

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

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

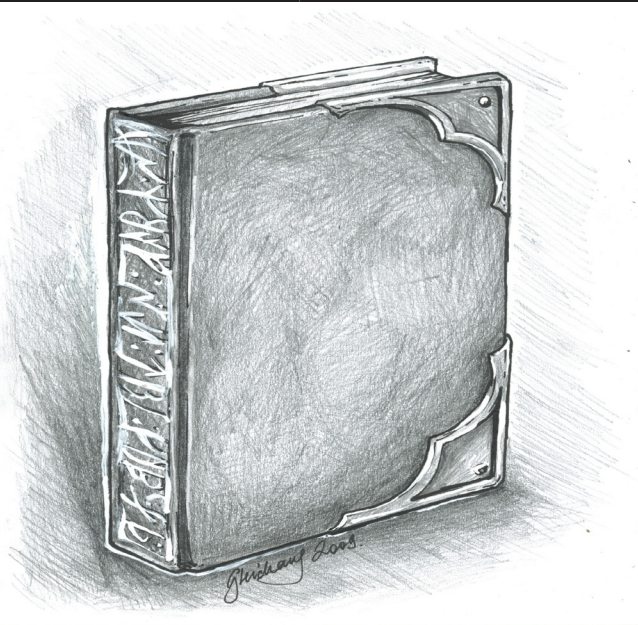


Before the companions ascend the Mountain towards heaven, they first come to a muddy foot-path which leads off to the left. This path presents a foul appearance and seems to be forgotten. The path is made up of gravel, mud, and clay, broken stone slabs and trampled grasses. Along its side, occasionally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


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

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

DIVINE SPELL CHANGES

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

ARCANE SPELL CHANGES

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

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

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

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

A "Distance Distortion" spell is laid on the tunnel so no estimation of its actual length, etc. can be made; the companions are in the tunnel 2d20 turns. The spell, "Vertigo," has also been laid there so that living creatures must save versus magic or fall to the ground so disorientated that they are unable to move – this lasts up to 1 hour per spell, any person who misses their saving roll $\frac{1}{5}$ times must be carried down the tunnel for they are unable to move themselves, and a system shock roll must be made or the spell effects immediately kill them in the tunnel. Illumination is provided by clumps of grotesque fungi in the shapes of dismembered human limbs growing along the sides of the passage: they glow red, blue and green, alternating along the path.

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

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

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

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

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

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

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