity these small colonies are well fortified and mistrusting of most strangers; preferring to be left alone. They are usually visited by travelling merchants from other settlements but are ignored by the demons. They include skilled inhabitants able to survive from the meagre food and resources gathered from the surrounding areas. Outposts send out scavengers into the surrounding area, especially after a dust storm has disturbed the wastes.

OUTPOST DWELLERS	
Climate/Terrain	Outposts, Wilderness
Intelligence	Average (8-10)
Alignment	Neutral
Number Appearing	10-60
Armour Class	7
Movement	9
Hit Dice	1
THACO	20
Number of Attacks	1
Damage/Attack	1d6
Morale	11
XP Value	35

The outpost is formed from groups of humans escaped from the main settlements and as time goes on, from those born into the outpost and any newcomers accepted into the group. Any allowed to live within an outpost are free from the slave system. They often have a greater say in their lives being part of a co-operative. There is still a leader and the leader still dictates the strategies of the outpost but outposts have greater freedom. Outpost dwellers can carry weapons and are all trained to take part in defending the outpost. Some may still bare a devil's mark from when they were part of a settlement.

SETTLEMENT/TOWN DWELLERS	
Climate/Terrain	Settlements and Enclaves
Intelligence	Average (8-10)
Alignment	Neutral
Number Appearing	20-200
Armour Class	10
Movement	9
Hit Dice	1-1
THACO	20
Number of Attacks	1
Damage/Attack	1d4
Morale	11
XP Value	15

Settlement dwellers are effectively a slave class under the complete control of settlement leaders and any demon overlord that passes through. These dwellers can be sent to the tantalum mines, used as part of a labour force building defences, used to fill the front ranks of an army or even become a food supply for the demons.

Limbus Infernum

GUARDS (SETTLEMENT OR OUTPOST)	
Climate/Terrain	Settlements and Outpost
Intelligence	Average (8-10)
Alignment	Neutral
Number Appearing	Varies
Armour Class	4
Movement	9
Hit Dice	2
THACO	19
Number of Attacks	1
Damage/Attack	by weapon
Morale	15
XP Value	65

Outpost and settlement guard share similar statistics. In outposts everybody capable of bearing arms is trained but there are an elite group dedicated to protecting the outpost. Guards are skilled in missile weapons and missile emplacement weapons. They tend to carry one missile weapon, one main hand held weapon and a dagger. Weapons include spears, crossbows, short bows, short pole arms, short swords and daggers.

Settlement guard sometimes include a magic user of up to 4th level ability with the following spells: *Detect Magic*, *Magic Missile*, *Hypnotism*, *Shocking grasp*, *Protection vs Evil/good*, *Knock*, *Know Alignment*, *Ray of Enfeeblement*.

SCAVENGER	
Climate/Terrain	Outposts, Settlements and Wilderness
Intelligence	Average (8-10)
Alignment	Neutral
Number Appearing	2d4
Armour Class	7 (See below)
Movement	9
Hit Dice	3 (see below)
THACO	18 (see below)
Number of Attacks	1
Damage/Attack	By weapon, see below
Morale	11
XP Value	120

Roamers

Roamer scavengers are the adventurers of Limbo. They tend to be far more powerful, reaching up to 6th level as a warrior or thief class. They have accrued excellent armour and weaponry from their exploits and have dealings with settlements where they trade. They have a good knowledge of the wide area of wilderness including which powerful beings to avoid. Freelance roamers tend to work alone or in small parties.

Settlement and Outpost Scavengers

Outpost scavengers tend to work within a given radius around the outpost in groups of up to eight hunting for any new provisions and treasures unearthed by passing ash storms or the corpse falls resulting from a passing Leviathan. They are well armed and well protected. If they find a rich supply of booty they guard it and send others off to fetch kine hauled carts.

If scavengers find a seeker, they often offer to protect them in exchange for locating essence reserves.



Limbus Infernum

SEEKER	
Climate/Terrain	Any
Intelligence	7 + (1d4)
Alignment	Any
Number Appearing	1
Armour Class	Varies
Movement	9
Hit Dice	1 (6hp)
THACO	20
Number of Attacks	1
Damage/Attack	Varies
Morale	11
XP Value	35

A seeker is a soul who has been reborn into Limbo and is on the path of redemption looking for essence and equipment to survive and ascend back into the prime material plane. The GM can use the following to decide what stage the seekers are at.

SEEKER STAGE	
d100	Stage of Ascension
01-65%	Early
66%-95%	Advanced
96-100%	Almost Ascended

Early. 20% chance of the following:

- Knowledge of essence.
- Knowledge of location.
- Knowledge of safe and dangerous areas.
- Knowledge of food and water.
- Possesses an occupit (only if they are aware of essence).
- Possesses a vermus tongue (only if they are aware of essence).

They only have basic clothes and at best a knife or dagger, some shoes, a belt and perhaps one other weapon or piece of armour. If they have started harvesting essence at all they will have about 1d6 x100 xp of life essence, 1d3 ability points, 1d6 skills and 1d2 spells and 1 memory. If the novice seeker is killed then harvested they have half the life energy and 1d3 random other essences available.

Advanced: Are aware of the following:

- Knowledge of essence.
- Knowledge of location.
- Knowledge of safe and dangerous areas.
- Knowledge of food and water.
- Possesses an occupit, differential lens and vermus tongue.

To determine the armour and weapons carried by a seeker roll on the Weapons and Armour Tables (page 18 & page 20).

THE FORSAKEN	
Climate/Terrain	Remote communities
Intelligence	Average (8-10)
Alignment	Neutral
Number Appearing	2d4 (100+1d100)
Armour Class	8 (5)
Movement	9
Hit Dice	2
THACO	17
Number of Attacks	1
Damage/Attack	By weapon
Morale	15
XP Value	120

Beyond the streets and market places of the human settlements there is endless savage and unforgiving wilderness. Yet even here humans abide. No one is sure where they emerged from but some hazard that in ancient times when the Titans fell there were humans who came with them, worshippers of the fallen gods who were condemned by the new gods for their dedication to the old corrupted ways.

These scraped an existence finding ways to avoid the devastating scourge of the demons, setting up temples to their old gods and building settlements far from the eyes of others.

The forsaken live in communities of up to 200 strong. Half the community are children, elderly or those unable to take part in combat. The other half are all proficient in obsidian spears, slings and axes.

The forsaken are excellent trap builders and have littered their territory with many traps. They are skilled hunters and can use every part of a kill for food, clothing and other uses. They cultivate plants for water supplies, food and healing. These tasks are spread between all the people.

Forsaken communities have little knowledge of the other settlements far from their territory, they speak their own language and know nothing of trade, though they barter goods and services within their community.

Should a forsaken encounter other humans they avoid communication unless the strangers are entering their territory. In this case they give a single warning to turn back before directly attacking them by leading them through set traps or hunting them down with stealth.

Forsaken Priests

Forsaken priests worship the Titans and gain priest based spells from this. They are also trained in the skill of identifying qualities of obsidian and other stone types similar to that of the dwarfs.

Limbus Infernum

PART TWO

SURVIVING LIMBUS INFERNUM

"Here sighs, laments, and deep wailings were resounding through the starless air; wherefore at first I wept thereat. Strange tongues, horrible utterances, words of woe, accents of anger, voices high and faint, and sounds of hands with them, were making a tumult which whirls always in that air forever dark, like the sand when the whirlwind breathes."

Dante's Inferno

PREAMBLE: A WORD ON DESCRIPTIONS

Before we get started on describing the inhospitable world that awaits, we need to establish how to describe it to the weak minded newly formed seekers stumbling into the dust- and the players who control them.

When a character begins their adventure they are unaware of the names of anything. To them, a Tarian Rat is a large aggressive furry thing that looks angry, hungry and dangerous; a sword is a sharp, shiny thing, heavy to hold. As the encounters progress it is likely the characters find places and objects that have come from different worlds, eras and technological cultures. The player may well have an instant idea what these are; they would recognise a car or a pistol or a tin of paint. But the character they play is ignorant of the object or its purpose so the player must not use their real world knowledge to inform the character's decisions.

Be reasonable as a GM. You are describing a scene through the eyes of a character with no worldly experience but do not stumble over complex descriptions of glass. Just call it that. Metal is metal, stone is stone. This should not be a game of word puzzles but it should reflect the struggle a character would have identifying the use and operation of unfamiliar finds. They might not realise a tin of paint has a lid for instance.

As soon as the characters encounter other beings in Limbus, they have opportunities to learn much more about their experiences and they can even retrieve knowledge (including names and functions) directly from the brains of husks.

The prime objective of any Seeker is to acquire abilities, skills and memories to equip them for rebirth into the prime material plane. But Limbus is a lively place populated by all manner of beings from demons and demi-gods to teeming vermin and the basest remnants of fallen souls. There are also settlements of humans, goblin and imp very much like in any active ecology found in other parts of the multiverse.

TIME

New characters may not even have the notion of the sun or the moon, the concept of day and night and the cycle of the seasons. In Limbo time is hard to register. The sun never rises, the darkness never falls. The world is a never ending twilight of pallid blue white dust. The only count of time is detected through the living body, it's own cycle of sleep and hunger.

Eventually the character may discover other means of counting the order of events. As in the prime plane, candles still burn at a regular rate, and spells still have the same duration.

The Game Master should note the passing of time as usual but the player characters only know it's the end of the "day" when they get tired.

GEOGRAPHY

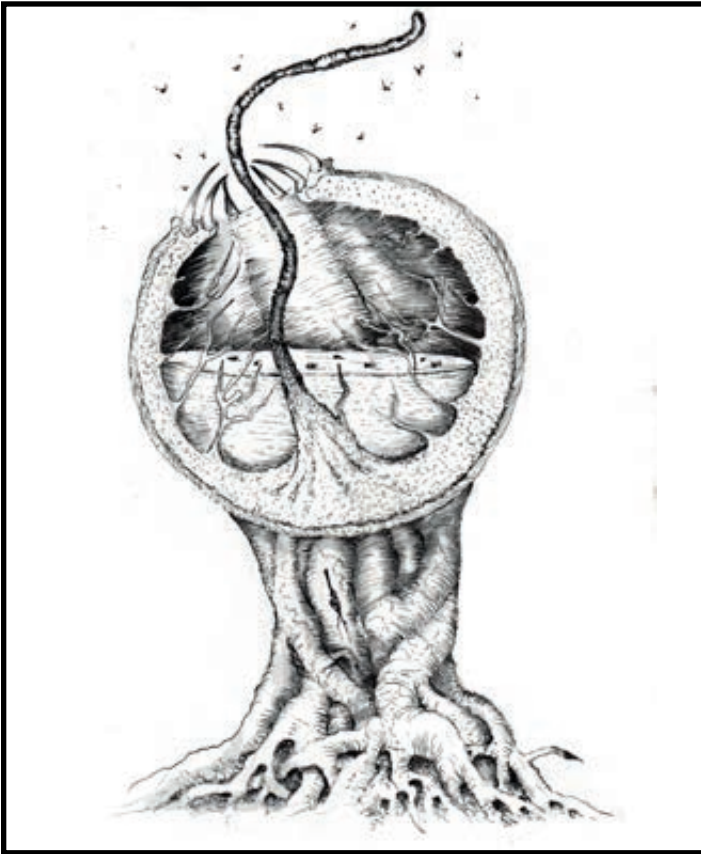
Limbo's wasteland is covered in deserts of fine pallid ash, deep and arduous to travel through as each footfall sinks into the powder. These dunes are interspersed by areas of glass brittle slag covering the surface as if spat out by some long forgotten furnace. Any traveller walking through these areas unshod would be cut to shreds. The wastelands are surrounded by cliffs of obsidian. For the first twenty to forty feet the cliff face is vertical. These black reflective cliffs rise out of the dust as splintered shards fused together as if constructed from fractured broken black glass. Any attempt to climb them is impossible without ripping any exposed flesh to ribbons.

AIR & VISION

The wind is continuous and usually gentle, warm and filled with the all pervading stench of sulphur. Sulphur soaks its way into everything in Limbo, into the water, the plant life, clothes and into the lungs of all who breathe. The wind, on occasion, whips up into a storm sending the dust into the air making it impossible to see, impossible to breathe even. Wandering souls have perished by merely being outside during such gales. The aftermath of such storms brings out seekers and scavengers for who knows what new treasures have been unearthed. Thankfully these winds are scarce but call for sensible clothing, masks with filters and goggles.

Even when the wind is at its quietest, the air is perpetually filled with dust rendering the range of vision no more than 50 yards. For more details on weather see page 10.

Limbus Infernum



WATER

Limbo is a realm where there is no supply of potable water. There may be plenty of rivers, streams, springs, sink holes and deep wells where water can be drawn, yet this is all foul and sulphurous and would guarantee an early death.

The Tartaran squash draws up the water through its thick stump filtering out the minerals and sulphur leaving a reservoir of water inside its bloated body. Some call it the salvation squash for this reason. The thick rind and pulp is inedible, yet within its belly is a supply of insect filled, yet drinkable, water; enough for two days per person. Cloth is used to filter out the insects though they too are a source of nutrients. As this is about the only way to create pure water by non magical means, whoever controls the plantation of salvation squash round the water supply controls the settlement. These plantations tend to be fortified and well guarded.

FOOD

In the wilderness the usual sources of food include various forms of plant including the deathwort and huskweed that grow from decaying corpses. Meat comes from the pulpy bodies of the prolific vermus. It is possible to eat the vermus raw, though this is the equivalent of biting into bitter fat. It can be cured, dried, and cooked to become more palatable. Living creatures such as rats, huge insects and ratchet are usually edible but require cooking.

SURVIVING WITHOUT FOOD AND WATER

A character can survive 3 days without food or water.

On the fourth day seekers must make a Constitution Check every 12 hours. Roll a d20 and if the roll is equal to or less than the character's Constitution they can continue a further 12 hours.

Each subsequent check is made with a cumulative +1 penalty on the dice roll. Failing this check means the character has become *weakened*. Failing the further check renders a character *enfeebled* and with a further failed check the character becomes *incapacitated*. All effects including loss of ability points continue until the character has rested and eaten and drunk. Magical curatives could also help. Once they have eaten or drunk and rested characters regain all lost ability scores and other penalties from lack of food and liquid intake. Some food also provides an amount of liquid as a by-product and should be judged by the Game Master.

A *weakened* character loses a point each of strength, constitution and dexterity. They also have -1 modifiers on all hit checks, saving throws concerning dodging and skill checks.

A *enfeebled* character loses 3 ability points on strength, constitution and dexterity. They also lose 1 point of intelligence. The enfeebled character moves at half movement rate and is -3 to hit in combat and saving throws related to dodging and dexterity.

An *incapacitated* character can not engage in combat and can only move at a quarter movement rate. Strength, constitution and dexterity are reduced to 5 and their intelligence temporarily loses 4 points. Any character incapacitated loses 1d4hp each hour after being in this state for 12 hours.

READING

One of the ways of giving the character clues for survival is through the discovery of scrolls and other texts. New characters are unable to read, making these texts useless. A Game Master may consider allowing the characters to discover essence of the skill read/write common, early in the game unless they wish to play the game hardcore. Otherwise the character could collect the parchments and find a settlement or outpost where they could have the texts read to them for a fee.

PLAYER INTELLIGENCE VS CHARACTER INTELLIGENCE

This is a game of survival. The characters start off with 7 intelligence and it may be argued that they would not have the wit to survive. Within reason the Game Master should allow players to use their real world knowledge to solve problems that may not be considered by a character with just 7 Intelligence. Game Masters and Players might roll a d20 and if the result is equal to or lower than the characters current intelligence score they have a good idea.

Limbus Infernum

BORN TO THE GRAVE

“You emerge from a shallow pit of dust, aching limbs alerting you to the first sensation of pain. Your skin is parchment grey covering emaciated muscle. Breathing comes hard, the air tasting foul. Your body covered in scant rags; you feel neither cold nor warm. Other corpses lie half buried in the fine powdery ash that stretches into the obscuring mist. Where the undulating dust comes ends abrupt cliffs of fused shattered black glass rise up. Above, all is cloaked in constantly swirling dust.”

As already stated at the beginning of the book, a character emerges into the realm weak limbed, dull of wit, a veritable corpse, a self aware husk with a soul. They have no knowledge of where they are or how they got there. They have no memory of any past existence, thus they are without skills and are possessed of only traces of knowledge. They may understand the spoken common tongue for instance. They may not remember a time when the sun rose and gave light or the darkness fell and the moon drifted high to shine its pallid light over the land.

The steepest learning curve for the player character is taking them from the uncomprehending shambling corpse who first wades across the ash to a savvy seeker who knows about different types of essence and how to get them, knows how to acquire food and drink, knows how to deal with foes and fiends and identify the very few friends they may encounter. This knowledge becomes very valuable treasure unlocking the door to the seeker's future.

If the Game Master prefers they could allow time for the characters to explore and discover for themselves before introducing any other sentient life. When it does occur it may be another seeker at the end of their term in Limbo looking for the last remaining skills before they ascend. It may be an altogether less wholesome encounter where the dark shadow of a demon is seen in the distance alerting the player and their character to the fact that this is a very dark and dangerous place.

This book contains a number of set encounters and locations. These all fit into the handy starting map included. The map is just a tiny section of the full map of this part of Limbo, if you look carefully, in the bottom left hand corner of the bigger map at the back of the book. The starter map is divided into hexes corresponding to 500 yards. A Seeker travelling at normal rate could travel one hex in ten rounds.

ENCOUNTERS

The set encounters here have all been numbered to correspond with locations on the localised map with the aim of giving the seeker a progressive experience into building up equipment and various types of essence while at the same time presenting them with mild threats which, for the most part, are avoidable. There are of course really nasty threats promising instant death and equally instant hoards of treasure if the seeker is courageous or foolish enough to attempt to investigate but these are well telegraphed.

Random encounters should be kept to a minimum or used as an atmosphere builder, such as the distant humming of vermus or the parchment whisperings of wandering husks. Use the Wilderness Encounter Table for this, also available at the back of the book. Numbers of creatures can be altered depending on numbers of characters.

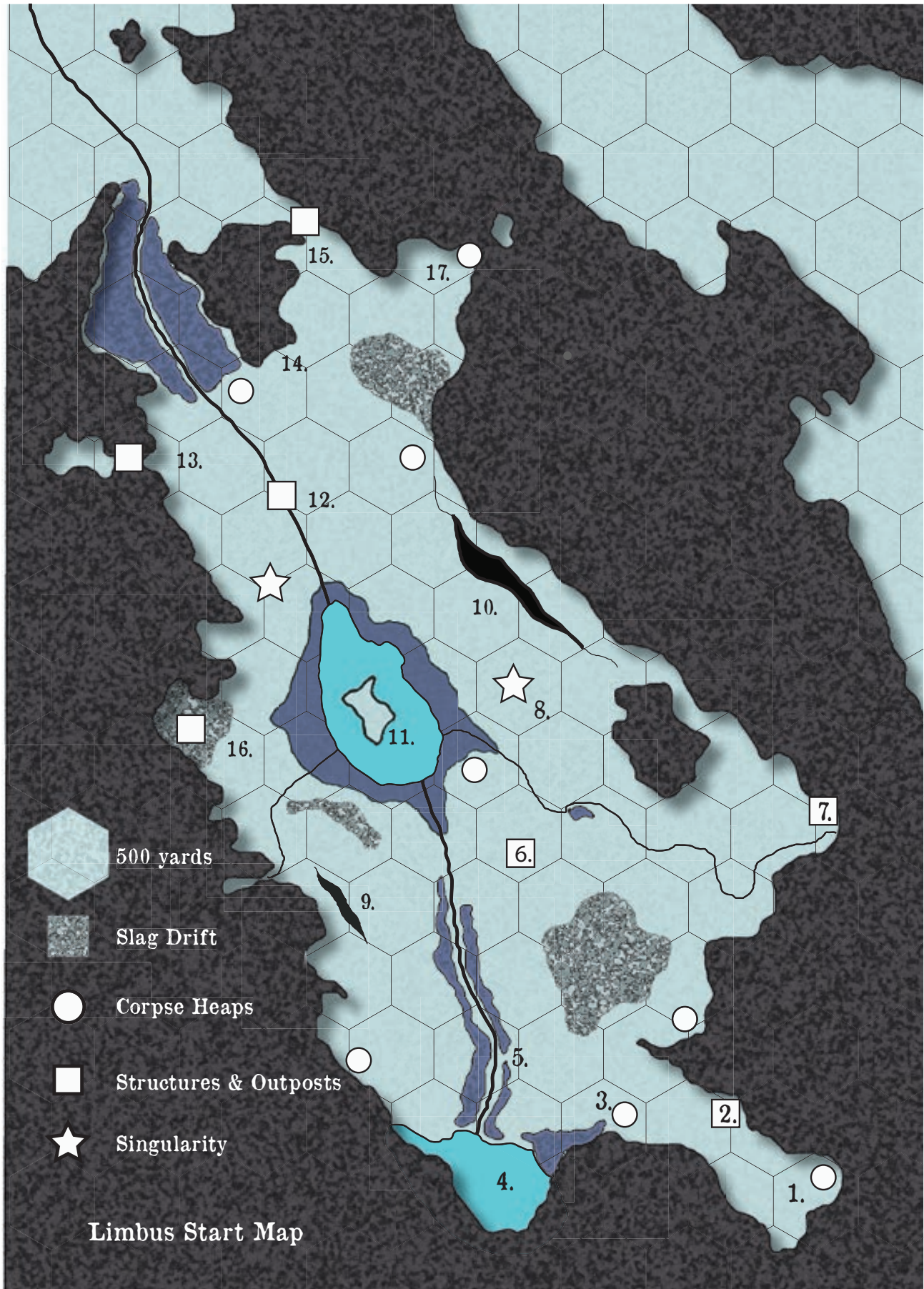
There are different types of set encounters:

- **The Slag Drifts.** These are areas littered with shards of volcanic tachylite, known as the Tears of Prometheus. These fractured shards cause 1d2hp damage per round for any without footwear. Those with boots are safe but the way is uncomfortable. Falling here causes 1d4hp damage. Travelling at half movement rate reduces any chance of damage. During combat, any roll of 4 or less on the d20 attack dice indicates the character has fallen over suffering damage.
- **Flotsam and Jetsam.** As more corpses fall from the upper planes and the gales rage across the wastelands detritus becomes available to search through. There are many dedicated locals already doing this. Scavengers look for equipment, particularly prime plane equipment as well as any husks still with essence to harvest. It is possible the seekers do not just find a rich seam of essence and equipment but also a few scavengers racing them to the booty.

A typical pile of husk corpses consists of 4d6 corpses. 25% of these may have essence of some sort. Consult the Corpse Harvest Calculator on page 11.

- **Structures and outposts.** Beyond the settlements are the remains of previous strongholds now left to collapse. Most have been searched through and are now the lairs of creatures, scavengers or even other seekers, but there is always something else to find there. Camps are the temporary stopping points for scavengers and seekers hunting for treasure and essence, or cucca bounty hunters looking for stray souls. Outposts are always well fortified, always centred on a source of water and plantation, but not always necessarily to be avoided. They are centres of commerce, information and may well save the life of a new seeker. Area 13 on the map is the only major settlement in this valley, though it is far away from any major trade routes and is really just a large outpost.

Limbus Infernum



Limbus Infernum

- Singularities.** Limbo is a purgatory for the damned. Alongside these bewildered and misplaced souls come the coagulated thought-forms of their existence in the prime plane. As Limbo is profuse with the swirling chaos of the elements it also holds the half-formed memories of the dead. As time in Limbo is not relative to that of the prime plane thought-forms emerge in Limbo from all times, all prime planes and thus all technological or magical eras. The Game Master may include encounters with all manner of incongruous scenes from a crashed spaceship, a 1950s earth street scene (area 8), a dystopian urban scene, a Tudor manor house or even a 21st century school or church. All these manifestations cover a relatively small area and may vanish soon after they have been discovered. Any objects within a singularity removed become real and do not fade when the singularity disappears.

spider bight must make a Saving Throw vs Poison +2 or they become paralyzed for 24 hours.

1d2 Tartaran Rat	AC: 7	HD: ½ HP 1
MV/R: 120 feet	Damage: 1d3	
Size: small	xp: 35 each	

1d4 Vermus	AC: 9	HD: 1-1 HP 3
MV/R: 90 feet	Damage: 1d2	
Size: small	xp: 35	

There is a 25% chance the vermus carries essence. If it is, use the essence table on page 54. On a successful hit they take a small amount of life energy automatically causing 1d2hp damage per round and also take 4-24xp of energy each round. They release victims on death or after 3 rounds.

Devourer	AC: 3/7	HD: 3+1 HP 13
MV/R: 120 feet	Damage: 1d4/1d4	
Size: medium	xp: 580	

Devourers prefer scavenging dead corpses and only attack if provoked or if there are no other meals to hand.

3 x Scavengers (Outpost)	AC: 7	HD: 2 HP 10
MV/R: 120 feet	Damage: By weapon	
Size: medium	xp: 65	

For more details on outpost scavengers see area 13. Typical scavengers stay in groups of three and harvest areas within four hours from the outpost unless given a special mission. They wear hide or skin armour and carry smaller weapons such as daggers, short swords, curved kopesh or hatchets. They usually also carry slings or small crossbows. One of the three encountered always has better armour and may even have a special weapon or potion as they are the brains of the outfit. The group always carries enough supplies and basic equipment to survive a couple of days in the wasteland. They may be accompanied by a seeker to identify and harvest essence.

Scavenger leader: AC:6 HD 3 hp 15

Weapons: crossbow/ long sword

Special treasure: one potion (30%) weak magic item (10%)

Scavenger: as above

weapons: sling or crossbow, short sword dagger

Special treasure: nil

WILDERNESS ENCOUNTERS	
Check for encounters once per six turns. To check roll a d8, a 1 indicates an encounter.	
2d6	Encounters
2	1d3 Outpost Scavenger
3	1d4+1 Imp
4	2d4 Giant Centipede
5	1d3 Large Spider
6	1d3 Husk
7	1d4 Vermus
8	1d2 Tartaran Rat
9	Salvation Squash or Deathwort
10	Small Corpse Mound
11	1d2 Goblin Demon
12	Seeker or Hunter

For new creatures see "New Flora and Fauna" on page 25.

2d4 Giant Centipede	AC: 9	HD: ¼ HP 1
MV/R: 90 feet	Damage: Nil	
Size: small	xp: 30 each	

On a successful hit the victim must make a saving throw vs poison +4 or become paralysed for 20 rounds.

1d3 Large Spider	AC: 8	HD: 1+1 HP 5
MV/R: 90 feet	Damage: 1	
Size: small	xp: 75 each	

These large spiders are hunters. They reserve web building purely for creating a nest for eggs and young. They move silently surprising unwary victims 50% of the time. A victim of a large

Limbus Infernum

Seeker	AC: 10	HD: 1 HP 6
MV/R: 120 feet	Damage: By weapon	
Size: medium	xp: 35	

A seeker is a soul who has been reborn into Limbo and is on the path of redemption looking for essence and equipment to survive and ascend back into the prime material plane. The GM can use the following to decide what stage the seekers are at.

SEEKER STAGE	
d100	Stage of Ascension
01-65%	Early
66%-95%	Advanced
96-100%	Almost Ascended

Early. 20% chance of the following:

- Knowledge of essence.
- Knowledge of location.
- Knowledge of safe and dangerous areas.
- Knowledge of food and water.
- Possesses an occupit (only if they are aware of essence).
- Possesses a vermus tongue (only if they are aware of essence).

They only have basic clothes and at best a knife or dagger, some shoes, a belt and perhaps one other weapon or piece of armour.

If they have started harvesting essence at all they will have about 1d6 x100 xp of life essence, 1d3 ability points, 1d6 skills and 1d2 spells and 1 memory.

If the novice seeker is killed then harvested they have half the life energy and 1d3 random other essences available.

Advanced: Are aware of the following:

- Knowledge of essence.
- Knowledge of location.
- Knowledge of safe and dangerous areas.
- Knowledge of food and water.
- Possesses an occupit, differential lens and vermus tongue.

To determine the armour and weapons carried by a Seeker roll on the Weapons and Armour Tables (page 18 & page 20).

1. THE CRADLE OF THE DEAD

This is a good starting point just to allow the character to gather together mundane equipment. The amount of mundane treasure should reflect the amount of players. By the end of this immediate exploration most of the characters should have some equipment. The character is reborn into the unforgiving world with no shoes and mere rags on their emaciated bodies.

There are around twelve other corpses here heaped up by a some tidal force. There are four corpses on the surface of the pile. One has a strange object snapped off in their neck. If pulled out it

looks like a long hollow needle of bone. Nearby there is the other piece of the needle, a strange needle attached to a small organic bladder. The four surface corpses have 1d4 of the items on the list below. If the upper corpses are disturbed there is a 2 in 6 chance of alerting 1d2 tartaran rat. The GM should allow seekers the chance to run or advance into combat here. The rats only attack if provoked.

MUNDANE CORPSE BOOTY	
D20	Booty
1	Leather helmet with goggles
2	Pair of leather shoes or gloves
3	Good dagger or 1d4 crossbow bolts
4	Non magical armour (roll on table 11 page 20)
5	Soft skull cap or helmet
6	Rusted dagger in a scabbard
7	Leather belt or backpack
8	Non magical weapon (roll on table 10 page 18)
9	Pair of iron shod boots
10	Broken blade
11	Pair of soft kid-skin shoes
12	Pair of breeches
13	Small crossbow with no string or bolts.
14	Leather belt
15	Small sacks
16	Small sack containing a dried vermus meal and dried rat meat
17	Open visored helmet
18	Length of cloth/scarf
19	Pouch of 4d6 silver pieces
20	Potion of detect essence or flask of water

There are another four bodies visible beneath also with 1d4 of the booty from the list in their possessions. Once these bodies are pillaged. The character needs to make an *open doors* check to move this second layer of bodies as they are down in a shallow pit. If there are two characters shifting each husk, this can be done without needing to roll.

If they do they find 1d2 rats burrowing up to meet them if not already encountered. Also one of the lowest level of bodies is a moving husk. On being released from the heap piled on top it rises up and attacks anything that moves.

The bottom layer also have 1d4 items from the list but there is also a differential lens sewn into a head bandanna on one of them.

ESSENCE

At this time the characters have no idea about essence. If they return to this location there are four corpses containing essence

Limbus Infernum

of some type. Each corpse contains 1d6 x 10 xp of life essence plus one other type. Use the table below then consult the appropriate table.

ESSENCE	
d8	Essence Type
1-3	Skill
3-6	Ability
7	Memory
8	Spell

2 Tartaran Rat	AC: 7 HD: ½ HP 1,2
MV/R: 120 feet	Damage: 1d3
Size: small	xp: 35 each

Husk	AC: 9 HD: 1-1 HP 3
MV/R: 90 feet	Damage: 1d2
Size: medium	xp: 35

2. SHELTER

A short distance from area 1 a cave disappears into the obsidian cliff. The top of the opening is only 4' from the floor level and ash has poured into the interior enabling only a crawl space. The interior is pitch black, though in the distance a faint green glow coming from algae picks out the entrance to the second chamber.

