

### **Amulet of the Abyss**

On the Prime Material plane, an *Amulet of the Abyss* is indeed rare, but it is an item commonly worn by honored guests when traveling through certain layers of the Abyss. The amulet consists of a 36 inch silver chain from which hangs a disk of tooled adamantite about 3 inches in diameter. Some type of identifying mark is placed on the amulet's front, and its back is inscribed with words and phrases. The amulet in this adventure bears the image of a long sword grasped by a tentacle. The amulet radiates magic and a strong aura of evil.

The amulet enables the wearer to summon demonic aid twice per day. At the wearer's option, it may summon 1-2 Quasits or 1-2 Dretch Demons.

GP Sale Value: 6,000 gp's

### **Amulet of the Abyss (DM's Copy)**

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The amulet enables the wearer to summon demonic aid twice per day. At the wearer's option, it may summon 1-6 Quasits or 1-2 Dretch Demons. All summoning is done indirectly through Amal, a demon baron serving under Grazzt and is subject to possible denial. If approved, the summoned creatures serve without question and remain for 3-18 hours or until dismissed. The summoning requires 1-8 rounds, depending on the speed of the baron's answer. The summoning may be performed only by evil persons with knowledge of the correct phrasing and demon names. Any neutral PC attempting to summon creatures suffers 1-10 Hp's damage per attempt. Any PC of good alignment suffers 3-24 hp damage, and there is a 10% chance of attracting the attention of Arzial. The amulet may be used to communicate with Arzial directly, once per month, with two questions per contact. The answers received are not always correct, and Arzial dislikes frequent contact.

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