This small cave has two chambers.

a) The first is about 30' across with a roof that rises up from the entrance to a height of 5'. The walls are like smooth rippled black glass. An opening at the back of the cave leads into a second chamber. Ash has slid into the cave from outside leaving a mound descending to the floor level at the rear of the cave.

Beneath this loose ash heap is a husk. The corpse wears rag armour (AC8), carries 2 doses of dried deathwort (heals 1d4hp) in a pouch and a Tantalum dagger (1d4hp damage). It has a message scrawled on some cloth in common wrapped round the deathwort. This could only be read if a character has read/write as a skill. Otherwise it just looks like odd squiggles.

“Don't come back without swag, Boldo.”

Perfumed aromas and fluttering sounds drift in from the second chamber. These aromas reduce the sulphur stench of the air and the interior is free from ash particles in the air. With care a seeker could use this place as a shelter and base.

b) Phosphorescent spots of algae illuminate this 50' long chamber and the ceiling rises to 15'. Running along the length is a stream almost strangled by plant life.

The walls are also dotted with pieces of pyrolith. Pyrolith is coated

with an oxide in its natural state looking like dusty red nuggets of protruding stone. The oxide coating prevents easy combustion. If a segment is chipped off or scraped it exposes the raw mineral. Pyrolith detonates with sufficient impact however it does not ignite easily when exposed to flame. Once in a sustained heat source it releases its light and heat energy slowly making it an excellent fuel. Pyrolith dust or granules are extremely flammable and explosive in large amounts. Thus pyrolith can be prepared to make a light source or used to create explosive missiles such as crossbow bolts.

A 4" lump of pyrolith once lit (usually by taking it from the heart of a fire) burns for 1 hour. Pyrolith dust can be mixed in a suspension with certain oils to form fuel for lanterns and act as flammable tar for torches.

PYROLITH EXPLOSIVE DAMAGE		
Quantity	Damage	Area of Effect
Handful of powder (5 fluid oz) Sugar lump	1d4 hp	3' radius
Purse of powder (10 fluid oz) Lump (4" diameter)	2d4+1hp	5' radius
Small sack of powder (1 pint) Large lump (8" diameter)	3d6+2 hp 1d3 hull points	10' radius
Pale of powder (1 gallon) Small boulder (18" diameter)	4d8+4 hp 2d4 hull points	15' radius
Pin of Powder (4 ½ gallons) Large boulder (36" diameter)	5d12+8 hp 3d6 hull points	15' radius

Six salvation squash are clustered toward the north, each providing drinking water for two days. There are five further immature squash that should be full grown within 14 days of their first encounter. Along the length of the stream are 8 bunches of deathwort. These can be harvested without killing the plant if care is taken.

The fluttering comes from 2 vermus who have become trapped here. If the seeker has no essence yet the vermus ignore them, considering them dead.

Vermus x 2	AC: 9 HD: 1-1 HP 3,3
MV/R: 90 feet	Damage: 1d4
Size: small	xp: 35

Limbus Infernum



Limbus Infernum

3. SALVATION

From here the seeker discovers plant life and the sound of water as the sulphurous brew boils up from the ground at position 3.

The vegetation consists of a mix of three small atlas trees about fifteen feet in height, five clumps of salvation squash and one clump of deathwort. At the feet of the atlas trees the ground is constantly seething with what look like millipedes intertwining and squirming over and under each other. These are in fact the roots of the trees and are harmless.

There are signs of recent activity. Human boot prints lead up to the plants and the part unearthed corpses near the plants and then away again. One of the salvation squashes has had its upper section removed and is empty of liquid though the other four are intact with their serpentine tongue feeling the air. Three fronds of deathwort have been cut cleanly leaving eight in place. The seekers may not be aware these are curatives yet.

There are two vermus corpses in the dust. Both have their thoraxes missing, cut cleanly from the head. One of the decapitated vermus still has its syringe like tongue attached to the stomach bladder.

There are a few corpses that have been unearthed from their shallow graves and one has a distinct pierced hole in its neck.

A further vermus is hovering round the atlas trees giving off a distinct humming sound. It only attacks if the seekers stay in the area for more than five rounds. They can of course leave and return later when the vermus has moved on.

Vermus	AC: 9 HD: 1-1 HP 3
MV/R: 90 feet	Damage: 1d4
Size: small	xp: 35

There is a 50% chance the vermus is still carrying essence. Use the essence table on page 54.

There are six corpses here, none with any essence, but they do have mundane equipment. Roll on the Corpse Booty table four times on page 53.

4. THE BRIMSTONE POOL

The seekers see the small pool from area 3. Its waters stink of rotten eggs and constantly swirl as they rise up from the bottom. If the seekers look into the waters they see a milky opaque liquid. If they stay within five feet of the pool for more than 5 rounds they must make a Saving Throw vs Poison or begin choking on the sulphurous fumes. This renders them incapacitated and only able to stumble out of the area.

At the back of the pool half submerged into the milky maelstrom is a skeletal corpse completely covered in bright yellow crystal. This is sulphur crystal. If somehow the seekers manage to rescue the skeleton from the pool it still has a +1 magical short sword in a scabbard and a ring of protection +1. The refined sulphur is also valuable. The pool is uninhabited.

5. THE RIVER

From locations 2 and 3, the seeker sees a river heading away into the mist. The banks are no more than ten feet apart and human bones line the banks eroded and washed constantly by the waters. Sulphur crystals appear as resplendent bright yellow flowers above the water line alongside other crystals of every hue. These may have some value at settlements if harvested but need careful handling as they easily fragment.

Entering the waters does no direct harm for the seeker, though it stinks of sulphur and if any wade in river for more than 5 rounds they must make a Saving Throw vs Poison or begin choking on the sulphurous fumes.

The river bed is visible through the clear water and has scatterings of bones, but also other treasure. Each round the seekers search the river bed from the bank, they have a chance of seeing something of value. Most of it is covered in fine sulphur fur. To determine what it is use the following table:

RIVER BED TREASURE	
Chance of treasure: 1 in 6 per round.	
2d6	Treasure Type
2	Magic Weapon
3	Roll twice on Table 9 (page 16)
4	Roll on Table 9 (page 16)
5	1d6 gold pieces
6	Mundane armour
7	Mundane weapon
8	Mundane equipment
9	1d3 gems
10	1d2 jewellery
11	Magic Armour
12	Augmentation Stone

For the most part the river is shallow but a seeker must make a successful Strength Check (rolling the strength score or less on a d20) to wade through the combined sludge of the river bed and the current. If they fall over they immediately suffer the full effects of the toxic stew. They become incapacitated and unable to drag themselves from the river without aid. They take 1hp damage per round in this state.

Plant life grows on both banks; tall thick trunked atlas trees with their squirming glistening red roots like a million insects, plots of salvation squash, most in decayed corruption from which spring the odd whole mature gourd accompanied by hovering insects. Other lesser plants tangle and fight for space and nutrients, dense brambled masses of purple, blue and red vines and leaves, their twisting stems covered in fine needles. A rich display of fungi cover every conceivable surface, matching the crystals for colour and variety. There are 6 varieties of fungi here, roll a d100 for each one; there is a 20% chance they appear appear on the fungi table on page 26.

Limbus Infernum

Mist spiders have thrown saliva webs from one bank to the other in the tops of the atlas trees. Hanging from these webs are rotting human corpses and the odd vermin. If seen through an occultist a few corpses glow with essence but are almost unreachable as they hang many feet above the river. If a seeker manages to get close with a vermin tongue to harvest them, or decides to hack through a saliva strand to drop them into the river, the mist spider gets aggravated and attacks the thief.

Mist Spider	AC: 6 (4) HD: 2 HP 10
MV/R: 90 feet	Damage: 1d4
Size: small	xp: 270

The mist spiders can be seen in the dense foliage of the trees as masses of swirling black mist 5 feet across. They are well fed and do not attack the seekers unless provoked. Attempting to attack a spider enshrouded in mist gives it a bonus of +2 on armour class of AC4. When fully visible they have AC6.

They do not actively attack living targets but can use poison spit to a 20' distance if cornered or threatened. Any successful hit causes 2d6hp damage (halved if the victim makes a Saving Throw vs Poison). They do not use their webs in combat but if a victim is caught in the saliva webbing they can only break free on a successful *Open Doors* roll.

ENCOUNTERS

There is a 1 in 8 chance of an encounter every 10 rounds while investigating the river. Use Wilderness Encounters on page 9.

6.THE LONESOME TOWER

Further along the riverbank is the remains of a ruined tower. The tower is constructed from huge blocks of dark stone and is accessed using a stairway to the middle floor.

The topmost floor appears as though it has been torn apart by some titanic force. The footings sink into the ash and on three sides solid pilasters prop up the walls.

A) THE PORCH

A small portico with a flat castellated roof stands at the foot of the stairs. Seekers climbing up to the portico roof must roll their Strength Check (their Strength ability score or less on a d20). If they fail they have a 50% chance of suffering 1d2hp damage from falling. On the flat roof is a corpse with its rib cage ripped open. Scorch marks surround the corpse. There is no sign of the cause. It still wears a serviceable helmet and carries a **bone dagger** in a belt scabbard.

The interior has a build up of debris and litter blown in over time. Digging into the dust reveals bone fragments, slag shards and parts of the empty carapace of a devourer.

Seekers wishing to avoid the portico can climb up the vertical south wall of the stairs. This takes a check of the seeker's Dexterity of less on a d20 unless they have thief skills superior to this. Falling into the dust from this wall causes no damage.

Bone Dagger	
Attack per round:	As user
Damage per attack	1d4+1/1d3+1
Special:	Treat as a +1 non-magical weapon.
Description:	The dagger is formed from a huge finger bone fixed in a black wood handle.

B) THE STAIRS

The stairs ascend west then double back east to a doorway in the central section of the tower 20 feet off the ground. The stairs are shrouded in curved hoops of stone looking like a long ascending ribcage of a serpent. The steps are covered in piles of dust. In the southwest corner of the stairs is a slender pillar looking like the serrated column of vertebrae.

C) THE UNWELCOME ENTRANCE

More dust has been blown into this corridor. A trap is outlined by the spray of ash. This is only spotted if the seeker is actively looking. The trap can be made safe with a stone block on the right hand side of the corridor, otherwise it operates with human weight on a roll of 1-2 on a d6. The trap is fifteen feet deep dropping into a cage in the basement level. There is a mound of ash here so the seeker only received 1d3hp damage from the fall. See the basement level for details.

The doorway is at the end of a short corridor. It is of some black material looking like skin riveted to a frame. There is a central grotesque demonic face on the door with a key hole in its mouth. The door is unlocked. The door takes the keeper's Strength or less on a d20 to open. Two characters using a battering ram can noisily push the door open.

D) THE INTERIOR

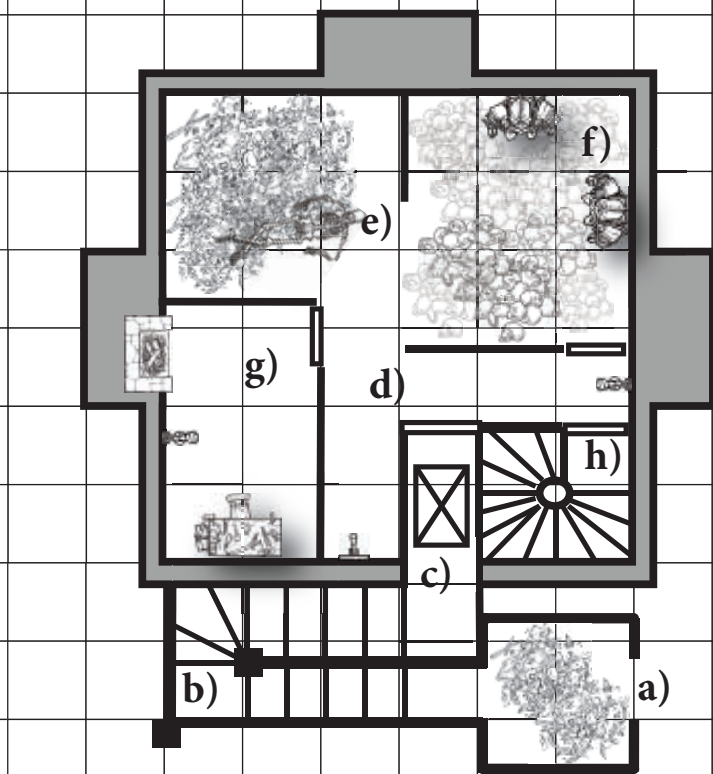
Light pours into the shell of the building from the north west. The walls of a room in the north east are in ruins though the room to the south west is still intact. The floor is covered in drifts of ash rising up toward the north west where a vast hole is in the roof.

E) DETRITUS

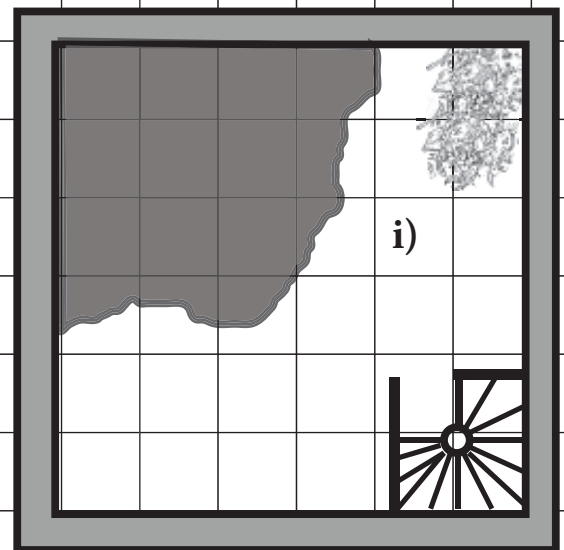
The north west is a huge pile of ash, rubble and bone. At its height in the north west corner it is five feet from the hole in the ceiling. Half buried in the slope is a huge bronze dish 12 feet across covered in strange symbols. It weighs over a ton. This was once used as a scrying font for the commander of the tower. Every five rounds of searching there is a 1 in 4 chance of disturbing either loot or vermin. A maximum of four pieces of treasure can be found per seeker. No more than 3 types of vermin appear during the investigation.

Limbus Infernum

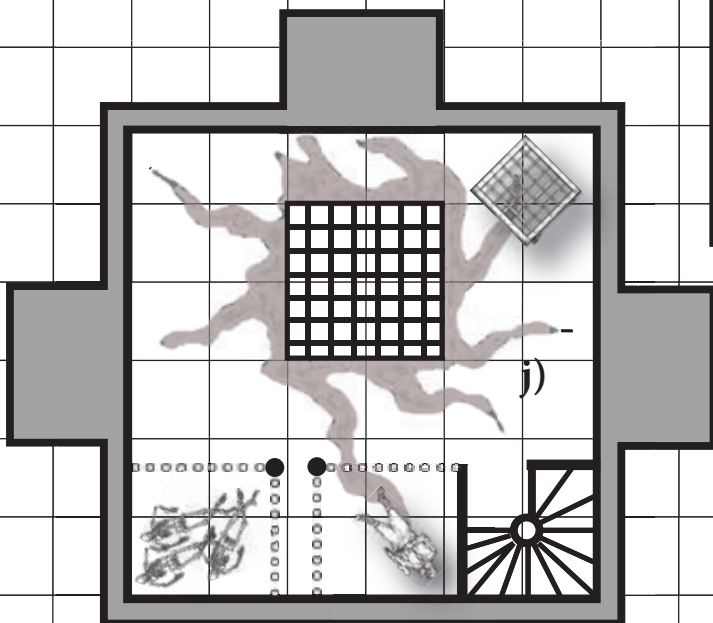
The Lonesome Tower



Middle Floor



Top Floor



Basement Floor

Limbus Infernum

DEBRIS ENCOUNTERS	
1d6	Encounter
1	Tartaran Rat
2	Weapon***
3	Equipment
4	Husk*
5	Giant Centipede
6	Armour**

* Table 5 page 11 **Table 11 page 20 ***Table 10 page 18

Husk	AC: 9 HD: 1-1 HP 3
MV/R: 90 feet	Damage: 1d2
Size: medium	xp: 35

Tartaran Rat	AC: 7 HD: ½ HP 1,2
MV/R: 120 feet	Damage: 1d3
Size: small	xp: 35 each

Giant Centipede	AC: 9 HD: ¼ HP 1
MV/R: 90 feet	Damage: Nil
Size: small	xp: 30 each

F) THE CHAMBER OF THE DAMNED

Here are mounds of skulls, mostly human but some of other beings. The walls to the west and south are now ruined rendering the south door useless. Two corpses are crucified on the north and east walls in full plate armour and tabbards torn to shreds hanging from the breast plates.

If a seeker makes too much noise in the tower, especially in area e), 3 skulls begin to stir. One is monstrous with demonic horns while the others are human.

3 x Floating Skull	AC: 8 HD 1-1, hp 3
MV/R: 90 feet	Attacks: Fear, spell use
Size: small	xp: 35

Any character lower than third level must make a Saving Throw vs Spell or be rooted to the spot. One of the skulls can cast a *slow* spell. They continue to cause terror until destroyed. If none of the seekers is affected by the fear, the skulls become a nuisance following the seekers round making chattering and wailing noises.



Cursed Field Plate of the Paragons of Light	
Armour Class	AC2
Special:	Cursed Armour, considered non encumbering for the wearer.
Description:	The full field plate suits have been cursed by a demon. Whoever wears the armour is doomed to live in Tartarus until the curse is removed or until another willingly removes the armour from the wearer. The wearer is completely unaware of the condition of the curse. The current wearer may remove all but one of the sections of armour, the final piece being held in place and impossible to remove. If they lose any of the other pieces, the curse can not be removed until the suit is reassembled. The wearer never dies but neither can they rise above the pit. If a seeker puts this armour on, they are doomed to stay in Tartarus without gaining any levels. Each time they die, they revive some time later, still possessing the armour but in a different location.

The tabbards bare the image of a shield and torch being held by a human hand. This indicates the Paragons of Light, a group of powerful paladins who descended into Tartarus to rescue souls and combat evil. Both figures have high full helmets hiding their skulls.

The souls of these unfortunate knights are still trapped within their rotted bodies, insane and beyond rescue. Any attempt to detect life, essence or good discover these bodies still radiate all

Limbus Infernum

these. If a means of communication is possible any hearing the insane wailings and gibberings of madness coming from the deathless knights must make a saving throw vs spell or run in terror for 2d8 turns. They can never approach the tower again.

G) THE ARMOURY

The room has racks of weapons and a work bench for repairing armour and weapons.

The tools and weapons in the room are all serviceable. In the room are:

- 3 x work mallets
- 14 x assorted chisels
- 6 x iron wedges
- 8 x short polearms
- 4 x heavy crossbows
- A chest of 60 crossbow bolts
- 2 x great two handed swords
- 4 x morning stars
- 2 x war hammers
- 1 x footman's mace
- 4 x large shields
- 5 x huge monster helmets (too big for humans)
- 2 x human full helmets

Also in the room is a huge anvil, assorted tongs and incidental blacksmith tools, three leather aprons.

The desk has a chest beneath it containing 4 potions: **2 x healing, levitation and read languages.**

H) STAIRWAY

The spiral stairs head up and down from this floor. There is a distinct warm foul draught coming from below while light can be seen from the doorless upper section.

I) THE LOOKOUT OUTLOOK

The stairway opens onto a roof covered in cracks and fissures and a gaping hole toward the north west dropping in to the room below. It is safe for one person to walk on. If more than three then it caves in. Any who fall suffer 2d6hp damage.

In the north east corner is a pile of debris with a single corpse buried. This corpse has a pair of high quality boots, a good quality cloth tunic and holds in it's hand a scroll tube.

The scroll is written in common. This is incomprehensible for anyone without reading skills.

Seekers!

If you have but eyes to see (demon eyes that is) - then see this!

orange = life (don't be hungry for life, it's a killer)

yellow = spells and weirds

red = brains, brawn, nous and charm, that sort of thing. What we need above all else down here.

blue = skills

purple = other people's memories. Really cool!

demons love orange by the way, can't get enough of that good old soul juice! Not good for us though, hastens our return.

Oh yes, and if you can't find a lens then you're screwed, it all looks like one big glow- you don't know what you're getting, all pot luck. So get a demon eye, and for titan's sake get one of them lenses!

J) THE DUNGEON

The dungeon stinks of putrid vegetation and sulphur. Any entering here without a mask of some kind make a Saving Throw vs Poison +2 or are forced to leave retching and choking.

The floor of the chamber is covered in cobbles of large brick. They are hard to see under the thick squirming mass of fungoid growth emanating from a large grill in the middle of the room. The grill is of thick rusting bars of iron, hinged on the north side and opened by way of a chain and winch mechanism attached to the north wall. There is a cage in the north east corner, currently empty but with a padlock on its door which still has a key in it. To the south are two prison cells. The east leads from the trap door in the roof and contains a recently fallen seeker who has starved to death in here.

The seeker still holds essence. **160xp life energy, 2 x ability, 1 skill.** His dead body has a battle axe and a horned helmet.

The west cell is filled with remnants and bones and contains nothing of value.

On the east wall near the stairway is a row of six pegs.

- Empty
- A large cloak of heavy leather.
- A bunch of 3 keys. Two are for the cells.
- A warhammer with a wrist strap
- A large leather sack containing a rotting head. The head has a functioning occiput in it.
- Empty

THE WELL TO CARCERI

Although foul and utterly hideous, the growth in the middle of the room is harmless and will not attack. The well descends for an eternity down to a watercourse, somewhere midway between Limbo and Carceri, the second layer of Tartarus.

Any fool attempting to use levitate or climb down this well can descend for a mile before finding a vast cave filled with putrid infestations, myriads of huge insects all half burying a titanic statue of a demon in pure gold. The well is filled with filaments and vines of slime so if any fall from the walls of the well they only ever take 3d6hp damage before something breaks their fall. From

Limbus Infernum

then on they fall from vine to creeper till they land at the bottom unless they make a Strength Check to hold onto something (roll a d20 if the result is the character's Strength score or less then success.) Most seekers die before hitting the bottom.

If the GM is kind the seekers could fall through a magic gate to a location in Limbo.

7.THE REDOUBT

This desolate outpost has been carved into the obsidian cliffs. The lookout area itself consists of narrow slits some way up the cliff and may be hard to find, but along the cliff wall are a set of steps heading upwards into the cliffs. These are open to the sky. The smooth floor is scattered with ashen dust. Traces show something has been dragged up the stairway.

A) THE SLEEPING GUARD

A crumpled corpse huddles in the corner of the steps. It clutches a long sword in its arms, still in a scabbard and attached to a belt.

B) THE JUNCTION

At this junction the corridors east and west proceed into the cliff. The drag marks become more obvious here, heading east. The door to the west has brass fittings that still shine with lustre. There is a single handle in the middle of the door and the door opens westward into the room.

C) THE GUARD DOG

If the seekers have made very little sound by this point, when they turn the corner they see a huge devil's ratchet slumbering toward the rear of the cave. This huge hound has a shaggy black coat and huge main. It is tethered to the east wall by a thick chain. Scattered about the cave are the bones of previous meals. The door in the north is in shadow.

A bone from the skeleton on the stairs may well distract and entertain this ferocious beast.

D) THE HUNTER

This cave has glassy walls of obsidian, smoothed and reflective, sending any light sources dancing insanely across its surface. Toward the rear of the cave is a huge mound of stone looking as if it was poured into place then solidified. This stone mound rises seven feet into the roof of the cave. On the floor in front of it is brass bowl four feet across with a shallow draught. Currently flames are dancing over liquid within the bowl sending a musky perfume throughout the chamber.

The west alcove is currently the sleeping quarters of a single dark robed character. When first encountered this half demon is swathed in a long hooded cloak with her face covered in a mask. The mask is terrifying, with two huge opaque black eyes looking like they were made of the same material as the rock, and a circular perforated mouth cover made of a dull grey metal. She also carries two short swords of demonic construction with curved blades and long black leather hilts.

Devil's Ratchet	AC: 4 HD: 3 HP 12
MV/R: 150 feet	Damage: 1d8 + special
Size: medium	xp: 320

The ratchet has two terrible forms of attack. It can belch out scorching fire up to 10' away causing 5hp damage unless the victim makes a saving throw vs breath weapon for 3hp damage it can also savage its foe with vice like teeth. If it scores 18 or higher on the attack roll, it has locked its jaw automatically hitting each round until it has been killed or has killed the victim.

Even asleep, the ratchet is only surprised on a 3 or less on a d10 even if the character is silent. The only way to avoid this is to hide scent as well as sound.

If the seekers successfully surprise the sleeping beast, their first blows automatically hit, but they must prey to the Titans below that it is dead.

Vaseekii has skin of deepest ebony tinged with scarlet. She has accentuated features in the elven manner and wears black leather armour beneath her cloak. The mask lessens the effects of the dust and sulfur. Unlike her pure demon cousins she finds the climate as troublesome as humans. She uses her demonic looks to prevent unwanted attention in human colonies but has very few demonic traits other than a ruthless edge.

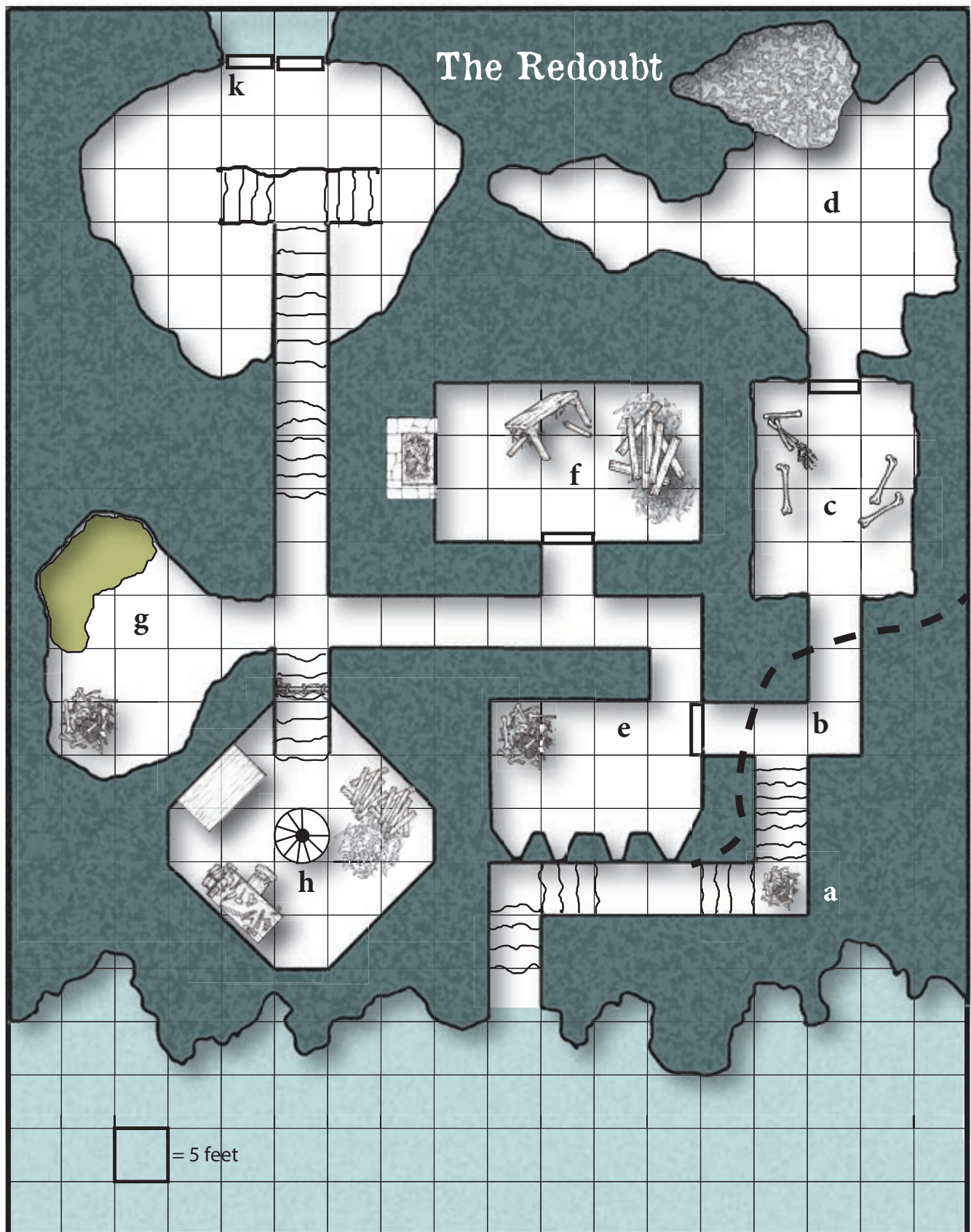
Vaseekii is primarily interested in gathering souls and essence for sale at the local outposts. Unless she is directly attacked she will not immediately confront seekers If they have killed her pet ratchet, she is angry but not enough to kill. She knows seekers are able to use occipits and differential lenses. Despite her lineage she can not see essence naturally and intends to use the seekers to get a share. For this she is willing to train and advise. She also has a good knowledge of the inhabitants of the local area. She knows a little bit about the planes of existence, that there is Limbus, and the archipelago of Typhon (some call it the Cauldron), and beyond that the center of all things where human souls come from. She knows very little of the "Centre" but believes it is the god's favorite realm. She knows about the Titans imprisoned in the layers beneath Limbus and that they once ruled the center and were thrown out by the current gods. Any equipment, weapons or anything else from the center is extremely valuable in Limbus.

E) THE STAIR GUARD

There are signs this door has recently been opened as a scraped arc of dust has gathered on the floor.

Like all interiors here the walls look like polished black glass. To the south are four alcoves with narrow slits allowing a view over the stairs leading into the redoubt. Two husks are piled in the north west corner. One has treasure. Roll on the Corpse Harvest Calculator table (page 11). On the floor of the alcoves there are two small crossbows in working order together with 8 bolts scattered round the room.

Limbus Infernum



Limbus Infernum

Vaseekii: half demon thief/magic user		
Str: 12	Int: 11	Wis: 14
Dex: 16 +1, -2	Con: 14	Cha: 12
Alignment: Neutral evil		
Armour Class: 4	#At/r 2 (with swords)	
Level: 4/3 (th/mu)	hp: 18	
Weapons:	2 x short swords Hand crossbow 2 daggers	
Possessions:	Demonic leather armour (AC6) Twin short swords +1 Hand crossbow 20 bolts 2 daggers Hooded cloak Full gas mask Backpack Vermus tongue Leather wallet holding vessels to carry essence Rations 6 days	
Skills	60% resistance to charm based spells Read/Write: demonic Read/write: common Ambidexterity Specialised weapon short sword See life essence: range 30' Infravision: 60' Spell book with spells: produce flame, detect magic, read magic, slow	

F) THE GUARD ROOM

Once this was the guard room with a fire place to the west. The rest of the furniture has been smashed up and there is nothing of value hidden in the piles of rubbish. There is sufficient firewood however. The guard room door is lockable. A secret compartment in the fireplace has a sack of 7 gems. 4 x 50gp citrines, 2 x 100gp amethyst and one 200gp cave coral. The sack also contains the key to the door to this room.

G) THE POOL

This is a natural cave whose walls are undulating translucent black obsidian. Welling up from a subterranean source is a pool of sulphurous water. Next to it are three salvation squash. They contain enough water for one human for six days. If emptied without cutting into the gourd, they replenish the supply in two days. The corpse in the corner has nothing of value.

The water of the pool is opaque. At the bottom is a chest. It is wrapped in a chain held in place by a padlock with a poor quality lock. Any who tries to use Pick Locks receives a +20% chance to their score. The chest is water tight and contains **two phials of pure essence**, one ability (red) and one skill (blue). There is

also a **differential lens** wrapped in a velvet purse and a **potion of Control Husks**.

H) THE LOOKOUT- LOWER LEVEL

The hewn stairs descend to a cluttered chamber with a spiral stairway heading upwards in the centre of the room. Piles of broken furniture heap up to the east. To the west is a table with leather and metal vessels covered in dust. There is an eating knife and a small hand trident stuck into the table. A pair of good gauntlets are also here.

The Crafting Table

To the south of the room is a crafting table complete with tools for repairing leather, making crossbow bolts and sharpening weapons. There are 6 bolts on this table in need of repair. A hand cranked stone blade sharpener stands to one side on the table.

Stacked in a column on the table are 42 gp with images of a devil on one side, an ornate Gothic style "1" on the other.

Under the table are boxes containing a flint and steel, 6 candles, 30 spare bolt heads, two flasks of oil and bundles of cloth used for polishing and finishing.

I) THE LOOKOUT MID-LEVEL

The spiral staircase continues upwards to the top level, but is blocked by an iron door in the ceiling. This is heavy. The character must roll their Strength ability score with a +2 penalty, or less, on a d20 to open it. Only one character can access the door at a time. There is a dull intermittent humming sound coming from the chamber above.

To the west and east are two demonic statues made of black granite. They are dusted in ash. They have no evil or magic on them. To the north end of the room is a gold threaded curtain. This weighs 80lb but would fetch 120gp if taken to an outpost or settlement. The curtain has images of a huge lidless eye on it with the words "Eye of Asuras" in demonic script round it.

The Lens of Asurus

The curtains hides a scrying device used by the guards of the redoubt to report to their overlord in the demon tower at the end of the valley. It is still very active with powerful magic aura detectable by any using an occupit. If a differential lens is also used it radiates intense yellow.

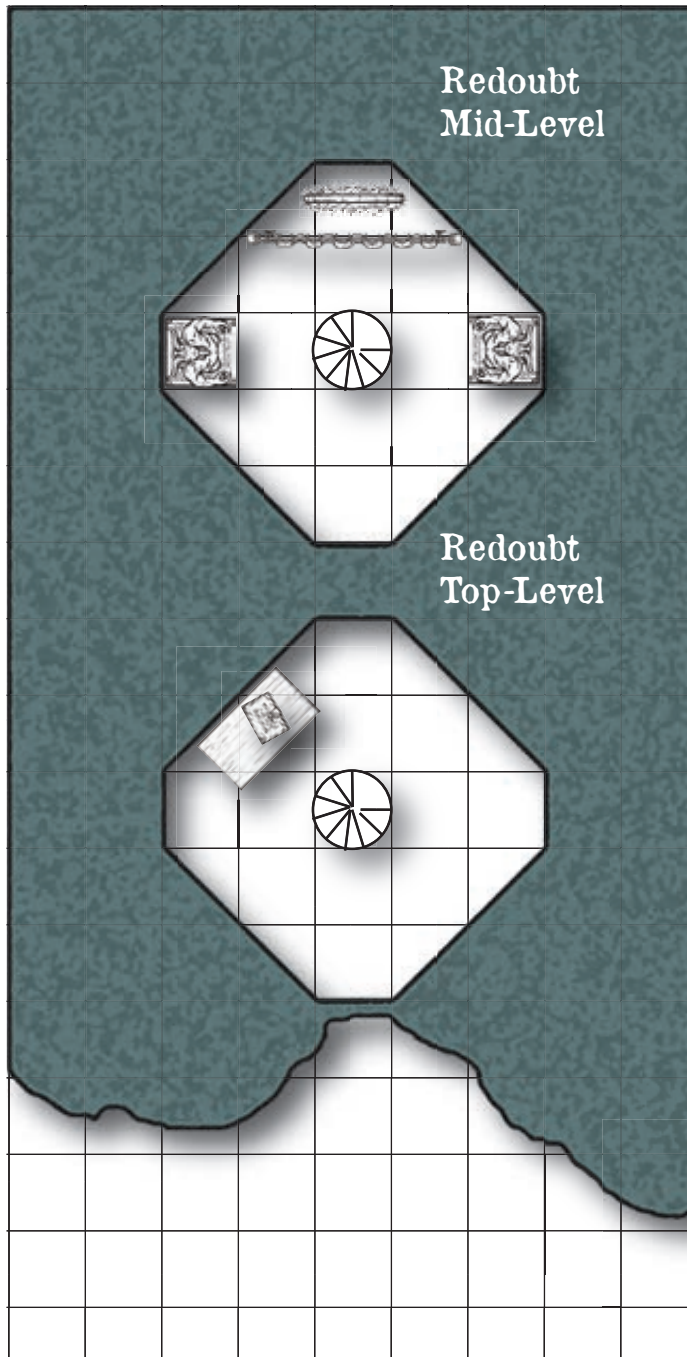
A huge opaque black reflective lens is secured onto two ornate columns either side. The lens is still free from dust and is 3 feet across. The two columns have rotating rings decorated with studs. One stud on each ring has the image of an eye. If both face directly toward the south the lens is activated.

There is a 25% chance a demon is attentive to the activated device in the demon tower. They are not particularly paying attention as the redoubt has been unused for a long time.

The lens is a two way visual and audible scrying device so any demon answering sees and hears any who activate the lens.

If a seeker has never seen a demon before they must make an immediate Saving Throw vs Spell or be terrified by the being,

Limbus Infernum



running blindly for the next ten minutes and unable to perform any meaningful actions for the next hour. After this they have waking nightmares of the demon following them and watching their every move.

Even if the Saving Throw is made, the demon is hideous, palpably evil with piercing eyes boring into the soul of whoever is using the device. He uses magic to ask the user about everything they know. The user must make a Saving Throw vs Spell to resist or tell everything, though if a seeker, they may not have much to say. The demon then attempts a *charm* spell (Saving Throw vs Spell applies) to order them to head toward the tower at the end of the valley.

J) THE LOOKOUT TOP LEVEL

Three vermus are already exploring this room and attack the first seeker to enter.

3 x Vermus	AC: 9	HD: 1-1	HP 3
MV/R: 90 feet	Damage: 1d2		
Size: small	xp: 35		

There is a 25% the vermus is still carrying essence. If it is, use the essence table on page 54.

The long narrow slit across the south wall looks out over the valley. The dust in the air only allows a range of 50 yards beyond the cliff edge.

On the table is a closed book, a bone handled scribing tool and ink. The book contains records of sightings. It is in common and records evidence of scavengers and weather conditions in the area.

Toward the rear of the book is a loose piece of parchment saying in common:

“Boldo’s Outpost password changed to Iapetus after last invasion.”

Also on the table is a **Glass of the Harpies**. This telescope extends the vision of the user to 300 yards into the fog.

K) BACK DOOR

A long stairway rises up to a cave with double doors. Although footprints are visible in the dust, those of a human sized shoe and hound prints, No one has passed through here for a long time. This room gives the Game Master options. The tow doors could be blocked by land fall the other side or they could lead to a small valley in the upper part of the obsidian hills. If the GM does not wish the seekers to go this way, remove the doors and have the cave as a natural vacant area.

8. THE STREET ANOMALY

This singularity is the fragment of a 1950s American street. The scene remains in existence for two days after first being encountered. Street lights let out a constant glow through the dusty air and have attracted a hoard of husks, gathering as a mindless mob at the base of the lights. Some have huskweed growing from them as long hanging red filaments coming from their sides or anywhere else on their emaciated bodies. These, in turn, have attracted vermus and devil’s ratchets picking off the husks and dragging them off to devour.

NOTES ON DESCRIBING MODERN ARTEFACTS

In the following scene there is a 1957 Chevy, shop windows with manikins and a near complete hardware store filled with 1950s products. The characters have very little memory of their own past life and at the start of the game would not even have the name for a sword or arrow so they have very little concept

Limbus Infernum

of modern products, however it is still beholden to the GM to describe them. Once the players have positively guessed what the items actually are it is also vital they try to avoid influencing the character's knowledge with their own and this should be carefully monitored. If a player guessed they are looking at a car then heads for the driver's seat and checks the sun screen for a spare set of keys then the GM should specifically prevent them from being able to do this.

There is a single corpse from 1957 in the scenario currently lying in the outfitters window.. If a character gains their memory set, they have an instant knowledge of cars, how to drive them and repair them as well as being able to understand written English. Many of the products including the newspaper and the labels on products in the hardware store also become accessible. English is "common" for the purposes of reading and writing skills.

Objects found in this scene have been given their name but where possible also have a description for characters. These are placed in boxes.

There comes a point where it is almost impossible to describe things without reference to supposed knowledge. There should be some license for this. For instance words such as doors, lids, windows, glass, metal, wood, stone, and basic weapon names (sword, dagger, bow, spear) should be allowed.

APPROACHING THE STREET

250 yards. Pools of light suspended around 25 feet off the ground. Clawing and scraping and throaty grunts are detected. Humming and whirring sounds come through the fog entering and leaving the area, and the sporadic savage growls threaten through the mist. All this becomes louder as the seekers approach the area. At this point the seekers can make out prints in the dust of husks and ratchets, all heading toward the light sources.

80 yards. A few ruined buildings are seen and rubble lies in heaps about the scene. Three suspended lights send pale glowing cones over the dust covered area, unusually flat. A single container (the car) sits near the lights, raised off the ground by small vertical discs on each corner. One of the buildings has a complete ground floor with a large glass front at ground level. On a side of this building is a huge image of a flying creature over the top of strange symbols. (if the character can read, this is writing advertising Richfield Richlube Motor Oil.) The other two are rubble with some walls in place. One of the ruined buildings has a similar huge glass front, though the glass is fractured, with the rear just rubble.

Street Light

Constantly glowing yellow white lights are suspended over the ground by a long pole about four times the height of a husk. The lights are contained within transparent vessel and have a hood over them causing the light to spread downwards toward the ground.

The whole area 30 feet out from the street lights is filled with corpses and scrambling husks, 120 in all. Vermus hover round

them looking for the husks still carrying essence. Three ratchets attack the husks and drag their bodies off into the fog.

30 yards. The container can now be seen in more detail.

The Chevy (at 30 yards)

A large dust covered, smooth container about 15 feet long by 6 feet across and just lower than the height of a husk. One end looks vaguely like an angry face with crystal eyes and metallic teeth. Windows surround the upper section.

At this range seekers with occupits notice the vermus leaving the area glowing with essence. Surveying the scene a total of 22 husks still carry essence with them. There is also essence in the lone figure lying in the front window of the clothing shop, only visible if the character can see into that area. The husks continue to mill about all three street lamps paying no attention to the vermus or ratchets. There are around 40 husks round each lamp.

HARVESTING HUSKS

22 husks bare essence. Every two rounds vermus make off with essence from one of the husks and there are a total of 12 vermus. If a character successfully harvests from either the husks or the essence laden vermus use the Corpse Harvesting Table (Table 5 on page 11).

ENTERING COMBAT

Unless the seekers actively attack the various creatures here they are left unnoticed. Once seekers engage with the husks, the rest soon change their focus from the lights to the newcomers as do the other creatures sensing competition.

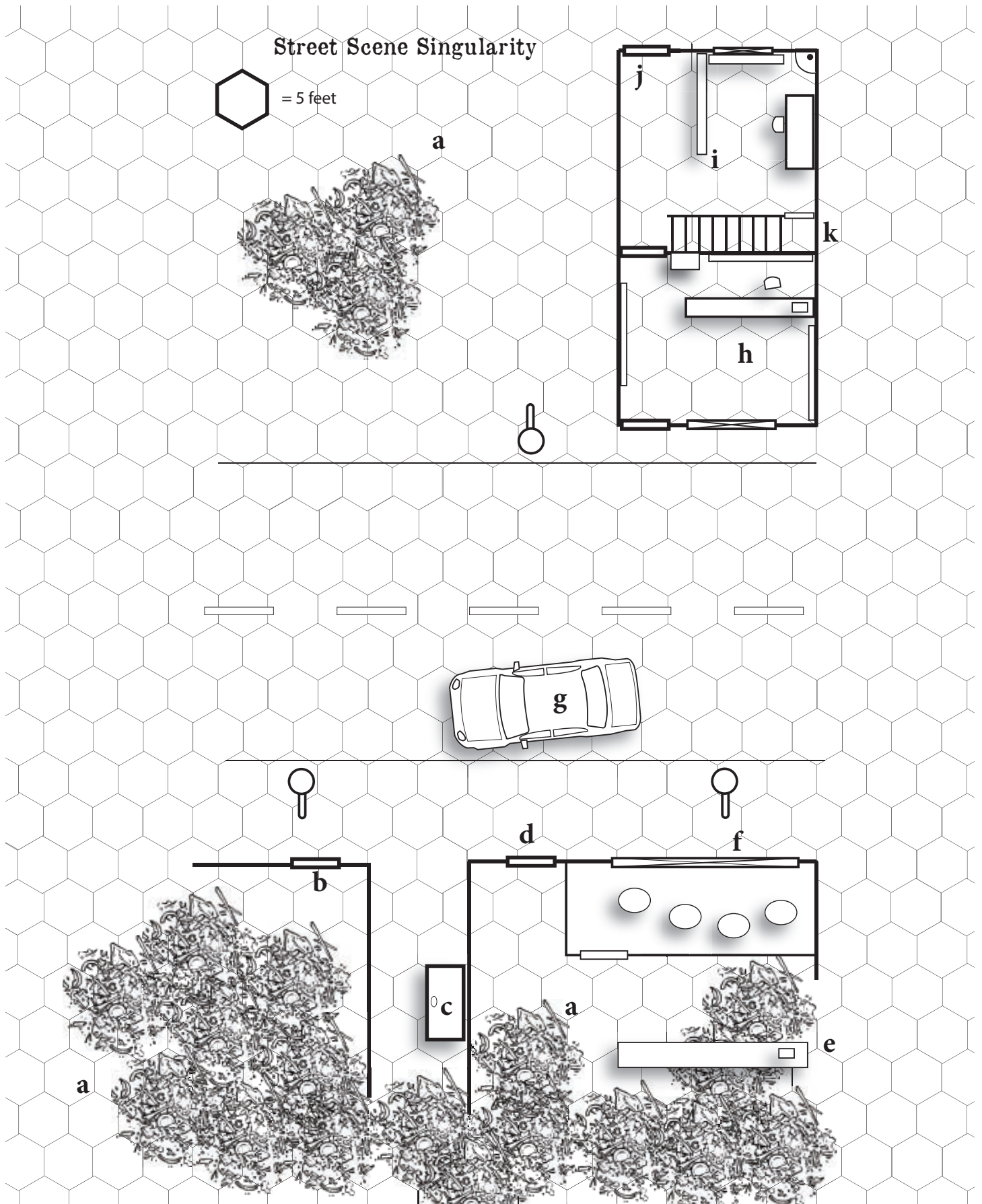
120 x Husk	AC: 9 HD: ½ HP 2
MV/R: 90 feet	Damage: 1d2
Size: medium	xp: 35

12 x Vermus	AC: 9 HD: 1-1 hp: 4
MV/R: 90 feet	Damage: 1d3
Size: small	xp: 35

3 x Devil's Ratchet	AC: 4 HD: 3 HP 12 (average)
MV/R: 150 feet	Damage: 1d8 + special
Size: medium	xp: 320

Ratchets are only after meat and care little for essence. The ratchet has two terrible forms of attack. It can belch out scorching fire up to 10' away causing 5hp damage unless the victim makes a saving throw vs breath weapon for 3hp damage it can also savage its foe with vice like teeth. If it scores 18 or higher on the attack roll, it has locked its jaw automatically hitting each round until it has been killed or has killed the victim.

Limbus Infernum



Limbus Infernum

WAITING FOR IT ALL TO GO AWAY

If the seekers wait two days, the street scene vanishes leaving the large mound of husks. If they rummage through the mound there are 8 husks with essence and treasure.

STREET DESCRIPTION

A) RUBBLE

All around the anomaly are piles of rubble from fallen masonry.

B) THE DISINTEGRATED HOUSE

Two walls intersect and stand 8 feet high at their tallest. A door in one wall has huge open panels that once housed glass.

C) THE DUMPSTER

A large green dumpster with mounds old cardboard, paper and plastic used by the shops nearby. It has enough room for three people to hide if need be.

D) DOLORES FINE OUTFITTERS

The entire back part of the drapers shop has been destroyed. Seekers can easily access this shop without disturbing the thronging husks.

E) THE COUNTER

On the counter is a cash register containing: 43 nickels, 22 dimes, 18 quarters and 32 assorted bills. There is a receipt book, three pencils and a working ink pen. The cash register is bulky and heavy but would fetch 10gp at a settlement.

Under the counter a drawer contains boxes of needles and pins as well as copious amounts of thread of many colours. Also measuring tape, 3 pairs of scissors, draper's chalk and 20 wood coat hangers.

F) THE SHOP WINDOW

The outfitter's window has been smashed in. A figure lies amid the manikins dressed in 1950s garb.

THE 1950S CORPSE

He wears a pair of trousers, chequered shirt, hat and shoes and is rich with essence, containing the following:

150xp of life essence, +1 intelligence point, +1 charisma point, skill: driving and mechanical repair, skill: golf, read and write English (common).

Four mannequins stand in the shop window, each wearing knee length skirts in pastel shades, white blouses and fashionably cut waistcoats in pastel colours to match the skirts. Two of mannequins wear hats or pale green colours with feather decorations. All the mannequins wear tights and elegant footwear. The window display is accessed via a discreet door or the smashed window.

G) THE CHEVY

The Chevy

A large dust covered, smooth container about 15 feet long by 6 feet across and just lower than the height of a husk. One end looks vaguely like an angry face with crystal eyes and metallic teeth. Windows surround the upper section. Inside the box are two rows of seats all facing toward the end with the face on it. There are intricate glass and wood decorations and strange symbols. One seat has a round shield in front of it which has lost its covering.

The 1957 Chevrolet has a key to start it hidden in the sun screen on the driver's side. It still has 8 gallons of fuel and a charged battery. The interiors are made of good quality sage green leather and in the glove compartment, a wallet contains information about the car in common tongue as well as a pair of driver's gloves.

The fuel allows it to travel 70 miles. It also has 2 pints of water in the windscreen water sprayer that tastes a little plastic but otherwise is good. The water in the radiator is foul. There is 1 gallon of black oil in the sump.

The trunk (the boot) of the Chevy is locked but can be opened with the car keys. Inside is a suit case containing \$40,000 in \$20 bills, a 12 gauge pump action shotgun and a box of 24 rounds.

Shotgun: At/r: 2 Range: 10/20/50 yards value: 300gp Damage: 4d6/2d6/1d6 (based on range) Weight: 6lb

Also in the trunk of the Chevy is a repair kit, tyre iron and car jack. The tyre iron can be used as a weapon.

Tyre Iron: Treat as a club, Damage: 1d6/1d4 value: 25gp

DRIVING THE CHEVY

The only way a character could drive the Chevy is with the skill essence from the corpse in the street (see the description above on the 1950s corpse).

1957 CHEVROLET	
Specifics	Details
Capacity	6 medium size including driver
Weight	3500lb
Dimensions	15' x 6'x 5'
Cargo	300lb
Top speed	97mph (40mph in ash)
AC	6
hp	30
Size	large
Fuel capacity	16 gallons (8 in tank)

Limbus Infernum

TRUNK CAPACITY

For ease of play the trunk is given a numerical carry capacity base on volume. Each unit of goods in the hardware store also has a number representing how much space it takes up.

The interior of the vehicle has a further carrying capacity of goods other than passengers.

Trunk Capacity = 100 units,
Interior Capacity = 140 units.

EFFECT OF VEHICLE DAMAGE

Much as the way a character can usually continue to fight and function with only a few hit points, the Chevy might still be able to drive after being damaged. The players may consider this unrealistic but treating the damaged vehicle in a realistic manner would render it as scrap quite soon.

If the GM decides to use the more lenient method, after the Chevy has suffered 50% hit points damage, it only travels at up to 40mph and loses twice as much fuel. If its hit points are reduced to 25% it can only travel at 20mph and loses four times the amount of fuel per mile travelled.

REPAIRS AND RENEWALS

When the Chevy is damaged it may not be necessary to specify the type of damage. If a character has acquired the memory of one who can repair and drive a vehicle, they know how to repair it, but finding the parts and a handy garage may be impossible. If the players devise an imaginative way to overcome this, allow it. The concept of a post apocalyptic dystopian desert adventure with the Chevy's7 ploughing through the ashen planes should not be missed if the players find a way of overcoming such problems!

Once the fuel or oil has run out then the Chevy becomes useless unless the characters find alternative power sources in Limbo, including essence or magic.

DAMAGE FROM TERRAIN

While the Chevy is being driven up to 30mph on the open ash planes it is free from damage as a skilled driver can avoid any larger drifts of ash. If the driver attempts to go faster they must make a skill check based on their driving skill every five rounds. If they fail they encounter difficult terrain resulting in damage.

TERRAIN AND EFFECTS		
1D4	Terrain	Effect
1	Slag	Rips through tyres
2	Deep ash heaps	Chevy becomes bogged down and needs digging out, taking 2d4hp damage.
3	Deep pits beneath the ash	Chevy falls into a hole needs digging out suffers 2d6hp damage.
4	Obsidian outcrops	Shards of obsidian beneath the ash rip through tyres and the chassis.

USING THE CHEVY AS A WEAPON

To determine damage caused by a collision are the speed of the Chevy and the size of the target. Note, the Chevy and those within may also receive damage at the Game Master's discretion. A driver could also cause damage merely by forcing the car through an enemy, effectively just running them over.

COLLISION DAMAGE: SMALL & MEDIUM TARGETS	
Collision Speed	Damage Caused
Running over	3d6
Collision slow (05-15 mph)	2d4
Collision medium (16-25mph)	5d6
Collision fast (26-45 mph)	6d8
Collision all out (46mph +)	8d10

Special Occasions

- Driving through a swarm of vermus or Penitent Bugs**
 The Chevy only causes damage if travelling at medium speed or higher, otherwise the flying beasts dodge the oncoming vehicle. The vehicle causes 3d6hp damage to anything it hits. It strikes 10-40% of any swarm as long as they are hovering at ground level.
- Against huge foe.**
 If the driver intends to use the Chevy as a battering ram against large foe an increasing amount of damage is caused to the vehicle itself and possibly the occupants. The passengers of a ramming vehicle suffer 50% of the damage done to the vehicle itself.

VEHICLE DAMAGE VS TARGET SIZE	
Target	Vehicle Damage
650lb (ogre)	50% of target damage
1200lb (young hill giant)	75% of target damage
4500lb (hill giant)	100% of target damage

- Ploughing through a hoard of husks.**
 There may be an occasion where a hoard of wandering husks present themselves. As each row of husks are rammed it slows the vehicle down causing less damage to the following row. The best way of dealing with this is plotting the position of the targets on a grid and allowing the player to determine the path of the Chevy.
 Group the targets into "rows" of between 4 and 6 husks. The first row of husks takes 100% of the damage based on the initial speed of the vehicle.
 The vehicle slows to 75% of the initial speed and the second row suffers damage based on that speed. The vehicle then slows to 50% of its original speed and the third row husks receives damage based on that.
 The vehicle then slows down to 25% of its original speed and

Limbus Infernum

strikes the next set causing damage based on that speed. After this the Chevy stops and must find a clear way out of the crowd of husks.

H) BARTLETT'S HARDWARE SHOP

This building is missing the upper floor though the ground floor is intact. The walls are brick painted white on the east side with a billboard advertising Richfield Richlube Motor Oil. The front and rears window look into rooms filled with shelves of tools and hardware.

I) THE SHOP

The shop is neat and tidy. Every wall is covered with goods for sale. There is also a refrigerated drinks cabinet. This contains 45 cans of soda of various types. There are approximately 3 cans to the pound in weight. The cash register contains 15 notes, 62 nickels, 43 dimes, 30 quarters.

ITEMS IN THE SHOP

If the character can read common (English) they can read the labels of most products though still have no idea what they are for. If they have accessed the memory of the 1950s corpse then they have a far greater insight as the memory bank includes concepts of all things to do with car maintenance. Further help can come from reading the car maintenance manual under the desk in the workshop. Otherwise they do not know what bleach or paint is or the various poisons available.

The poisonous and other dangerous products in the shop carry symbols of a skull and crossbones as well as pictures of the intended vermin.

Unless there is an alternative means of transporting items then attention must be given to weight allowance of the character. Any items removed from the area remain in existence after the street has vanished.

There is a locked cupboard under the store counter. The key is in the desk in the workshop. It contains **2 x hunting rifles** and **10 x boxes of ammunition**;

Winchester 70. 5 round capacity loader, damage: 2d10hp, range: 90'/180'/270' weight 8lb.

0.308 Cartridge Cartons x 10. Each box contains 20 rounds.

Lawn Mower

A metal box with long handles and a cylinder of blades on the front. Heavy with bright green colours.

SHOP GOODS TABLE

The Shop Goods table (page 70) shows the goods found in the shop and the store room. It gives the quantity of each product in stock. The cargo capacity is used to calculate how many goods can be placed in the Chevy if it being used as transport. Otherwise the GM must carefully determine how much can be carried by the characters. The Limbo Value column indicates how much the

goods could be sold for at an outpost or settlement. This can be adjusted for role-play or use of the barter skill.

Weed Killer. This is in both powdered and liquid form. It kills husks. There are six large 1 gallon canisters of liquid weed killer. The character must figure out a way of using it on the husks (spraying the husks would work.)

Rat Poison. This is in granule form but is still very effective against the Tartaran rats. If a paste of this is placed on a weapon the rat must make a Saving Throw vs Poison or die.

Bleach. Although a dangerous liquid in its own right, if a character is able to read English they note on the label a warning not to mix bleach and vinegar. This causes chlorine gas. Any caught in the cloud suffer 1d6hp damage. Assume any gas cloud created is 5' radius.

Sledge Hammer. As the weapon this requires 10 Strength to wield. Any Strength point beneath this incurs a -1 penalty per point beneath 10 to hit (Thus 7 strength gives -3 to hit). If the character is not skilled in using blunt weapons or axes they also receive a further -2 on their to hit roll.

Sledge Hammer Speed Factor 8 Damage 2d6/2d4

Wood Axe (Felling Axe). As a weapon this incurs no penalties due to Strength however -2 penalties to hit apply from lack to skill with blunt weapons. (Though the axe is obviously sharp, it is wielded like a club.)

Wood Axe Speed Factor 8 Damage 1d8+2/1d6+2

J) THE WORKSHOP & STORAGE ROOM

The back room of the shop has shelves holding stored produce. A stairway heads up into the open air as the upper floor of the building is missing. There is a sink in the corner of the room but no water comes from the faucet. A table is littered with tools used for repair. There are pliers, a vice, a small junior hacksaw, a tin of wax, polish, an oil can for sewing machine oil, some button polish and polishing cloths. A litter bin near the desk has a newspaper in it. The headline reads

"Russia Launches First Artificial Moon."

There is an image of a number of old men waving. Next to this is the image of a sphere with lines on it and arrows. This is a diagram of the Earth showing the trajectory of Sputnik. If the seeker can read common they can read how a place called The Soviet Union has launched a 2 foot wide sphere into space successfully which opens the way for interplanetary travel. It also states that a man named President Eisenhower sees it as an opportunity to start a new era of peace across the world. An advert in the paper shows a confident looking man smoking a pipe. The advert is for Natural American Spirit smoking tobacco.

On the wall is a calendar for 1957 showing pictures of different vehicles from that year. The current page is open at October and

BARTLETT'S HARDWARE SHOP GOODS							
Item	Stock	Cargo Unit Size	Limbo Value	Item	Stock	Cargo Unit Size	Limbo Value
Battery	20 various sizes	1 per box of 10	20gp	Nails and Screws	40lb weight	1 per 2lb	10gp per lb
Bleach	10 bottles	1 per bottle	15gp	Oven Gloves	4 pairs	1 per pack of 2	10gp
Broom	6	15	4gp	Overalls	8	2	10gp
Bucket	16	8 per 4	15gp	Padlocks & Keys	12	1 per box of four.	50gp
Caustic Soda	10 packets	1 per packet	5gp	Paint	20 tins	4 per tin	40gp
Cleaning Vinegar	20 bottles	1 per 2 bottles	2gp	Paint Brushes	20 various sizes	1 per set of 4	2gp
Detergent	20 bottles	1 per bottle	5gp	Paint Cleaner	10 bottles	1 per bottle	10gp
Door Furniture (brass and steel)	40lb weight	1 per 1lb	20gp per lb	Pliers	12	1 per 4 pliers	5gp
Duster	30	1 per pack of 4	5gp	Pruning Shears	6	1 per 4 shears	8gp
Felling Axe	2	15	20gp	Rake	4	15	5gp
Fire Iron Set	2	10	30gp	Rat Poison	6 packets	1 per packet	10gp
Flashlight	6	1	30gp	Saw (Wood)	12 various types	3	5gp
Hack Saw and Blades	8	1 per hacksaw	5gp	Screwdriver	14	1 per set of 4	5gp each
Hammer	15	1	5gp	Sledge Hammer	3	15	20gp
Hand Axe	5	1	10gp	Steel Toecap Boots	3 pairs, large	2	20gp
Hedge Shears	3	5	15gp	Tyre Iron	2	3	5gp
Hose (20' length)	4	10	50gp	Varnish	6 tins	2 per tin	5gp
Hunting Knife	10	1 per 4 knives	10gp	Wellington Boots	5 pairs various sizes	2	15gp
Insecticide	4 packets	1 per packet	30gp	Wellington Boots	5 pairs various sizes	2	15gp
Kitchen Towel	12	1	10gp	Wire (Aluminium) (20 yards)	3 rolls	8	40gp
Lawn Mower	2	80	400gp	Wire (Aluminium) (20 yards)	3 rolls	8	40gp
Light Bulb	20	1 per box of 6	30gp each	Wire Fence (Rabbit and Chicken)	2 rolls of each	50 per roll of 20 yards	30gp
Mask (Protective)	6 packs of 4	1 per pack of four.	10gp	Wire Wool	4 rolls	2 per roll	8gp
Matches	30 boxes	1 per 10 boxes	4gp a box	Wrench	20	1 per set of 4	5gp each

Limbus Infernum

has oily finger prints around it. The odd name and mark has been scribed into some of the boxes on the calender. Stuffed in a cardboard box are a number of vehicle maintenance manuals including one for the Chevrolet bel air. A character who has acquired a skill for repairing vehicles gets a bonus of +6 (30%) on dice roles concerning repairing the Chevy.

In the drawers of the desk are scraps of receipts covered in illegible signatures and numbers. There are a set of keys for the gun cupboard under the counter in the main shop. There is also a lighter, a wallet of tobacco and a pipe, some screw drivers and a folding hunting knife.

The door under the stairs leads to a stairway heading down. The stairs descend for 4 feet before meeting ash. At the top of the cellar stairs are coat hooks with rain coats two hats and a leather dog lead.

K) THE UPPER FLOOR

The top floor walls are not completely missing. At the top of the stairs there is still a bed with sheets, pillows and quilts. A wall behind the bed has a print of a painted landscape of a lake surrounded by trees. Looking carefully the painting shows two figures hunting with rifles. One of the figures is posed ready to fire. This may help characters identify the weapons beneath the counter in the store.

Seekers can not remember the prime material plane but this image has a chance of jogging their memory equal to their wisdom x 3%. If this happens they gain 1d3 pieces of information or skills from a previous character the player chooses. This might be a skill or biographical information such as where they lived, their name or the name of someone important to them.

9. THE RAVINE

From a distance this looks like a large woodland consisting of huge thorn trees. It is only when nearing the dense tangled wood that the seekers notice the trees are emerging from crack in the ground extending 200 yards. A distant fiery white orange glow is pulsating beneath the dense tangled trunks. The timber from these thorny roots is excellent but has the density of iron wood. It would take a character with 14 strength or greater to use an axe to hack off an useful pieces. The thorns are up to three feet in length with a black smooth surface but are heavy to carry. These thorns would fetch 50gp each at the outpost. They are useless as weapons. Falling on a thorn causes (2d6)x2 hp damage.

The ravine is a direct route to the second layer of Tartarus; Carceri, the prison of the Titans and all condemned to the depths. The rift descends over two miles. Not only would the climber have the thorns to contend with, but a myriad of demonic spirits and foul scavenging insects. Direct teleportation or other magical means of descent is impossible as a magical barrier and dead zone lies half way down some 500 yards thick.

Encounters round the ravine:

2d4 Giant Centipede	AC: 9	HD: ¼ HP 1
MV/R: 150 feet	Damage: Nil	
Size: small	xp: 30 each	

On a successful hit the victim must make a saving throw vs poison +4 or become paralysed for 20 rounds.

1d3 Large Spider	AC: 8	HD: 1+1 HP 5
MV/R: 90 feet	Damage: 1	
Size: small	xp: 75 each	

These large spiders are hunters. They move silently surprising unwary victims 50% of the time. A victim of a large spider bight must make a saving throw vs poison +2 or they become paralyzed for 24 hours.

5 x Floating Skull	AC: 8	HD 1-1, hp 3
MV/R: 90 feet	Attacks: Fear, spell use	
Size: small	xp: 35	

Any character lower than third level must make a saving throw vs spell or be rooted to the spot. One of the skulls can cast mirror image spell. They continue to cause terror until destroyed. If none of the seekers is affected by the fear, the skulls become a nuisance following the seekers round making chattering and wailing noises.

Treasure. Three corpses hang 20 feet into the ravine. Any with an occipit notice them from the glow of essence.

- It takes two climbing checks at +30% (+6 using d20 rules) bonus to reach them. Each round the character is down there, there is a 25% chance of being attacked by one of the creatures found in the area.
- All combat amid the brambles is at -2 to hit.
- A roll of 1 on an attack indicates the character is losing their footing. They must make a Dexterity Check (success = the character's Dexterity or less on a d20) or fall into the abyss. The fall is broken by further brambles but causes 2d6hp damage plus being skewered by 1d3 thorns each causing 1d4hp damage.

Corpse 1: 80xp life energy, 2 ability points, 1 skill

Corpse 2: No essence, prime plane long sword +1, +3 vs lower plane creatures, ring of protection +2, Boots of Striding and Springing/ or boots of invisible footfall. These boots leave no marks or tracks.

Corpse 3: 30xp life essence, 1 memory, 2 ability scores. This corpse has an amulet containing a lock of blonde hair and a fragment from a letter on which is written "...I eternally love thee..."

Limbus Infernum

10. THE GRAND CHASM

This vast chasm stretches almost 1000 yards and 50 yards across at its broadest. The shear walls have a rippling mirror finish making it impossible to climb. Vision is impossible beyond 100 yards as a preternatural gloom obscures the lower reaches. Unending cries of hideous torment rise from the depths and all with free souls who hear them are thrown into despair.

Any coming within 20 yards of the lip of the chasm must make a Saving Throw vs Spell or be affected by the tormented cries. Bonuses due to high wisdom apply. Those affected are at -2 (-10%) penalty on all dice throws for the next 24 hours.

Intermittent great plumes of fire penetrate the gloom accompanied by even more fierce shrieks of agony as though the very ground cries in pain.

11. THE WOOD & THE LAKE

At a certain point the river disappears into dense vegetation. Nothing can be seen beyond 10 feet into the undergrowth, atlas trees and gyganta, hideous thick limbed trees that often take on the appearance of petrified ogre and giants. The outer edge has the usual Tartaran squash, deathwort and huskweed at various locations, enough to restock a seeker's needs for a while.

The wooded area triggers an automatic wilderness encounter in 2d6 rounds. (See page 52, or the tables section at the back of the book.) After this the GM should check for further encounters once every 10 rounds the seekers are in the wooded area.

Once through the densest part of the woods a lake and island become visible. The sulphur in the atmosphere is particularly bad. Any character without protection must make a Saving Throw vs Poison +4 or suffer a choking fit and must leave the area within 2 rounds. Failure means 1hp damage per round thereafter.

Careful searching through the wooded area reveals the following fungi: **4 x Black Musk Cap (heals 1d4hp)**, **16 x Dead Man's Fingers (levitate for 1d10 + 4 rounds)**, **3x Soul's Tear (each with a beneficial essence)**. See page 25.

The island is roughly 100 yards across from the bank. The island has a few gyganta and atlas trees rising over the bare rock. The following vegetation is found round the island: 12 clumps of deathwort, 6 Tartaran squash

The waters are inhabited by 5 huge tartaran crayfish. These monstrosities usually feed off corpses falling into the lake when Typhon drifts overhead. They only attack characters who attempt to wade beyond 10 feet from the bank. They attack with powerful front nippers. If they score 18 or more on a d20 hit dice, they hold on, causing automatic damage the following round.

5 x Tartaran Crayfish	AC: 0	HD: 4 HP 20
MV/R: 60 feet	Damage: 2d6/2d6	
Size: Medium (5' long)	xp: 275	

THE ISLAND TOMB

The island rises up steeply with a corona of gyganta seemingly guarding the central rise of white rock unlike any yet seen in Limbo. In the side of this outcrop is a doorway leading to a tomb. The tomb is in fact a permanent singularity.

A) THE ENTRANCE

The area in front of the tomb entrance is littered with the corpses of 12 imps, all blasted by a powerful scorching magic emanating from the door that has thrown them back about fifteen feet. They still carry impish short swords, have sacks of chewing vermus and bottles of foul imp brew; potable but unpleasant.

Two statues of angels guard a white chalky path leading to a solid stone block covering the entrance. Both look on in sorrow holding lilies in the hand nearest the doorway.

Detect Magic reveals the stone block to have powerful alteration magic on it. Carved into the surface is the following words alongside the image of a double star; one large the other small (the sign of the Knights of Prometheus):



TRANSIBO ERGO PECCATUM PRIMI LAPIDIS QUI

(Let the one without sin cross the first stone)

This can only be understood by one with a skill in Latin, have the memory essence of a spell caster or priest, or has a spell such as *Read Languages*.

A seeker who has not killed another human, or taken on the memory of one who has, can remove the stone block by merely touching it. Upon doing so, it illuminates for a moment before disintegrating.

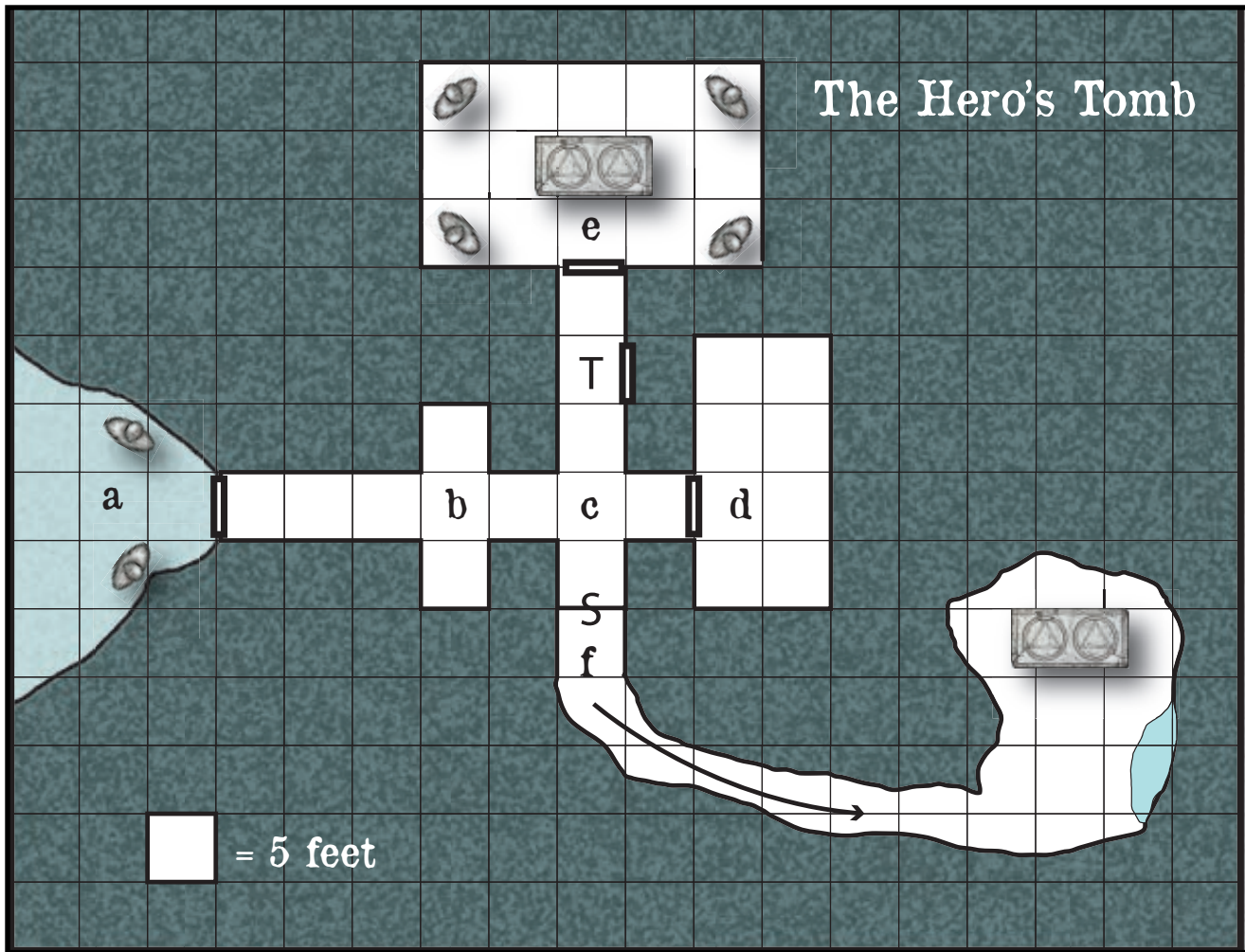
If brute force is applied to shatter the stone, the statues come to life, transforming into avenging angels.

2 x Avenging Angels	AC: -1	HD: 6 Hp: 36, 34
MV/R: 90/180 feet	Damage: 1d8 +1d6	
	See below	
Size: Medium	xp: 275	

An avenging angel glows with bright light to a radius of 5'. Any who look directly at it suffer -4 on all attacks thereafter due to blindness. To avoid this they must make a Saving Throw vs Petrification. If they take precautions they are -1 to hit attempting to avoid the light.

Angels are able to fly at 180 feet per round and wield a flaming long blade +2 (where once they held lilies). This is magical fire

Limbus Infernum



on the swords causes an additional 1d6hp damage. These swords destroy demonic beings on a natural 20. Demons can use their magic resistance against this.

Avenging Angels have the following spells available at will: *Know Alignment, Light, Protection vs Evil, Enthral, Locate Object*. They can use the following 1/day: *Dispel Evil, Heal, True Seeing*.

B) THE CORRIDOR & ALCOVES

Any looking into the corridor can just make out the full length from the light coming from behind them. The corridor is lined with flag stones and the stone walls are smooth made from the same white stone as the exterior outcrop. The place is quiet and a scattering of fine dust covers the floor showing no foot prints from any previous visitors.

The first north and south 5' square alcoves are empty though on the north and south walls of these are paintings depicting a male and female figure clothed in rags surrounded by a halo of light. They hold their hands out, the male giving grapes, bread and fish, the female, a ewer.

C) THE CROSSROADS

The door to the east is covered in writing in gold:

**Numquam est causa iniusta morte ad
vitam sacris**

**Numquam aut crudelitate proditiōnis
Pie petentibus eam semper**

**Bellum iniustum imperium certamen introibunt
Quod portare non opus est tibi, ut possideas, quae
non ad tuam furtheris, quae per hanc.**

(Never cause unjust death for life is sacred

Never commit treason or be cruel

Always be merciful to those who request of it

**Never enter battle in wrongful quarrel
by any command**

**Carry only that which you need, possess only that
which furthers your purpose, which is to serve.)**

This can only be understood by one with a skill in Latin, have the memory essence of a spell caster or priest, or has a spell such as *Read Languages*.

Only the one who touched the entry stone can open this door. For all others it remains locked as though it were a stone wall.

Limbus Infernum

The passage heading north is in total darkness without a means of illumination, fae sight or magic.

The north and east doors both have elaborate gold inlaid designs showing a gold casket with radiant light emanating from it. This ostentation implies they are meant to lure tomb robbers.

The trapped door. The east door and floor before it, is trapped. Merely touching and inspecting it has no effect. If any force is applied or aggressive magic used the floor opens in a 5' area marked by the letter T, the drop is "bottomless" causing 20d6hp damage sending the victim to Carceri.

The south alcove shows a man in rags on his knees. He has a belt with a single knife, a small ewer of drink and a plate with grapes and bread on it. There is no writing save for a symbol placed on the hem of his rags, of a star with light coming from it.

On the west wall of the alcove is the image of an open chest. *Detect Magic* identifies powerful magic on the image. Any item not living that touches the image of the chest instantly vanishes and is teleported into the true burial chamber (f).

The only means of opening the secret door is to place in the chest all possessions. The character can keep the same possessions as the kneeling figure; rags, a knife, food and drink for a day and a small knife (a dagger is acceptable). They must then utter the oath written on the east door while on their knees. Only this character may enter the tomb; all others are prevented by an impenetrable white light. Any spells or acts of combat used to penetrate this wall rebound on the perpetrator.

D) THE ANTECHAMBER

The walls are lined in depictions of acts worthy of a paladin, showing:

- A knight extending their hand toward a fallen enemy (mercy),
- Handing all their food and drink to a destitute figure (charity),
- Standing over a demonic figure with the same face as the knight (conquest over their own weakness),
- Trekking along a path that appears to wind up a mountain (perseverance),
- Kneeling before a double star hovering overhead. (humility).

The other image is a large double star symbol with the following words beneath it:

To suffer woes which Hope thinks infinite;
To forgive wrongs darker than death or night;
To defy Power, which seems omnipotent;
This, like thy glory, Titan, is to be
Good, great and joyous, beautiful and free.

E) THE FALSE TOMB

This room is elaborate with a rich marble sarcophagus in the centre. Marble angels with folded wings; heads bowed in prayer stand in the four corners. The walls are covered in images of

prowess and glory, knights trampling their enemy under the horses hooves, holding rich feasts in court where some are depicted caressing maids on their knees, witnessing the humility of a peasant in the stocks. In the background corpses are depicted in cages suspended over the streets. All this defies the tenets of the Order of Prometheus.

Inside the sarcophagus is skeleton dressed as a knight in chain mail and vestiges of white tabbard and cloak, a shield and sword placed along the length of their body, the skeleton of a dog at their feet. All is worthless. If tested for magic the chain mail, shield and sword all radiate powerful dweomer. As soon as the items are either sold or used in combat, they disintegrate.

F) THE TRUE TOMB

The passage slopes down to a low ceilinged chamber, the walls are in rough hewn white stone, the floor flattened and covered in dust and white grit. To the east is a pool of limpid clear water and before it, on the ground are the items which had been placed in the chest near the secret door. In addition to this is a sword similar to those wielded by the avenging angels at the entrance.

Avenging Long Sword +2. This sword can only be wielded by a character of good alignment. When drawn from its scabbard it can be commanded to be cloaked in flame. This is magical fire causing an additional 1d6hp damage. These swords destroy any demonic beings on a natural 20. Demons can use their magic resistance against this.

The sarcophagus is also hewn in rough white stone. It is open and contains a skeleton in rags. At its feet is a small plain container with no lock. Within is a **ring of altruism**.

Ring of Altruism has 3 wishes, but they only function if there is no benefit to the ring bearer. The GM must assess whether a character is seeking favour or advantage through the wish or whether the effects of the wish outweigh this advantage. If the system is used, their use adds +2 to the character's good alignment on the grid for each wish. (See "Alignment" on page 8.)

The pool. Drinking from the pool heals all wounds, removes all curses. Any object possessed by the character that holds a curse falls from them.

Once the character leaves this cave, the entire tomb complex begins to shake as though from an earthquake. In 1d6+2 rounds the entire complex fades away leaving a natural cave of obsidian. It contains three corpses. Roll 3 times on the Corpse Harvest Table (page 11 and at the back of the book).

Limbus Infernum

12. THE NORTH RIVER & BRIDGE

As the river heads north beyond the lake it descends into the deepening trench and by the time it gets to the bridge that spans the chasm, the banks are 30 feet of sheer reflective obsidian. The river has also narrowed,; its flow increased in speed. The bridge is a narrow arc of stone 5 feet across with negligible barriers either side doing nothing to prevent falling into the river. At either end are statues of muscular horned human figures appearing as if they are supporting the great tension of the bridge.

This is often a place where scavengers of all types linger, waiting for easy prey to ambush. This is an optional encounter.

A group of goblin demon wait for victims, buried under a fine layer of ash to prevent detection 40 feet from each side of the bridge. Once the victims have started crossing the bridge the goblin demon divide into two groups, one half "blinking" over to the other side of the bridge to prevent any chance of escape. They then approach from both sides armed with spears, crossbows, short swords and nets. They do not intend to kill the prey but sell them as slaves.

12 x Demon Goblin	AC: 7 HD: 2 HP 10
MV/R: 120 feet	Damage: 1d3/1d3/1d2 or weapon
Size: small	xp: 125 each

Weapons: Tantalum short sword, sf3 d1d6; Spear, sf6 d1d6 crossbow, #at 1, sf 7, d1d4 range 60yards/120yards/180yards)

On a hit with the tail of 18 or more they have curled the tail round a limb, neck or weapon.

Goblin demon can blink 3 times a day up to a distance of 120 feet. They can do this and still get an attack at the end of a combat round. (See "Goblin Demon" on page 41.)

Rules for nets

Speed Factor 8

Range 5 yards/10yards 20 yards. Strength bonus for range: 16str: +5 yards. 17str +10 yards. 18str +15yards

On a successful hit the victim makes a Saving Throw vs Breath Weapon to dodge the net otherwise they are caught. If they have a short blade in their hand they can spend 1d3 rounds cutting themselves free. They can attempt to rip the net apart using a *bend bars* check. A trapped character can not use any weapon or spell, or move more than 10 yards per round.

13. BOLDO'S OUTPOST

Boldo's outpost is an unforgiving frontier town designed as a place where seekers can find trade, commissions and information. A seeker is a valuable asset to an outpost as harvests of essence often count as payment covering the "devil's quota" and it takes a seeker to find the essence. This is an opportunity for Seekers to find aid and buy provisions. If new player characters are needed for a game session, here is a good place to find them.

GENERAL OUTLOOK

The buildings of the outpost are a mix of ancient stone structures and remains of fortifications, and hovels constructed from the materials brought in by scavengers. As the planes of Limbus are visited by many singularities from all times and periods, they provide an opportunity to harvest materials, especially those from the modern and futuristic eras. Thus the hovels are a composition of corrugated metals, boards, planks and blocks of brick and artificial stone. The ash covering the endless stretches of Limbus is also heated and formed into solid bricks used for construction.

The populous of the outpost mainly consist of humans born and raised in Limbus. They have never seen the sun rise of the moon at night and only have a vague notion of the prime planes from the salvage brought into the canyon and the odd stranger seeking refuge. All members of the community have an arduous life, either heading out on salvage missions, converting salvaged materials into useful goods or protecting the outpost. But all consider themselves to be free compared to the bonded citizens of settlements nearer the heart of Limbus.

All are at the beck and call of the leader, Archie Baldo and his immediate cronies; Devlina Harpone an evil sadistic woman, Benluchy a mindless thug in charge of the guard, and a twisted priest, Arnole Feenii, who ensures offerings are made to the demonic overlords to keep things sweet.

The outpost is on the peripheral of the Limbus highways and, though known by the demons, is mercifully seldom visited.

Although the demonic powers represent the main subject of worship here, there is a strong, if unsanctioned, worship of the Titans who reside in the layer of Carceri below Limbus.

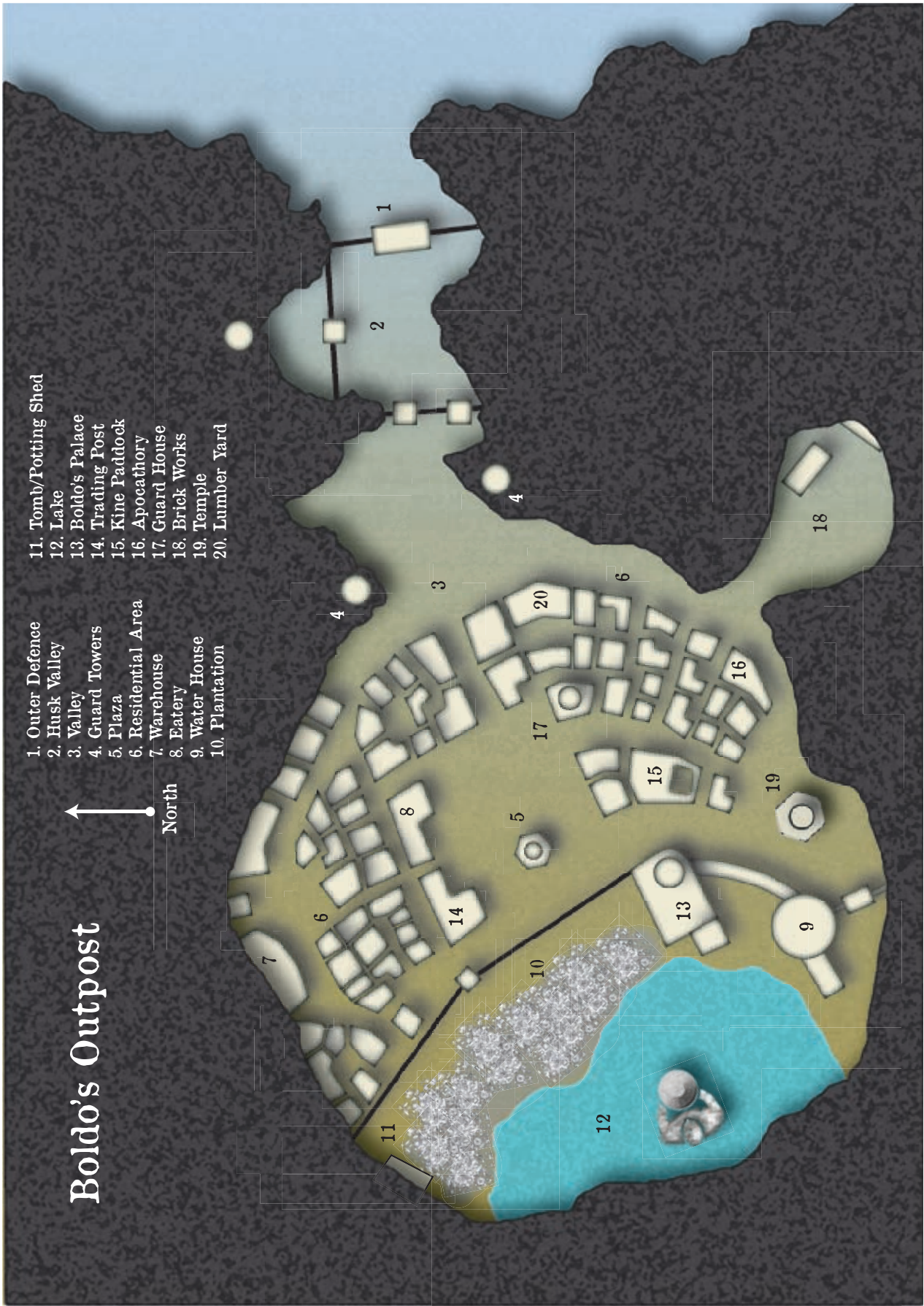
LODGINGS

There is no specific lodgings for travellers at the outpost as strangers are rare. Any who come into the valley are known by Boldo and he assigns lodgings with a local family according to the status of the traveller. The most important obviously stay at his palace.

FOOD AND DRINK

Water is filtered and doled out at the water house. It can be purchased or exchanged for goods and services but only a certain amount can be bought at any one time. Food is also rationed taking the form of plant fibre or vermin meat. Food can be found in The Food House (area 8.)

Limbus Infernum



Limbus Infernum

1. THE OUTER BARRIER

A wall some 30' high spans a narrow gully off the main valley area. This defensive wall is 15' thick at the base narrowing to 10' across along the battlements with a central gatehouse from where guards are on constant look out. A double portcullis and central door made from sheet steel robbed from singularities provides adequate protection from intruders. No one can come in or out without these three barriers being removed and they are only removed with the say so of Archie Boldo. The central gate house has two ballistae on the roof armed with normal bolts (, pyrolith bolts and husk suppressing bolts.

Ballista

Maximum Range: 500 yds

Damage: 3d10hp (normal bolt).

Crew: 2

Rate of Fire: Once per three rounds.

- **10 x standard bolt. Damage: 3d10hp**
- **10 x pyrolith bolt. Damage: 3d10hp plus explosive damage bonus of 5d4hp**
Area of effect 5' radius.
- **6 x Husk Suppressing bolts. Damage: 3d10hp Radius 10'**
All husks within the area of effect receive a Saving Throw vs Poison as a 1HD monster or collapse for 30 minutes.

Boldo's Guard	AC: 4 HD: 2 HP 10
MV/R: 120 feet	Damage: by Weapon
Size: medium	xp: 125
Weapons: Short Sword 1d6 , Crossbow 1d4+1, Spear 1d6 Dagger 1d4	

2. THE HUSK ZONE

A steep walled valley area is enclosed by cliffs and the exterior and interior barrier walls. This valley has an enclosure to the north with a single entry point. When passage is not allowed the whole valley is filled with wandering husks willing to attack anything that comes into the area. The stock is sometimes replenished but there are currently 62 husks in the area. If permission has been given to allow free passage in or out of the outpost, a horn is sounded from a tower to the north amid the obsidian cliffs drawing the husks into the enclosure. The guards have access to this tower by passages leading from the main valley.

62 x Husk	AC: 9 HD: ½ HP 2
MV/R: 90 feet	Damage: 1d2
Size: medium	xp: 35

Two the west is a 20' high barrier wall with a narrow 5' span battlement. This second wall is the creation of Boldo himself,

fashioned from ash brick with metal sheeting. A single door is usually locked and barred from the inside of the valley.

3. THE VALLEY

The outpost is surrounded by steep obsidian cliffs rising 120' over the valley. The ground has been hardened by constant passage from the populous.

4. THE GUARD TOWERS

Two guard towers rise either side of the gully leaving the outpost. Boldo sometimes places guards here to oversee the people of the outpost but they are usually vacant.

5. THE PLAZA & THE TOWER

The plaza is used for gatherings. The middle of this open area is overlooked by a tall tower rising 80 feet into the air with no visible windows. This is an ancient construction of unknown origin with no perceived doorways. The local residents refer to it as the meeting tower and have long since lost interest in any secrets it might hold. Boldo maintains a constant guard around its base and knows its secret. Any detection spell aimed at the tower reveals nothing other than a powerful alteration aura rendering it impenetrable. A door is visible to any who have an occipit together with three symbols. These are occult Titanic hieroglyphics needing a *Read Magic* to decipher. They translate as "The Clarion of Hyperion." Within is a stairway travelling up to the top where a vast natural horn sits in a chamber. Once in the chamber, openings overlook the valley, only detectable from within the room. Written on a carved open scroll in gold is this script:

Surge qui dormis

Tu exitio intra picta rosis tuam

**Disrumpe vincula tuum vocetur sensus tuos ego
loquor ad te**

Voco te ultionem tuam

Transiet per abrupta coegi iniustitiam

(Awake thou that sleepest

Thou within thy impenetrable doom

Sunder thy bonds, summon thy senses I bid thee,

I call thee to thy revenge, to o'erstep the chasm of injustice.)

Written round the brass mouthpiece of the horn is the phrase in common:

Only one found worthy may kiss me

It requires a character of 18 Strength to blow the horn but also one who has passed the "Labours of the Titans." The labours were set by Hyperion himself. Even understanding how to receive the quests is unknown to any within the outpost. If in some distant time the clarion is sounded the Titans will be freed from their incarceration in Carceri to return to overthrow the gods.

Limbus Infernum

6. THE DWELLINGS

The buildings are one or two storey high made out of combination of ancient stonework, obsidian block, ash block and junk found in singularities. The result is an erratic mix of designs and shapes, often decorated by ornaments from various times and places throughout the prime plane.

7. THE WAREHOUSE

A broad building is set into the north side of the valley, well guarded by Boldo's men. All the scavenger's larger finds end up here. The building stretches back into large cave chambers inside the cliff, stocked with all manner of goods and materials, but none of them magic or possessed of essence.

8. THE EATERY

Food is a rare commodity on Limbus with almost the same scarcity value as water. It comes from three sources; hunting for vermin, including giant insects, rats and vermus, plants and normal insect species. Boldo has no special laws in place around access to food but also runs this food house to make sure all members of the outpost are fed. Here one might find cauldrons of spiced fresh fried insects, cuts of cured rat, vermus calamari and centipede broth. Despite the subtle hint of sulphur in most food the chef still manages to deliver nutritious and tasty fare.

Any single meal costs a seeker 1gp or goods to that value.

9. THE WATER HOUSE

One of the original stone buildings, this is used to distribute water to the populace of the outpost. It is highly secured and well guarded with four guards. To the south of this large round building is a guarded gate providing access to the lake and plantation.

Water for 1 day costs a seeker 1gp or goods to that value.

10. THE PLANTATION

The outpost is only in existence due to the plantation of Tartaran squash (salvation squash) lining the edge of the lake. Other plants grown here are deathwort used for healing and food, and huskweed. For huskweed, corpses are used for fertilisation. The huskweed is then used for food and as a type of smoking weed. This is the only source of drinkable water in the area. It is controlled and protected by Archie Boldo.

11. THE TOMB AND POTTING SHED

An ancient tomb is set into the cliffs near the lake beyond the easy access of the population. The occupant of the tomb is unknown and forgotten, sealed behind a large stone block covered in faded alien inscriptions. The entrance is used for more mundane purposes, as a store for gardening equipment to tend to the plantation.

The tomb holds the body of James Angel, whose soul is doomed to be a gatekeeper for the first of the Labours of the Titans. He is supremely powerful, once a neutral evil fighter and mentalist who dared to reach beyond the multiverse and touch the fabric of existence; the white fire. With a history strewn with acts of evil including the assassination of a king, he finally ended his

days perishing through an act of good. This alone preserved him from the fires of Carceri but placed him in this forgotten demesne of Limbo. Not quite dead; his soul's release is destined on completion of his purpose, to find the rightful hero to awaken the Titans.

12. THE LAKE

The lake is constantly simmering with toxic minerals. A vast statue of a titanic god rises up from the lake; its surface covered in red-orange lichens and huskweed. The bearded figure wears a crown and his cloak can just be made out. He appears to carrying a vast casket.

This is the titan is Megamedes, the "Great Lord." This is one of the titans who was slain by the New Gods, his corpse now lies in state in the mountain peaks of Tartarus in the Titan's Cemetery on the island of Ulfring. He is all but forgotten and this sculpted remnant, though impressive, holds no power. Whether any of the first gods are truly slain is a matter much discussed by sages.

13. BOLDO'S PALACE

Boldo's Palace is an ancient fortification exclusive to the boss of the outpost. The ground floor of the castle is a spacious hall where he entertains special guests and carries out affairs to do with the running of the outpost. No one has access to the inner sanctum of the palace, not even his private guard. Within his private chambers is a private supply of the purest thrice filtered water alongside reserves of drink found in singularities. Archie Boldo has grown large on his success but this is not to say he can not defend himself. He is a shrewd but unforgiving ruler whose only concern is the well-being of his outpost for as long as this supports his own interests. He only holds any trust for his close friends Delvina, Benluchy and the priest Arnole Feenii.

If strangers present themselves to the outpost, especially if they are seekers, he takes an interest, striking a deal with them to have access to food, water, repairs and supplies in exchange for essence; he does not care what kind. Likewise he holds a stash of various types of essence but only offers them at a high price.

Archie Boldo: Outpost Leader		
Str: 16 -, +1	Int: 14	Wis: 12
Dex: 15	Con: 15 +1	Cha: 16
Alignment: Neutral evil		
Armour Class: 0	#At 1	
Level: 7 fighter	hp: 58	
Weapons:	Footman's Mace Demon Flesh Blade	
Armour	Demon Plate (AC1) Helm	
Other Magic	Ring of Telekinisis Periapt of Wound Closure	

Limbus Infernum

Delvina Harpone		
Str: 10	Int: 12	Wis: 8
Dex: 18 +3,-4	Con: 14	Cha: 18
Alignment: Lawful evil		
Armour Class: -2/1	#At 1	
Level: 7 thief	hp: 33	
Weapons:	Rapier +2 (D: 1d8+2) 2 x daggers +3 (D: 1d4+3) 4 x throwing daggers (+3 to hit from dexterity, 2 attacks per round)	
Armour	Spiderweave (AC2 vs cutting and piercing/ AC5 vs blunt)	
Other Magic	Ring of Fire Resistance	

Benluchy "Lucky" to his face, "Lucy" behind his back		
Str: 18 (78) +2,+4	Int: 8	Wis: 9
Dex: 13	Con: 17 +3	Cha: 10
Alignment: Neutral		
Armour Class: 4 (2*)	#At 2	
Level: 5 fighter	hp: 50	
Weapons:	Minotaur axe (D: 2d6 +4)	
Armour	Hide Helm	
Other Magic	Ring of Protection +2*	

Arnole Feennii		
Str: 10	Int: 12	Wis: 16
Dex: 13	Con: 14	Cha: 14
Alignment: Neutral		
Armour Class: 4	#At1	
Level: 6 Priest	Hp: 32	
Weapons:	Ware Hammer +2 (D: 1d4+3)	
Armour	Prime chain mail +1	
Other Magic	Spells: Dispel Magic Speak with Dead Detect Essence Identify Essence Know Alignment Hold Person Silence 15' Radius	

14. THE MASTER SMITH AND TRADING POST

Carmine Raphiello oversees the use of all metallic scrap as well as running the smithy that repairs and prepares all metallic weapons and tools. Part of his premises is given over to non-metallic goods brought in from the wilderness. The store rooms are neat and tidy arranged between metallic local goods, metallic prime plane goods, and non-metallic treasures. Each area is locked and guarded. A large warehouse (area 7) is given stores larger finds.

Any good condition object brought in from singularities are set aside for Archie Boldo's personal assessor to inspect before a price is given. The scavenger is given a stone tablet with a symbol on it as a receipt. If the object has a known practical value or has aesthetic appeal a good price is usually offered. Unusual items such as those found in singularities from modern periods (cash registers, shop refrigerators, a 1957 Chevrolet that has run out of fuel, rifles and shotguns with no more ammo for example) should get a high price.

A good basis for pricing is found in the published fantasy game books such as OSRIC. Weapons made in Limbo are bought at half the listed price. Weapons and objects from singularities from the prime planes are five times the published value unless they have extra value from magic or exceptional quality.

Trading metal. Different types of metal have different values. Any object that appears to have no intrinsic value is priced by metal type. For ease of conversion each type follows this rate:

One Pound (lb) of metal weighs the same as 50gp weight.

OUTPOST SCRAP METAL PRICES	
Metal Type	Price per pound (lb)
Tartaran Steel/iron	2gp
Tantalum	5gp
Prime Plane Steel/Iron	50gp
Precious Metals	Standard pricing

15. THE KINE PADDOCK.

All larger scrap and finds from scavenging need large wagons hauled by kine of Geryon, huge lumbering beasts who eat anything and pull massive weight at a slow pace. A by-product of these domesticated brutes is a significant supply of manure for the plantation. There are currently six here. For Boldo their value ranks higher than many of the outposts. These are Benluchy's babies and he has given them all names.

Limbus Infernum

16. THE APOTHECARY & THE OCCULUS CLUB

Madame Donatelli has a masterful knowledge of plant life and fungi in Limbo. She buys and sells plants, fungi and potions, she acts as advisor for Archie Boldo in maintaining the plantation. The following stock is available:

Animal Control	600gp	Healing	200gp
Climbing	750gp	Identify Essence	1250gp
Demon Drink	2000gp	Invisible to Insects	400gp
Detect Essence	500gp	Levitation	600gp
Extra Healing	450gp	Plant Control	500gp
Flying	1000gp	Speed	600gp
Giant Strength (Ogre)	750gp	Sweet Water	100gp

For new potion descriptions turn to page 17

Madame Donatelli was once a seeker. She was cursed to never ascend and instead has made a life here. She is not exactly imprisoned by Boldo but is forbidden from leaving the outpost; such is her value. She has an occiput implant and a differential lens enabling her to identify different types of essence and processes any essence brought into the outpost by traders and scavengers using an essence prism. These refined philtres are kept in a highly secure room in her apothecary. She is forbidden from selling refined essence, though she does not always follow these rules. The prices reflect their value to the local inhabitants; something to the advantage of Seekers:

ESSENCE PRICES	
Life (<i>orange</i>)	600gp
Skill (<i>blue</i>)	250gp
Ability (<i>red</i>)	250gp
Memory (<i>purple</i>)	400gp
Spell (<i>yellow</i>)	400gp

At any time there are 1d3 doses of each type.

She has 3 augmentation stones that even Boldo is unaware of. This is payment for any seeker willing to do a special side quest or has a particularly interesting object to exchange.

THE OCCULUS CLUB

Though she is not able to ascend herself she understands the value of enabling other seekers to do so. After all, once they ascend from Limbus, they leave all their goods behind. On top of the equipment she insists on a 200gp buy in fee for each seeker aiming to ascend but she is willing to barter. An inner chamber of her apothecary hosts the Oculus Club

The Oculus club accepts seeker parties who are getting close to ascension and want to go together. The back room can supply measures of life essence in exchange for all the kit, eyes and lenses that the seekers leave behind. This secret club has even been hidden from the eyes of Archie Boldo.

17. THE GUARD HOUSE

This building doubles as a guard house and armoury. This is an ancient structure of thick stone with an upper floor like a tower overlooking the outpost. It is from here that guards are issued with weapons and orders by Delvina Harpone.

18. THE BRICK WORKS

Many of the buildings have been built from brick made from a mixture of the ash and sulphur water. Supplies of atlas tree timber and pyrolith are regularly brought here to keep the kilns burning to make the large ash bricks.

19. THE TEMPLE

The outpost temple consists of a main chamber dedicated to a number of infernal gods. There is a second, secret, chamber dedicated to the fallen Titans forbidden to be worshipped by the demons who fear these immense powers more than the living gods. In the main chamber are altars dedicated to:

The Erinyes (Furies): The Infernal Goddesses
Rhadamanthus: Judge of the Dead
Arae: Spirits of Curses
Thanatos: Death

The Titans worshipped in the secret chamber are:

Menoetes: Doomed Might
Prometheus: Divine Spark, The Soul
Iapetus: The Piercer. The Mortal Lifespan.
Cronus: Rebellion, Change

SIDE QUESTS

The GM has an option of having the seekers gain further essence as payment for performing various chores for inhabitants of the outpost.

Madame Donatelli (Apothecary area 16)

The apothecary is always looking for choice ingredients and Madame Donatelli will send the seekers off to fetch them. This could be rock, vegetable or mineral with a bounty to match the difficulty level. The bounty may include potions or even essence.

Carmine Raphiello (Trade post area 14)

Raphiello is particularly interested in singularity finds as it brings in new metals and designs. He pays handsomely for this including free repairs and access to his secret trading stash of exotic and magic goods.

Archie Boldo (The palace area 13)

Archie Boldo, once he realises he might have a dependable ally in the seekers, gives favourable treatment and access to provisions in exchange for information on the other settlements and powers in the area. Free and secure lodgings may be offered.

Limbus Infernum

14 THE NORTHERN OUTLOOK

There are two main routes out from the valley; one to the west follows the deep gorge surrounded by dense woodland filled with all manner of dangerous denizens, and to the east, a pass blocked by a massive demon tower. Even from a distance the belching clouds coming from the furnaces and the eerie red and green lights from the upper reaches of the tower penetrate the ash mist. Screams and cries of outrage and torment are carried on the dust filled air.

15 THE DEMON TOWER

It is unlikely that seekers attempt to enter the walls of the great demonic watchtower to the north. With persistent investigation of the area secret ways can be found winding their way through the mountains passing the penetrating gaze of the demonic guard.

As the seekers approach within half a mile of the area they see many tracks of monstrous creatures, some identifiable as rats, others insectoid, some as yet unknown, huge and terrifying, all heading toward the north; toward the tower. These tracks can be traced back to many caves burrowed into the obsidian cliffs, the lairs of this multitude. The cause of their regular trek soon becomes apparent as the seekers continue north. Even before the brooding tower is discovered reaching beyond the ashen canopy, a vast landslide of putrefying corpses reaching hundreds of feet up is piled against the cliffs. The incessant hum of insects fills the air and looking closer the heap teems with insects feeding off the cadavers. Two monstrous dereloth, attracted to the feast, are engorging themselves on the mound together with a number of hecetonchaires, enormous wingless dragons, some with two heads, all compete for the rotting flesh or attack one another in furious battles over the prime feeding site. These monsters are unlikely to be diverted unless seekers go out of their way to make themselves noticed.

THE CLARION OF DOOM

On occasions a booming clarion is sounded from the upper reaches of the tower. The sound of this is so terrifying that seekers must make a Saving Throw vs Spell or run in terror for 20 rounds or until exhausted. This clarion sends all the other creatures scurrying and lumbering away into their various lairs. It is unknown what causes this reaction as there is no significant event following. The creatures, however, stay away for the next hour. In the lower reaches of the corpse mound are many husks still with essence. For the next hour seekers may harvest up to 40 corpses, accessible without climbing the heap. After this there is a sound of the monstrous feeders returning.

16 THE HORROR OF BONE HEAD HILL

Warning! This location is possibly lethal for seekers unless they are lucky enough to get caught. The lair has plenty of magic treasure. The GM is free to moderate this.

This secluded area is surrounded by vertical obsidian cliffs. The floor is covered in bones of all manner of creatures that rise up in a charnel hill until the vast bleached skull of a cyclops sits at the peak. Other gargantuan bones of the giant are scattered across the hill; ribs, tibia and the half buried pelvis are all visible like fallen tree trunks and rocky promontories. The one eyed skull of vast proportions surmounting all else, upright with a trench at its base leading to its open mouth. This is the entrance to the imp lair.

IMPENSTIEN'S MOTIVES

The imps are governed by a fiendish leader named Impenstein. Impenstein has an obsession that overrides all other considerations. He has found an ancient tome written in the tongue of the Titans that describes a method of imbuing a wood effigy with life through ritual and giving it powers through the application of essence usually only effective with seekers. Believing that he might create a perfect and superior ally to protect the lair and do his bidding, Impenstein has set up his workshop in an abandoned cyclops skull on the top of the bone hill and, there, created a human shaped manikin that would measure seven feet tall if standing. This golem has been covered in ritual magic runes and needs bringing to life by sacrificing a human soul and drenching the doll in the fresh sacrificial blood. Luckily for seekers, he does not consider a their pitiful life essence to be sufficient but is willing to use any captured seeker as currency to exchange with a human if the merchants at the Boldo's Outpost are willing. After all, he assumes Bolo has dealings with demons and must therefore also offer up a quota of souls on occasion. If the seekers are detected on the hill he sees this as an infernal fortune and tries to capture them alive.

THE HILL

Before stepping onto the bones, seekers can make out a dim light coming from the single eye socket of a vast skull at the crest of the hill. The base of the skull is 100 yards from the edge of the bone pile. Phosphorescent pin points of light radiate from beneath the surface of the mound, constantly moving.

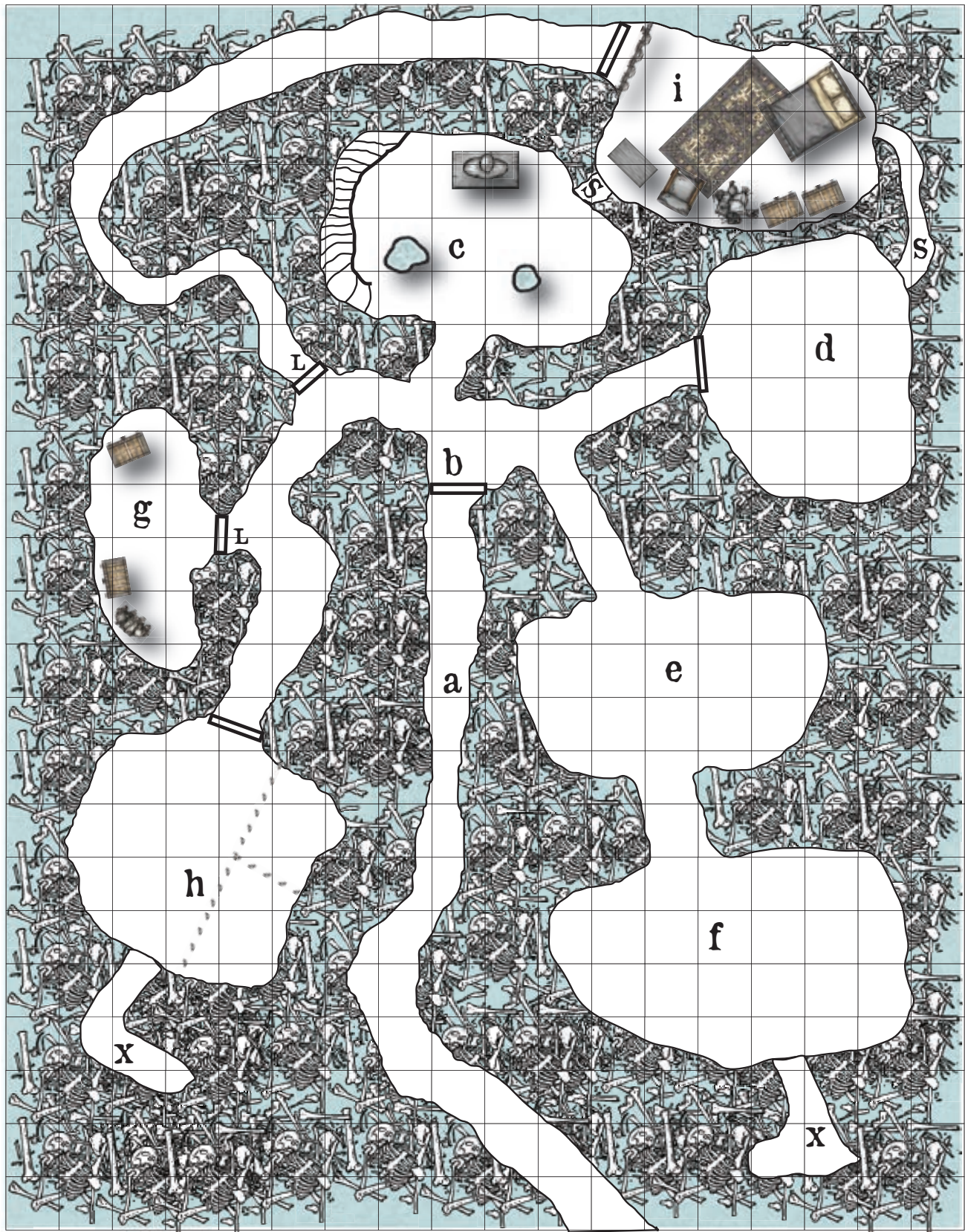
Careful inspection of the hill shows a path through the bones taken by the imp inhabitants. Here, the bones appear more beaten down and ground in. If the seekers survey the edge of the hill first they can spot it. Otherwise their approach is more precarious moving at half speed due to the unsettled footing.


The 2 bolt holes (areas x on the underground map) are well hidden with only a 10% chance of discovery by accident if the seekers are not taking the trench route.

Each round the party are moving through the untrodden area roll a d6. 1-3 = no encounter 4-5 = encounter, 6 =booty.

The GM can adjust numbers of creatures and treasure according

Limbus Infernum

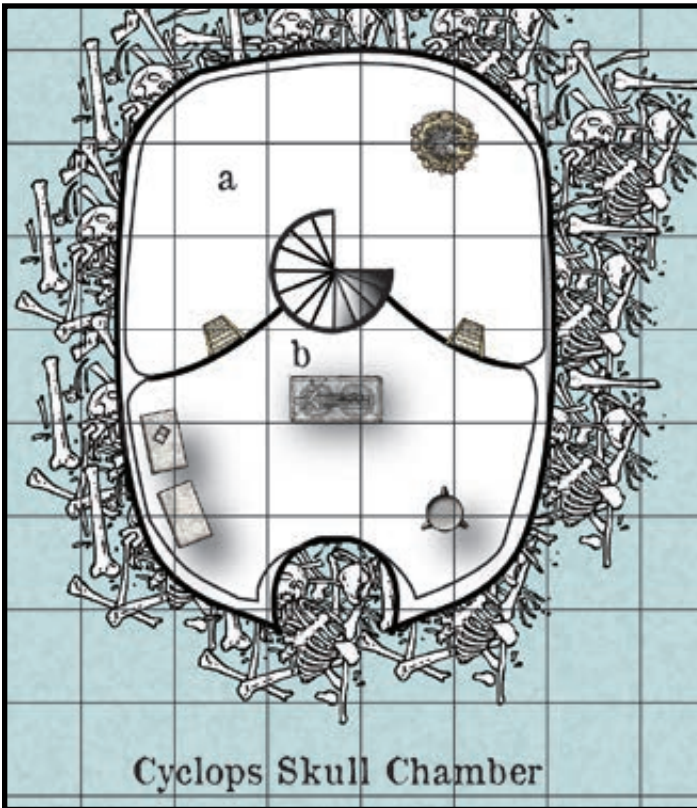


 = 10 feet

Bone Hill Lair

L = padlocked doors
X = bolt holes

Limbus Infernum



to the size and strength of the party.

BONE HEAP ENCOUNTERS	
d6	Encounters
1	1d4+1 Squab Imp
2	1d4 Giant Centipede
3	1d3 Large Spider
4	1d2 Tartaran Rat
5	1d4 Shoel Worm
6	1d2 Floating Skull

BONE HEAP BOOTY	
D20	Booty
1	Leather helmet with goggles
2	Ring of Protection +2
3	Good dagger or 1d4 crossbow bolts
4	Non magical armour (roll on table 11 page 20)
5	Soft skull cap or helmet
6	Rusted dagger in a scabbard
7	Leather belt or backpack
8	Non magical weapon (roll on table 10 page 18)
9	Pair of gauntlets

10	Hand axe
11	Pair of soldiers boots
12	Pair of breeches
13	Small crossbow with no string or bolts.
14	Leather belt
15	Small sacks
16	Small sack containing a dried rat meat
17	Open visored helmet
18	Length of cloth/scarf
19	Scroll tube with 1d3 spells
20	Potion of detect essence or flask of water

1d4 Giant Centipede AC: 9 HD: ¼ HP 1

MV/R: 90 feet

Damage: Nil

Size: small

xp: 30 each

On a successful hit the victim must make a Saving Throw vs Poison +4 or become paralysed for 20 rounds.

1d3 Large Spider AC: 8 HD: 1+1 HP 5

MV/R: 90 feet

Damage: 1

Size: small

xp: 75 each

A victim of a large spider bight must make a Saving Throw vs Poison +2 or they become paralyzed for 12 hours.

1d2 Tartaran Rat AC: 7 HD: ½ HP 2

MV/R: 120 feet

Damage: 1d3

Size: small

xp: 35 each

1d4 Shoel Worm AC: 8 HD: 1 HP: 4

MV/R: 60 feet

Damage: 1d3

Sz: small

xp: 35 each

2 x Floating Skull AC: 8 HD 1-1, hp 3

MV/R: 90 feet

Attacks: Fear, spell use

Size: small

xp: 35

LAIR DOORS, WALLS, CEILINGS AND FLOOR

Unless specified all the walls and ceilings inside the lair have been carefully constructed by interlocking bones and decorated with skulls. Some of these skulls have pyrolith oil inside giving light throughout. The floor of the lair is hardened bone dust.

Cave ins. If 20hp damage is caused to any single location in the

Limbus Infernum

ceiling, a Saving Throw vs Crushing Blow is required; 16 or more on a d20. If it fails there is a cave in. This causes 3d6hp damage to any caught 10 feet either side of the point of impact from falling bones and ash. This also blocks that rout. It takes 30 rounds (3 turns) to excavate enough debris to pass through this area thereafter.

Some doors have been salvaged from a submarine that appeared a while back. They are marked with the letter “**L**” on the map and are modified to be padlocked. Nearby guards and Impenstein have the keys.

THE LOCATION OF IMP

The locations and numbers of the imp assume the seeker’s presence goes unnoticed. Once the intruders have been discovered then all the imps are drawn to that location if they hear the alarm. The imp know Impenstein desires humans so they try not to kill the seekers.

GRUB IMP

This represents the usual imp being encountered at Bone Hill. Unique imp are detailed under descriptions.

Imp	AC: 6	HD: 1	HP 4
MV/R: 150 feet	D: 1d4		
Size: small	xp: 50 each		

Armour: Thin hide and piece armour

Weapons: Short stabby spear (1d4) and dagger (1d4)

Special Attacks: Poisoned saliva. Imp have a venomous saliva which they apply to their weapons. They reapply this every other round as it dries. The saliva causes an extra 1d6 damage (1d3 if the victim Saves vs Poison). If they do not have a weapon they use their raking claws with a two attacks a round for 1-3/1-3hp damage. Their bite causes 1-2hp damage but has the additional effect of containing the poisonous saliva.

IMPENSTIEN

Impenstein enjoys adorning himself in the bling of his position. Each hand has 2 rings, one, a ring of protection +2, the other worth 500gp and each ear 2 ear rings, all worth 200gp each. He wears exotic inlaid armour, with a practical defensive value of AC4, made from plates of tartaran steel inlaid with precious metals and stones. It has a value at the outpost of 800gp (offers of 600gp will be made). Once in combat it becomes damaged and loses 5% of its value on each successful hit.

Impenstein is an experienced fighter but has not had cause to use his sword for some time. He carries a prime plane long sword +1

Impenstein has a rare intellect and wisdom for an imp enabling him to manipulate the imp around him. He reads any tome that comes his way and has discovered the art of spell casting. A while ago a Book of the Golems came into his possession and he has

been obsessed by bringing to life a gyganta wood mannequin for which he needs a fresh living breathing human as sacrifice. He knows seekers and considers their souls inferior. He has trained the imp scavengers to hunt down husks for essence and has stored a considerable quantity ready for the activation of his mannequin. Once it wakes he can pump it full of essence and make it very powerful.

Impenstein, Grunt Imp	AC: 2	HD: 3+2	HP 18
MV/R: 150 feet	D see below		
Size: Medium 5’	xp: 275		

Armour: Inlaid plate (AC5) **Weapons:** Long Sword +1 (+2,+2 due to strength bonus) damage: 1d8+2/1d12+2

He carries 2 cure light wounds potions and a flying potion.

Spell Use: mu lvl 4 (learnt spells in bold)

Detect Magic, Hold Portal, **Magic Missile**, **Read Magic**, **Phantasmal Force**, **ESP**, **Strength**, **Web**

Grunt Imp Guard x 2	AC: 4	HD: 3+2	HP 12, 15
MV/R: 150 feet	D: see below		
Size: medium 5’	xp: 180		

Armour: One wears piece armour (AC5) and a ring of protection +1, the other a bracer of defence (AC5)

Weapons: (+1,+1 due to strength) long spears (1d6), tartaran battle axe (1d8)

These guard are always with Impenstein. They have pouches on their belts with 4 gems and 16gp in them.

CLIMBING TO THE SKULL

Attempting to reach the cyclops skull by climbing to the top draws a risk of Bone Hill Encounters. The main part of the skull is impenetrable by normal means. An uneven shaped hole at the back of the eye socket has been left unprotected.

Peeking in shows Impenstein studying his books 50% of the time, otherwise he is in his private chambers. The laboratory can also be seen. The lower area of the interior is out of sight though it is clear a fire is alight here, its smoke rising into the ceiling and out through the sutures of the skull. It is just possible to crawl through the socket, though this certainly draws attention, alerting Impenstein and his two grunts if they are present.

A) THE TRENCH

The imps have constructed a trench leading to the mouth of the cyclops skull, its walls lined with skulls of all manner of beast including human and demon goblin and an array of horned beasts. The last twenty feet of the trench is covered over by an arch

Limbus Infernum

of bones with walls 15' feet high and the upper palette of the skull mouth. Imp guard are only alerted if there has been commotion on the hill within the last half hour.

If the seekers get into combat, 6 imp guard wait for the outcome of battle. If they survive the imp wait for to get into the trench at the doorway before sneaking out of the bolt holes (x on the map) to attack from above in two groups of 3. They are willing take prisoners if the seekers submit. The rest of the lair is also at battle readiness.

Monsters:

4 grub imp. HD1, Hp: 2,4,3,5

2 squab imp HD2+1, Hp: 8, 9

B) THE DOOR

The main entrance to the lair is blocked by a thick door salvaged from singularities. It is studded wood with metal sheet.

4 Imp guard are present here only if the lair has been alerted by fighting on the bone hill.

Monsters: 4 grub imp HD 1, Hp: 3,4,2,4

C) THE TEMPLE

Directly beneath the cyclops skull, two rock pillars indicate a natural cave. To the left is a stair way of obsidian leading to the skull overhead.

Although imp are not religious, out of pure terror of the demon overlords, they leave offerings at a crude, muck smeared horned figure laden with all manner of organic gunk rotting with age. Round the crude figure are animal fat candles sending black trails of foul smoke into the room. This figure serves to represent most of the overlords. There is nothing of value here though studying the north east section of the room gives a 2 in 6 chance of discovering a concealed way to Impenstein's private chamber.

Monsters:

2 grub imp are deep in prayer. They are surprised 3 in 6.

CYCLOPS SKULL CHAMBER

The stairs spiral up to the interior of the vast cyclops skull. The natural interior of the skull divides it into a lower and upper level; the upper level is accessed by ladders and the floor throughout has been levelled with packed ash.

Impenstein is here 50% of the time with his grunts, trying to understand books he has found that help him bring the mannequin to life. The rest of the time he is in his sleeping chamber (i). His personal guard are only present if he is here. He is always up here if the lair is under attack.

a The Lower Level.

A lit fire smoulders away with chunks of wood in a pile for extra fuel. A small cauldron of insect stew simmers on the fire. If Impenstein is here, the guard are in this area preparing to attack anything that emerges from the spiral stair case.

b The laboratory.

A stone slab has a large human figure carved in wood looking like a stringless puppet. If it were to stand upright, it would reach 7 feet. The wood is smooth showing a flat surface where the face should be but across the whole is finely written words. These are magically written and can only be understood with a *Read Magic* spell. They are the scripts of a dark ritual opening the figure up to the life essence of humans. The side of the head has a brass ring holding a spring loaded valve in place. This is to inject the essence. There are two stone tables to the west. On these are;

- 2 vermus tongues,
- 6 vessels containing essence (use the Essence Table on page 103),
- One tome of golem construction. The tome is written in an ancient Titan language and takes 1d4 months study to before it can be used.
- A spell scroll containing, *comprehend languages*, *invisibility* and *summon swarm*. This requires *Read Magic* to access the spells.
- A sacrificial bowl and dagger. Ceremonial clothing for Impenstein.
- A parchment bound in a tendon or sinew. It is written in demonic.

"Sweet Mistress DH

We beg of you a luscious deal, one satisfying your appetite. A single solitary thing, a mere living soul. This must be of living flesh, one of blood, one of breath. No soul stone would suffice for blood must run. Dear Mistress H. We are pleased to announce goods for this simple request of plentiful, grand and honourable fare. If this deal is to your satisfaction then we are to meet at the lake after the next torrent of souls.

Impenstein"

Under one of the stone tables are 3 casks of pyrolith oil and box containing a flint and steel and some wood splints, a chest lined in leather with 12 lumps of pyrolith. (See over for pyrolith properties.)

A font stands to the east side of the room with a small brazier beneath it. Two barrels of good quality water are on the floor nearby.

D) THE REFECTORY

The room is strewn with heaps of insectoid bodies, piled up along the walls. The room is illuminated with skulls set into the wall filled with pyrolith oil. Around the room are three sofas and the seating from a passenger jet. Usually there are 10 imp here feeding and a huge obese ogreish imp who cooks for the tribe. This imp heavy sleeps here also.

Limbus Infernum

PYROLITH EXPLOSIVE DAMAGE		
Quantity	Damage	Area of Effect
Handful of powder (5 fluid oz) Sugar lump	1d4 hp	3' radius
Purse of powder (10 fluid oz) Lump (4" diameter)	2d4+1hp	5' radius
Small sack of powder (1 pint) Large lump (8" diameter)	3d6+2 hp 1d3 hull points	10' radius
Small barrel of pyrolith oil	4d8+4 hp 2d4 hull points	15' radius

To the south of the room are four barrels of pyrolith oil used to cook with and fuel the skull lights. There are also cages filled with huge bugs like centipedes and spiders. They like their meals fresh.

Monsters:

10 grub imp (HD1, AC 7, D 1d4 plus poison. xp 50)
2 squab imp (HD2+1, AC 7, D 1d6+1 plus poison, xp 75)
1 grunt imp (HD3+2, AC5, D 1d8+1, xp 180)
1 heavy imp (HD4+3, AC7, D 1d6+3, xp 230)

E) THE DORM

Most of the imps sleep in rag flee infested beds but nothing of value is kept here, the imps don't trust one another and keep it on their person. Among the sleeping piles are 3 spring mattresses and a futong dragged here from singularities. If the bedding is searched there are at least half a dozen filthy cuddly toys and scatterings of coin among bone fragments of dubious origin.

Monsters:

8 grub imp (HD1, AC 7, D 1d4 plus poison. xp 50)
15 maggot imp (non combatant)

F) THE SCRAP ROOM

All scrap from singularities, uncovered after dust storms and found on the dead are brought here. Weapons and other items of obvious value are kept in area g) and are always guarded by trusted squab imp. Impenstien hands out trinkets and superior weapons once in a while to any imp who shows their dedications to the lair.

Some sold at Boldo's Outpost. What remains here are car doors, corrugated sheeting, metal sheeting from derelict space craft, a mound of rubber tyres, thick studded wooden doors from a medieval house, a wrought iron chandelier, a motor scooter with its wheels missing and no fuel in the tank (that was syphoned off long ago.) a telephone kiosk, a computer panel from a work station, coils of brightly coloured wire and other fragmented detritus.

Toward the rear is a concealed exit to the bolt hole leading to the lower part of bone hill.

G) THE TREASURE ROOM

The door is one of the submarine doors. It is padlocked and guarded by 2 squab imp.

Squab Imp Guard x 2	AC: 5	HD: 2+1
		HP 7, 9
MV/R: 150 feet	D: 1d6+1	
Size: medium 4'	xp: 75	

Special Attacks: Poisoned saliva. They reapply this every other round as it dries. The saliva causes an extra 1d6 damage (1d3 if the victim Saves vs Poison).

Any item of value is stored here including exotic weapons, armour and bric-a-brac from singularities.

BRIC-A-BRAC	EXOTIC ARMOUR & WEAPONS
Analogue dial telephone and receiver.	Civil war morion helmet
Mashy niblick golf club ¹	French cavalry sabre (sf 4, 1d8)
Old fashioned record player with a trumpet speaker	17th century cuirass (AC5)
Coffee percolator x 3	Space helmet
Brass light switch x 5	Motor bike helmet
A fez hat ³	Suit of field plate (human AC1)
Remote control for a tv	Crowd control shield (+AC2)
Fake oil painting of a sad clown. ²	Pair of bikers boots
Wing mirror off a car	Katana (sf:3, D; 1d10)
Box of plastic toys (free gifts from a fast food restaurant)	Long bow with 15 arrows (4 at/r. 1d6, range 70yd/140yd/250yd)
Walkman cassette player	Sledge hammer (sf:8 d2d4+2)
Polystyrene head	Felling axe (sf:7, d1d6+1)
Surf board	Shovel
Drum of a washing machine	Samurai helmet
Solar panel charged lap top ⁴	Matchlock musket (2 at/r, 1d12, range 15yds/30yds/50yds) ⁶
Plastic dragon toy	Shotgun ⁷
Set of rpg dice in a bag	Wild west revolver ⁸
Set of brass fire irons ⁵	Machete (sf 3, d1d6)
Traffic cone	Morning star (sf: 7 D; 2d4)
Carved marble human leg	Stiletto dagger (sf: 2, D:1d4)
Box brownie camera	Ray gun (no charges)

1. Used as a blunt weapon speed factor 5, 1d4/1d3 damage
2. Has the word "the boss" scrawled under it.

Limbus Infernum

3. The fez is a magical item undetectable by spells. If worn by a good aligned being it grants the wearer *comprehend languages* and *tongues* at will and, at the discretion of the GM, opens up a telepathic link with The Traveller. The Traveller is described at the end of the book.

4. The laptop can be charged using a *Continual Light* spell lasting 8 hours. It requires a user name and password to access. These are user name: *Citizen* and password: *Rosebud*. The laptop obviously can't access any online provider but has stored hundreds of images. Although this provides insight into 21st century Earth there is nothing a great value for adventure in Limbus. The owner (Gilbert Freeman) had an interest in folklore and myth and the laptop has stored an illustrated encyclopedia of mythology. This includes myths about the Titans and Tartarus/ Carceri/ Limbo. Once a seeker has accessed this, the player may also have access to any online information on mythology. Any written files need a skill in reading common tongue.

5. The fire irons could be used as weapons causing 1d3 damage.

6. The matchlock musket can use pyrolith powder and appropriate sized stone or lead balls but the user must have a knowledge of these weapons.

7. Shotgun. There are no shells for this firearm (See Impenstein's Chambers.): At/r: 2 Range: 10/20/50 yards value: 300gp. Damage: 4d6/2d6/1d6 (based on range) Weight: 6lb

8. Wild West Revolver. Colt Peacemaker. (0.45 revolver) At/r: 2 Range: 15 yds/ 30yds/ 100yds Damage: 2d6. (See Impenstein's Chambers for ammunition.)

H) THE ARMOURY & CELLS

Two cells run along the east side of the cave. The bone walls within the cells have been fixed in place with hardened gyganta sap. They would require significant and prolonged effort to dig into. A seeker would be able to attempt a *bend bars* check five times to see if they could dislodge the bars. The cell doors are locked with basic padlocks and the guards have the key.

Guards are only present if there are inmates in the cells. These raise the alarm should there be an attempt to escape.

Squab Imp Guard x 2	AC: 5	HD: 2+1
		HP 8, 7
MV/R: 150 feet	D: 1d6+1	
Size: medium 4'	xp: 75	

Special Attacks: Poisoned saliva. They reapply this every other round as it dries. The saliva causes an extra 1d6 damage (1d3 if the victim Saves vs Poison).

The west side of the cave is taken up with a large supply of weapons: 60 short stabby spears, 50 daggers, 30 short swords, 15 long swords, 20 long spears, 6 battle axes, 2 mauls.

There is a 2 in 6 chance seekers could find the concealed exit to the south leading to the bolt hole (x).

I) CHIEF'S CHAMBERS

A devil's ratchet guards this room. He is called Hobson and obeys his master unless anyone has a tasty piece of meat to placate his loyalties.

Devil's Ratchet	AC: 4	HD: 3 HP 15
MV/R: 150 feet	Damage: 1d8 + special	
Size: medium	xp: 320	

The ratchet has two terrible forms of attack. It can belch out scorching fire up to 10' away causing 5hp damage unless the victim makes a Saving Throw vs Breath Weapon for 3hp damage it can also savage its foe with vice like teeth. If it scores 18 or higher on the attack roll, it has locked its jaw automatically hitting each round until it has been killed or has killed the victim.

The chamber door is high quality wood with florid wrought iron fittings. Before it is a heavy drape (value 230gp) and a decorative rug covers the floor (value 400gp). These items are heavy to transport. The room is rich with the choicest furniture. An ornate table laden with bottles of all types, 2 treasure chests, a rich leather armchair from the regency period, and a heavy Tudor black four poster bed covered with animal skins.

A table to the west displays a number of bottles: 3 whisky bottles, (one half drunk), one large bottle of rum (half drunk), a stone cask of dwarven mushroom ale, 2 crates of Hobgoblin Ale (The UK brand of beer, not beer made by hobgoblins.)

There are also the following potions here: **Treasure Finding, Sweet Water, Flying and Healing x 2.** If called to fight, Impenstein uses these potions.

On the same table is an ornate musical box that plays "My Darling Clementine" while a ballet dancing doll pirouettes. (Value 150gp)

Near a leather armchair is a pile of cash in bags and satchels; In total there are 18 gems, 6 items of jewellery (non magical), 53 pp, 385gp, 850sp. Amongst the gold coins are **2 goblin coins** with a non detection dweomer placed on them. They can be identified by their slightly larger size and a picture of a grinning goblin on one side. The other side shows a regal female elf.

In two chests there are magic weapons and armour;

4 x short sword +1 (400xp,1000gp), 3 x hand axe +1 (300xp, 600gp), 6 x daggers +1 (200xp, 450gp), 24 x fire arrows +2 (50xp, 300gp)

The Goblin Coin. This coin activates any magic portal. It can be used once for the person holding it before fragmenting into dust. Value: 2000gp 200xp

The other chest has;

- An **elven cloak of protection +3** (painful for evil aligned beings to wear), (1500xp, 3000gp)
- a **wand of wonder** in a slender wand tube made of red leather with 13 charges. Impenstein can't find the password; "Garumba" This has been sewn into the stitching at the base

Limbus Infernum

of the wand tube in common tongue. (6000xp, 10,000gp)

- a single **boot of striding and springing**. (500xp, 650gp)
- **A shield +2** (400xp, 2500gp)
- **Banded mail +2** (300xp, 2000gp)
- **2 lumps of Amber Stone**. This amber pebble has a rune carved on it and a petrified spark glowing within. If thrown the amber liquefies and spreads round a small to medium sized victim's body and for the next three rounds causes 3d6hp electrical damage once per round. This also prevents the victim from being able to attack from beneath the amber. Value: (400xp, 800gp)
- Cartons of bullets and shells.
8 cartons of 10 shotgun buckshot
6 cartons of 50 x 9mm rounds
5 cartons of 20 x 0.45caliber rounds
3 drums of 50 x Thompson Submachine Gun rounds

17. DAMNATION ALLEY

The complete map is on page 90.

At this point the east cliffs give way to a tall cave. Long pallid tendrils hang down at the cave entrance covering an area of the ceiling thirty feet into the darkness. These Tarian Creepers squirm as though catching a non existent breeze, waiting for a passing avian. Their reddened leafy tips hang eight feet from the ground. The ashen sands are pristine with no foot prints visible. Either side of the cave opening are statues of Lamassu; human headed beasts with the bodies of huge bulls. One is male, the other female; both with styled braided beards and high regal crowns. They are carved from granite making them stand out from the obsidian stone nearby.

At the far end of the tunnel is a vast sealed off cavern containing an area of pure good. This cavern is protected by a vast door and enclosed in an anti-magic shell, also warding against all evil. It also serves to attract husks. The husks near the entrance to the tunnels are buried beneath layers of ash waiting for any activity. Further into the tunnels the husks have congregated; driven toward the cavern.

1. HUSK TRAP

The broad cave extends back 60' before being partially blocked by a wall constructed from corrugated metal sheeting, wood panels and a small school bus topped by barbed wire and sand bags. Heaps of inanimate corpses lie at the base of the wall. There is no essence present in these husks. There is a gap in the wall 5' across where a panel is missing. The entire floor up to the wall hides dormant buried husks. None of them have any essence and are not undead.

50 x Husk	AC: 9 HD: ½ HP 2
MV/R: 30 feet	Damage: 1d2
Size: medium	xp: 35

As soon as one of the seekers has approached within 10' of the wall the floor begins to shudder and erupt with 50 husks rising from their shallow graves. They take three rounds to reach the wall assuming one round to get out of the ground.

2. THE STOCKADE

This area has been established as a defensive point in the tunnels. It is filled with scavenged debris from singularities.

Three husks wander aimlessly about within the defensive area attacking any who enter. One contains essence; 30xp life essence, 1 skill.

3 x Husk	AC: 9 HD: ½ HP 2
MV/R: 30 feet	Damage: 1d2
Size: medium	xp: 35

A. THE WEST WALL

The north part of the wall is constructed from 8' high corrugated iron and wood, topped with spikes and barbed wire. This has been buttressed from the east side and stands firm against husk attacks. The east side of the wall has a long park bench to stand on. Sandwiched between the bench and the wall is a long sheet of corrugated iron that can be dragged into place to block the gap in the wall. Unless this is reinforced in some way, the pressure of husks attempting access breaks through this blocking sheet in 4 rounds.

B. THE LAST STAND

Within the compound are more destroyed husks but also two human bodies, obviously killed defending the area.

North body.

Male human still containing the following essence:

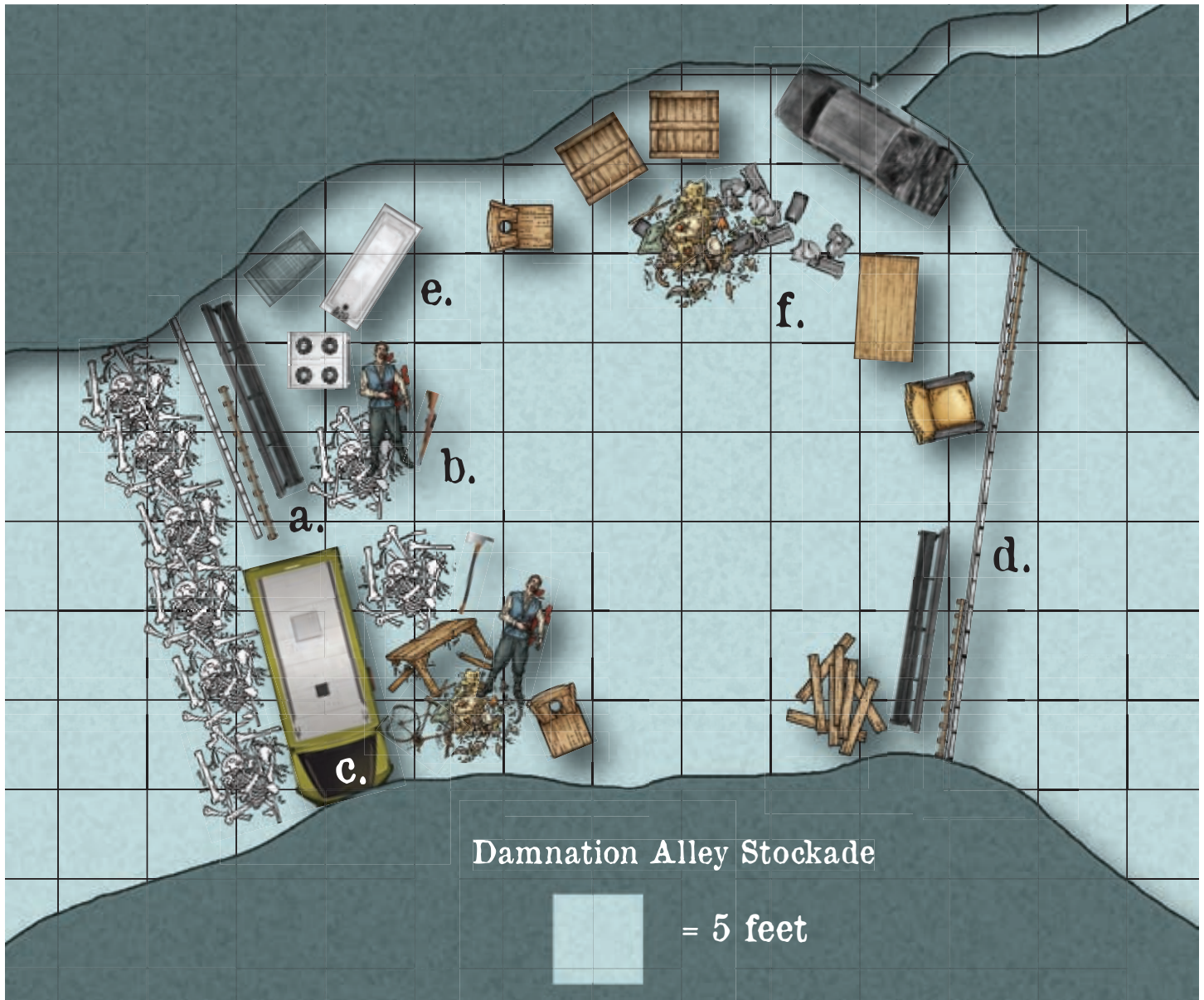
120xp life essence, Skill: firearms, read/write common (English), driving automobile, computer use. Ability: 1pt Constitution

Memory: Memories of 20th century Earth provide the seeker with general knowledge of the second half of the 20th century including lifestyles, transport, geography etc.

Possessions: good quality boots, modern shirt, trousers, kerchief, broad hat, cigarette lighter.

Weapon: Mossberg Model 500 12 gauge pump action shotgun
Damage: 2d8, short range 30feet. The Mossberg can load 6 shots at a time; five in the cartridge and one in the chamber. There are no shells in the shotgun or on the body.

Limbus Infernum



South Body.

Female human containing the following essence:

80xp life essence, Skill: Survival, battle axe Ability: 1 Intelligence, 1 Strength.

Possessions:

- A stone tablet in the shape of an ankh,
- a leather helmet and goggles. One of the lenses in the goggles is a differential lens.
- An occupit in one eye socket.
- A long dust cloak, long boots, kid skin gloves, a red kerchief, a blue shirt now ripped.
- A leather satchel contains a 2 pouches of fungus spores (Beelzebub's Ear and Purple Rag), a silver tea pot, a book; **The Sword of Moses**, a pouch of 48gp, and some parchment with faded writing. The writing is a number of payment reminders for an electricity bill.

- She carries a curved dagger (sf: 2 D 1d4) and a felling axe sf: 7, D:2d4

The Sword of Moses (Mystic Tome)

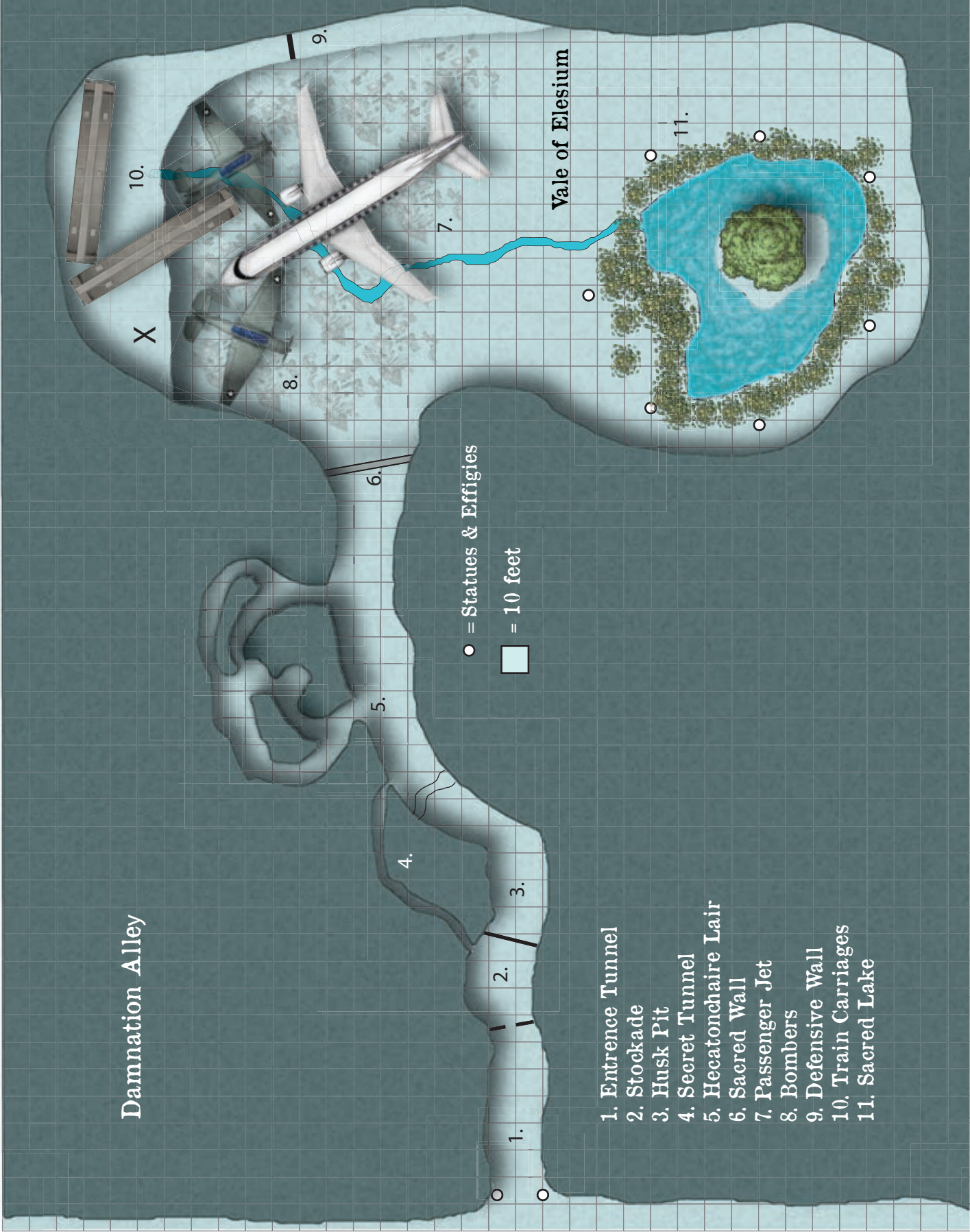
Language: Hebrew.

Content: Describes the heavenly realms. Names of Angels Shaqadhuziay, Margiyoiel, Asharuyliay, Totrusiyay. Focuses on the powers of the upper realms and the hierarchy of angelic beings.

Spells: Protective spells against demons and magic

Skills: Language: Hebrew, Lore: Arcane, Religion, Spell Casting. How to write qabbalic signs of power to protect against demons.

Limbus Infernum



Limbus Infernum

C. THE SCHOOL BUS

The bus forms part of the western barrier. On the roof is an emplacement made from piled bags of ash. A metal box here containing 18 shotgun shells.

The petrol (gas) tank to the bus still has 4 gallons of fuel and the engine contains 1 gallon of motor oil. There is 2 pints of water in the windscreen wiper reservoir. The bus has been rammed into the south wall of the tunnel and can not be driven. There are 12 pairs of seats and a driving seat fixed inside. Down the side of one seat is a copy of *Catcher in the Rye*.

D. THE EAST WALL

The east wall is an 8 feet tall constructed from corrugated sheets of metal. A single door has been bolted from the west side. A long park bench rests against the wall used to stand on. Near the bench is a stack of wood planks measuring 5 feet in length.

E. WHITE GOODS

In the north west corner is an electric stove, a bath tub and a shopping trolley. The shopping trolley is filled with tin cans and other metal scrap. The oven has 6 bottles stored within and a **Colt Python .357 revolver** in a leather holster. The revolver has no bullets. The bottles are; **1 potion of healing, 1 potion of levitation, 1 bottle of Plymouth Gin and 1 bottle of Dwarven Deeps Mushroom Beer. 2 bottles of clean water.**

The bath tub holds a thick mound of ash. Hidden in this are 3 Prime Plane short swords wrapped in canvas tied up with two leather belts.

Short Sword Sf: 3, D: 1d6/1d8

F. THE STORE AREA

About the floor are mounds of trash; old newspapers, plastic bottles, and scraps of old clothing. Under this scrap is an old rug with an Arabic pattern. Against the north wall are two crates, a couple of chairs and a table to the north east. Against the cave wall in the corner is a ruined car.

THE FORD MODEL 18 V8

This is a classic mobster car from the 1930s. In the driver's side sits a skeleton still dressed in a striped suit, fedora, driving gloves and two tone shoes. A *Detect Magic* identifies they contain magic.

The Fedora

This fedora is black with a white hat band. When worn it imbues the character with the skill of using firearms with a +2 bonus to hit. The character also gains +20% in any gambling and adds +2 to their charisma.

The Driving Gloves

Wearing the gloves enables the character to drive any motor vehicle and adds +10% to the following thief skills: Pick Pockets, Climb Walls, Pick Locks.

The Suit

The suit has bullet holes in the right side of the chest. Despite this if it is worn alongside the hat and gloves, the character gains the

memories of the mobster. In life they sensed they were moving into the inner circle of the Rigolina family but were daunted by the discovery that Mama Rigolina was into the sorcery of the old country.

Along with these memories the seeker's accent and dialect becomes that of a 1930s mobster. The memory adds the following;

Skill: Driving automobile, Firearms, Intimidation, Gambling, Pick Pockets, Unarmed combat: street fighting. +2 Charisma, +1 Dexterity. These last as long as the suit is worn. After 24 hours the memories become permanent.

The rear passenger door can be opened. On the rear seats are 4 boxes of 20 shot gun shells, five Tantalum long swords, two Limbus made shields stacked to the rear. a pine wood box can be carried by a rope handle. It contains 8 sticks of dynamite.

Dynamite stick. SF: 8 (includes lighting) fuse time 10 seconds. Throw range: 10'/20'/40' D: 2d6 blast radius 5'.

Behind the passenger door trapped against the cave wall is a tunnel leading east. This is only visible if the shields are removed. The door is trapped shut but the door window can be crawled through.

The Trunk

In the trunk (boot) is another skeleton bound up and gagged. Still dressed in mob clothes, it has no magic or other treasure other than a cigarette lighter in the breast pocket with the crest of a griffon.

The trunk has a false floor in which is stashed a 1928 Thompson Submachine Gun. It comes with 6 drums of 50 bullets each.

Thompson "Tommy" Sub-machine Gun (a.k.a. The Chicago Organ Grinder).

Ammunition: .45 bullets Magazine: 50 round drum r.o.f. 620 rounds per minute. Range: 30'/60'/120' Damage: 2d8 per 10 rounds.

On the table are 3 baseball clubs (sf: 5 Damage: 1d6) and 3 Molotov Cocktails ready to be lit.

Molotov Cocktail: speed factor: 6 (3 if already lit) ranges: 10ft/20ft/40ft. Area of effect: 5ft radius. Damage: 1d4 per round for 3 rounds or until extinguished.

The Crates

Two sturdy crates sit against the wall made of slats of pine. One contains heavy woollen blankets, the other is filled with smashed pottery.

3. THE HUSK PIT

Beyond the east wall of the outpost is a flat area of cave completely filled with husks, standing immobile until they hear any sound coming from the stockade area. They then begin pressing toward the east wall.

The other side of the pit consists to two 10 feet high vertical elevations preventing the husks from going further that way. None of the 80 husks have any essence.

Limbus Infernum

80 x Husk	AC: 9 HD: ½ HP 2
MV/R: 30 feet	Damage: 1d2
Size: medium	xp: 35 each

4. THE CRAWL WAY

This concealed route avoids the husks in the pit area. It is only 3 feet in diameter and is pitch black.

5. THE LABYRINTH

A network of tunnels heads off north from the main corridor. This is the lair of a hecatonchaire. (The GM is free to have two hecatonchaire here based on the strength of the party.)

Hecatonchaire	AC: 8 HD: 6+6 HP 40
MV/R: 120 feet	#AT: 4 per opponent Damage: 1d6 per hit
Size: large	xp: 1250

The hecatonchaire can attack in any direction landing 4 attacks on any human sized victim within range (5' from the creature), each causing 1d6hp pummeling damage.

If all four attacks hit an opponent, it draws them in and suffocates them the following round. They have a single *Bend Bars* check to escape this.

6. THE SACRED WALL

A vast stone wall blocks further passage. Carvings depict two huge Lamassu, winged bulls with the heads of women. These are the watchers serving the goddess, Lama. In the centre of this at the base is a vast arched door appearing to be part of the carving. There is a slot in the middle of this in the shape of an ankh.

LAMA

GATEKEEPER. THE PROTECTOR. THE SPACE BETWEEN THINGS

Alignment: Lawful Neutral.

Typical worshipers: All who wish to protect, or keep secrets.

Symbol: A lion or bull's head

Animal: Bull or Lion

Spell spheres: all, astral, charm, divination, guardian, protection, summoning

Description: Lamassu has no true form as she exists between all things. If she does wish to make an appearance, she takes the form of a tall female dressed in a long tiered robe with braided hair descending to the floor. Any attempting to look her in the eye immediately risk madness (Saving Throw -4 vs Death Magic), though afterwards they claim her beauty to be beyond any they have seen before. It is said she is a sometime consort of the god of the multiverse, Ptah, or even that they are one and the same.

The key stone is in the possession of one of the bodies in the stockade (area 2). Once placed in the slot the door opens.

Detect Magic reveals a strong permanent protection vs evil on the wall and very powerful wards against magic attacks preventing even *Gating*, *Teleportation* and *Ethereal* travel. These effects follow the boundary of the cavern. By using the ankh, the seal is broken. Breaking the seal alerts the demon overlords. Their reaction is up to the Game Master. At first the demons are unable to use their magic to *Gate* here or use *Clairvoyance* even with the doors open, such is the power of the tree, so they must send a physical reconnaissance party to investigate.

THE DEMON'S ARRIVE

Even with the seal opened the major overlords of the region can not enter the area. **The seekers should have plenty of time to explore the great cavern and have any encounters before the first of the demonic explorers arrive.** The demons send increasingly powerful beings and creatures in an attempt to destroy the tree. The timing of this is up to Game Master, perhaps there are 6 hour intervals between each arrival.

Wave one: Rats

50 x Tartaran Rat	AC: 7 HD: ½ HP2
MV/R: 120 feet	Damage: 1d3
Size: small	xp: 35 each

Wave two: Husks

40 x Husk	AC: 9 HD: ½ HP: 2
MV/R: 30 feet	Damage: 1d2
Size: medium	xp: 35 each

Wave three: Skulls

30 x Floating Skulls	AC: 8 HD: 1-1, HP: 3
MV/R: 90 feet	Damage: 2 x (1d4+1hp) every other round.
Size: small	xp: 70 each

Wave four: Harpies

24 x Harpies	AC: 7 HD: 3, HP: 15
MV/R: 150 feet	Damage: 1-3/1-3
Size: medium	xp: 230 each

Harpies emit piercing shrieks that send any who hear into mindless panic (Saving Throw vs Spell applies). Diving attacks cause double damage.

Limbus Infernum

Wave five: Tartaran Ogre			
12 x Tartaran Ogre	AC: 3	HD: 6+6	HP: 30
MV/R: 60 feet	Damage: 4d6 +6		
Size: Huge	xp: 850		

These vast brutes tower 10' high of grotesque corpulence. They have organic weapons extruded from their powerful arms. They are cumbersome and slow to move but relentless in their destructive power, often being used as the bulwark of demonic attacks.

THE EMISSARIES

An hour after the ogres have been dispatched a small company of humans arrive consisting of 20 foot soldiers, and a lead party of two warriors, a spell caster and the emissary leader. They intend to persuade any survivors to leave the area. If the survivors refuse, the emissary and his company retreat, advising the survivors to prepare for their demise. They offer safe passage and may carry anything they can with them undisturbed. If the seekers refuse to leave and allow the emissaries to leave without combat, after 30 minutes wave seven commences; the giants.

Emissary Warrior: Vax		
Str: 16 -, +1	Int: 8	Wis: 10
Dex: 13	Con: 15 +1	Cha: 11
Alignment: Neutral evil		
Armour Class: 3/1	#At 1	
Level: 5 fighter	hp: 42	
Weapons	Long Sword +2 (D: 1d8+3) Spear +2 (D:1d6+3)	
Armour	Prime Plate (AC3) Shield+1	
Other Magic	Potion: Healing Potion: Levitation	

Emissary Warrior: Lee-ra		
Str: 14	Int: 13	Wis: 9
Dex: 17 +2 -3	Con: 14	Cha: 13
Alignment: Chaotic evil		
Armour Class: -1 (2 vs blunt weapons)	#At 3/2	
Level: 6 fighter	hp: 48	
Weapons	Demon Blade +2 (D: 1d6+2) sp Short Bow +1 (D: 1d6+1)	
Armour	Spider Weave +3 Helm	
Other Magic	Balin's Hook	

Emissary Spell Caster: Zaa-Kril		
Str: 10	Int: 17	Wis: 13
Dex: 15	Con: 13	Cha: 9
Alignment: Neutral evil		
Armour Class: 7	#At 1	
Level: 6 Magic User	hp: 18	
Weapons	staff +2 (D: 1d6+2) dagger +2 (D: 1d4+2)	
Armour	Ring of Protection +3	
Other Magic	Potion: Identify Essence Potion: Healing	
Spells learnt	1. Magic Missile 1. Sleep 1. Spider Climb 1. Burning Hands 2. Knock 2. Strength 3. Protection vs Normal Missiles 3. Clairvoyance	

Emissary Leader: Xavandrix		
Str: 15	Int: 18	Wis: 12
Dex: 17 +2,-3	Con: 13	Cha: 16
Alignment: Neutral evil		
Armour Class: -1	#At 1	
Level: 6 fighter	hp:	
Weapons	Flame Blade Staff*	
Armour	Demon Plate (AC2)	
Other Magic		

* The Flame Blade Staff appears as a quarter staff made from gnarled wood covered in scorched sigils. On command it transforms into a demon long sword +2 flame blade. It causes 1d8hp+2 damage plus 1d6hp damage from the flame. It acts as a +4 weapon against beings of cold. Any wound caused by the blade is instantly cauterised and can only be healed by magic.

Emissary foot soldiers		
20 x foot soldiers	AC: 3	HD: 3 HP:20
MV/R: 90 feet	Damage: 1d8	
Size: medium	xp: 75 each	

Weapons: Tantalum long sword (AT#:1 D:1d8), short bow (AT#:2 D:1d6) Armour: Banded and shield

Limbus Infernum

Wave six: The Giants			
4 x Cyclops	AC: 0	HD:12 + 2-7, HP: 78	
MV/R: 150 feet	Damage: 4d6+8*		
Size: Giant	xp: 18,000		
4 x Tartaran Giants	AC: 4	HD: 13+2-9 HP: 90	
MV/R: 120 feet	Damage: 3d8+10**		
Size: Giant	xp: 21,000		

* Vast double headed axes

** Organic arm extensions appearing as crab claw blades

WAVE SIX: THE COMING OF THE GIANTS

Once the emissaries have left the area eight giants arrive 30 minutes later. These monsters enter the cavern and begin attacking the tree. Once they realise it has magic defences, they start ripping the planes apart using their fragments to hurl at the tree until it has been pulverised.

If the seekers and their allies have been defending the tree throughout the previous attacks Lama reaches out and *gates* them all to safety before the onset of destruction. The location is up to the GM. If the seekers are near ascension Lama could send them to the Prime Plane, otherwise they might appear near the human outpost or any base they might have established. The ultimate outcome of the attack on the tree is also up to the GM. Lama could also *gate* the giants into oblivion.

PARADISE

THE NATURE OF DEATH

The cavern of Elysium is a blasphemy in Tartarus for it offers a chance of life and a respite for the soul. The tree on the island to the south heals any who touch its trunk, even if they are dead. As long as the corpse can be taken to the tree to physically touch it, the soul returns and they awaken to full health. Only corpses that never possessed souls, or have had their head removed can not be resurrected. If a seeker has "borrowed" the corpse of another being then touching the tree is dangerous. There is a 50% chance the original owner of the body returns to usurp the seeker if they were human.

While the portal into the cavern was sealed no inhabitant could leave. Thus the crew and passengers from the aircraft and train carriages still dwell in the cavern. Upon realising the healing potential of the tree, some maintained their life for a while but succumbed to insanity committing suicide or slaughtering the others.

The far reaching effects of the tree eventually animated these corpses as true undead (unlike husks). These are not evil and some are intelligent still but insane. They stand rigidly still in groups or lie about as though dead, moving only when approached. They only become aggressive to instinctively defend themselves.

23 x Undead	AC: 10	HD: ½ HP 3
MV/R: 90 feet*	Damage: 2hp	
Size: medium	xp: 35	

The initial description of the north part of the cavern depends on whether seekers have gained knowledge of 20th century Earth. If the players identify what they are looking at from the descriptions they must maintain their character's ignorance. The GM needs to caution the players not to use knowledge their character's would not possess.

A passenger plane and two World War II American bombers fill the north part of the cavern. They have not been damaged. These are victims of the Devil's Triangle (the Bermuda Triangle) on Earth. Two railway carriages sit up on a cliff to the north, one precariously hanging over the cliff edge overlooking the aircraft.

Scrap metal and other material gathered over the years from worm holes into the prime plane covers the northern part of the cavern.

Whether the characters have knowledge of Earth or not read the following: **You feel the fresh healthy sensation of cool pure air for the first time, free from the foul dust of the world you have known up to now. Clear white light shines down in powerful rays toward the southern part of the cavern some 50 yards away where a tree towers above a plantation of squash and other plants. This tree is unlike anything you have ever seen with rich red foliage. It rises from an island on a small lake. Across the whole cavern floor is green undergrowth and debris. Through this, water flows south feeding the lake.**

If the seekers have knowledge of 20th century Earth read the following:

Immediately in front of you is a passenger plane. On the side of the tail is a Union Flag of Great Britain and the name BSAA Star Tiger. The plane looks undamaged though the passenger door toward the rear is open.

Nearby are two World War II American planes. They also appear undamaged and look like they have just landed though it would have been impossible for them to land in this cavern.

Two train passenger carriages rest on a plateau above the aircraft to the north. One of the carriages hangs precariously over the edge of the cliff. The plateau is accessed by a trail that hugs the far wall.

There is a wall of filled sacks near the cliff edge to the north west (position x).

If the seekers have not encountered 20th century Earth memories read the following:

Immediately in front of you are huge artificial constructs, raised from the ground on legs with vertically positioned circular feet. The largest is a 100 paces long, somewhat cylindrical and lined with many glass apertures. It is white with strange markings and vast flat blades extending toward

Limbus Infernum

the entrance to the cavern from which hang two huge metallic barrels. These barrels have four oddly shaped swords spreading from one end like petals of a flower. To the rear is a huge vertical metal sheet like a shield rising into the air. At the other end, the cylinder is shaped to appear like a head like that of a creature. It might almost be a vast effigy of an avian god.

Two other blue-green contraptions about half the size of the white one are similarly designed with outstretched blades though there is a long glass compartment at the top instead of in the body of the structure.

On the cliff up to the left are two more artificial structures like elongated boxes, both with many glass covered apertures in their sides. One precariously hangs over the edge of the steep drop while another rests along a far wall. There is a low wall of sacks near the cliff edge to the north west (position x). The upper cliff is accessible via a trail rising from the foot of the cavern along the far wall.

THE FLIGHT ATTENDANT

A lone figure is stumbling toward the seekers. She is dressed as a flight attendant of the late 1940s with a knee length skirt, small rimmed hat and a waist coat, all of the same dusty blue colour. She moves as though drunk. As the seekers get closer to her it appears as though she has attempted to maintain her looks but is now deranged, the are gaping holes in her stockings and bruises and old scars on her legs. She drawls in a clipped New England accent:

"Good afternoon, ladies and gentlemen, my name is Audrey, may I welcome you on board the Star Tiger. I hope you have a pleasant flight. May I take your luggage?"

If the seekers do not hand anything over she suddenly becomes violent,, shrieking and attempting to wrestle any item from one of the seekers.

Audrey	AC: 10	HD: 2 HP 10
MV/R: 90 feet*	Damage: 1d2	
Size: medium	xp: 35	

STAFF SARGENT HOWELL THOMPSON

All this is being observed from the cliff top by Staff Sargent Howell Thompson. Thompson lives in the train carriages and is the only sane being in the cavern, though he considers he has died and is in some kind of purgatory waiting for God to judge him. He has been here for some years living off the plants and water of the lake. He now wears nothing but a loin cloth and his flying helmet. Thompson has set up a gun emplacement on the cliff overlooking the entrance keeping it in good working order. He believes it may be a sin to fire at the insane survivors who wander the cavern floor. As soon as the portal opens he rushes to the emplacement and prepares for visitors. He has absolutely no idea where he really is or who seekers are. He may come across as mad as he has been keeping his own company for years and speaks to himself, as if he has an invisible friend.

He does not announce himself and watches the behaviour of the seekers and their encounter with the attendant. Thompson is fully aware of the crazed pilot in the passenger plane but does not warn the seekers. If the seekers look like they are heading up the trail to his defensive wall (area 9.) he rushes to the top of the trail and calls out:

"Who goes there, friend of foe!" Then to himself; "Prepare for engagement, unidentified hostiles at our borders!"

See area 9.

7. THE PLANE

The plane has the words Star Tiger written on the tail above a union flag of Great Britain. It appears in good condition. The door just in front of the tail 5 feet off the ground and currently hangs open.

The interior is cramped with enough chairs for 32 passengers. 12 bodies are still in the plane, desiccated, strapped to their chairs and unmoving. There are remnants of other bodies that have been cut apart and feasted on. In these areas blood spatters across the area. One body has been strung up across the rear section of the aisle with its stomach ripped open. An altar has been created in front of it with pentagrams and symbols daubed all over the cabin. A man is bent forward before this grizzly altar on his knees. He is wearing a uniform of a pilot now covered in dried blood and is muttering something incomprehensible.

Once any seeker is halfway up the aisle he jerks into movement, turning to face the newcomers; his face pale and wizened. As he does this the other "dead" passengers are roused to life. Unable to unstrap themselves, they claw at the seekers.

12 Undead Passengers	AC: 10	HD: ½ HP 3
MV/R: 90 feet*	Damage: 1hp	
Size: medium	xp: 35	

*They are unable to move as they are strapped into the chairs.

The free figure utters in an insanely normal voice:

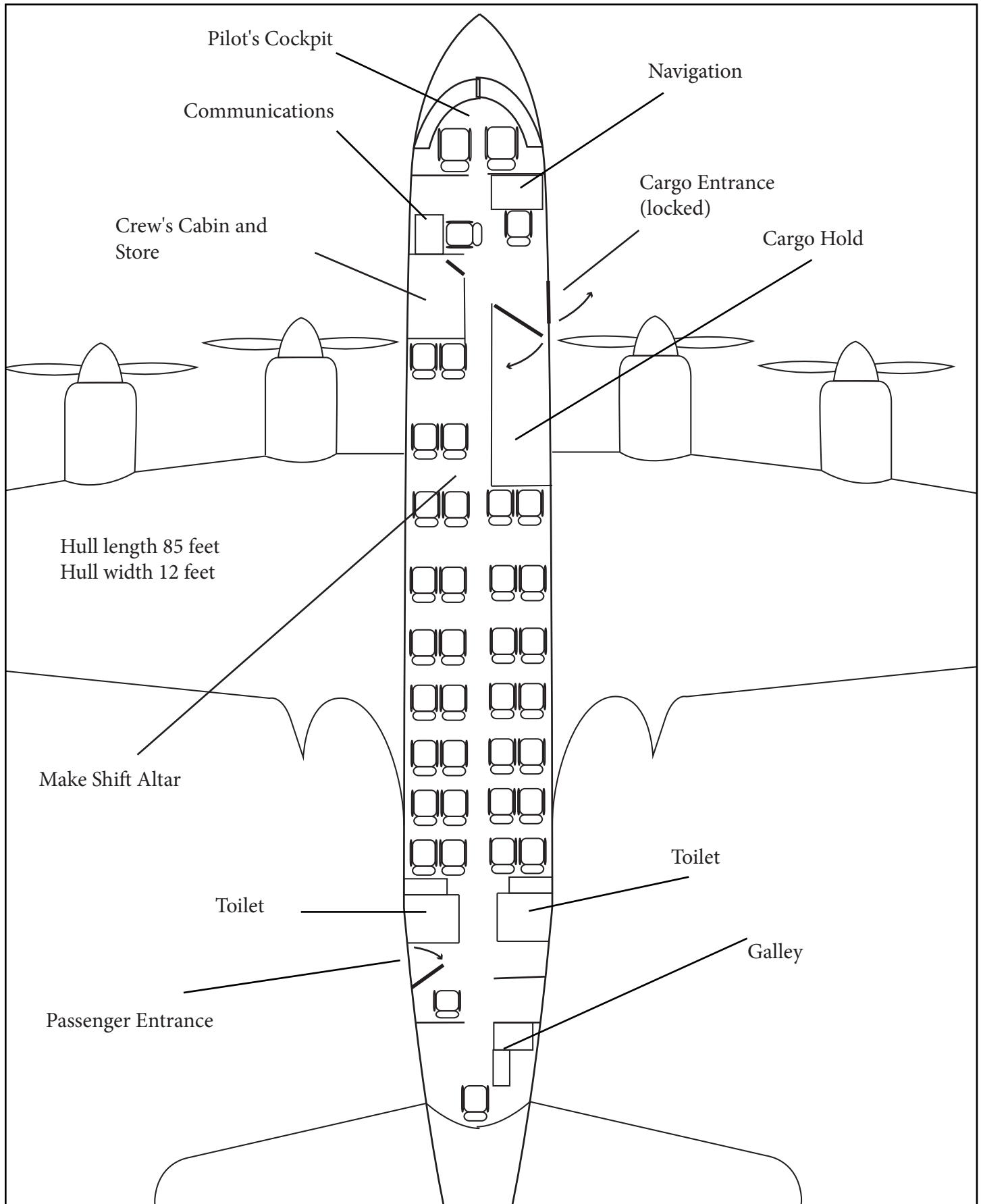
"I am Captain Douglas McLeish, I will be your captain on this flight. If you would like to strap yourselves in; we are due to take off shortly."

As soon as he says this the door to the cabin slams shut. Any caught in the doorway suffer 2d4hp damage and must decide to stay in or drop from the doorway.

Captain Douglas McLeish		
Str: 11	Int: 15	Wis: 7
Dex: 13	Con: 16	Cha: 6
Armour Class: 10	#At: 2 Damage: See Below	
HD : 5+5	hp: 22	

Special Attacks: Captain McLeish uses telekinesis to manipulate any objects in the plane. He can perform 2 psychic acts a round.

Limbus Infernum



Limbus Infernum

He uses his telekinetic powers to divert the aim of any firearms to miss him and ideally hit one of the seekers as one of his two actions during combat. To counter this the seeker must make a successful Strength Check (rolling their Strength score or less on a d20). If there is more than one firearm aimed at him, he uses all his energy to divert two of these. Given the opportunity he hurls debris at the seekers from round the cabin causing 1d4hp damage on a successful hit.

SEARCHING THE PLANE

Passenger Seating.

Buoyancy jackets are stored under each seat and magazines in the pockets together with sick bags. Small personal bags and cases are placed in lockers over the seating, secured by rope netting. These cases contain personal toiletries, reading books, passports and hotel booking documents. Documents indicate the plane has come from The Azores. Magazines contain mainly lifestyle items but also have sections detailing current events. From these characters might ascertain:

- The world has just achieved peace after a world wide war.
- A strange craft has been sighted at a place called Roswell.
- A new State has been created called Israel.
- There is mistrust between USSR and the rest of the world.

The Cargo Hold.

Fifteen travelling bags are stashed here containing clothing including towels, toiletries, day and evening ware, beach ware and foot ware. There are half a dozen paperback novels of various types. There is evidence on hotel documents souvenirs that they have been to some islands called the Azores.

At one side in the cargo hold is an inflatable life raft capable of supporting 12 people.

Crew's Cabin.

A narrow single bed and lock up cabinet contains the crew's cases. These contain off duty clothing. Photographs of the plane in flight deck the walls together with a calendar showing a roster of scheduled flights. The calendar is for the year 1948.

Communications and Navigation.

The communications equipment appears to be still operational as there is a loud continuous hiss and squealing sound from the amplifier. At intervals this is broken by the anguished screaming and pleading of souls in perpetual torment. The communications is dialled to Carceri. The wailing and "gnashing of teeth" commences soon after seekers enter the compartment.

On the table in the navigation area is a map, (*remember, characters may not even have the concept of a map yet*), showing a route from some islands in a large ocean called the Atlantic heading toward a large continental area to the west.

The Cockpit.

The corpse of a pilot still sits in the right hand seat. The upper part of his head is utterly smashed in.

8. THE FLIGHT 19 BOMBERS

The two bombers (numbered ft-36 and ft-3) are in good condition, both Grunman TBM Avengers. There are no bombs on board and barely any fuel. There are 3 guns present in each plane. Two are fixed to the plane. One, 0.30 inch calibre machine gun mounted in the nose and a .50 calibre gun mounted right next to the turret gunner's head in a rear-facing turret. Neither of these guns have any bullets and are impossible to move from the plane. One plane has a 0.30 inch calibre hand-fired browning machine gun flexibly-mounted under the tail. This gun can be removed though there is no ammunition. (See area 10)

The gun has already been removed from the plane to the north west alongside any ammunition. See area 10.

Each plane has the capacity for three crew members, though none are present on the plane, The American Air force decals on the sides of the planes have all been sabotaged with pentagrams daubed in a dried brown liquid. There is nothing of value on the planes.

9. THE DEFENSIVE WALL

Half way up the trail leading to the cliff tops is a wall of constructed from piled up seats from the train carriages, scraps of derbis and suit cases, There is a makeshift door in the middle.

This wall is easy to dismantle. But the seekers are challenged by Sargent Thompson before they have a chance to do this. He is aware of the seeker's presence as soon as they enter the cavern and watches their every move. He only announces himself if the seekers begin advancing up the track leading to the cliff top. As the gun emplacement is blocked by the train carriage overlooking the cliff Thompson rushes round to the top of the path armed with his M1911hand gun.

"Who goes there, friend of foe!" Then to himself he mutters;
"Prepare for engagement, unidentified hostiles at our borders!"

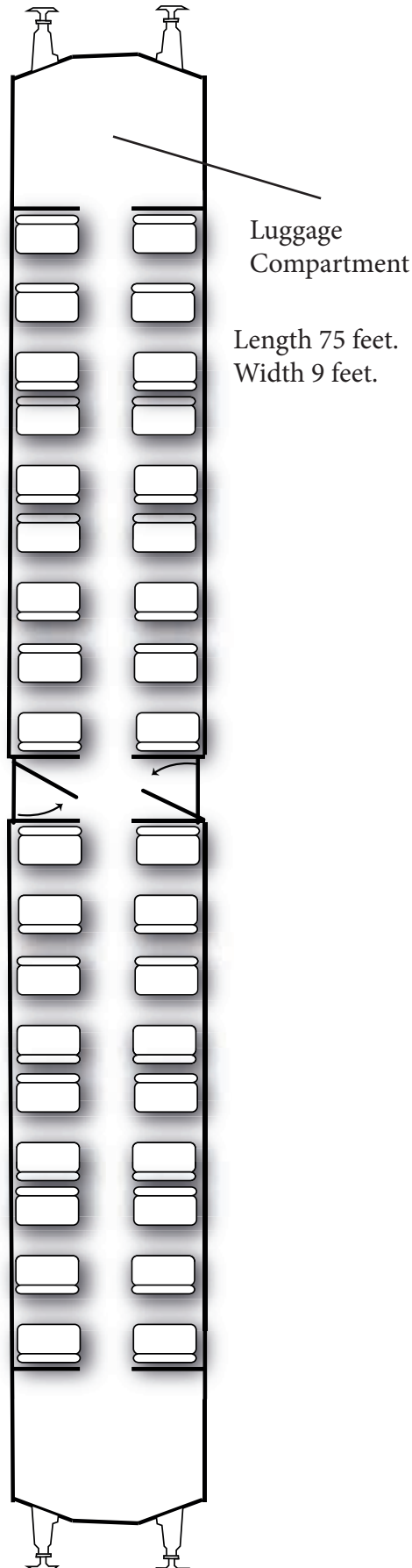
As the seekers do not look like angels he is suspicious and needs plenty of convincing they are not another test to tempt him. He interrogates them until satisfied. If convinced he allows the seekers through and treats them as honoured guests. In his eyes all his actions are being scrutinised by the Lord.

10. THE ZANETTI TRAIN CARRIAGES

At the top of the cliff there are two train carriages; one against the north wall, the other at right angles with part of its length hanging over the cliff. It just about balances.

Near the cliff edge to the left are two sets of seats looking out over the cavern taken from the train carriages. Next to these seats are kitchen pans used to grow plants. The whole area looks adapted for long term living.

Limbus Infernum



Staff Sargent Howell Thompson

Str: 12	Int: 12	Wis: 15
Dex: 14	Con: 11	Cha: 13
Armour Class: 10	M1911 Pistol	
HD : 3	hp: 22	

Weapon: M1911 pistol with 36 x .45 rounds.

Range: 10yds/20yds/50yds

Single Shot: Damage 2d6hp

Thompson is one of the crew members of the bombers. He believes he has died and is waiting to be judged before going to heaven assumed he is undertaking some kind of trial. He is not insane.



M1919 Browning Machine Gun.

Weight: 22 lb **Length:** 37inches.

Ammunition: 0.30 inch ball cartridge. **Rate of Fire:** 1200 per minute.

Range: 100yd/up to 200yd (-2 to hit) /up to 800yd (-5 to hit).

- Usually needs 2 people to operate. A single operator suffers a further -2 on their hit chance.
- It takes a full round to change feeds; after 250 rounds have been fired, the user misses 1 round reloading.
- This weapon is impossible to use effectively without the use of a ridged stand (such as a tripod) or a means of anchoring it to a static object.
- No seeker could use this without the specific skills of a crew member of the bomber, (a proficiency in heavy gun use).
- Even with the skill of a crew member from the bomber the character is -2 on their attempt to hit.
- **Damage:** two modes: burst and continuous. Burst of 50 rounds causes 4d12+10hp damage. Continuous (all 250 rounds): multiply the burst damage by 5.

Limbus Infernum

The Gun Emplacement

Thompson has created a good defensive gun emplacement facing the entrance using one of the Brownings from the bombers. All 20 cannisters of ammunition are here ready for loading. Each cannister contains 250 rounds.

The Train Carriages

Despite the precarious appearance of the carriage hanging over the cliff, it is safe from any calamity. Both carriages are painted in a deep blue with gold rococo designs along the body work.

The carriage toward the wall has been turned into sleeping quarters with some of the seating removed. Curtains have been hung round one section to act as the bed room while the rest is a junk area of finds collected over a long period.

The carriage overhanging the cliff has all its seats intact and more finds have been stored here from the passenger plane and other locations.

If Thompson becomes convinced the seekers are friends he imagines them to be part of "the test." He invites them to stay, giving them hot vegetable broth and tea. He uses exquisite cups, saucers and bowls from the train.

In response to questions he knows the following:

- He was part of a bomber crew sent out from Florida on a test mission to bomb a target off the coast before returning to base. They got caught up in a storm and the next thing he knew he woke up here, dead.
- He thinks this is purgatory where God puts people for further testing before they get their angel wings.
- Of the other members of the bombing crew, Dawson is over by the tree and can't be persuaded to leave. "Poor guy, he's just too scared." None of the others were anywhere to be seen when he woke up. He only found Thelander of the other crew but he was too far gone. "He was crazy. I think I might have failed the test as I had to put him out of his misery. I buried him near the tree but he came back again so I had to chop his head off and rebury him. Well, I may be ok as I don't think I'm in Hell. God might have given me another chance."
- he knows the pilot of the passenger plane has lost it completely but Thompson leaves well alone. He dare not kill anyone else just in case he fails "the test."
- The train carriages are Italian and he found tickets and a brochure stating it was part of a train heading for Lombardy in 1911. They were here when he got here. He has no idea about the passenger jet but recognises it as a converted World War 2 bomber.

He is happy to ramble on about what everything is if the seekers don't understand. If one is dressed as a gangster he laughs and calls that one "Baby Face."

11. SALVATION

To the south a lake is surrounded by carved stones. Flourishing plant-life spreads out from its shores and at the centre is an island. A constant radiance of soft light illuminates the area coming from a glowing pool in the ceiling of the cavern, forty yards up.

The tree is a temple to Lama, the gatekeeper. She allows no conflict within the stone effigies lining the area. All who step within the boundary of the stones must make a Saving Throw vs Spell or become calm and free from fear or pain. The waves of creatures sent by the demon overlords are affected by this, preventing many from getting close to the tree.

In the centre of the lake is an island easily reached by merely swimming across. Dominating the lake is an red leaved oak tree reaching fifty feet up. It is rich in wildlife, foliage and a crop of strange moss that hangs in long drapes from the branches.

This moss is edible and a small amount provides enough sustenance for a day's food. The moss can not be stored or taken away from the cavern without fouling within 2 hours.

DAWSON

An air pilot still dressed in flight fatigues sits against the tree. He is so still that he looks dead though his face is ruddy with health. He has lost his mind and stares into some imagined distance. He does not respond to any questioning but becomes agitated and frantic is any try to touch him or move him. The tree is keeping his body alive but he fears if he leaves the tree he will die. He knows Thompson and allows Thompson to talk to him, smiling at him as if he just sitting against a tree following a lovely walk.

Staff Sargent Kevin Dawson		
Str: 8	Int: 8	Wis: 7
Dex: 12	Con: 15	Cha: 7
Armour Class: 10	M1911 Pistol	
HD : 2	hp: 15	

Weapon: M1911 pistol with 6 x .45 rounds.

Range: 10yds/20yds/50yds

Single Shot: Damage 2d6hp

THE TREE

The tree has magical properties. Any who touch it are instantly healed, freed from any curse and released from negative magic. If they have earned enough experience points for a new class level, they gain that new level instantly without training. Any corpse that is still whole can be resurrected by merely being touched on the tree.

If a seeker touches the tree then something special happens. They will still ascend from Limbo in the usual manner once they have acquired the given amount of life essence (usually 2000xp), but they are now capable of gaining levels in Limbo based on experience points gained through adventure. They are no longer stuck with 6hp and pitiful level based skills.

Limbus Infernum

There is a downside. If a seeker has carried out a complete Soul Transference to a new body, there is a chance they are ejected from the body by the original soul's return. They get a *Resurrection Survival check* to avoid this.

The tree is a conduit for the cosmic gatekeeper, Lama. In its current state it radiates the invigorating powers of the multi-verse enabling it to cure and heal. It is also a threat to the demonic overlords who fear it could provide the enemies of Tartarus with a means of access. In fact, with the right knowledge, the tree could feasibly become a conduit for beings to escape the clutches of Limbo, though where Lama would send such hopeful travellers is unknown. If given an opportunity the overlords attempt to destroy the tree but it has some powerful defences.

- The tree is immune from attacks caused by normal elemental forces including fire and lightning.
- It regenerates any damage caused by a single attack of less than 10hp in a single round, effectively being immune from such attacks. Even if it receives multiple attacks in a round, as long as they are each under 10hp damage, they are ineffective.
- The tree is capable of casting the following spell like effects centred on the tree and stretching to the boundary of stone effigies: Sonic Shock, Superior Entangle, Static Shock, Phantasmal Gas.

Sonic Shock. A powerful sonic explosion fills the area causing 5d8hp damage and knocking anything of medium size or smaller to ground. Any airborne creature are thrown out of the area. Larger creatures remain standing.

Superior Entangle. The entire area including the water erupts with thick roots pinning and binding everything in place including giants. These roots squeeze their victim for an automatic 2d6hp per round. Only one *bend bars* check is allowed to attempt to escape. Lama is aware of any entreaties for relief.

Static Shock. Similar to the sonic shock, this sends an electric field out from the base of the tree causing 8d6hp damage to any within the boundary of the effigies. If beings are in contact with the lake, they receive no Saving Throw otherwise they receive a Saving Throw vs Petrification for half damage if they succeed. This electric field extends in a dome round the tree affecting avians.

Phantasmal Gas. The tree exudes a cloud of odourless colourless gas filling the area within the boundary of the effigies. Any within the area must make a Saving Throw vs Poison -2 or begin to hallucinate. Lama can manipulate all hallucinations for each individual. These are fully audible and visual creating a heavenly vista or a blood shed battlefield where victim's colleagues appear as their enemy. The GM can be as inventive as they wish here.

THE TRAVELLER

This encounter has no specific location and may be included as the GM wishes. It is advised that the Traveller does not become a constant companion as player characters might end up taking secondary roles.

The Traveller might advise the seekers on finding food, who to trust and may send them on errands. She could emerge out of the ashen mist in a time of need or be found sitting on an outcrop after the seekers have finished combat or other dangerous event as if she were watching them the whole time. Her intervention is dramatic, perhaps dismissing enemy with a few words in an arcane tongue or firing a flare gun she finds in her backpack. If she offers food it may be a packet of jelly babies or wine gums and a drink of soda from a can.

The Traveller (Great Soul (<i>Jiva</i>)/druid class)		
Str: 13	Int: 19	Wis: 21
Dex: 17 +2-3	Con: 20 +5*	Cha: 19
Alignment: Neutral	Race/Species: Jiva	
Class: Druid (see below)	Level: 9th	
Armour Class: 7	#At: 2/r	
HD : 9	hp: 70	
Weapons:	Staff	
Armour:	Cloak of Displacement	
Magic Possessions	Backpack of Holding Staff of commune with Nature	

* High constitution bonus is based on her being a Jiva

Name. She is not sure of her own name but rarely has call to use it. When asked, she merely states she is a traveller. If questioned further she says, "I have never really had any cause to need a name, what would you like to call me?" If various suggestions are put forward she chooses one. In the back of her mind she knows she had a name and once she was called Quee-quay, but knows that was not her real name and doesn't mention it.

Appearance. She wears a long dust coat, broad rimmed hat, leather gauntlets, goggles and a knitted snood that covers her face. When revealed her dusky skinned face seems ageless, careworn, attractive, strong and full of determination. She has no weapons other than a staff which is never used in combat. Her backpack contains everything she needs. The backpack is in fact a "bag of holding" and she's not even certain what is in there.

The traveller comes across as absent minded and kind, light hearted even in the most dangerous of circumstances portraying an air of assured survival. She seems not to care whether a being is good or evil but can not tolerate acts of evil; she hates bullies. She also appears not to care about people around her; if she finds beings lost in the ashen wastes she only offers help if they are physically struggling or actually ask her.

Attributes. She is immune to all charm or fear related magic. Her knowledge is beyond experience; as if she is subconsciously tapping into all shards past, present and future (see History

Limbus Infernum

further on). She is unaware she is doing this.

Spell Use. The Traveller is not a classic druid, does not go through any rituals or in any sense worships any other being. Her power comes from her profound association with the multi-verse. She has acquired the spell levels of a druid of 9th level which she does not need to memorise and can summon at will. This power is usually the last resort as she prefers matters to resolve with minimum interference.

She has a capacity for the following spells used once per day:
1st level: 8 spells, 2nd level: 7 spells, 3rd level: 5 spells, 4th level: 5 spells, 5th level: 2 spells.

History. There is a theory worth investigation that in the distant past there were great souls called Jiva whose astral form took on the manner of soul crystals of infinite beauty.

The Titanomachy was not just a war between the Olympians and their Titanic forefathers, it was a multi-verse shattering event crossing all the boundaries of existence. Some say it was foretold by the great creator gods as the catalyst for the multi-verse as it exists today.

But one consequence of this war was the shattering of the great souls. The shards of these crystals were sent through time and space linked by common identity yet fated to experience different lives and different adventures. As each soul shard fulfilled their destiny they were absorbed into the other shards irrespective of location. Yet not all soul fragments are aware of their purpose or destiny and believe themselves to be alone.

The Traveller is one such soul. She has a profound understanding of Limbus Infernum, the demonic overlords, the many hideous beasts and lugubrious beings dwelling there. She speaks their languages and knows their histories. She knows of the Titans and their plight. She knows of the multi-verse and the prime material planes yet has stayed in Limbus Infernum. Perhaps it is the first place she remembers existing in; it is her home. And despite the fact she knows so much about the realm around her, she is ignorant of who she is or her purpose. She knows she has a destiny yet is unaware of how to fulfil it. She knows there is something missing but does not know what to look for.

Lost and Found. Three items have been lost in this part of Limbus, she has forgotten them but something itches in the back of her mind. One is of minor importance; a hat, a fez that currently lies in the treasure room of the imps (see "16 the Horror of

Bone Head Hill" on page 81). One is a staff she carries. She has no idea how many uses it has beyond its powers of communing with the world around or that it has its own intelligence; or that it is a key. The last item is a door. It can be anywhere in any wall and can never be opened unless the person attempting it carries the Traveller's staff. What lies beyond the door is an extra dimensional pocket, a large complex of rooms. Once the door and the staff come together then it awakens memories in the Traveller and she realises the door itself is a means of transport throughout the many realities of the prime plane, the fringes of the outer planes and along the many time streams that meander through the multi-verse.

APPENDIX 1. TABLES & CHARTS

APPENDIX TABLES INDEX	
Table	Page
Essence Types	page 102
Starting Character	page 102
Weather	page 103
Wilderness Encounters	page 103
Abilities	page 103
Corpse Harvest Calculator	page 103
Special Harvest	page 103
Essence	page 103
Spells	page 104
Weapons	page 105
Magic Weapons	page 105
Armour	page 105
Magic Armour	page 105
Miscellaneous Magic	page 106
Equipment	page 106
Miscellaneous Magic	page 106
Skills	page 106
Memories	page 108



Limbus Infernum

ESSENCE TYPES*		
Colour	Type	Effect
Orange	Life	This is measured as experience points and is raw life energy. A seeker ascends once they have gained 2000xp
Yellow	Magic	This essence glows from any magic devices the character sees through the occupit with a lens. It also indicates a spell lingering in a corpse. Irrespective of how intelligent or experienced a character is, by harvesting a spell it becomes available as a once use Essence.
Red	Ability	Red essence is the traces of abilities in the corpse. This could be any of the six abilities, strength, intelligence, wisdom, dexterity, constitution or charisma. Each harvest randomly collects a single ability point.
Blue	Skill/Proficiency	Blue essence is the memory of skills and proficiencies the corpse had in their former life. One skill is attained from each harvest.
Purple	Memory	Purple essence is a fragment of a memory. There is a chance it could be a memory of the character's own past life being triggered or that of the corpse they are harvesting.
Gold	Augmentation	This vermus "royal jelly" extends the character's experience point capacity before they need to ascend by 500xp.

* Different Essences are signified with different colours. These colours can be seen using an occupit and a differential lens in combination. Spells are available to replicate this. Below is a list of the different types of Essence.

STARTING CHARACTER		
Ability	Score	Adjustments
Strength	7	-1 to hit, 40lb weight allowance, open stuck doors on a 4 or less on a d20
Intelligence	7	Cannot learn a spell*
Wisdom	7	-1 st vs magic, 30% spell failure*
Dexterity	7	-
Constitution	7	55% system shock**
Charisma	7	3 henchmen max, -2 loyalty base, -1 reaction adjustment
Name: none Class: none Proficiencies/skills: none Armour class: 10		Character level: 0 (treat as 1 for the purposes of adventure) Hit Points: 6 Possessions: none but a ragged tunic*** Movement: 50yards per round

* Spells gathered as an Essence always function and are automatically available. **Resurrection is impossible in this setting.

*** Kind GMs may allow new characters to find useful items at start of play.

Limbus Infernum

CORPSE HARVEST CALCULATOR	
2d8	Description
2	1000xp + Special.
3	100-1000xp.
4	40-240xp + essence + equipment.
5	20-120xp + spell + weapon.
6	10-80xp + ability.
7	10-60xp + essence.
8	Armour + equipment x2.
9	10-40 xp + weapon + skill point.
10	1-20 xp + roll twice on special table.
11	1-100xp + ability .
12	10-40xp + ability + skill.
13	30-180xp + equipment + special.
14	10-40xp + roll twice on essence table.
15	Ability + spell + skill.
16	Roll twice on the ability table + skill + weapon.

SPECIAL HARVEST	
1d6	Special Find
1	Ability Point <i>red</i>
2	Skill Point <i>blue</i>
3	Spell <i>yellow</i>
4	Identity/Memory <i>purple</i>
5	Weapon
6	Armour or Equipment

Colours refer to the colour of the essence seen through a differential lens.

ESSENCE TABLE	
d8	Essence
1-3	Skill
3-6	Ability
7	Memory
8	Spell

WILDERNESS ENCOUNTERS	
Check for encounters once every six turns. 1 on a d8 indicates an encounter.	
2d6	Encounters
2	1d3 Outpost Scavenger
3	1d4+1 Imp
4	2d4 Giant Centipede
5	1d3 Large Spider
6	Husk
7	1d4 Vermus
8	1d2 Tartaran Rat
9	Salvation or Deathwort
10	Small Corpse Mound
11	1d2 Goblin Demon
12	Seeker or Hunter

ABILITY TABLE	
1d6	Ability
1	Strength
2	Intelligence
3	Wisdom
4	Dexterity
5	Constitution
6	Charisma

WEATHER	
Check for weather conditions once per 24 hours	
2d4	Weather Type
2	Husk Storm
3	Obsidian Hail
4	Sulphur Rain
5	Ash Mist
6	Ash Mist
7	Clear
8	Ash Storm

Limbus Infernum

SPELLS FROM ESSENCE	
d100	Spells
1	Affect Normal Fires**
2	Alarm
3	Alter Self
4	Armour
5	Audible Glamer
6	Bind
7	Blindness
8	Blink
9	Blur
10	Burning Hand **
11	Change Self
12	Charm Person or Mammal
13	Chill Touch
14	Clairaudience
15	Clairvoyence
16	Colour Spray **
17	Comprehend Languages
18	Continual Light **
19	Control Husk
20	Dancing Lights **
21	Darkness 15' Radius **
22	Deafness
23	Delude
24	Detect Evil
25	Detect Invisibility
26	Detect Magic
27	Detect Undead*
28	ESP
29	Enlarge
30	Feather Fall
31	Fireball **
32	Flame Arrow **
33	Flaming Sphere **
34	Fly
35	Fog Cloud **
36	Fool's Gold
37	Forget
38	Friends
39	Gaze Reflection
40	Glitterdust
41	Glyph of Warding
42	Grease

43	Haste
44	Hold Person
45	Hold Portal
46	Hold Undead*
47	Hypnotic Pattern
48	Hypnotism
49	Identify
50	Improved Phantasmal Force
51	Infravision
52	Invisibility
53	Invisibility 10' Radius
54	Irritation
55	Item
56	Jump
57	Knock
58	Know Alignment
59	Levitate
60	Light **
61	Lightning Bolt **
62	Locate Object
63	Magic Missile **
64	Mending
65	Message
66	Mirror Image
67	Misdirection
68	Monster Summoning I
69	Mount
70	Non-Detection
71	Phantasmal Force
72	Phantom Steed
73	Protection from Evil
74	Protection from Evil 10' Radius
75	Protection from Normal Missiles
76	Pyrotechnics **
77	Ray of Enfeeblement
78	Read Magic
79	Rope Trick
80	Scare
81	Shatter
82	Shield
83	Shocking Grasp **

84	Sleep
85	Slow
86	Spectral Force
87	Spectral Hand
88	Spider Climb
89	Stinking Cloud
90	Strength
91	Suggestion
92	Summon Swarm
93	Tongues
94	Unseen Servant
95	Vampiric Touch*
96	Ventriloquism
97	Wall of Fog **
98	Water Breathing
99	Web
100	Wraithform

Limbus Infernum

WEAPON TABLE	
2d8	Weapon
2	Demon Blade**
3	Spear
4	Quarterstaff
5	Crossbow + 1d8 Bolts
6	Short Bow + 1d6 Arrows
7	Long Sword
8	Short Sword
9	Dagger
10	Sling And 2d8 Bullets
11	Two Handed Sword
12	Hand Axe
13	Morning Star/Scourge
14	Battle Axe
15	War Hammer
16	Magical Weapon*

*Reroll to find the weapon type and use the table below.

** See new weapon descriptions

MAGIC WEAPON BONUSES	
d100	Magic Bonus
01-45	+1
46-60	+2
61-70	+1, +2 vs Demonic*
71-80	+1, +2 vs Non Demonic**
81-85	+1, +3 vs Soulless***
86-90	+2 Essence Stealer†
91-94	+2, Detects Essence Auras †
95-97	+3, 1d3 spell use once per day†
98-99	+3 Invisible to Demonic†
100	Hellbane†

*Includes all entities native to Tartarus.

**Includes any from any plane other than Tartarus.

*** Any being with no soul, any non human.

† See new weapon descriptions.

ARMOUR TABLE	
2d8	Armour
2	Magic Armour*
3	Hide Armour, Boots and Helmet
4	Hide and Helmet
5	Hide
6	Shield
7	Helmet and Boots
8	Leather
9	Leather and Helmet
10	Boots, Helmet, Studded Leather and Gauntlets
11	Chain Mail
12	Chain Mail and Shield
13	Banded Mail
14	Banded Mail and Shield
15	Plate Mail and Helmet
16	Demon Armour

* Reroll on this table then select a single piece of armour to assign magical qualities to.

MAGIC ARMOUR BONUSES	
d100	Magic Bonus
01-70	+1
71-80	+2
81-85	+3
86-90	+1, +20% to Moving Silently
91-92	+2, +4 vs Poison
93-95	+2, +4 vs mind based attacks
96-98	+3, Protection vs Evil 5'radius
99-100	+4, change self 3 per day*

*See section on time in Limbo.

Limbus Infernum

EQUIPMENT TABLE	
2d10	Equipment
2	Augmentation Stone
3	Vermus Tongue
4	2d4 Gems/ Essence Prism
5	Deathwort (1d4 Doses)
6	Mallet & 3 spikes
7	Flint and Steel
8	Rope, 20'
9	Backpack or rag clothing
10	1d3 Flask of Water
11	Rations 1d3 Days
12	Boots or head wrap
13	Scavenger apparel
14	1d3 Flask of Oil
15	1d4 Pyrolith Bolts or 1d6 darts
16	Occupit or differential lens
17	1d3 Jewellery
18	1d3 Potions
19	1d2 refined essence
20	Miscellaneous magic

MISCELLANEOUS MAGIC	
2d8	Magic Item
2	Ring of Poison Resistance
3	Girdle of Strength (+ 4 to strength)
4	Ring of Knocking (2d4 charges)
5	Balin's Hook
6	Boots of Silence (+50% on Move Silently)
7	Windwalker Boots
8	Potion: Identify Essence
7	Scroll: Invisible to Vermus
9	Potion: Detect Essence
10	Scroll: Invisible to Ratchet
11	Ring Protection +1/ Cloak of Protection +1
12	Potion of Treasure Finding/ Random Potion
13	Scroll of 1d4 spells
14	Ring of Soul Concealment
15	Thinking Cap (+4 to intelligence)/ Hat of Inspiration (+ 4 to wisdom)
16	Girdle of Endurance (+4 to constitution)

SKILLS TABLE	
1d6	Ability
1-2	Weapon skill(See Table 10.1)
3-6	Non-Weapon skill (See Table 10.2)

WEAPON SKILLS TABLE	
1d6	Skill
1	Weapon: Long Blade
2	Weapon: Short Blade
3	Weapon: Bow
4	Weapon: Blunt/Axe
5	Weapon: Spear/Staff
6	Weapon: Sling/exotic

NON WEAPON SKILLS		
1d100	Skill	Ability
1-5	Agriculture	Intelligence
6	Ancient History	Intelligence
7-8	Animal Handling/Training	Wisdom
9	Animal Lore	Intelligence
10	Artistic Ability	Wisdom
11	Armourer	Intelligence
12	Appraising	Intelligence
13-15	Barter	Charisma
16	Blacksmith	Strength
17	Blind Fighting	NA
18	Bowyer/Fletcher	Dexterity
19-20	Brewing	Intelligence
21	Brewing Potions	Intelligence
22	Carpentry	Dexterity
23	Charioteering/ Carriage Driving	Dexterity
24-28	Cooking	Intelligence
29	Climb Walls	Strength
30-34	Dancing	Dexterity
35	Direction Sense	Wisdom
36	Disguise	Charisma
37	Endurance	Constitution
38	Engineering	Intelligence
39-40	Etiquette	Wisdom
41	Fire Building	Wisdom
42	Gaming	Charisma

Limbus Infernum

43	Gem Cutting	Dexterity
44	Healing	Wisdom
45	Herbalism	Intelligence
46	Hiding in Shadows	Dexterity
47	Hunting/ Set Snares	Wisdom
48	Juggling	Dexterity
49	Jumping	Strength
50	Language	Intelligence
51	Language, Ancient	Intelligence
52	Leather-work	Dexterity
53	Local History	Intelligence
54	Memorising	Intelligence
55	Move Silently	Dexterity
56	Musical/Singing/Oratory	Dexterity
57	Navigation	Intelligence
58	Pick Locks/ Small mechanical	Dexterity
59	Pick Pockets/ Sleight of Hand	Dexterity
60	Planar Lore	Intelligence
61	Plant Lore	Intelligence
62-72	Reading/Writing	Intelligence
73	Reading Lips	Wisdom
74-78	Religion	Wisdom
79-80	Riding	Wisdom
81	Riding Airborne	Wisdom
82	Rope Use	Dexterity
83	Running	Constitution
84	Seamanship	Dexterity
85	Spell Craft	Intelligence
86	Stone Mason	Strength
87	Survival	Wisdom
88-90	Swimming	Strength
91	Tracking	Wisdom
92-93	Traps, Find and Remove	Wisdom
94	Tumbling	Dexterity
95	Ventriloquism	Intelligence
96	Weapon Smith	Intelligence
97-100	Player's Choice	-



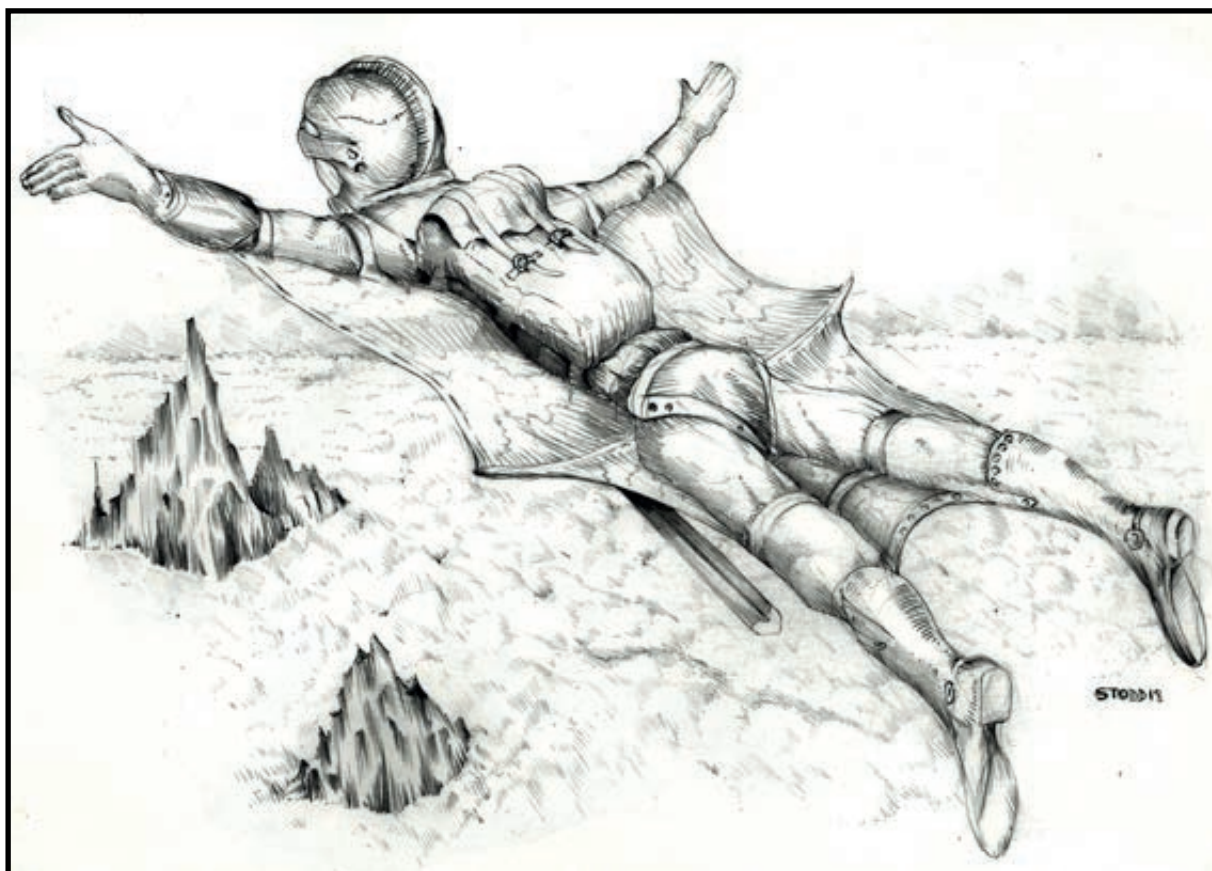
Limbus Infernum

GATHERED MEMORIES			
1d24*	Essence Memory	Effect	Alignment**
1	Bandit	1 dexterity point Skill in riding, bow, short blade	-2 on EG
2	Monk	1 wisdom point, 1 charisma point 1 dexterity point Skill in unarmed combat plus religion, ancient history, Read and write common	2 toward neutral
3	Foot Soldier	1 constitution point Skill in agriculture plus pole arm, short blade	-
4	Assassin	1 dexterity point and 1 charisma point Skill in short bladed weapons plus move silently, hide in shadows	-3 on EG
5	Gladiator	1 strength point and 1 dexterity point Skill in two hand weapons plus tumbling, jumping	+2 on CL
6	City Guard	1 strength point Skill in a pole arm, local history	+2 on CL
7	Skyship Aeronaut	1 dexterity point Skill in airborne riding, weather sense, rope use, navigation	-
8	Alchemist	1 intelligence point, 1 charisma point Skill in Planar Lore plus Brewing Potions, ancient history, religion, demonic language. Read and write common.	-
9	Armourer	1 constitution point Skill as an armourer, fire building	-
10	Healer	1 wisdom point Skills in healing plus herbalism, plant lore	+2 on EG
11	Magic User	1 intelligence point Able to read magic script Skills in brewing potions, spell craft, read and write common	-
12	Demon Hunter's Aid	1 wisdom point, 1 intelligence point Saving throw vs fear +2 Skill in planar lore, spellcraft, religion, Read and write common	+3 on CL +2 on EG
13	Castle Guard	1 strength point Skill in crossbow, spear	+1 on CL
14	Bard	1 charisma point and 1 dexterity point Saving throw vs charm based attacks +2 Skill in a music/oratory/singing, Read and write common, ancient history	-3 to CL
15	Martyr	1 wisdom point and 1 charisma point Saving throw vs fear at +4 Skill in religion, ancient history	+4 on LG

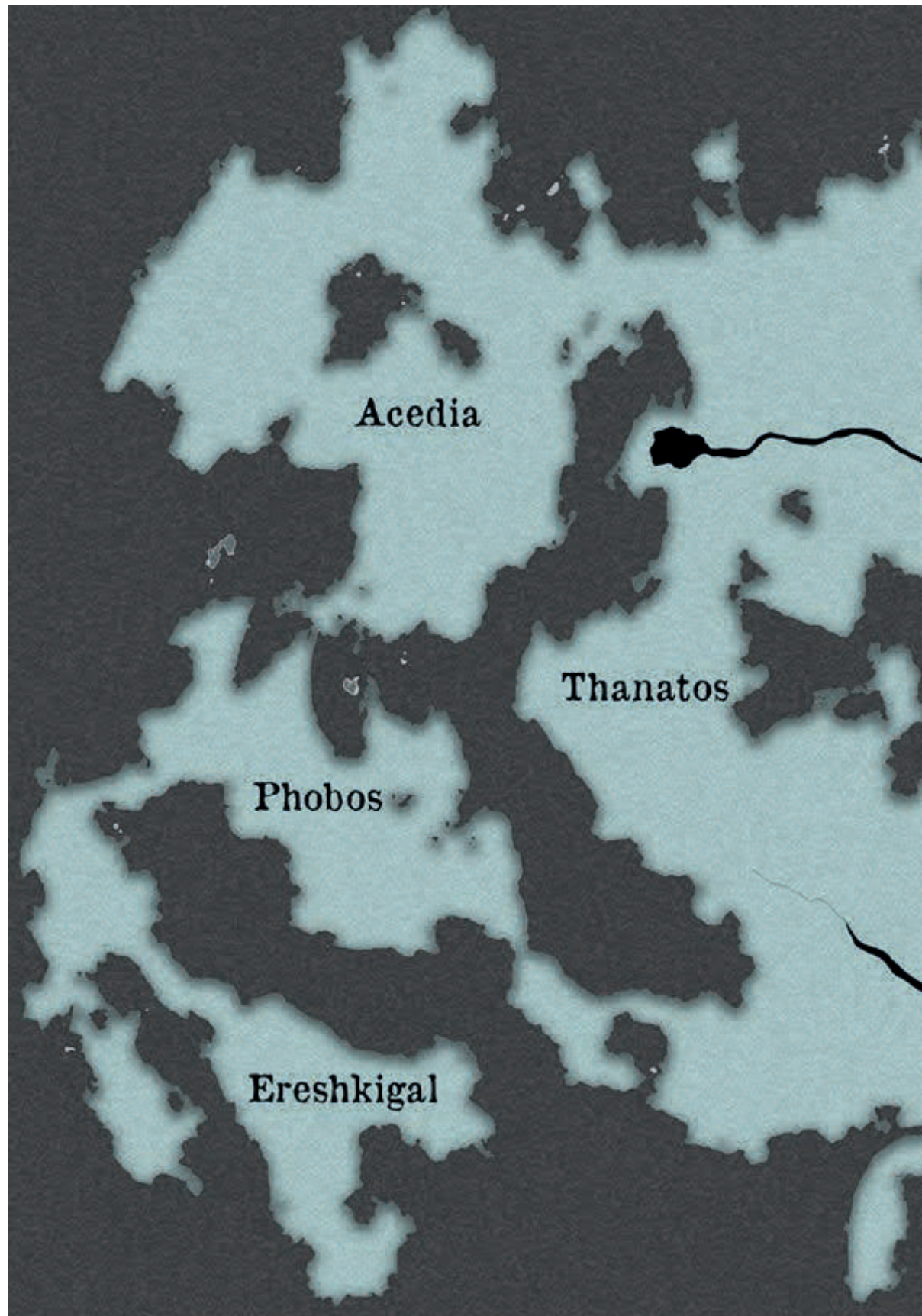
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16	Merchant	1 charisma point Skill in barter, appraising, Read and write common	-1 to CL
17	Fighter	1 constitution point Skill in a weapon type of the player's choice	-
18	Thief	1 dexterity point Skill in 1d3 thief specialist skills	-2 to CL
19	Priest	1 wisdom point Skill in religion, Read and write common plus one other language, spell craft	Depends on faith
20	Player's Past Character	2d4 ability points 2d4 skills from character sheet	As previous character
21	Druid	1 to wisdom Skill in animal lore and plant lore	2 toward neutral
22	Stationer	1 intelligence point Skill in memorising, Read and write common	+3 to CL
23	Paladin	1 wisdom point, 1 charisma point Skill in long blade, riding and religion	+4 to EL +4 to CL
24	Barbarian	1 constitution point and 1 strength point Skill in two weapon types and endurance	-3 to CL

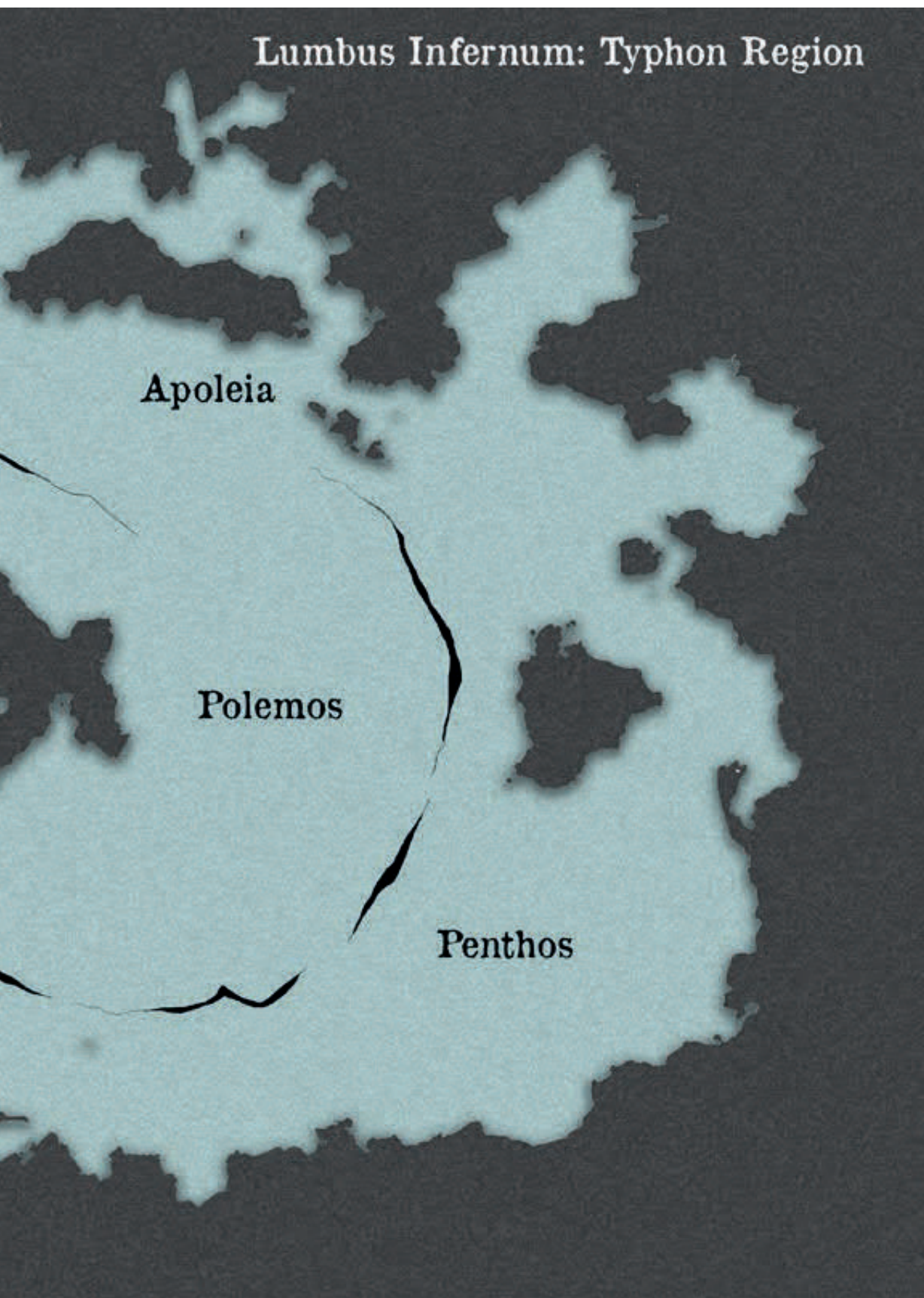
* Roll a d6 and d12. If the d6 roll results in 4-6 then use d12+12. ** See the alignment grid on page 7.



Limbus Infernum



Limbus Infernum



Limbus Infernum

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To begin with, you are dead. This must be distinctly understood.

You feel neither cold nor warmth. About you lie corpses, part buried in fine powdery ash for as far as can be seen into the obscuring mist.

Limbus Infernum provides a unique alternative to character creation but is more than this; it is a complete adventure, a complete setting that could take many sessions of play. Characters start out dead, a mere husk with a soul. They rise from their ashen grave, bereft of name, identity, skill, memory or vestigial legacy of any former self. They emerge into a land where the sun never rises and night never falls for Limbus Infernum, Limbo, is the uppermost plane of Tartarus.

This setting utilizes the old school fantasy role playing game system and introduces a complete rule set for survival and adventure in the demonic realm. It comes with 17 scenarios of varying degrees of challenge, maps and detailed tables for all eventualities.

